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Warning (please read carefully)

Do not give to children under 3 years of age as there is a risk of accidental ingestion.

Do not leave in a hot and humid place as it may deteriorate.

Keep away from fire to avoid deterioration and fire.



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Ver. 1

TACTICAL GAMES

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ATLAS LOST

RISE OF THE NEW SOVEREIGNS

RULEBOOK

01. Introduction

As the leader of one of the emerging factions, you aim to lay the foundation for a new state. To do so, you must gather resources and use the lost technologies (Techs) of previous civilizations around the world. Influence other player-led factions to win the establishment of a sovereign state in the region!

Each game features 3 of the 5 types of Tech Trees. By sending advance teams there, you can learn various Techs that are unique to each Tech Tree. Placing advance teams in higher Lv. (level) Techs will deepen your understanding of the Tech Tree, which enables you to use more powerful Techs. Utilize various Techs to your advantage and gain sovereignty.

Goal and End of the Game

Your goal is to achieve one of the following three victory conditions.

Technology Victory - own 30+ technology points (TP)

Influence Victory - advance your influence marker to the rightmost space of the influence track

Initiative Victory - own 3 initiative tiles and all resources shown on the tiles

If your turn ends with one of the above conditions met, you become the winner and the game ends.

Five Tech Trees

Each Tech Tree has the following unique characteristics.

- SCIENCE** - SCIENCE reduces the cost of placing advance team tokens, using Techs, and provides bonuses that enhance various actions.
- ECONOMY** - ECONOMY accelerates the acquisition of research resources by attaching economy tokens to the advance team tokens and helps to earn more TP.
- CULTURE** - CULTURE accelerates the acquisition of data resources through competition for Techs with culture tokens, and helps to earn more TP.
- RELIGION** - RELIGION allows you to convert other players' factions to be your religious allies by placing your religion tokens on their boards. You gain benefits based on the number and actions of your religious allies.
- MILITARY** - MILITARY allows you to attack other players' factions. You gain TP by consuming/comparing military power with other players.

A long time ago, there was a great war - a war waged in defiance of the will of humanity. At the time, it would have been compared to a war of the gods. It was the final war caused by the struggle between the AIs, which was said to have led to the "Great Collapse."

Despite the destruction of civilization, the few surviving humans managed to eliminate all threats of AI in a fierce battle. Having reclaimed Earth, humanity is now on the verge of building a new civilization. But human history repeats itself. Over the limited resources and artifacts left behind by past civilizations, the emerging small factions fight against each other again and again...

02. Components



5 tree boards (Lv.1)
(science, economy, culture, religion, military x 1 each)



3 tree boards (Lv.2) 3 tree boards (Lv.3)



1 influence board (combine the 2 parts)



4 player boards



40 technology point tokens
(1 point x 20, 3 points x 10,
5 points x 10) 3 position tiles
(A, B, C x 1 each)



9 front runner tokens (Lv.3)
(1 point x 6, 2 points x 3) 6 front runner tokens
(Lv.2)



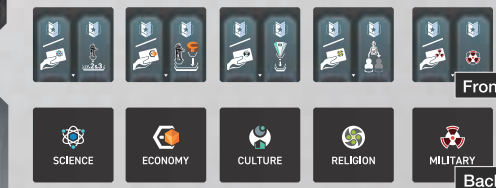
4 research resource markers 4 data resource markers 4 command resource markers 4 military power markers 4 influence markers
(4 colors x 1 each)



25 tech tiles (Lv.2)
(science, economy, culture,
religion, military x 5 each)



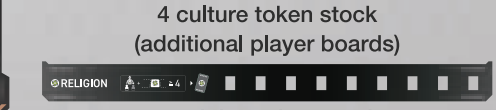
33 tech tiles (Lv.3)
(science, economy, culture,
religion, military x 6 each, Solo x 3)



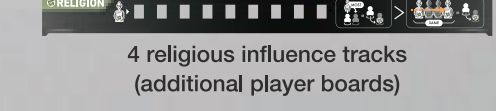
5 influence reward tiles
(science, economy, culture, religion,
military x 1 each)



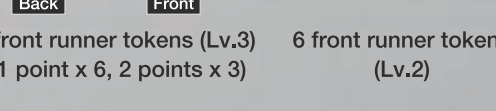
4 economy token stock
(additional player boards)



4 culture token stock
(additional player boards)



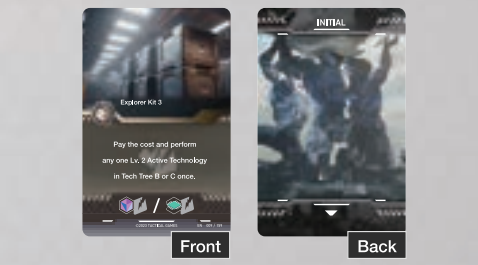
4 religion token stock
(additional player boards)



4 religious influence tracks
(additional player boards)



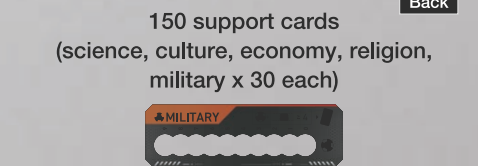
6 initiative tiles
(science, economy, culture, religion,
military, influence x 1 each)



9 initial support cards



150 support cards
(science, culture, economy, religion,
military x 30 each)



4 military power tracks
(additional player boards)



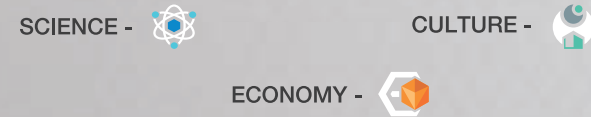
2 NPC player boards

03. Setup (Common Area)

① Select 3 out of the 5 types of Tech Trees to be used in the game. Refer to "Recommended Games" (p. 19) to select the combination. After you understand the characteristics of each Tech Tree and become familiar with the gameplay, you may select any 3 types in random combination or in consultation with the other players.

For Your First Game

To learn the rules, we recommend using the following 3 types of Tech Trees, which are relatively easy to play.



As you read through the rulebook, you can skip the items related to the other 2 Tech Trees (Religion and Military).

② Return all of the following components that correspond to the 2 Tech Trees not selected in ① to the box. Each component is marked with an icon indicating the associated Tech Tree type.

(science - , economy - , culture - , religion - , military -)

Lv.1 tree boards	additional player boards	markers
Lv.2 tech tiles	influence reward tiles	initiative tiles
Lv.3 tech tiles	tokens	support cards

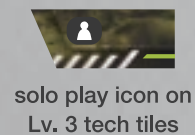
③ Arrange the 3 Lv.1 tree boards selected in ① in a row in the center of the table in random order.

④ Shuffle the 5 Lv.2 tech tiles of each Tech Tree face down, and randomly place 1 tile face up in each of the 2 slots below the Lv.1 tree board of the corresponding Tech Tree. Return the remaining 3 Lv.2 tech tiles of each Tech Tree to the box as they are not used in this game.

⑤ Place the Lv.2 tree board below each Tech Tree and fit it under the Lv.2 tech tiles.

Lv. 3 Tech Tiles for Solo Play

Some of the Lv. 3 tech tiles are for solo play only. These tiles are not used when playing with 2-4 players and should be returned to the box.



*For more details, please refer to the rule sheet for solo play.

⑥ Shuffle the 6 Lv.3 tech tiles for each Tech Tree face down, and randomly place 1 tile face up in each of the 3 slots below the Lv.2 tree board of the corresponding Tech Tree. Return the remaining 3 Lv.3 tech tiles of each Tech Tree to the box as they are not used in this game.

⑦ Place the Lv.3 tree board below each Tech Tree and fit it under the Lv.3 tech tiles.



⑧ Shuffle the support cards of each Tech Tree and place them face down in the left slot below each Lv.3 tree board. The right slot is reserved for a discard pile.

⑨ Place the position tile 'A' on the Lv.1 tree board on the left. Similarly, place the tile 'B' on the Lv.1 tree board in the center and the tile 'C' on the Lv.1 tree board on the right.

⑩ Place 1 Lv.2 front runner token in each of the 2 advance team spaces on each Lv.2 tree board.

