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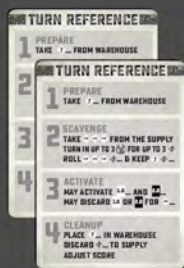
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FLGS CARDS**



COLONY

Eighty years after the nanocolypse, Earth is mostly ruins. It's up to you to rebuild civilization in this stark new world, using the few scarce resources you can find. Of course, other post-humans have the same idea, so it's a race to see who can build up their colony first.

CONTENTS



2 Reference Cards



30 Stable Resources



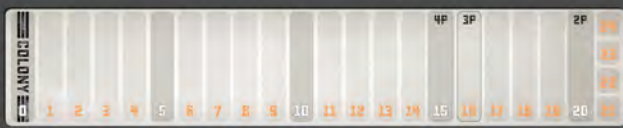
12 Unstable Resources



27 CHIPIs



4 Player Score Markers



1 Double-sided Scoreboard



16 Starting Cards
(4 of each in 4 player colors)



8 Basic
Fallout Shelter Cards



30 (6 each of 5)
Basic
Production Cards



12 (4 each of 3)
Variable
Trade Cards



12 (4 each of 3)
Variable
Other Cards



12 (4 each of 3)
Variable
Attack Cards



12 (4 each of 3)
Variable
Production Cards



28 (4 each of 7)
Variable
Exchange Cards



16 (4 each of 4)
Variable
Defense Cards



20 (4 each of 5)
Variable
Paragon Cards

TABLE SETUP

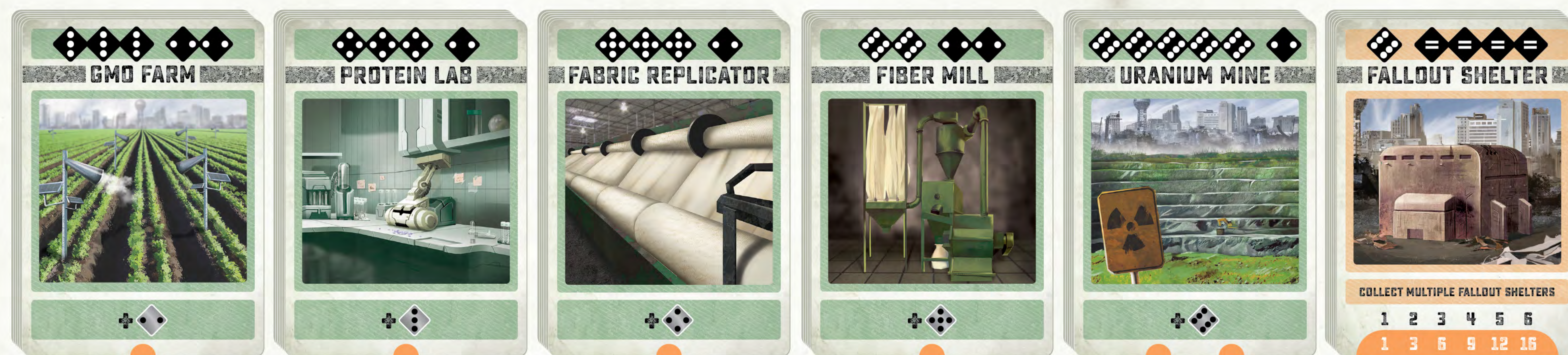
1 Place the stable (white) and unstable (gray) resources (dice) and the CHIPIs in the middle of the table.



