

IL315 Game Rules

Rules

Play time: 1 hr 30 mins

Players: 2-4

Age: 12+ probably

Aim: Start your turn with 10 H.P. (or the most if the Draw pile is empty) or be the last player standing.

Amazing news! Humanity has found a habitable planet in the neighbouring solar system! Be the first to colonise this paradise, this home away from home, and create a functioning economy while backed by the nations of Earth. But be careful – there aren't aliens you need to worry about, but the other players, competitors to this new front for humanity. Trade or attack with them while you have limited contact to your home planet.

Set up: Each player gets ¥20, 1 ○, and 4 cards in their hand. Set a Market in front of each player. Set out the cubes, tokens, money, and the deck as a Draw pile. Roll the population die to determine who goes first. Play goes clockwise.

Each turn has 5 phases: Draw, Roll, Effects, Build, and Assign. There are also actions you can take during your turn.

1. Draw

Start your turn by drawing 3 cards, either from the Discard or Draw pile.

A crisis is played as soon as it is drawn; they have a special back, and so you know if you are drawing into one. Deal with the crisis as soon as it is played, then return to normal gameplay.

2. Roll

Roll the Weather Die (D10), taking that much ¥ and roll the Population Die (D8), taking that many ○. If a 1 total is rolled on the Weather Die, a Storm ensues: you lose ¥3 per asset (not including Paths), and the next phase (Effects) is skipped. You also may remove assets for their face cost during a Storm.

3. Effects

If you did not roll a 1 total, you activate the effects of the assets with enough ○ employed in your economy. For producer assets (green border), you also earn ¥1 for

each ↑ token or ○ on the asset. Text on cards that are not an Effect apply automatically if the minimum number of ○ are employed there; for instance, if you play a Farm connected to a Bakery, that Farm gains 1 ↑.

4. Trade

5. Build

By paying the cost in the top right hand corner, assets are placed in front of you in your Economy; up to three can be put together into an Industry. Each Industry must be connected to all the others by a series of paths and Industries. Each industry connected to another industry must also be connected by only 1 Path. You may rejig your economy at any point, but only in a way where they can be slid across the table. Finally, you may play any policy card for free from your hand; you can only have 1 at any point, and they exist separately outside of your economy.

6. Assign

After you have built the assets you wish, you assign ○ to them; any leftover ○ are returned to the pot for the cost of ¥5. You might have a set of ○ leftover from the actions others have taken during their turns; they stay until this phase of your turn.

Other Actions

During your turn, you may do any of the following actions:

Discard

You may discard any card from your hand for ¥5; these are placed face up on the discard pile. You can do this action at any time (even on other player's turns).

Trade

You may trade with other players for anything at any time, except assets that have already been played.

Key Terms

¥

Symbol of currency – Note money

○

Symbol of people – Wooden cubes



Symbol of Productivity – Stacking poker chips. Every 5 ↑ tokens in your economy gives 1 H.P.

The Market

This is essentially a producer asset; you can only put an extra 2 ○ in here each turn. This asset cannot ever be destroyed.

Dying

A player may die if one of the following is true:

- Not enough ¥ to pay for a Crisis, Roll, or Effect.
- They have no ○.

Split Economy

If your economy is split, the half unconnected to The Market must be reconnected as the asset is destroyed by sliding the assets across the table.

Card Types

Assets

- Shelter - ¥15, 0-6 ○
 - PG (8)
 - Can employ 1 extra ○ to connected industries
 - +1 H.P.
- Path - ¥2, 0 ○
 - PG (-)
 - Connects Industries
 - Is on the back of every card
- Road - ¥10, 2 ○
 - PG (8)
 - Placed atop Path
 - Adds 1 ↑ to the adjacent industries
- Creche – ¥25, 6 ○
 - PG (8)
 - Lose ¥5 every turn
 - Adds 1 ↑ to all Producers.
 - +1 H.P.
- Research Centre - ¥30, 6 ○
 - PG (8)