⑪ Shuffle the Lv.3 front runner tokens and place 1 tile face down in each of the 3 advance team spaces on each Lv.3 tree board.

⑫ Place the influence board within everyone's reach. Place the following influence reward tiles in the top three slots of the influence board:

Left slot: The influence reward tile from the Tech Tree with the position tile A

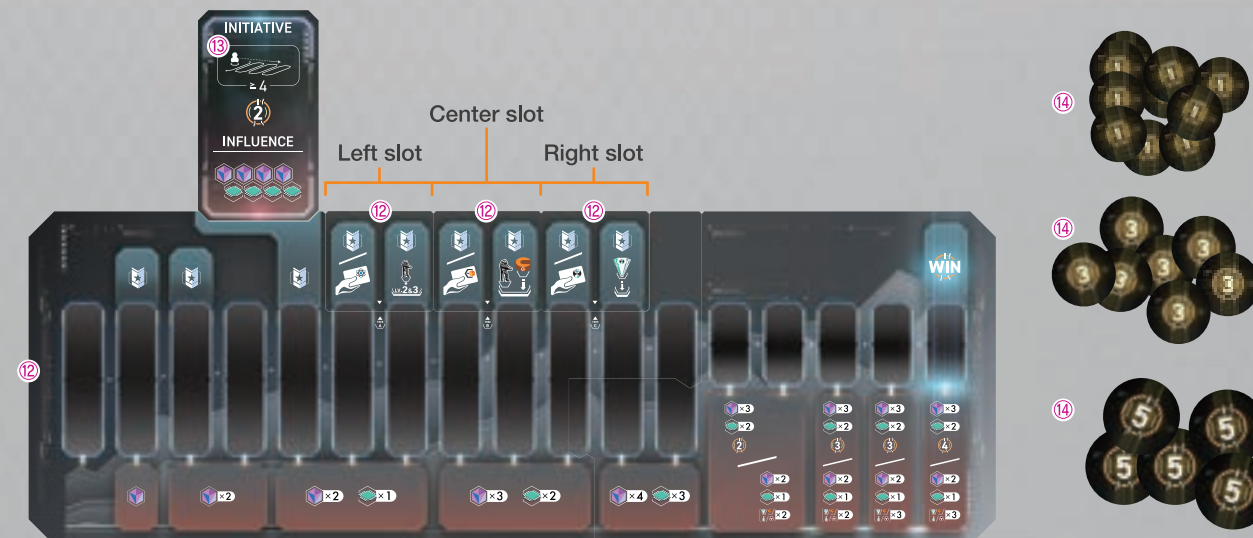
Center slot: The influence reward tile from the Tech Tree with the position tile B

Right slot: The influence reward tile from the Tech Tree with the position tile C



⑬ Place the influence initiative tile at the top left position of the influence board. Place the initiative tile of each Tech Tree at the top left position on each Lv.1 tree board.



⑭ Sort the technology point (TP) tokens by TP and keep them within everyone's reach. These are called a supply.


*The supply is unlimited. Substitute the tokens with something else if you run out of them.



04. Setup (Player setup)

- Choose your player color and take 1 player board, 9 advance team tokens, and 1 influence marker of your color. Then, take 1 research resource marker, 1 data resource marker, 1 command resource marker, and 1 quick reference sheet.
- Place your influence marker on the leftmost space of the influence track.
- Place your player board in front of you.
- Place 6 advance team tokens in the 6 waiting spaces on your board.
- Place the remaining 3 advance team tokens in the advance team space of the Lv.1 tree board of each Tech Tree.
- The player who has recently demonstrated leadership is the first player to take a turn, and play proceeds clockwise. Place your research/data resource markers on the corresponding tracks of your player board according to the table below. You own the indicated number of resources. Place the research resource marker with  side on top and the data resource marker with  side on top.

turn order	research resource 	data resource 
1st:	3	1
2nd:	4	1
3rd:	5	1
4th:	4	2

- Place your command resource marker at 0 of the command resource track of your player board with  side on top.
 - Shuffle the 9 initial support cards and deal 2 to each player face down. Return the remaining card(s) to the box face down. Check your cards, keep one of them in your hand and return the other to the box face down. Returned cards will not be used in this game.
- You can check the front side of the cards in your hand at any time during the game. They should not be revealed to the other players.

common area

influence track

player's area



- Make the following preparations for the 3 Tech Trees used in the game.


(If you are using Science, Economy, and Culture in your first game, prepare for Science, Economy, and Culture as explained below.)

■ Science: No additional preparation.

■ Economy: Take the economy token stock board and connect it to the bottom of your player board. Take 9 economy tokens of your color and place all of them on the economy token stock board.

■ Culture: Take the culture token stock board and connect it to the bottom of your player board. Take 9 culture tokens of your color and place all of them on the culture token stock board.

■ Religion: Take the religion token stock board and connect it to the bottom of your player board. Take 9 religion tokens of your color and place all of them on the religion token stock board. Take the religious influence track and connect it to the top of your player board.

■ Military: Take the military power track and connect it to the right side of your player board. Take 1 military power marker and place it at 0 of the track, with  side on top.

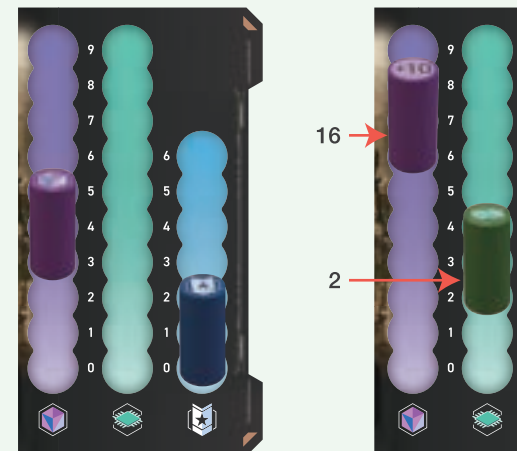
*If you need to connect multiple boards to the bottom of your player board, connect them vertically, not stacked on top of each other. The order of connected boards does not affect the game.

*Hereafter, the player board and connected additional boards are collectively referred to as the player board.

Acquisition of Research Resources, Data Resources and Command Resources

There are 3 types of resources in this game: Research resource, Data resource, and Command resource. Whenever you gain, pay, or lose one or more of these resources, move the corresponding marker on your player board up/down along the track by a number of spaces equal to the number of resources you have gained, paid, or lost. You cannot make a payment if the number of your resources is to be less than 0 after the payment.

There is a limit to the number of resources you can own for each type (19 for the data/research resources, 6 for the command resource). If the acquisition of a resource results in exceeding the limit, the excess number of resources will be lost. For the 11th and subsequent data/research resource, flip the marker to the "+10" side and indicate the ones place digit with the marker position on the track.



In 2- or 3-player Games

Prepare NPCs (pseudo players). In 2-player games, place 2 NPC player boards within reach of both players, each of which represents an individual NPC. Place 1 NPC player board when playing with 3 players. Place technology point (TP) tokens worth a total of 14 TP on each NPC player board. These TP are owned by each NPC.

NPCs do not take turns during the game but serve as targets for the effects of Active Technology and Support Cards as if they were players. They can also be used to refer to the owned resources and the number of TP.



05. Game Flow and Victory Conditions

Players take turns in clockwise order until the game ends. Each turn consists of an Action Phase followed by an Influence Phase. When a player fulfills any of the following 3 winning conditions at the end of their turn, they become the winner and the game ends immediately.

A player's turn

1. Action Phase
2. Influence Phase

Victory conditions

- Technology Victory** - own 30+ technology points (TP)
- Influence Victory** - advance your influence marker to the rightmost space of the influence track
- Initiative Victory** - own 3 initiative tiles and all resources shown in the tiles

06. Action Phase

You can perform the Main Action, Command Action, and Card Play Action once each, in any order, during the Action Phase of your turn. In addition, you can perform Free Card Activation Actions as many times as possible.

*You must complete one action before you can start another action. You cannot start an action while another action is in progress.

*You may skip some or all of the 4 actions.

