



EXOPLANET COLONY

RULEBOOK



12+



2-5



60 min

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Exoplanet Colony

@exoplanetcolony

EXOPLANET COLONY

by Juan Pablo Vargas Seguel

In a desperate attempt to perpetuate the human race, when the climate change on Earth was irreversible, several manned ships were sent out of the Solar System, hoping to find worlds where to establish a colony and start a new civilization.

Each spacecraft was sent with more than 30 cryopreserved volunteers on a journey of hundreds of years to different nearby stars, confirmed to have at least one planet that could support life. You are part of this group of brave volunteers that left everything behind in a distant past.

Your ship landed successfully and deployed the initial base, but now you are on your own, in a race against time to deploy the basic life support systems needed to survive long-term. You were well trained for this, but this is not a simulation anymore.

You have a vital mission and cannot afford to make any mistakes.



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COMPONENTS

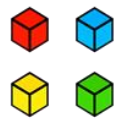
1 Resources Board



4 production tokens



4 resource cubes



12 resource loss tokens



2 reversible scenario cards



3 shutdown tokens



1 emergency level token + 3 emergency tokens



1 Central Hub card



36 player cards (28 modules, 4 items, 4 plans)



8 character cards



8 pawns



54 event cards (39 normal events, 15 critical events)



5 reference cards



GAME OVERVIEW

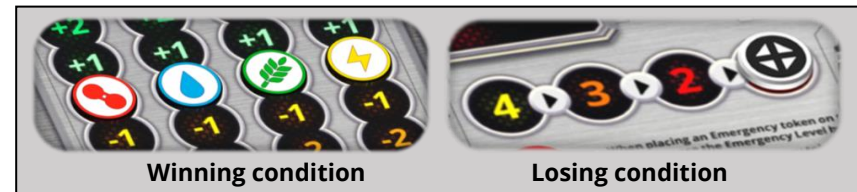
Exoplanet Colony is a survival cooperative game, where you and your team have to settle a self-sustaining base on a planet far away from the solar system, before your vital resources are depleted.

You arrive to the planet with a full supply of oxygen (red cube), water (blue cube), food (green cube) and energy (yellow cube), but these resources are consumed turn after turn, according to their respective production levels.

Players **win** if they get all four production levels to **0** or a higher value, which means the colony is self-sustaining.

This is achieved by deploying different modules around your initial base, forming a grid-based board.

Players **lose** if the Emergency Level token (circle with cross) reaches the last space of its track (circle with skull and crossbones), which can happen if several resources are depleted or if an Emergency is not solved promptly.



There are different exoplanets to colonize, each one with a distinct set of environmental conditions and events.

Also, each player has a unique character with special abilities that can help you increase your chances of survival.

SETUP

- 1 Choose a scenario**
 First, choose the scenario that you will play.
Each scenario corresponds to a distinct exoplanet with determined difficult level, in addition to specific ambient conditions and events.

- 2 Set the Resources Board**
 - Place the Resource Board where all players can see it.
 - Place the 4 Production Level tokens in the position indicated in the chosen scenario.
 - Place the 4 Supply cubes in the position indicated in the chosen scenario.
 - Place the Emergency Level token on the first space of its track.
 - Place the Resource Loss tokens and Emergency tokens on their corresponding space on the board.
 - Place the Shutdown tokens near the board.

- 3 Prepare the Player Deck**
 Shuffle the Player Deck and place it face down, within the reach of all players.

- 4 Place the Central Hub**
 Place the Central Hub card face up in the middle of the table, within the reach of all players.
The base will be build around this card, by deploying modules that will form a grid-based board.

- 5 Prepare the Event Deck**
 - Separate the **critical event cards** from the **normal event cards**, and shuffle each deck separately.
 - Place 5 random **critical event cards** face down side by side. Put the remaining cards away, without looking at them.
 - Place 4 random **normal event cards** on top of each of the **critical event cards**. Put the remaining cards away, without looking at them.
 - Shuffle each of these 5 piles separately, and finally stack them on top of each other, forming the Event Deck.

This deck must never be shuffled.

- 6 Define the characters**
 Each player takes a random Character card and places it in front face up.
 Then, takes the corresponding pawn and places it over the Central Hub card.
- 7 Final steps**
 Hand each player 2 player cards and 1 reference card.
The initial player will be the last one to contemplate the stars at night.



PLAYER CARDS

Each player has a hand of playing cards, which can be seen by the other players.

Each player has a **hand limit** of **6 cards**. If by any reason you exceed this number, you must immediately discard enough cards to get back to 6.

Note: Only Player cards count towards your hand limit. Your Character and Reference cards are not part of your hand.