2 Place the scoreboard where all players can see it, and place a scoring marker from each player on the "0" bar.

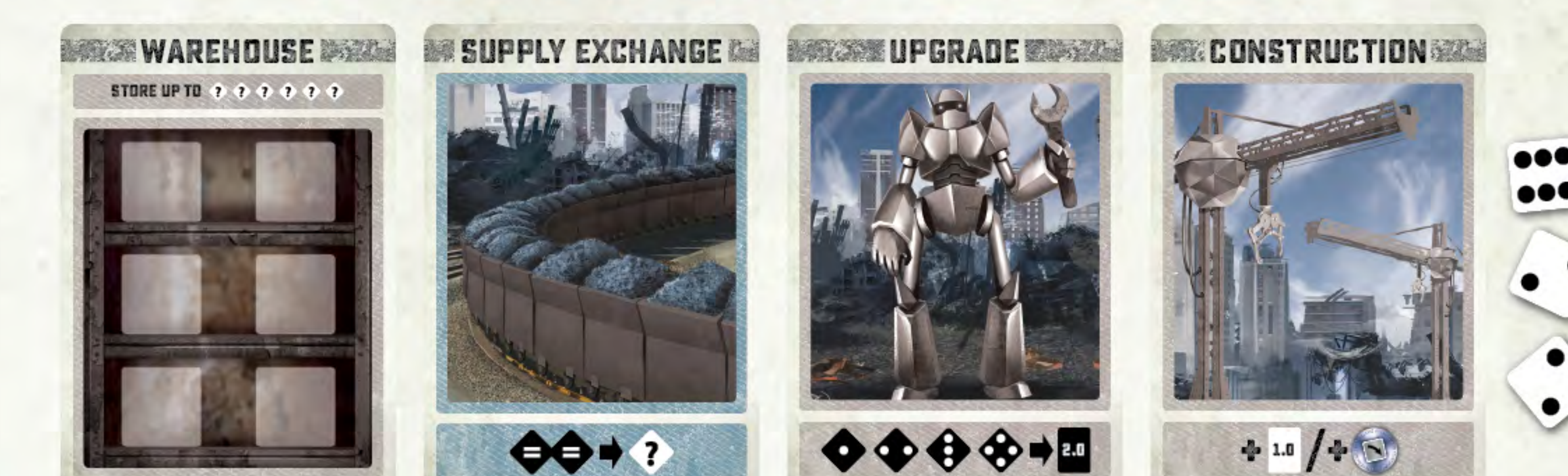


3 Place all of the Basic cards (*GMO Farm*, *Protein Lab*, *Fabric Replicator*, *Fiber Mill*, *Uranium Mine*, and *Fallout Shelter*) below the scoreboard with their basic (white) side face up. The number of cards in these stacks is always the same (6 for each of the green Production cards, and 8 *Fallout Shelters*), regardless of the number of players in the game.

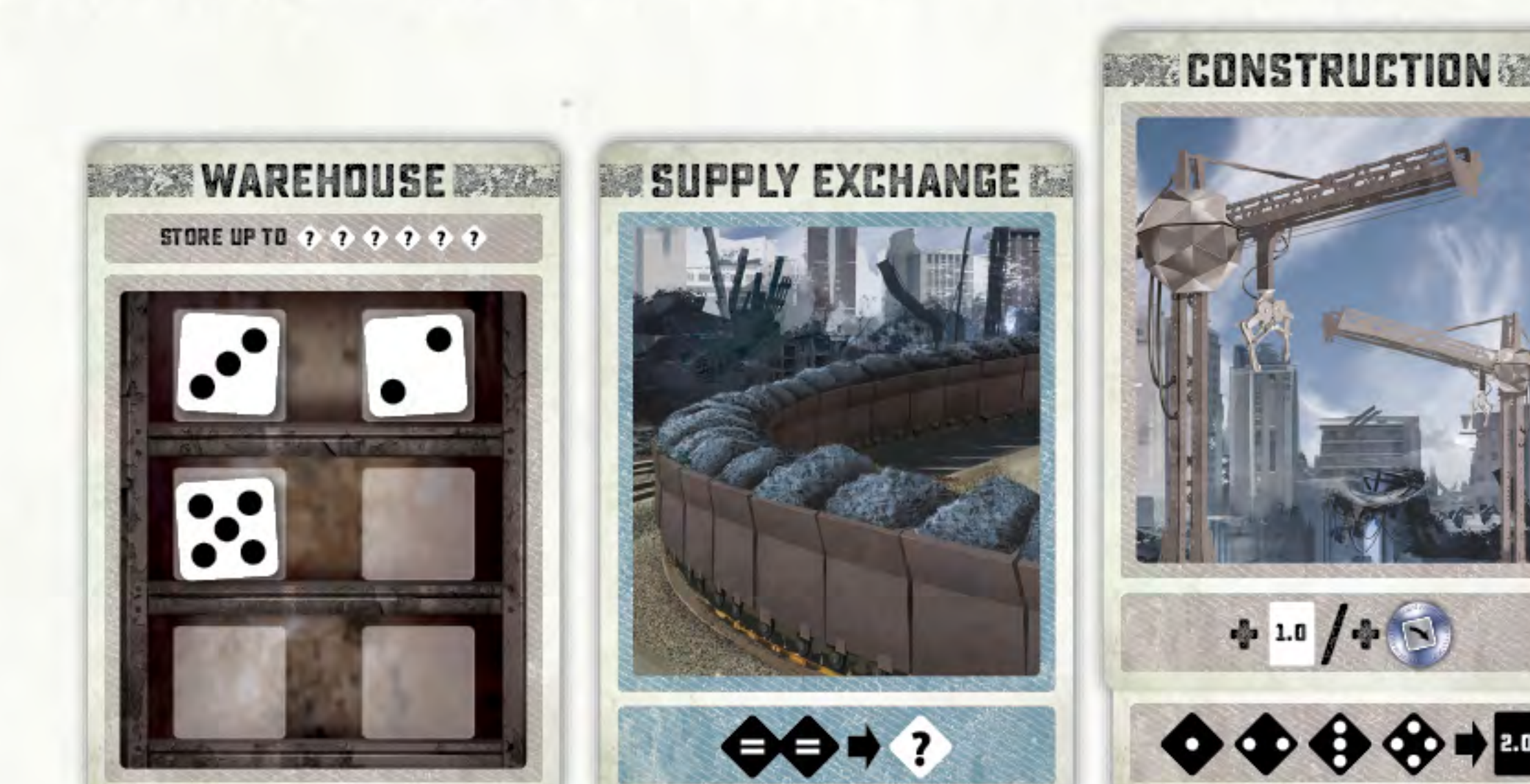


4 Place seven stacks of any combination of the Variable card stacks below the standard cards with their basic (white) side face up (the "first game setup" cards shown above), with each stack containing a number of cards equal to the number of players: for a 2 player game, use 2 cards in each Variable card stack, 3 cards for 3 players, and 4 cards for 4 players. While you can use any combination of Variable cards, suggestions for some unique combinations of Variable cards are shown on page 7. You can also use the free Colony app (located at beziergames.com), which generates custom Variable card setups.