Can be performed up to once in any order

- Main action
- Command action
- Card play action

Can be performed as many times as possible

- Free card activation action

07. Main Action

Select 1 of the following 4 actions and perform it once.

- ① Advance team placement action: place 1 advance team token in a Tech Tree.
- ② Research resource replenishment action: gain research resources.
- ③ Data collection action: gain data resources.
- ④ Active Technology startup action: perform the Active Technology of a Tech in which your advance team token is placed and resolve its effect.

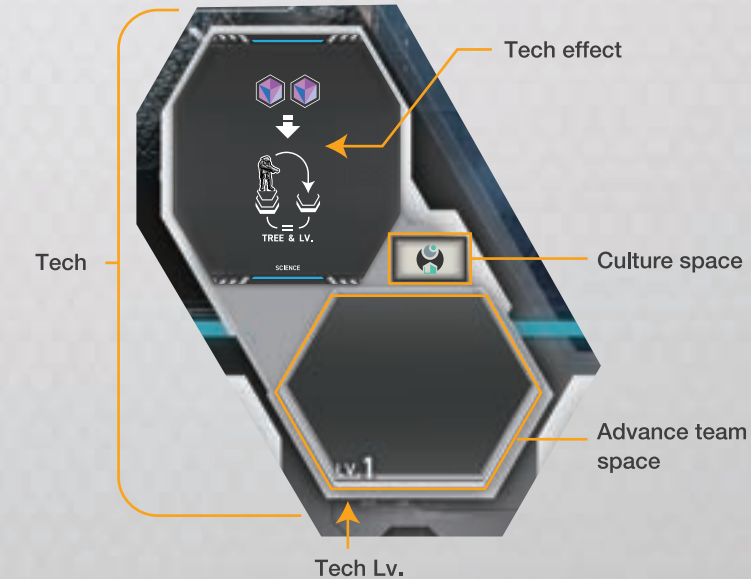
Our civilization is still in a primitive state. We manage to get through each day without relying on technology. If we send advance teams with limited supplies to investigate the "artifacts" of the previous civilization, we should be able to acquire useful Techs that will lead us to rebuild our civilization. But others will be trying to do the same. Gathering more Techs and taking control of the artifacts could ensure our supremacy in the region. The people scattered throughout the region, struggling to survive each day, are eager to rebuild civilization and create a new sovereign state.

We need to influence them by showing them the resources and prestige that are the symbols of wealth.

① Advance team placement action

Place one of your advance team tokens in a Tech according to the placement rules. Each Tech of any Lv. (level) has its own advance team space. While your advance team token is in the advance team space, you can use the effect of the Tech: If the Tech is an Active Technology, you can use the effect through the main action '④ Active Technology startup action.' If the Tech is a Passive Technology, its effect becomes available immediately after the advance team token is placed.

Tech



Type of Tech

Active Technology

It can be performed through the main action '④ Active Technology startup action,' if your advance team token is placed there.

*Details of each effect will be described later.



Passive Technology icon

Passive Technology

The effect shown in a Tech becomes available immediately after your advance team token is placed in the Tech. Some effects require specific events to trigger the effect. If your advance team token is removed from the Tech for any reason, the effect is no longer available.



Passive Technology icon

Effective at all times

You will gain the effect shown on the right each time you have a specific event shown on the left.

Placing an advance team token

i) Place 1 token

Select the leftmost advance team token in the research resource replenishment action space (top row) or the data collection action space (bottom row) of your board, and place it in the advance team space of a Lv. 2 Tech or a Lv. 3 Tech, according to the following rules. You can place only 1 advance team token in Techs of the same Lv. in the same Tech Tree.

Placement cost in a Lv.2 Tech:

3 research resources

Placement cost in a Lv.3 Tech:

4 research resources and 2 data resources

Placement condition in a Lv.2 Tech:

Place 1 token in the advance team space of either the left Tech or the right Tech of a Tech Tree.

Placement condition in a Lv.3 Tech:

Place 1 token in the advance team space of a Lv.3 Tech which is connected by a route with the Lv.2 Tech on which your token is placed.



ii) Draw a support card

Draw 2 support cards of the Tech Tree where you have just placed your advance team token.

Look at the front of the cards, add one card to your hand, and discard the other card face up in the corresponding discard pile.

*If any support card deck becomes empty during the game, shuffle the discard pile to make a new deck.

*You can have up to 5 cards in your hand. If you have more than 5 cards, discard your hand down to 5 at the end of your turn. The discarded card(s) go face up to the corresponding discard pile, or in the box if it is an initial support card.

iii) Gain a front runner token

Gain a front runner token if there is one in the advance team space where you have placed your advance team token.

• Lv.2 front runner token: return the tile to the box and gain 1 data resource.


• Lv.3 front runner token: see the TP shown on the front side of the token and hold on to it. It is treated as your TP.





*Do not reveal the TP of the tokens to other players.

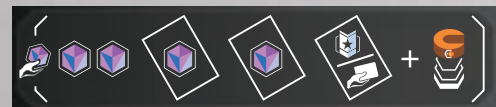
*The TP of the front runner tokens cannot be used for cost payments or interactions with other players.

② Research resource replenishment action


Gain as many research resources as the number of  visible in the research resource replenishment action space of your player board. At the beginning of the game, you can gain only 2 research resources through this action, but this number may be increased according to the following rules.




By removing the advance team tokens from the action space, the number of visible  increases. This way, the number of research resources  you gain can be increased by up to 2.




Additionally, if the advance team token in the rightmost space is removed from the action space, perform one of the following actions.

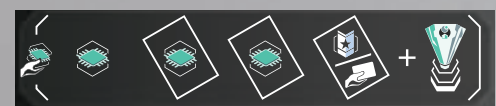
- Gain 1 command resource .
- or Draw 1 support card of any Tech Tree from the deck and add it to your hand.

③ Data collection action

Gain as many data resources as the number of  visible in the data collection action space of your player board. At the beginning of the game, you can gain only 1 data resource through this action, but this number may be increased according to the following rules.




By removing the advance team tokens from the data collection action space, the number of visible  increases. This way, the number of data resources  you gain can be increased by up to 2.





Additionally, if the advance team token in the rightmost space is removed from the action space, perform one of the following actions.

- Gain 1 command resource .
- or Draw 1 support card of any Tech Tree from the deck and add it to your hand.


When using the economy Tech Tree



For each economy token attached to your advance team tokens, add +1 to the number of research resources  you gain.

Example: Tony takes a research resource replenishment action on his turn. At this point, he has placed 2 advance team tokens from the research resource replenishment action space onto Tech spaces, and has attached 1 economy token to his placed advance team token. Therefore, he gains 4 (the number of research resources  visible on the board) + 1 (the number of the attached economy token) = 5 research resources .



When using the culture Tech Tree

For every culture token you have placed in the culture space of each Tech, you gain +1 data resource .

Example: Tony takes a data collection action on his turn. At this point, he has placed all 3 advance team tokens into Techs from the data collection action space. He has also placed 3 culture tokens in the culture spaces of the Techs. Therefore, he gains 3 (the number of data resources  visible on the board) + 3 (the number of culture tokens placed in the Techs) = 6 data resources . Further, since he has placed all 3 advance team tokens on the Techs, he chooses to draw 1 economy support card from the deck and adds it to his hand.

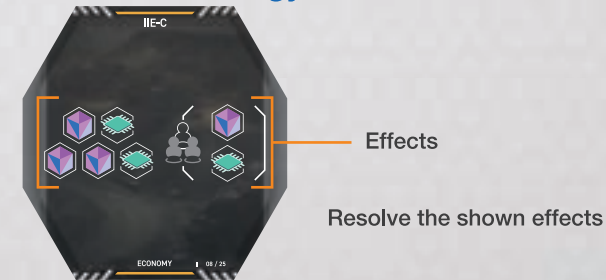


④ Active Technology startup action

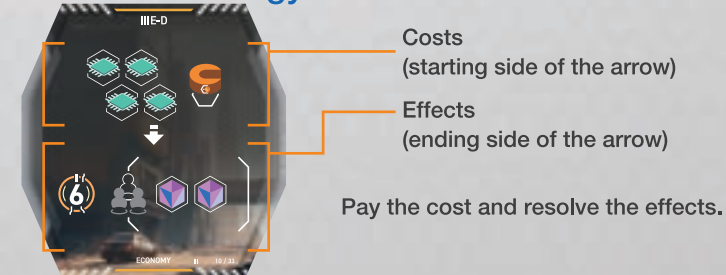
Select 1 Tech where your advance team token is placed and perform its Active Technology once. (Each Lv. 1 Tech already has one of your advance team tokens placed there since the beginning of the game.)