- Lose ₩10 every turn
 - Draw an extra card from the Draw pile every turn
 - +2 H.P.
- Hospital - ₩25, 1-6 ○
 - PG (8)
 - For each ○ employed, lose ₩2 and gain 1 ○ each turn
 - +2 H.P.
- Trading Port - ₩25, 4 ○
 - Prod. (8)
 - Can't be stacked into an industry
 - Gains ↑ equal to half the ↑ of connected assets rounded down (not Ports). These do not contribute to H.P.
- Farm - ₩15, 1-4 ○
 - Prod. (12)
 - +1 H.P if there are at least 4 ○ working on it.
- Mine - ₩10, 1-6 ○
 - Prod (12)
- Bakery - ₩15, 1-2 ○
 - Prod (8)
 - +1 ↑ to Farms
- Forge - ₩15, 1-4 ○
 - Prod (8)
 - +1 ↑ to Mines
- Power Generator - ₩10, 1-4 ○
 - Prod (8)
 - Gives 1 ↑ to 1 connected industry for each ○ employed
- Radio Station - ₩20, 1-4 ○
 - Prod (8)
 - Gain 1 ○ each turn
 - +1 H.P.
 - Put 2 ↑ tokens on this card
- Turret - ₩15, 0-6 ○
 - PG (12)
 - Increases the cost of ○ of the attack by the amount of ○ employed. ○ employed are killed in the case of an attack.
- Town Hall - ₩20, 1 ○
 - PG (8)
 - +1 H.P
 - Requires 1 ○ on each path (none extra required for roads)
 - There is no cap on policy card amount (one of each maximum)
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Policies

- Arrival (Immigration) – Field (4)
 - o Gain 1 ○ each turn
- Rust Rule – Field (4)
 - o +1 ↑ to Mines
- Bank – Field (4)
 - o +2 ↑ to The Market
 - o Add ↑ equal to the Market onto this card. Each turn, make ¥ equal to the ↑ on this card (↑ here contributes to happiness)
- Foreign Investment – Field (4)
 - o At the end of your turn, you may play 1 producer asset for free. Tokens are put off to the side of these cards; they make no revenue for the player. Their other effects still hold. These assets cannot be part of an industry of assets you own. They must be fully staffed. You may ‘buy’ the asset back for twice its face cost at any time.
- Attack – Action (12)
 - o Expend ○ equal to the number of ○ employed on the asset you are trying to destroy, and ¥10; the asset is put into your hand and half (rounded down) the people employed on the asset are returned to the pot.

Crises

- Coup – Crisis (2)
 - o Collectively, a number of assets must be lost equal to the number of Attack cards in the discard pile. ○ on these assets may be returned to the pot for free. The player(s) with the lowest happiness score lose an extra asset.
- Pandemic – Crisis (2)
 - o Collectively, lose 1 ○ per card in the discard pile. Spend ¥3 per ○ you wish to save
- Stray Warhead – Crisis (2)
 - o Lose an Asset of your choice and the ○ on them. Spend ¥3 per ○ you wish to save.

THINGS I HAVE CHANGED SO FAR:

- Changed Dice for money and people – experimented with combining the dice together (actually made more unfair randomness) and changing the type of dice used (i.e. D8-D12)

- Changed Crises cards (consider old war card, replaced with attacks)
- Added private market (later, The Market) to make games faster, more dynamic, and to expand learning outcomes
- Standardised the number of cards in the deck to 10 then to 8 for cost to reduce randomness
- Added the option of selling cards to solve the issue of what to do with cards a player doesn't need beyond converting them into paths
- Changed the names of assets to create a theme for story-telling purposes
- Simplified money-making system to use less maths and therefore requires less cognitive load (from making productivity a multiplier to an additive component, then making more common, and changing the cost of public goods)
- Changed how attacks worked to more accurately reflect learning outcomes (assets are destroyed rather than just losing people)
- Farms were too powerful. I tried a range of methods to nerf them; overall, landed on making them more expensive.
- Introduction of policy cards to expand learning outcomes.