PLAYER SETUP



5 Each player takes a colored set of Starting cards, consisting of a *Warehouse*, *Supply Exchange*, *Upgrade*, and *Construction* card in their player color (each of which matches one of the colored score markers), and places them in front of himself with the white (basic) side up to form his starting colony. If the play area is limited, cards may be stacked to display only the bottoms of the *Supply Exchange*, *Upgrade*, and *Construction* cards, as seen below.



6 Everyone then takes 3 stable (white) resources, rolling them and placing all 3 in their *Warehouse*. The player with the lowest sum of resource values (shown on the top of the dice) becomes the Active Player. If there is a tie for the lowest sum, *all* players roll again until only one player has the lowest sum.

In a four-player game only, the fourth player (immediately to the right of the Active Player) receives a CHIPI at the beginning of the game.

FIRST GAME SETUP

For your first game only, turn the *Upgrade* and *Construction* cards to their 2.0 sides. Each player should move their scoring marker to the "1" spot on the Scoreboard.



Use the Variable cards shown to the left for your first game.

SETUP FOR SUBSEQUENT GAMES

If you're playing back-to-back games of *Colony*, change the Variable card setup between games by having all the players who did *not* win choose one Variable card stack to remove from the game, and then choose its replacement, in player order from lowest to highest score. This will keep games fresh without requiring players to totally readjust to an entirely new set of cards.

GAMEPLAY

On a turn, the Active Player does the following phases in order:

1. Prepare
2. Scavenge
3. Activate
4. Cleanup

There are two reference cards provided to help new players become familiar with the 4 phases of the game.

1. PREPARE

The Active Player places all dice from his *Warehouse* into his play area (the space below the player's cards). Other cards that happen during the Prepare phase (*Gambling Den* and removal of resources from the *Time-Lock Vault*) are also activated now.

2. SCAVENGE

The Active Player picks up 3 stable resources (white dice) from the supply and rolls them. Then he chooses one of those resources and places it in his play area (not on his *Warehouse* card), keeping the value shown on top of the resource. Then the player to his left chooses one of the remaining resources and places it in his *Warehouse* (again, keeping the value shown on top of the resource). If there isn't room there, that player may remove a resource from his *Warehouse* and return it to the supply, or he may simply return the chosen resource to the supply. Then the player to his left does the same. In a two-player game, the Active Player takes the remaining resource and places it in front of him (not in his warehouse). In a four-player game, the fourth player will not get a resource during the Scavenge phase.

If the Active Player has any CHIPIs, he may exchange those for an equal number of unstable resources (frosted dice) which he rolls along with the 3 stable resources. The Active Player keeps all unstable resources he rolls. See more details in the CHIPIs section on page 6.

3. ACTIVATE

The player may activate any number of his cards (including upgrading, which may be done once per turn—see page 7 for more on upgrading). Activating may be done in any order. Activated cards should be tilted slightly so you know they have been activated this turn.



If the player does not build any new cards on his turn (Remember: upgrading is *not* building), he receives a CHIPI from the supply (or 2 CHIPIs if the *Construction* card has been upgraded to *Construction 2.0*).

During the Activate phase, the Active Player may discard one of his cards (whether it has been activated on the current turn or not) in return for a number of stable resources equal to the difference between his score (at the end of the last turn) and the leader's score. The resources are rolled and placed in his play area. The discarded card is placed in the box for the rest of the game. *Any* card may be discarded, including starter cards. This may only be done once per turn. If the discarded card had VPs on it, the player will not get those VPs when they tally their score at the end of their turn.

4. CLEANUP

The Active Player adds all newly-built cards (from activating the *Construction* card) to his colony of cards, returning all cards to their portrait orientation (untilting activated cards). The Active Player then returns all unused unstable resources back to the supply, and then places all remaining stable resources in his *Warehouse* (or *Time-Lock Vault*, if he has one). Any stable resources that do not fit in the *Warehouse* or *Time-Lock Vault* are returned to the supply. While the Active Player may choose which resources are stored, he may not discard resources if he has room in his *Warehouse* or *Time-Lock Vault* for them.

Finally, the player moves his scoring marker on the scoreboard to show the number of VPs (Victory Points) he has at the end of his turn, and the player to his left becomes the Active Player.

GAME END & WINNING

If a player has at least 15 VPs (4 players), 16 VPs (3 players), or 20 VPs (2 players) at the end of his turn, he wins the game.

SINGLE PLAYER GAME

Challenge yourself to get the best score possible.

Use the Standard cards and seven stacks of Variable cards of your choice, with one card in each stack. Place all 30 stable resources and 12 unstable resources in the supply.

Each turn, roll 3 stable resources. Keep one and place the other two back in the box (out of play for the rest of the game). Resources used for purchases and exchanges go back to the supply. If there are not enough stable resources for exchanges or production on a turn, you may use unstable resources in their place (but you may not store those unstable resources).

Continue playing until you can't roll 3 stable resources from the supply at the beginning of a turn. You may choose to discard stable resources from your *Warehouse* so that you have enough of those resources to roll.