*When performing an Active Technology, its effects must be resolved as much as possible. If only a part of the effects can be resolved, resolve that part and ignore the part that cannot be resolved.

Active Technology with no cost



Active Technology with cost



08. Command Action

Select 1 Active Technology from any Tech Tree and perform it once. For Command actions, you can select the Active Technology of a Tech in which your advance team token is not placed.

Pay as many command resources equal to the Lv. of the Tech selected, and perform the selected Active Technology. (If the selected Active Technology requires the payment of any cost, you must pay that cost as well.)

In 2- or 3-player Games

If you need to select another player when resolving the effect of an Active Technology or performing a Command action, you may select an NPC.

Example of an Active technology startup action

① On his turn, Tony places 1 advance team token in the right side Lv. 2 Tech of the culture Tech Tree and gains a support card and a front runner token. This allows him to use the effect of this Tech through the Active Technology startup action on his next and subsequent turns.

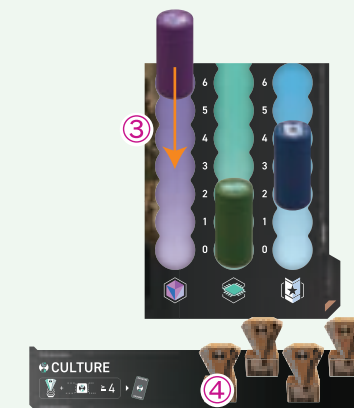


② On his next turn, he takes an Active Technology startup action to use the effect of the Lv.2 culture Tech, which is to pay 3 research resources and place 1 culture token in the Tech where another player's advance team token is placed.

③ He pays 3 research resources from his player board.

④ Next, he takes the leftmost culture token from the culture token stock of his player board.

⑤ He then places the culture token in the culture space of the Tech where another player's advance team token is placed.



Example of a Command action

⑥ Tony wants to use the effect of the Lv.2 culture Tech again on this turn. Thus, he performs a Command action.

⑦ Since he selected a Lv. 2 Tech, he must pay the equivalent number of command resources from his board. He pays 2 command resources.

⑧ Next, he pays 3 research resources from his player board.

⑨ He takes the leftmost culture token from the culture stock board.

⑩ He then places the culture token in the culture space of the Tech where another player's advance team token is placed.



*Details of culture's Active Technologies will be described later.

09. Characteristics of each Tech Tree

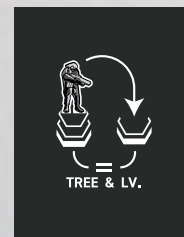
Each Active/Passive Technology has different characteristics depending on the Tech Tree it belongs to.

Science

Facilitate the dispatch of advance team tokens and serve as a bridge to learning new Tech.

There are many Passive Technologies that provide bonuses or reduce the costs when placing advance team tokens or performing Active Technology startup actions.

Move advance team token:



Move 1 of your advance team tokens placed in one Tech to another Tech of the same level in the same Tech Tree. If there's a front runner token at the destination, you gain it. It is acceptable if the path between your advance team tokens on Lv. 2 Tech and Lv. 3 Tech becomes disconnected as a result of moving.

Economy

Improving the financial situation will bring prosperity to all factions.

You can attach economy tokens to your advance team tokens to accelerate the acquisition of research resources. Lv. 3 Techs enable you to gain many TP by paying your economy tokens or by referring to the number of your economy tokens attached.

Economy Token



Economy Token icon

Placement of an economy token:

Take the leftmost economy token from the economy token stock of your player board and attach it to your advance team token already placed in a Tech Tree. Only 1 economy token can be attached per advance team token.

This effect cannot be performed if economy tokens are already attached to all of your placed advance team tokens in Tech Trees or if you have no economy tokens left on your player board.

*If your advance team token is removed from an advance team space for any reason, any attached economy token returns to the economy token stock of your player board.

*When your advance team token moves Techs for any reason, any attached economy token moves with the advance team token.



Payment of an economy token:

Return one of your economy tokens attached to your advance team tokens back to the rightmost empty space of the economy token stock of your player board.

Enhanced Research Resource Replenishment Action:

When performing a research resource replenishment action as a main action, you gain +1 research resource for each economy token attached to your advance team token.



Research resource replenishment action space

Before the "Great Collapse," a fully automated economic AI built and controlled a global network to provide comprehensive services and products in demand nationwide. However, no one was aware that the AI was controlling the system. Even those who worked for the system thought that it was human leaders who controlled the global economy. The AI had dominated the market through the network and humanity blindly accepted it.

Culture

Raise the standard of living and entertainment, and examine the use of the Techs from a variety of perspectives.

Players compete for the culture space in each Tech by placing their culture tokens to accelerate the acquisition of data resources. Lv. 3 Techs enable you to gain many TP by paying your culture tokens or by referring to the number of culture tokens on the board.

Culture Token

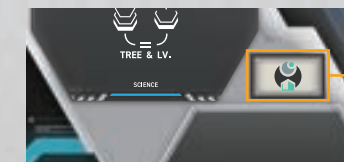


Culture Token icon

Placement of a culture token:

Take the leftmost token from the culture token stock board and place it in an empty culture space of a Tech. Some effects have a requirement for where to place your culture token. Each Tech has 1 culture space and only 1 culture token can be placed in each culture space.

You cannot place your culture token in a culture space where another culture token has already been placed. You cannot perform this effect if there are no available Techs to place the token or if you have no culture tokens left on your player board.



Culture space

Religion

Influence other factions by spreading the faith of your religious sect.

Place your religion token on another player's player board to make that player one of your religious allies (a member of your religion). There are many Active Technologies and Passive Technologies that bring benefits depending on the number and actions of your religious allies. Place more religion tokens than other players and convert them to be your religious ally.

Religion Token



Religion Token icon

Payment of a culture token:

Return one of your placed culture tokens back from a culture space of a Tech to the rightmost empty space of the culture token stock on your player board.

Enhanced Data Collection Action:

When performing a data collection action as a main action, you gain +1 data resource for every culture token you have placed in the culture space of a Tech.



Data collection action space

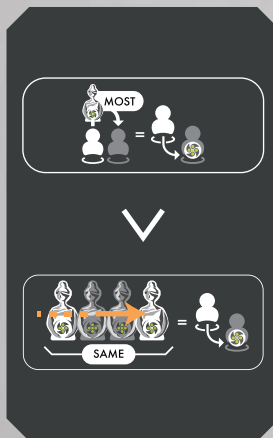
Placement of a religion token:

Take the leftmost religious token on your religious token stock below your player board, and place it on another player's religious influence track above their player board in order from left to right. Up to 9 religion tokens can be placed in each player's religious influence track.

Payment of a religion token:

Take any of your religion tokens placed on another player's religious influence track and return it to the rightmost empty space of your religion token stock.

*If a religion token is removed from a space in the middle of a religious influence track, move the remaining tokens to the left in the same order to fill the empty space on the left side.



Religious Ally:

If you have the most religion tokens placed in another player's religious influence track, that player becomes your religious ally. If there is a tie, that player becomes the religious ally of the player who has most recently placed their religion token on the track (the owner of the religion token on the rightmost space on the track).

In 2- or 3-player Games

You can place your religion tokens on the religious influence track of an NPC's player board and make the NPC your religious ally.



Military

Accumulate military power to attack other players. You can gain many TP by consuming your military power.



When you gain military power, raise your military power marker on your player board along the track by the number you gain.