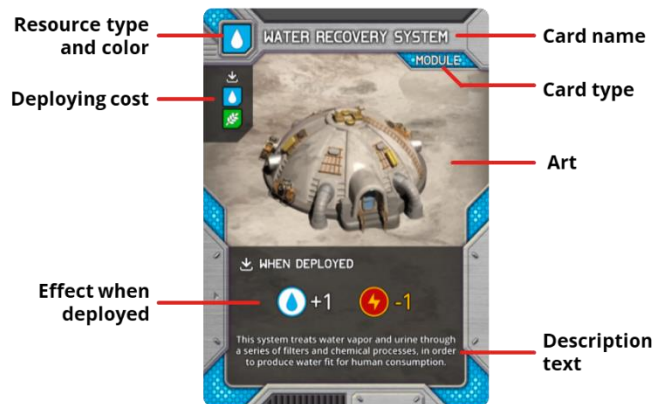
All discarded player cards go to the Discard Pile, which must be formed next to the Player Deck.

When the Player Deck runs out of cards, the Discard Pile must be immediately shuffled and placed face down, forming the new Player Deck.

The Player Deck includes 3 type of cards: Modules, Items and Plans.

MODULE CARDS

Modules can be deployed around the Central Hub, expanding the colony and creating a grid-based board, where players will have to move to repair malfunctions or build new modules.



Deploying a module modifies the production levels according to the information displayed on each card. This can finally lead to winning the game, as it is the only way to increase the production levels to get a self-sustaining base.

ITEM AND PLAN CARDS

Every Item and Plan card has a unique effect, which can be used by discarding the card.

You can only use Item cards during your turn, but Plan cards can be used anytime during the game.



GAME SEQUENCE

Starting from the initial player, the game turns run clockwise (to the left). Players will take turns until the game is over.

Each turn is divided into 3 steps:

1. **Actions:** Perform up to 4 actions.
2. **Resource update:** Update the resource supply according to the production level.
3. **Events:** Reveal an Event card and apply its effects.

Common mistake: The resource update and event steps must be performed on EACH player's turn, and not only after all players have had their turn.

Note: There is a reminder to these steps on the Central Hub card.

1. ACTIONS

On your turn you can do as many actions as indicated by the current Emergency Level (4, 3, 2), which is always 4 when the game begins.

You can select any combination of the actions listed below.

You may do the same action several times, each time counting as 1 action.

ACTION LIST



Draw a card

Draw the first card from the Player Deck and add it to your hand. If you exceed the hand limit, discard one card immediately.



Transfer a card

Either give a card to a player OR receive a card from a player. Both players must be **on the same module**.

Each card transferred costs one action.

If a player exceeds the hand limit, they must discard one card immediately.



Deploy a module

Deploy a module of your hand in a free space adjacent to your pawn, by paying its deploying cost. By doing so, immediately increase and/or decrease the resource production levels as indicated on the card.

The deploying cost indicates which kind of cards you have to **discard** from your own hand to deploy that module. If you don't have the required cards, you can't perform this action.

Note 1: When the effect includes the icon for radiation (☀️), atmospheric pressure (🌪️), or humidity (💧), refer to the current scenario card to know its value.

Note 2: Plan cards are wild cards and can be used as a card of any color when paying the cost to deploy a module.



Move

Move your pawn to an adjacent module. The movement can only be orthogonal (up, down, left or right), not diagonal.



Generate resources

Increase by 2 the reserve of a resource by discarding a card of the corresponding color.

Note: Plan cards are wild cards and can be discarded to increase the reserve of any resource by 2 (but one resource only).



Repair a malfunction

Remove a Resource Loss token (☀️, 🔥, 🌿, ⚡) or an Emergency token (⚠️) from the module you are in, cancelling its effect.

Note: These tokens can appear because of some Event cards. Resource Loss tokens temporarily decrease the production level of the indicated resource until a player removes them, while Emergency tokens decrease the total number of actions per turn. (See **Events: Resource Loss** and **Events: Emergencies**)



Switch a module on or off

Place a Shutdown token (🔌) on the module you are in to switch it off OR remove a Shutdown token from it to switch it on.

Switching off a module cancels its production, which means the production levels must be modified back like if it was not deployed.

Note 1: Modules are always **on** when deployed, but in some cases, it is convenient to switch a module off, as for example if it consumes a resource that is scarce.

Note 2: Do not remove Resource Loss or Emergency tokens from a module when switching it off. Their effect don't stop.



Recover

Remove a Health Issue card from your character by discarding two playing cards from your hand.

Note: Health Issues are Event cards that affect your character as long as you don't recover. (See **Events: Health issues**).



Special ability

Use one of the special actions described in your Character card.

Note 1: During the game, players can talk and advise each other; however, it is the current player who decides what to do with their actions.

Note 2: You may NOT perform an action if, as a result, the production level of a resource would fall below **-5** or increase above **+3**.