Your goal is to earn as many points as possible. Part of the challenge is figuring out which combination of Variable cards results in the highest point totals. While Attack, Defensive, and Trading Variable cards have no value other than their VPs in a single player game, their costs are very different from the other Variable cards, and might provide a way to gain extra VPs with resources that otherwise would be useless.

SAMPLE TURN



Red player Doug has the above cards and resources when it is his turn in a four-player game. He currently has 12 VPs.



ACTIVATE: Doug activates his *Pirate* card, and rolls a $6 \square$, which allows him to take one die from one opponent's *Warehouse*. Shelley has a \square , but it is stored in her *Time-Lock Vault*, so it is safe from Doug's *Pirate*. Audrey has a *Chain Link Fence*, lowering the chances of Doug taking Audrey's \square that she just gained during Doug's Scavenge phase. Dean has a \square , however, which Doug merrily takes from Dean's *Warehouse*.



PREPARE: Doug moves the $\square \square$ from his *Warehouse* to his play area.



ACTIVATE: Doug needs a $\square \square$ in order to build another *Fallout Shelter*, so Doug exchanges his $\square \square$ for a $\square \square$ by activating his *Supply Exchange 2.0* card.



SCAVENGE: Doug picks up 3 stable resources from the supply, turns in his CHIPI for 1 unstable resource, and rolls $\square \square \square \square$. He keeps the $\square \square$ and passes the $\square \square$ to his left. Shelley puts the $\square \square$ in her *Warehouse* and passes the \square to Audrey, who puts it in her *Warehouse*. The player to Doug's right, Dean, doesn't get any resources this turn.



ACTIVATE: Doug pays $\square \square \square \square \square$ for a third *Fallout Shelter*. This gives him a total of 15 VPs, and he declares victory.



ACTIVATE: Doug takes $\square \square \square$ from the supply (from his *Scrap Shack*, *Fabric Replicator 2.0*, and *Uranium Mine*), and places them in his play area.

- Pirate*: 1 VP
- Scrap Shack*: 1 VP
- Fabric Replicator 2.0*: 2 VPs
- Uranium Mine*: 2 VPs
- Upgrade 2.0*: 1 VP
- Pawn Shop*: 1 VP
- Supply Exchange 2.0*: 1 VP
- 3 *Fallout Shelters*: 6 VPs

RESOURCES

Resources are represented by dice. The value (face) of the die that is on top shows what kind of resource it is:

▣ is Scrap Metal, ◻ is a Genetically Modified Organism,

◼ is Protein, ◼◼ is Polymer Fabric, ◼◼◼ is Fiber, and

◼◼◼◼ is Uranium.

◻◻◻◻◻◻◻◻ are unstable versions of those resources.

Most resources are stable; after procuring them, you may store them between game rounds in your *Warehouse* (or *Time-Lock Vault*). Unstable resources break down and are of no use if you don't use them on your turn; any unstable resources in your play area at the end of your turn are placed back in the Supply.

There are enough stable and unstable resource dice in the game for most situations. However, it is possible to run out of these physical dice at some point in the game with different combinations of Variable cards and play styles. If this happens, you may temporarily use dice from another game or simply write down what resources you or other players currently have. The number of dice is never limited in the game.

Resources can never be modified so that their value is more than 6 or less than 1.

Unless modified by a card's power, resources do not change in value.

RESOURCE SYMBOLS:

◻◻ is a stable or unstable "2" resource that you pay to the supply or another player.

◻◻ is a stable "2" resource, while ◻◻ is an unstable "2" resource.

◻◻◻ is a stable or unstable resource of any value that must match the value of all other ◻◻◻ resources (stable or unstable) that you are paying to the supply.

◻◻◻ is a stable or unstable resource of any value that you pay to the supply or another player.

◻◻◻ is a stable resource of any value.

◻◻◻ is an unstable resource of any value.

◻◻◻ is a stable resource that is rolled.

◻◻◻ is an unstable resource that is rolled.

◻◻◻ is a CHIPI (see below).

CHIPIS

A CHIPI (Cybernetic Holder of Instant Production Improvement) is a way to store unstable resources between turns; the catch is that the player doesn't know what resource he'll end up with (after all, the resources are unstable).

CHIPIS are collected from different cards a player may have: *Construction*, *Experimental Generator*, and *Recycling Bin*.

The Active Player may use up to 3 CHIPIS he has during the Scavenge phase. For each CHIPI placed back in the supply, the Active Player takes one unstable resource and rolls it along with the three stable resources. The Active Player immediately receives all rolled unstable resources following the Scavenge roll. Players may accumulate more than 3 CHIPIS, but may only use 3 on their turn. CHIPIS are unlimited; if the number of physical CHIPIS runs out, mark down additional accumulated CHIPIS on a piece of paper.