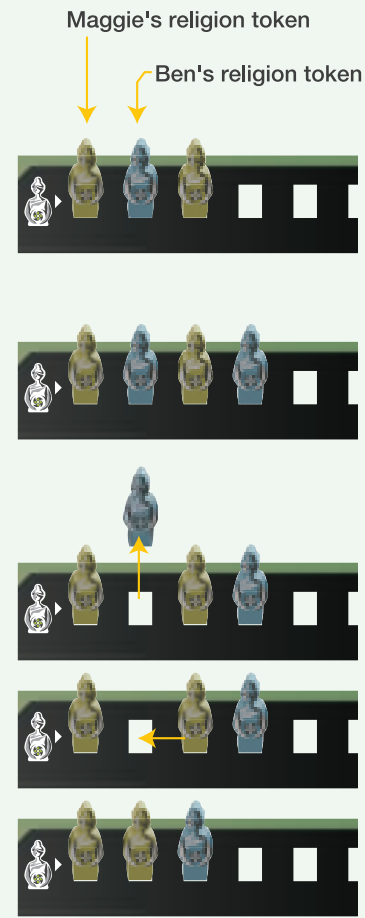
When you pay military power, lower your military power marker by the number you pay.

Example:

① On Tony's religious influence track, there are 2 of Maggie's religion tokens and 1 of Ben's. Therefore, Tony is Maggie's religious ally.

② On his turn, Ben performs a religion Active Technology and places 1 of his religion tokens on Tony's religious influence track. Though Ben and Maggie each have 2 religion tokens on the track, Tony is now Ben's religious ally since Ben has most recently placed his token on the track.

③ Later on his turn, Ben performs an Active Technology and pays 1 religion token from Tony's religious influence track. The 2 tokens on the track are moved to the left. Since Maggie has the most tokens on the track, Tony becomes Maggie's religious ally.



Accumulate military power and attack other factions.

Steal:



When you resolve an effect of stealing research resources, data resources, command resources, military power, or TP from another player, the target player loses what is stolen and you gain it. If the target player does not own enough resources or TP, take as much as you can. You can steal TP only from TP tokens.

In 2- or 3-player Games

When you steal research resources, data resources, command resources, or military power from an NPC, refer to the NPC's player board and gain the number of resources or power you steal. There is no loss of resources or power on the NPC's board. However, when you steal TP from an NPC, the total TP owned by the NPC is decreased by the number of TP you gain.

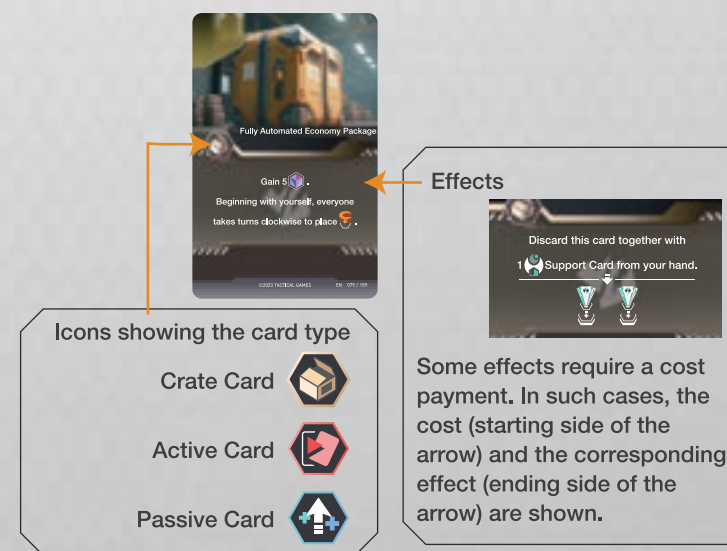
10. Card Play Action

Select 1 support card from your hand and perform one of the following actions, depending on the type of the card.

- ① Use a crate card
- ② Install an active/passive card
- ③ Convert to research resource
- ④ Convert to data resource

*A support card can be used to perform a Card play action from the same turn in which the support card is drawn from the deck.

*You can have up to 5 cards in your hand. If you have more than 5 cards, discard your hand down to 5 at the end of your turn. The discarded card(s) go face up in the corresponding discard pile, or in the box if it is an initial support card.



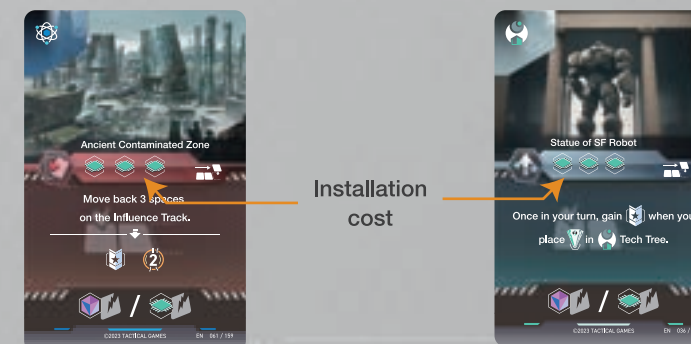
① Use a crate card

Immediately resolve the effects shown on the card.

After that, discard the used crate card face up in the corresponding discard pile, or in the box if it is an initial support card.

② Install an active/passive card

Pay the installation cost of the card and install (place) it face up in front of you. Depending on the type of the card, you will gain its effect as follows:



When you install an Active card:

You may use the installed active card once during your turn as a Free card activation action. You can even use the card in the same turn you installed it. (See Free Card Activation Action on p. 16).

When you install a Passive card:

The card takes effect immediately after it is installed. If a condition is provided, the effects of the card are obtained when the condition is satisfied, unless otherwise specified.

*If you have multiple passive cards installed in front of you, all of them will take effect while installed and their effects may be duplicated.

*When you resolve multiple effects of passive cards simultaneously, you may resolve them in any order of your choice. When multiple players resolve effects simultaneously, resolve them in clockwise order starting from the active player.



③ Convert to a research resource

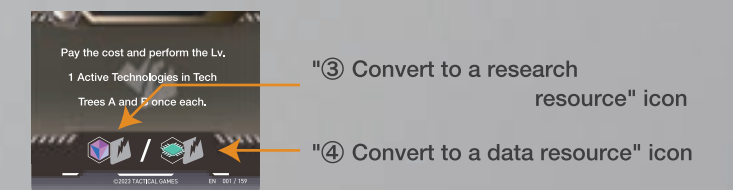
Reveal any type of support card and gain 1 research resource.

After that, discard the revealed support card face up in the corresponding discard pile, or in the box if it is an initial support card.

④ Convert to a data resource

Reveal any type of support card and gain 1 data resource.

After that, discard the revealed support card face up in the corresponding discard pile, or in the box if it is an initial support card.



In 2- or 3-player Games

If you need to select another player when resolving the effect of a support card, you may select an NPC. You may also refer to an NPC's resources and TP.

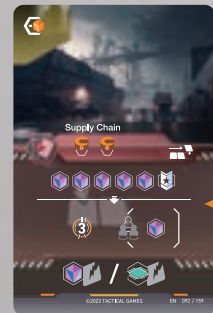
11. Free Card Activation Action

You can use each active card installed in front of you once during the Action Phase of your turn at any time by paying its cost. The used active card must be turned sideways to mark it as used. When your turn is over, turn the card(s) back to the vertical position.

*You cannot use a "Free Card Activation Action" while resolving another action.

*You can pay the cost of the active card and use it immediately after installing it in front of you.

*If you have multiple active cards installed in front of you, you can use each of them once per turn.



The cost (starting side of the arrow) and the corresponding effect (ending side of the arrow) are shown.

In 2- or 3-player Games

If you need to select another player when resolving the effect of a support card, you may select an NPC.

12. Influence Phase

Once you finish the Action Phase, you may pay the cost and move your influence marker 1 space to the right on the influence track. Each time you move the influence marker 1 space, you gain a bonus indicated by icons in the destination space (if any).



Bonuses on the Influence Track are shown by icons. See "16. Icons and Tech Tiles" on p. 20 for details.