Note 3: During your turn you can **undo** your actions, except if you have revealed new information with them (like when drawing Player cards).

Turn example #1: William begins his turn at the Central Hub. He spends an action to draw a card from the Player Deck (🃏), obtaining an "Hydroponic Farm". He uses his second action to draw another card (🃏), obtaining a blue one. He needs another blue card to deploy the Hydroponic Farm, so he uses his third action to get one from Beatrice (👤), as both are on the same module. Finally, he uses his last action to deploy the Hydroponic Farm module on a free space next to him (🏠), discarding the two blue cards and modifying the corresponding levels of food, oxygen and energy production, as indicated in the module.

Turn example #2: Eve begins her turn at the Central Hub and uses her first action to move to an adjacent module (👤➡). With her second action she removes a Water Loss token (🚰), increasing by 1 the water production level. Then she uses her third action to discards a red card and increase by 2 the Oxygen reserve (📦), and finally uses the special ability of her character (the Medic) to remove a Health Issue card from a team member (👤★).

2. RESOURCE UPDATE

After performing all your actions, the resource update takes place.

In this step, the supply of each resource is increased or decreased according to its current production level. This means that the cubes from the supply are moved up or down the number of spaces indicated by their production level.

Example: At the end of Josefa's turn, the oxygen production level is **-3**, so the oxygen cube (red) must be moved down 3 spaces, from 9 to 6.



The same procedure must be performed with water, food and energy.

RESOURCE DEPLETION (⊕)

Whenever the supply of any resource goes down to **0**, move the Emergency Level token (⊕) 1 space to the right.

This will increase the Emergency Level, which means that next players will have less actions per turn (3, 2), or that the game is over (💀), depending of which space was reached.

If you manage to increase the supply of a resource that was previously depleted, the Emergency Level token goes back one space to the left, but the lost actions are not recovered **until the next player's turn**.

Note: No resource supply can go below **0** or above **20**. If the supply of an already depleted resource should be decreased, nothing happens.

Example: If the current Water supply is 1, and an event says that it must be decreased by 3, it only goes down to **0**, increasing the Emergency Level. The next player will have less actions per turn, even if he or she increases the supply of that resource.

3. EVENTS

Before the next turn, the current player must draw and read the first card of the Event Deck, applying its effects.

The Event Deck contains **Normal Events**, which usually have minor effects, and **Critical Events**, which happen from time to time, and produce much more adverse effects, so you must be prepared to face them.

After resolving an event, put the card in a discard pile for those cards only.

Note: If you must draw an Event card and there are no more left, the game ends in defeat for the players.

Some type of effects that may appear on these cards are explained below:

RESOURCE LOSS



Some events tell you to place one or more Resource Loss tokens somewhere on the base (for example: place a Water Loss token on a green module).

Doing so causes the **production level** of that resource to immediately decrease by 1 for each token placed (in this case, the oxygen production).

This effect lasts until the malfunction is repaired (see **Actions: Repair**), which causes the production level to increase by 1.

Common mistake: Don't forget to decrease the corresponding resource production when placing a Resource Loss token on the base, and to increase the production when removing the token from the base.

Example: An event indicates that a Water Loss token (🔴) must be placed in a yellow module of your choice, in case there is one. When doing so, decrease the Water production level by 1 (🔵). Only when the malfunction is repaired, the Water production level will be increased by 1, returning to its original value.

Note 1: A Resource Loss token must not be placed on the base if the production level of the corresponding resource is already on **-5**.

Note 2: If all 3 Loss tokens of the same resource are placed over the base, no more can be added due to any kind of event.

EMERGENCY



Some critical event cards tell you to place an Emergency token (🚨) on a module of the base. This token must be taken from the Resource Board, and when doing so, move the Emergency Level token (⊕) 1 space to the right.

This will increase the Emergency Level, which means that the next players will have less actions per turn (3, 2), or that the game is over (💀), depending of which space was reached.

You can fix an Emergency using the "Repair a malfunction" action (see **Actions: Repair a malfunction**), in which case the Emergency Level token goes back one space to the left, but the lost actions are not recovered **until the next player's turn**.

HEALTH ISSUES



Some event cards include a Health Issue, which corresponds to a negative effect that affects you until you recover, which can be done by performing the "Recover" action (see **Actions: Recover**), using the First Aid Kit (see **Player Cards: Items and Plans**), or using the special ability of the Medic character.

Note: Health Issue cards don't count against your hand limit.

GAME END

The game ends in **victory** for the players immediately when they accomplish their mission (to get all four production levels to 0 or above).

The game ends in **defeat** for the players in the following two cases:

- If the Emergency Level token reaches the last space (💀).
- If players have to reveal an Event card and there is none left.

ADVANCED MODE

This rulebook does not include the rules to play the **Advanced Mode**, as the current version doesn't include the components needed to play it.