HELPFUL TIPS

- As you accumulate cards, stack similar cards together so that the bottom portion shows on each card; this can save a lot of table space.
- If you have trouble remembering to use certain cards (like placing resources in your *Gambling Den* before Scavenging or using your Attack cards), place those cards near where you roll your dice, and you'll be much more likely to remember to use them.
- During the first few turns, it's easy to remember which cards you've activated during a turn. Later in the game, however, when there's a lot going on, mark activated cards by tilting them or placing something on the activated cards. This is especially helpful for the last few turns of a game, when many Exchange and Production cards are in play.
- When you are the Active Player in three-player or four-player games, you usually don't need to wait until the other players have taken the remaining Scavenger stable resources to continue with your turn.
- When it isn't your turn, you might find it helpful to place the resources you'll be gaining from Production on, above, or to the side of your Production cards. Later in the game this might not be possible if a lot of dice are being used/stored by other players.
- Remember that your *Construction* card provides you with a CHIPI (or 2 if your *Construction* card has been upgraded to *Construction 2.0*) if you haven't built any new cards on your turn. Upgrading doesn't count as building, so if you've upgraded but not built, you still get a CHIPI.
- Keep an eye on your opponents' scores; once they are within 5 VPs of the target score necessary to win and ahead of you, consider discarding a card to gain the difference in the number of standard resources between the highest score and your score.
- Different card types always require at least one specific resource: Attack cards require ◻'s, Production cards require ◻◻'s, Trading cards require ◻◻◻'s, Exchange cards



CARDS

There are always six of the standard Production cards, and eight *Fallout Shelters*, regardless of the number of players.



There are always seven Variable card types in every game, from the 28 available. The section to the right shows a variety of different sets of variable cards you can choose from, or simply pick and choose your own cards. The number of cards in a Variable card stack is always equal to the number of players in the game.

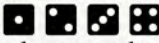
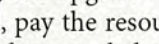
ACTIVATING CARDS

Most cards can be Activated once per turn. Once you have Activated a card, tilt it slightly to show it has been Activated. You can never Activate a card the same turn that you build it. If you have multiple copies of a card, you may Activate each copy of the card independently. You may not Activate a card on the same turn it is built.

BUILDING CARDS

The *Construction* card allows you to build one card during your activate phase: pay the resources indicated at the top of the card (in black) to the supply, then take the new card and put it under your play area with the basic side up (and the 2.0 side down). You may pay with any combination of stable (white) and unstable (frosted) resources. You may have multiple copies of any card that may be built. If you upgrade to a *Construction 2.0* card, you'll be able to build any number of cards on a turn.

UPGRADING CARDS

All cards can be upgraded to a better, 2.0 version of the original card. The cost to upgrade each card is  (if you upgrade the *Upgrade* card to *Upgrade 2.0*, the upgrade cost will decrease to ). To upgrade a card, pay the resources for the upgrade to the supply and turn the newly upgraded card over to its 2.0 side, then tilt the *Upgrade* card (*Upgrade* can only be activated once per turn). You may use the ability of an upgraded card immediately on your turn (provided you didn't already use the non-upgraded side prior to upgrading it). Upgraded cards often provide enhanced abilities and more VPs than their non-upgraded sides. You may not upgrade a card on the same turn that it is built. Once a card is upgraded, you may no longer use its 1.0 side.

VPS

VPs (Victory Points) are shown at the bottom of each card as orange half-circles. Each orange half-circle is one VP. On Paragon cards, the amount of VPs is variable (see each card description below for details).



VARIABLE CARDS

Games will be most balanced if they have one of each type: Attack, Production, Trade, Exchange, Defense, Paragon, and Other, though you can mix any sets of cards for each game. Each stack of variable cards should have as many cards as there are players.

Use the free Colony Setup app (from beziergames.com) to quickly get started with a new set of cards. This app will provide usable, fun sets of cards that are different every time.

If you don't have the app, here are some examples of non-traditional setups to get you started.

NON-CONFRONTATIONAL

If you don't like other players messing with your cards and resources, we suggest using these Variable cards:



ALL OUT CONFLICT

On the other hand, if you like getting up in everyone else's business, we suggest using these Variable cards (recommended for 3 or 4 players only):



MASS PRODUCTION

For a production and point-heavy game, we suggest using these Variable cards:



STARTING CARDS

There are 4 Starting cards that each player always gets to start his or her colony at the beginning of the game.

During the Cleanup phase, store up to six stable resources between turns by placing them on the *Warehouse*. If you obtain a resource when it is not your turn and your *Warehouse* is full, you may discard a resource from your *Warehouse* and replace it with the new one, or simply discard the new one. Unstable resources may not be stored in the *Warehouse*.



Store up to nine stable resources between turns.

Purchase one new card from the supply by paying the cost at the top of the card or take a CHIPI. Built cards are placed in the play area, and are not available for activation or upgrading until the following turn.



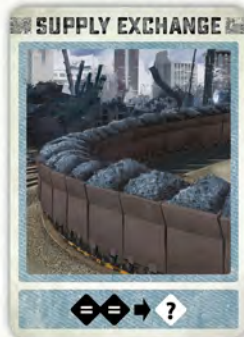
Build any number of new cards from the supply by paying the cost at the top of the card or take two CHIPIs.

Upgrade one card by paying to the supply. A card is upgraded by turning it over so that its 2.0 (black) side is face up. You may upgrade the *Upgrade* card.



Upgrade one card by paying to the supply.

Exchange two resources of the same value with the supply for a stable resource of your choice. You may exchange any combination of unstable and stable resources, and you will receive a stable resource in return.