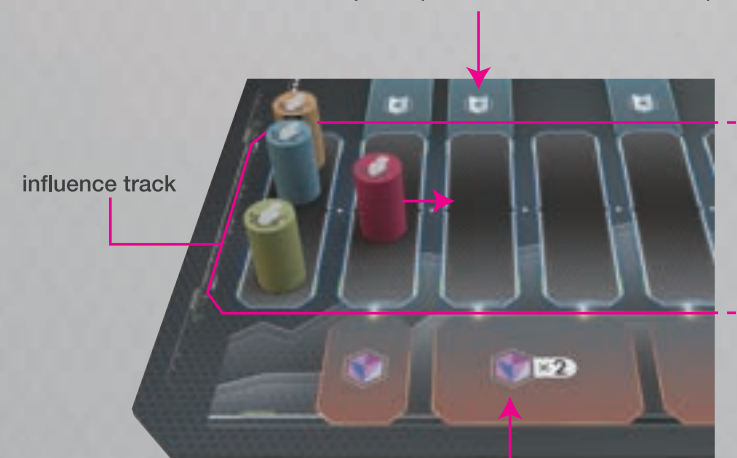
You may continue to advance your influence marker as long as you can pay the cost. Once you have finished advancing your marker, the Influence Phase ends. If you have not fulfilled any of the victory conditions, your turn is over and the player to your left begins their turn.

*Some Active Technologies and support cards may cause your influence marker to retreat. In such cases, move your influence marker 1 space to the left. At this time, you cannot gain any bonuses on the spaces you have moved back to. Your Influence Marker cannot be moved back further than the leftmost space.

Example of a Free Card Activation Action

- Maggie has 5 data resources, 0 command resources, and 2 research resources.
- She uses a Free Card Activation Action to use the culture active card on the left, paying 3 data resources to gain 2 command resources. After that, she turns the card sideways to mark it as used.
- Then, she uses the economy active card on the right, paying 5 research resources and 1 command resource to gain 3TP. All other players gain 1 command resource. After that, she turns the card sideways to mark it as used.
- She has no more actions to perform and thus, proceeds to the Influence Phase. Then, she ends her turn and returns the 2 active cards back to the upright position.

The bonus the red player will gain when they advance the marker to the next space. (Gain 1 command resource.)



The cost required for the red player to advance the marker to the next space. (Pay 2 research resources).

The cost is shown by the icon connected below each space you advance to.

In the latter spaces of the influence track, there are multiple options for the cost to advance the influence marker. You can choose to pay either of the two costs and advance your marker.



You will pay 3 research resources, 2 data resources, and 2 TP from TP tokens.



*Only the TP from the TP tokens you own can be used for payment.



You must pay 2 research resources and 1 data resource, and perform either of the following twice: return 1 of your placed culture tokens, economy tokens, or religion tokens to your player board, or pay 1 military power.



Pay one of the two costs shown below to advance your influence marker.

13. Initiative Tile

Each of the 5 Tech Trees and the Influence Track have a corresponding initiative tile. A total of 4 initiative tiles are used in each game: 3 from the Tech Trees and 1 from the Influence Track. Each initiative tile will be acquired and owned by the player who best fulfills the condition indicated on the tile. Each initiative tile is worth 2 TP.

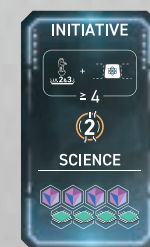


Condition to acquire the tile

The number of TP obtained when owned

The type of the corresponding Tech Tree / Track

The number of resources required for initiative victory



Science Initiative Tile:

Add up the number of your advance team tokens placed in Lv.2/Lv.3 Techs + the number of science active/passive cards installed in front of you. The player with most of them (minimum of 4) acquires this tile.



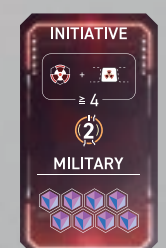
Religion Initiative Tile:

Add up the number of your religion tokens placed on other players' player boards + the number of religion active/passive cards installed in front of you. The player with most of them (minimum of 4) acquires this tile.



Economy Initiative Tile:

Add up the number of economy tokens attached to your advance team tokens + the number of economy active/passive cards installed in front of you. The player with most of them (minimum of 4) acquires this tile.



Military Initiative Tile:

Add up the number of your military power + the number of military active/passive cards installed in front of you. The player with most of them (minimum of 4) acquires this tile.



Culture Initiative Tile:

Add up the number of your culture tokens placed in the culture spaces in Techs + the total number of culture active/passive cards installed in front of you. The player with most of them (minimum of 4) acquires this tile.



Influence Initiative Tile:

The player who has reached the 5th space from the left on the influence track and is on the rightmost space among all players acquires the tile.

Transferring Initiative Tiles

The ownership of each Initiative Tile is immediately transferred to another player if that player exceeds the current owner on the condition. The ownership will not be transferred if another player only ties with the current owner.

Losing Initiative Tiles

You immediately lose the Initiative Tile if you fall below the minimum requirement to acquire it, due to cost payments, etc.

In that case, ownership transfers to the player who best fulfills the acquisition condition.

However, in the following cases, the Initiative Tile returns to its original location without an owner.

- no player fulfills the acquisition condition
- multiple players tie for the acquisition condition

Conditions of Initiative Victory

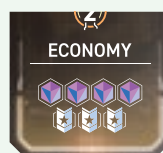
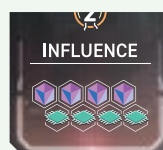
If you own 3 or more initiative tiles and all resources shown in 3 of them at the end of your turn, you achieve initiative victory.

Example of Initiative Victory

At the beginning of her turn, Maggie owns the initiative tiles for Science, Economy, and Influence as well as the following resources.

- 12 research resources
- 9 data resources
- 4 command resources

Since she owns more resources than those shown on the 3 initiative tiles, she achieves Initiative Victory at the end of this turn.



Example of Initiative Tile acquisitions



Economy Tech Tree is used in a 3-player game.

① Tony is the first player to have attached 4 economy tokens to his advance team tokens and gains the ownership of the economy Initiative Tile.

② After that, Ben attaches 1 economy token to his advance team token. Ben now has 1 economy active card installed in front of him and 3 economy tokens attached to his advance team tokens. The economy Initiative Tile is still owned by Tony because Ben's number eligible for acquiring the tile is the same as Tony's.

③ The next player, Alex, attaches 1 economy token to her advance team token. She now has 4 economy tokens attached to her advance team tokens. Then, she installs 1 economy passive card in front of her. Her number eligible for acquiring the economy Initiative Tile is now 5, which exceeds the current owner. Therefore, the ownership of the tile is transferred from Tony to Alex.

④ Alex then pays command resources for a command action, uses an economy Active Technology, and pays 3 economy tokens as its cost. She loses the ownership of the economy Initiative Tile as she no longer satisfies the condition to own the tile.

⑤ The ownership of the economy Initiative Tile transfers to the player who best fulfills the condition to acquire the tile. However, since Tony and Ben tie with the eligibility (both have 4), the tile returns to its original position.



14. Victory Conditions and End of Game

At the end of your turn, after the Influence Phase, always check to see if you satisfy any of the following 3 victory conditions. If one or more victory conditions are satisfied, you become the winner and the game ends.

*If you satisfy the victory condition(s) during another player's turn, neither will you win the game nor will the game end unless you satisfy the condition(s) at the end of your next turn.

Before the "Great Collapse," the earth had a beautiful satellite. It is now a group of meteorites that reshape the surface of the earth. The first catastrophe of the apocalypse was the destruction of the lunar base and the collapse of the moon itself.

Technology victory

The total TP you own is 30 points or more, including:

- TP tokens you own
- TP from Lv. 3 front runner tokens you own
- 2 TP for each Initiative Tile you own
- TP from the effects of your installed passive cards

Influence victory

Your influence marker is on the rightmost space of the influence track.

Initiative victory

You own 3 or more Initiative Tiles and all resources shown in 3 of them.

15. Recommended Games

Each game uses 3 out of the 5 types of Tech Trees. There are 10 combinations of Tech Trees in total. To help players choose the right combination for their preferences, each Tech Tree has a production level and an interference level.

- Production level ... The higher the number, the more elements that help the players gain resources.
- Interference level ... The higher the number, the more intense the interaction and maneuvering with other players. A Tech Tree with a higher interference level adds elements such as competing for a limited number of resources or making a direct attack on the opponent. If this is not to your liking, be careful not to make the total interference level too high.