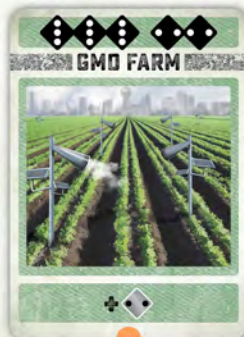


Exchange two resources of any value with the supply for a stable resource of your choice.

BASIC CARDS


Basic cards are the six cards that are always included in every setup regardless of player count: five are Production cards and one is a Paragon card (*Fallout Shelter*).

Produce one unstable .





Produce one stable .




Produce one unstable 




Produce one stable 


Produce one unstable 




Produce one stable 


Produce one unstable 



Produce one stable 

Produce one unstable 



Produce one stable 

Collect *Fallout Shelters* to increase VPs per the chart at the bottom of the card. For instance, one *Fallout Shelter* is worth 1 VP. Two *Fallout Shelters* are worth 3 VPs. Three *Fallout Shelters* are worth 6 VPs, etc.



Collect *Fallout Shelter 2.0s* to increase VPs per the chart at the bottom of the card. For instance, one *Fallout Shelter 2.0* is worth 2 VP. Two *Fallout Shelter 2.0s* are worth 6 VPs. Three *Fallout Shelters* are worth 10 VPs, etc.

Fallout Shelter 2.0s cannot be combined with basic *Fallout Shelters*; for instance, if you have one of each, they are worth a total of 3 points.

COLLECT MULTIPLE FALLOUT SHELTERS					
1	2	3	4	5	6
1	3	6	9	12	15

COLLECT MULTIPLE FALLOUT SHELTER 2.0'S				
1	2	3	4	5
2	6	10	15	20

FALLOUT SHELTER SCORING EXAMPLES

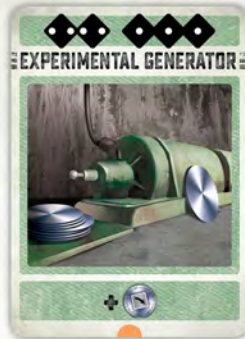
How to score multiple *Fallout Shelters* and *Fallout Shelter 2.0's*.



PRODUCTION CARDS

Most production cards produce unstable resources each turn until they are upgraded, at which time they produce stable resources.

Gain a CHIPI (🌀). This CHIPI may not be turned in for an unstable resource until the beginning of your next turn.



Gain two CHIPIs (🌀🌀).

Produce one unstable 🎲 and one unstable 🎲.



Produce one stable 🎲 and one stable 🎲.

When built (as soon as the card is taken from its card stack), immediately produce a stable 🎲. Each turn, produce an unstable 🎲.



When upgraded, immediately produce a stable 🎲. Each turn, produce a stable 🎲.

EXCHANGE CARDS

Exchange cards allow you to exchange one or more resources for one or more other resources during the Activate phase of your turn. Upgrading these cards typically results in a better exchange rate. You may not use Exchange cards on dice that are not resources.

Exchange 🎲 for stable 🎲🎲 so that 🎲 is equal to the sum of stable 🎲 + 🎲.

When exchanging, you must exchange one for two resources (you cannot exchange one for one).



Exchange 🎲 for stable 🎲🎲🎲 so that 🎲 is equal to the sum of stable 🎲 + 🎲 + 🎲. When exchanging, you must exchange one for three resources (you cannot exchange one for one or one for two).

Exchange any 🎲🎲 for your choice of stable 🎲.



Exchange any 🎲 for your choice of stable 🎲.

Exchange a **?** for a stable **?**, or exchange a stable **?** for any stable **?**.



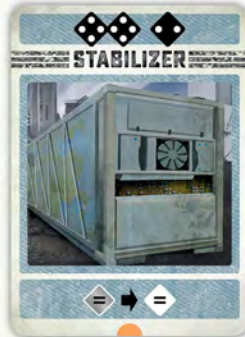
Exchange a **?** for a stable **?**, or exchange a stable **?** for any stable **?**.

Convert an unstable **?** into a CHIPI (CHIPI icon).



Convert up to three unstable **?** into CHIPIs (CHIPI icon).

Convert an unstable **=** into a stable **=** of the same value.



Convert up to two unstable **=** and **=** into stable **=** and **=** of the same values. You may convert two different unstable resources (the unstable resources do not have to match each other).

Re-roll one of your **?** resources.



Re-roll any number of your **?** resources.

Exchange a **?** resource for a stable **?** resource with a value exactly one higher or lower than the original resource (with a minimum of 1 and a maximum of 6). You may use *Tweaker* to exchange a resource that has already been tweaked and/or modified this turn. You may not tweak a 6 into a 1 or a 1 into a 6.



Exchange a **?** resource for a stable **?** resource with a value exactly one or two higher or lower than the original resource (with a minimum of 1 and a maximum of 6). You may use *Tweaker 2.0* to exchange a resource that has already been tweaked and/or modified this turn. You may not tweak a 5 or 6 into a 1 or 2, and you may not tweak a 1 or 2 into a 5 or 6.

TRADE CARDS

If you have one or more Trade cards, you may trade between yourself and one other player (the other player must agree to the trade). A trade consists of trading one or more stable resources for one or more different stable resources. You may never trade the same resource with any opponent, even if there are different quantities of those resources. For instance, you may not trade a for a . Non active players participating in a trade must trade to and from their *Warehouse*, and all gained stable resources must be stored in their *Warehouse*. Unstable resources may never be traded. The Trade card is not activated until a trade is completed between two players. If a trade is offered and rejected, the Trade card is considered unactivated.

If you do not have a Trade card, you can still be part of a trade that is initiated by another player (who does have a Trade card).

Allows the owner to initiate trading with one other player on the owner's turn.

If you complete a trade with one other player (on your turn), both you and your opponent each roll and gain a stable (the values of the rolled resources may be different).



Allows the owner to initiate trading with one other player on the owner's turn.

If you complete a trade with one other player (on your turn), you roll and gain a stable and your opponent rolls and gains a stable (the values of the rolled resources may be different).

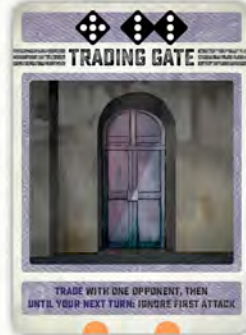


Allows the owner to initiate trading with one other player on the owner's turn.

If you complete a trade with the other player, both you and the other player gain a stable

Allows the owner to initiate trading with one other player on the owner's turn.

If you complete a trade with the other player, both you and the other player gain a stable



Allows the owner to initiate trading with one other player on the owner's turn.

If you complete a trade with one other player, ignore the first attack on you until your next turn.

Allows the owner to initiate trading with one other player on the owner's turn.

If you complete a trade with one other player, you are immune to all attacks from other players until your next turn.

ATTACK CARDS

If you have an Attack card, activating it will often result in a negative effect for an opponent and a positive effect for you.

Roll from the supply, and then do the following based on the value on top of the die (after the attack, the rolled die is returned to the supply):

: Discard this *Pirate* card from the game (reducing your score by 1 VP at the end of your turn).

: Choose an opponent who must give you their choice of stable from their *Warehouse*.

: Choose an opponent and take stable from his *Warehouse*.

: Gain stable .

An attack takes place when or is rolled (this will trigger a Defensive card of the targeted opponent).



Roll from the supply, and then do the following based on the value on top of the die:

: Choose an opponent who must give you their choice of stable from their *Warehouse*.

: Choose an opponent and take stable from his *Warehouse*.

: Gain stable .

An attack takes place when or is rolled (this will trigger a Defensive card of the targeted opponent).

Roll a from the supply. Each opponent must give you one stable resource of that value (if they have it in their *Warehouse*). An attack takes place (for Defensive card purposes) if an opponent has a resource of the value rolled in their *Warehouse*. The rolled die is returned to the supply.



Roll two from the supply. Each opponent must give you one stable resource of the value of each rolled die (if they have it in their *Warehouse*). An attack takes place (for Defensive card purposes) if an opponent has a resource of either or both of the values rolled in their *Warehouse*. The rolled dice are returned to the supply.



Exchange one opponent's stable or stable from their *Warehouse* for one of your stable or two of your stable respectively (your resource values must be different than your opponent's resource values). An attack takes place if and when an opponent is chosen (for Defensive card purposes).

Choose an opponent and take a stable from their *Warehouse*, replacing it with one of your stable (the resource values must be different). An attack takes place if and when an opponent is chosen (for Defensive card purposes).

OTHER CARDS

These are general purpose cards that provide unusual abilities.

During the Prepare phase, place up to 2 stable on the card from your personal resources. When Scavenging, if any of the matches a , gain all matching stable from the supply and keep the from the card. If none of the matches, return the to the supply. Unstable are ignored when determining *Gambling Den* results.



During the Prepare phase, place up to 3 stable on the card from your personal resources. When Scavenging, if any of the matches a , gain all matching stable from the supply and keep the from the card. If none of the matches, return the to the supply. Unstable are ignored when determining *Gambling Den 2.0* results.

Reactivate a Production, Attack, Exchange (including your *Supply Exchange*), or Trade card that you've already activated this turn. May not be used on upgraded (2.0) cards.

If you have multiple *Reactivator* cards, they may target the same card for Reactivation.



Reactivate a Production, Attack, Exchange (including your *Supply Exchange*), Trade, or a 2.0 version of one of these cards that you've already activated this turn.

If you have multiple *Reactivator* and *Reactivator 2.0* cards, they may target the same card for Reactivation.

During the Cleanup phase, store up to 2 stable on the card (even if the *Time-Lock Vault* was built earlier that same turn). may not be used for trades and cannot be targeted for any attacks. During the Prepare phase, all resources are removed from the *Time-Lock Vault*. During other players' Scavenge phases, resources may not be placed in the *Time-Lock Vault*. Resources received from trades on other players' turns may not be placed in the *Time-Lock Vault*.

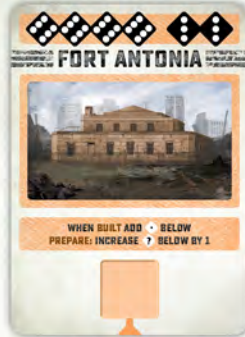


During the Cleanup phase, store up to 4 stable on the card. may not be used for trades and cannot be targeted for any attacks. During the Prepare phase, all resources are removed from the *Time-Lock Vault 2.0*. During other players' Scavenge phases, resources may not be placed in the *Time-Lock Vault 2.0*. Resources received from trades on other players' turns may not be placed in the *Time-Lock Vault 2.0*.