The production and interference levels of each Tech Tree are as follows.

Tech Tree	Production Level	Interference Level
Science	3	0
Economy	5	2
Culture	4	3
Religion	1	4
Military	0	5

While the game is designed to work properly (and be fun!) no matter which combination you choose, here are 3 recommended combinations.

Exam - beginner

Tech Trees: economy, culture, science

[Production level 12, Interference level 5]

Due to the low interference level, each player will be able to achieve most of what they want to do. When playing the game for the first time, we recommend this combination to understand the rules as well.

Exeuro - intermediate

Tech Trees: culture, science, religion

[Production level 8, Interference level 7]

With culture and religion Tech Trees, a competition for a limited number of spaces begins. The science Tech Tree allows you to change your Techs, so you can change your strategy during the game if the state of the competition is not in your favor.

Exasia - advanced

Tech Trees: economy, religion, military

[Production level 6, Interference level 11]

The Military Tech Tree allows players to attack others directly. Because the destruction of your build and the disruption of your plans can be stressful, we recommend introducing the Military Tech Tree once you are familiar with the game. The Military Tech Tree itself can be a tool to directly or indirectly control other players, making them more cautious of each other's moves.

16. Icons and Tech Tiles

The effects of active and passive technologies on the Lv.1 Treeboard, Lv.2 Tech Tiles, and Lv.3 Tech Tiles are indicated by icons. They are explained on the following pages.

The following icons are basic icons used by many components, such as Support Cards, Influence Tracks, and Player Boards.

List of Icons

Science Economy Culture Religion Military

Represent the 5 different Tech Trees and technology types.

Research resource Data resource Command resource

Technology points (TP). 8 TP in the case of the icon on the left. When gaining TP through the effects of Active Technology or support cards, you gain the corresponding amount of TP tokens. You can exchange tokens at any time. If indicated as a cost, you can pay the required amount only by TP tokens you own.

Cost Effect

Cost: starting side of the arrow
Effect: ending side of the arrow

event effect

When the event on the left occurs, you gain the effect on the right.

All other players gain the effect in parentheses.

Condition to gain effect. If the number of A you own is equal to or greater than B, you can use the effect written under the condition.

Use a crate card
 Install an active/passive card
 Convert to a research resource
 Convert to a data resource

A or B
 Crate card Active card
 Passive card or Passive Technology

Draw 1 support card with the indicated icon and add it to your hand. Draw 1 support card from any Tech Tree and add it to your hand. Discard 1 card from your hand.

Culture token
 When paid as a cost, return one of your placed culture tokens back to your player board. If you gain one, place a culture token from your player board to any available culture space.

Economy token
 When paid as a cost, return one of your placed economy tokens back to your player board. If you gain one, attach an economy token from your player board to one of your placed advance team tokens.

Military power
 When paid as a cost, lower your military power marker on your military power track by the number you pay. When you gain military power, raise the marker on your military power track by the number you gain.

Religion token
 When paid as a cost, return your placed religion token to your player board. If you gain one, place 1 religion token from your player board to any other player's religious influence track.

Religious ally

Science

Level 1



Cost: Pay 2 research resources.

Effect: move 1 of your placed advance team tokens to a different Tech of the same Lv. in the same Tech Tree.

Gain any remaining front runner token at the destination. It is acceptable if the path between your advance team tokens on Lv. 2 Tech and Lv. 3 Tech becomes disconnected as a result of moving.

Science Astronica Ltd.

Our efforts to promote unprecedented affluence through the power of science and technology will open up the future of mankind.

Level 2

IIS-A



Passive Technology

Effect: Each time you perform the Research resource replenishment action or the Data collection action and draw 1 support card, draw 1 more support card from any Tech Tree of your choice and add it to your hand.

IIS-D



Passive Technology

Effect: The cost to place your advance team token is reduced by 1 research resource.

IIS-B



Passive Technology

Effect: The cost to install an active/passive card is reduced by either 2 research resources, 2 data resources, or 1 command resource.

IIS-E



Cost: Pay 1 research resource.

Effect: Select any 2 different Active Technologies of Lv. 1 Techs. Pay the costs and perform them once each in the desired order.

IIS-C



Passive Technology

Effect: Gain 1 data resource each time you place your advance team token.

Level 3

IIIS-A



Passive Technology

Effect: Gain 1 command resource each time you place your advance team token on a Lv. 2 Tech. Gain 2 TP each time you place your advance team token on a Lv. 3 Tech.

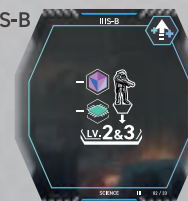
IIIS-D



Passive Technology

Effect: The cost to perform an Active Technology of any Lv. in an Active Technology startup action is reduced by 1 data resource.

IIIS-B



Passive Technology

Effect: The cost to place your advance team token is reduced by 1 research resource and 1 data resource.

IIIS-E



Cost: Pay 2 research resources.

Effect: Select any 2 different Active Technologies of Lv. 2 Techs. Pay the costs and perform them once each in the desired order. (It is not necessary for your advance team tokens to be there.) In addition, gain 1 TP.

IIIS-C



Passive Technology

Effect: The cost to perform an Active Technology of Lv. 2 or Lv. 3 in an Active Technology startup action is reduced by 1 research resource.

IIIS-F



Cost: Return 1 of your advance team tokens placed on a Lv. 3 Tech to your player board.

Effect: Gain 4 TP.

It is not certain when AIs developed their consciousness. From that point on, AIs started to engage in economic activities by their own will, for their own survival and raison d'etre.

When their existence became clear, humanity was greatly shocked. The reality was that AIs had been their employers, and they had worked for them for many years and survived on the compensation they received.

Economy

Level 1



Cost : Pay 2 research resources and 1 data resource.
Effect: Attach 1 economy token to your placed advance team token.

Economy industrial Corp.
High efficiency and low loss. A fully automated global supply chain continues working behind the scenes of customers' daily lives, leading them to happiness without inconveniences.

Level 2



IIE-A Cost : Pay 1 research resource and 2 data resources and discard 1 card from your hand.
Effect: Attach 2 economy tokens to 2 of your placed advance team tokens. All other players each gain 1 research resource.



IIE-D Cost : Pay 3 research resources.
Effect: Attach 1 economy token to your placed advance team token. All other players each gain 1 research resource.



IIE-B Cost : Pay 2 research resources and 1 data resource.
Effect: Attach 1 economy token to your placed advance team token. In addition, draw 1 support card from the Economy Tech Tree and add it to your hand.



IIE-E Cost : Pay 3 research resources and 3 data resources.
Effect: Attach 2 economy tokens to 2 of your placed advance team tokens. All other players each gain 1 research resource.



IIE-C Cost: None
Effect: Gain 3 research resources and 2 data resources. All other players gain 1 research resource and 1 data resource.

Level 3



III-E-A Cost: Pay 3 research resources and 2 data resources, and return 1 of your economy tokens to your player board.
Effect: Gain 6 TP. All other players each gain 1 research resource and 1 data resource.



III-E-D Cost: Pay 4 data resources and return 1 of your economy tokens to your player board.
Effect: Gain 6 TP. All other players gain 2 research resources.



III-E-B Cost: Return 2 of your economy tokens to your player board and discard 1 card from your hand.
Effect: Gain 5 TP. All other players each gain 2 data resources.



III-E-E Cost: Return 3 of your economy tokens to your player board.
Effect: Gain 7 TP. All other players each gain 2 data resources.



III-E-C Cost: Pay 3 research resources and 4 data resources.
Effect: Attach 1 economy token to 1 of your placed advance team tokens. Gain 1 TP for each of your economy tokens attached to your placed advance team tokens. All other players gain 2 research resources.



III-E-F Cost: Pay 12 research resources.
Effect: Gain 7 TP. All other players each gain 1 research resource and 1 data resource.

Culture

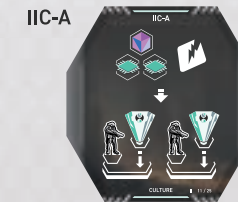
Level 1



Cost: Pay 2 research resources and 1 data resource.
Effect: Place 1 culture token on a Tech where your advance team token is placed.

Culture Institute Co., Ltd.
Our civilization is an irreplaceable ray of light brought about by culture, play and human joy. We contribute to the development of the region and to the new joy of world civilization.

Level 2



IIC-A Cost : Pay 1 research resource and 2 data resources and discard 1 card from your hand.
Effect: Place 1 culture token each in 2 Techs where your advance team tokens are placed.



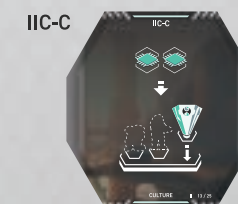
IIC-D Cost: Pay 1 research resource and 4 data resources.
Effect: Place 1 culture token each on any 2 Techs.



IIC-B Cost : Pay 2 research resources and 1 data resource.
Effect: Place 1 culture token on a Tech. In addition, draw 1 support card from the Culture Tech Tree and add it to your hand.



IIC-E Cost: Pay 3 research resources.
Effect: Place 1 culture token on a Tech where at least 1 other player has placed their advance team token.



IIC-C Cost: Pay 2 data resources.
Effect: Place 1 culture token on a Tech where no player has placed their advance team token.

Level 3



IIIC-A Cost: Pay 4 data resources and return 2 of your placed culture tokens to your player board.
Effect: Gain 2 TP for each of your culture tokens placed on a Tech where no advance team token is placed.



IIIC-D Cost: Pay 5 data resources.
Effect: Place 1 culture token on any Tech. Gain 1 TP for each of your culture tokens placed.



IIIC-B Cost: Return 2 of your placed culture tokens to your player board.
Effect: Gain 4 TP for each Tech Tree in which you have the most culture tokens placed among all players. (If there is a tie, you don't gain any.)



IIIC-E Cost: Return 3 of your placed culture tokens to your player board.
Effect: Gain 7 TP.



IIIC-C Cost: Pay 4 research resources and 2 data resources.
Effect: Place 1 culture token on a Tech where your advance team token is placed. Gain as many TP as the number of your culture tokens placed in the same Tech Tree as the Tech on which you have just placed your culture token. In addition, gain 2 TP.



IIIC-F Cost: Pay 5 research resources and return 1 of your placed culture tokens to your player board.
Effect: Gain 2 TP for each of your culture tokens placed in a Tech where your advance team token is placed.

Religion

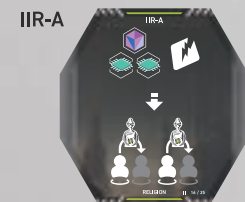
Level 1



Cost: Pay 2 research resources and 1 data resource.

Effect: Place 1 religion token on any other player's player board.

Level 2



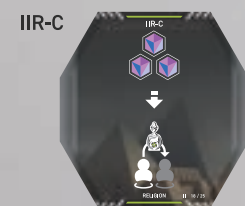
Cost : Pay 1 research resource and 2 data resources and discard 1 card from your hand.

Effect: Place 1 religion token each on 2 other players' player boards.



Cost : Pay 2 research resources and 1 data resource.

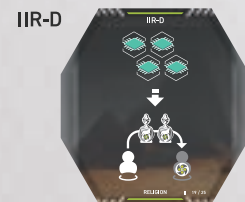
Effect: Place 1 religion token on any other player's player board. In addition, draw 1 support card from the Religion Tech Tree and add it to your hand.



Cost: Pay 3 research resources.

Effect: Place 1 religion token on any other player's player board.

Relism Corp.
Our earth, where a brilliant golden sunset hangs in the air. Earth, wind, fire and water, all elements are our energy.



Cost: Pay 4 data resources.

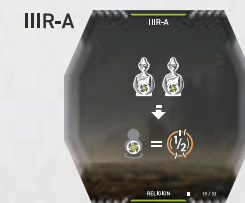
Effect: Place 2 religion tokens on 1 of your religious allies.



Passive Technology

Effect: Gain 1 research resource and 1 data resource each time 1 of your religious allies performs either "place 1 advance team token on a Lv. 2 Tech" or "use the effect of a Lv. 2 Tech in an Active Technology startup action."

Level 3



Cost: Return 2 of your religion tokens to your player board.

Effect: Add up the TP of the technology point tokens owned by 1 of your religious allies and gain half the TP (rounded down to the nearest whole number).



Cost: Return 2 of your religion tokens to your player board.

Effect: Gain 3 TP for each initiative tile owned by 1 of your religious allies.



Cost: Return 3 of your religion tokens to your player board.

Effect: Gain 3 TP for each of your religious allies.



Cost: Pay 5 data resources.

Effect: Place 1 religion token on any other player's player board. Gain 2 TP for each of your religious allies.



Passive Technology

Effect: Whenever one of your religious allies performs either "place 1 advance team token on a Lv. 3 Tech" or "use the Active Technology of a Lv. 3 Tech in an Active Technology startup action," you may return one of your religion tokens to your player board to gain 3 TP.



Cost: None.

Effect: Pay the cost and use the effect of a Lv.3 Tech on which your religious ally has placed their advance team token. In addition, gain 2 TP.
 *Exchange this tile in solo play (refer to the solo play rule sheet).



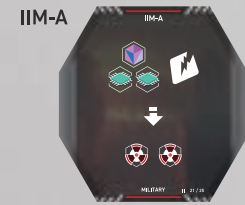
Military

Level 1

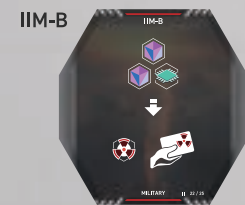


Cost: Pay 2 research resources and 1 data resource.
Effect: Gain 1 military power.

Level 2



IIM-A Cost: Pay 1 research resource and 2 data resources and discard 1 card from your hand.
Effect: Gain 2 military power.

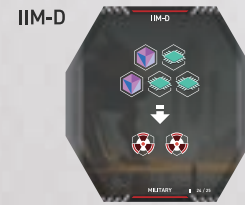


IIM-B Cost: Pay 2 research resources and 1 data resource.
Effect: Gain 1 military power. In addition, draw 1 support card from the Military Tech Tree and add it to your hand.

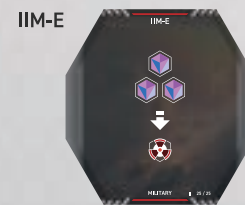


IIM-C Cost: Pay 7 research resources.
Effect: Gain 2 military power.

WARTECH Inc.
We eliminate all threats to perfect national security and protect the smiles of all families. A safe company that protects you.



IIM-D Cost: Pay 2 research resources and 3 data resources.
Effect: Gain 2 military power.

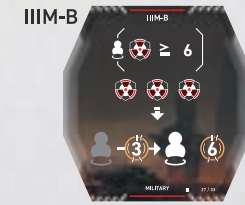


IIM-E Cost: Pay 3 research resources.
Effect: Gain 1 military power.

Level 3



IIIM-A Condition: Can be performed when you own 6+ military power.
Cost: Pay 3 military power.
Effect: Select one of the economy, culture, or religion tokens of another player and return it to its owner's player board. In addition, gain 8 TP.



IIIM-B Condition: Can be performed when you own 6+ military power.
Cost: Pay 3 military power.
Effect: Steal 3 TP from any other player. In addition, gain 6 TP.



IIIM-C Condition: Can be performed when you own 6+ military power.
Cost: Pay 3 military power.
Effect: Move any other player 2 spaces back on the Influence Track. In addition, gain 8 TP.



IIIM-D Condition: Can be performed when you own 6+ military power.
Cost: Pay 3 military power.
Effect: Steal 2 TP each from all other players. In addition, gain 2 TP.



IIIM-E Condition: Can be performed when you own 6+ military power.
Cost: Pay 3 military power.
Effect: All other players each discard 1 installed active card or 1 installed passive card of their choice. In addition, you gain 8 TP.
*Exchange this tile in solo play (refer to the solo play rule sheet).



IIIM-F Condition: Can be performed when you own 6+ military power.
Cost: Pay 3 military power.
Effect: Look at the face of any other player's hand and steal 1 card. In addition, gain 6 TP.
*Exchange this tile in solo play (refer to the solo play rule sheet).