PARAGON CARDS

These cards are very expensive, but they can provide a lot of VPs.

When built, add \square from the supply to the card. Every turn during your Prepare phase, increase the \square by 1 (up to \square). The value of \square is the VPs for this card.



When upgraded, move \square from the basic side of the card to this upgraded card. Every turn during your Prepare phase, increase the \square by 2 (up to \square). The value of \square is the VPs for this card.

Every two of your upgraded cards (rounded down) is worth 1 VP.



When upgraded, upgrade any other card of your choice at no cost immediately. Every two of your upgraded cards (rounded down) is worth 1 VP.

When built, add \square from the supply to the *Investment Bank*. Pay \square to increase \square by 1 (up to \square). You may increase \square as many times as you'd like during a single turn. The value of \square is the VPs for this card.



When upgraded, move \square from the basic side of *Investment Bank* to this upgraded *Investment Bank 2.0* and increase it by 1. Pay \square to increase \square by 1 (up to \square). You may increase \square as many times as you'd like during a single turn. The value of \square is the VPs for this card.

When built, roll \square from the supply. Add the lowest value \square to the *Prize Safe*. The value of \square is the VPs for this card.



When upgraded, roll \square from the supply. Add the highest value \square to the *Prize Safe 2.0*. The value of \square is the VPs for this card.

Every set of stable \square that you have at the end of your turn is worth 1 VP. The resources must fit in your *Warehouse* or *Time-Lock Vault* at the end of your turn in order to count for your *Stockpile*.



Every set of stable \square (the resources do not need to match each other) that you have at the end of your turn is worth 1 VP. The resources must fit in your *Warehouse* or *Time-Lock Vault* at the end of your turn in order to count for your *Stockpile 2.0*.

DEFENSIVE CARDS

If an opponent you attack has a Defensive card, that Defensive card activates automatically when the opponent is attacked. Missed attacks (such as a player's *Robber* rolling a number that the opponent does not have) do *not* result in activation of that opponent's Defensive card. When a Defensive card is activated during an opponent's attack, tilt the card to show it has been activated; each card can only be activated once when it is not your turn. Activated (already-used) Defensive cards are not re-activated when attacked. Defensive cards are reset to their unactivated, vertical orientation during the Cleanup phase of a player's turn.

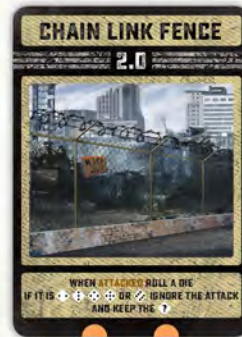
If the opponent has multiple Defensive cards when attacked, that opponent chooses which unactivated Defensive card will activate. Players may *not* opt to not activate a Defensive card if they are attacked.

Ignore one attack. Tilt the card after the attack to show that *Barricade* has been activated. Reset the card vertically during your Cleanup phase.



Ignore one attack from each opponent. The 2nd (3rd, 4th) attack from the same opponent is *not* ignored. Tilt the card after the attack to show that *Barricade 2.0* has been activated. Reset the card vertically after every player's turn.

When attacked, roll a stable . If the resource is , , , or , ignore that attack and keep the stable . Tilt the card after the attack to show that *Chain Link Fence* has been activated. Reset the card vertically during your Cleanup phase.



When attacked, roll a stable . If the resource is , , , , or , ignore that attack and keep the stable . Tilt the card after the attack to show that *Chain Link Fence 2.0* has been activated. Reset the card vertically during your Cleanup phase.

When built, place a from the supply on the card. When attacked, the is reduced by 1 and the attack is ignored.

Tilt the card after the attack to show that *Force Field* has been activated. If the is when attacked, the attack is ignored and the is removed from the card. If there is no on the card, the attack is successful. Reset the card vertically during your Cleanup phase.



When upgraded, place a from the Supply onto the card. When attacked, the is reduced by 1 and the attack is ignored. Tilt the card after the attack to show that *Force Field 2.0* has been activated. If the is when attacked, the attack is ignored and the is removed from the card. If there is no on the card, the attack is successful. Reset the card vertically during your Cleanup phase.

When attacked, place a stable from the supply on the card (the attack is successful) and tilt the card to show it has been activated. During the Activity phase, gain the stable from the card. When a stable is on the card, attacks are *not* ignored, and no new stable is placed on the card. Reset the card vertically during your Cleanup phase.



When attacked, place 2 stable from the supply on the card (the attack is successful) and tilt the card to show it has been activated. During the Activity phase, gain the stable from the card. When 2 stable are on the card, attacks are *not* ignored, and no new stable are placed on the card. Reset the card vertically during your Cleanup phase.

ABOUT THE DESIGNERS

Ted Alspach is the designer of several games, including *One Night Ultimate Werewolf*, *Castles of Mad King Ludwig*, *America*, and *Suburbia*.

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ABOUT BEZIER GAMES, INC.

Bezier Games, Inc. publishes great party and strategy games, including *America*, *Castles of Mad King Ludwig*, *Favor of the Pharaoh*, *One Night Ultimate Werewolf*, *One Night Ultimate Vampire*, *Suburbia*, and many more.

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