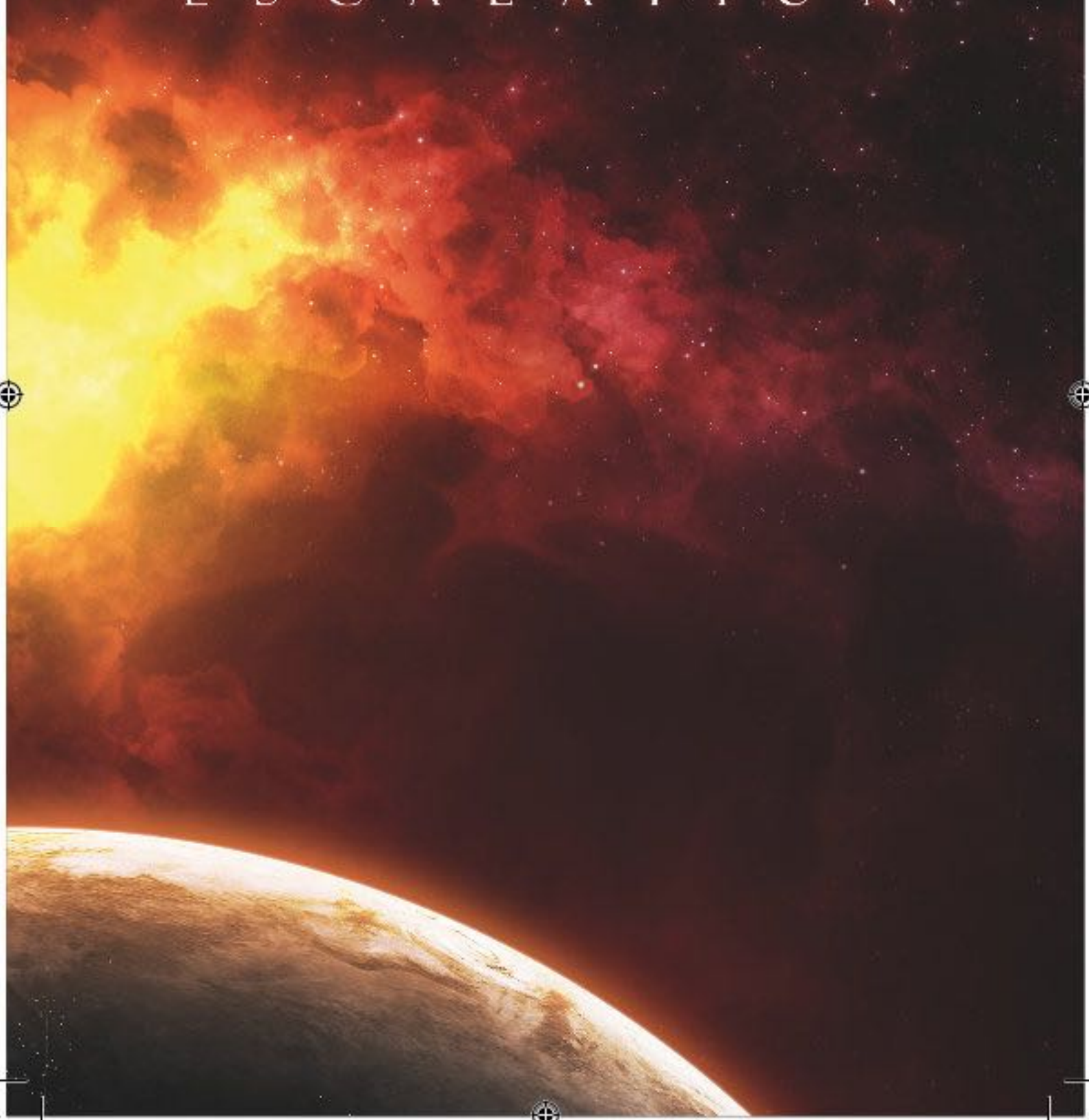SETH JAFFEE

EMINENT DOMAIN
ESCALATION

OVERVIEW

"This galaxy ain't big enough for all of us..."

The flourishing era of peace and unchecked expansion has come to a close, and the skies are getting crowded. Fringe Planets have become border Planets, and vast armadas of warships now patrol the once-desolate expanses of space. Warmongers raise their flags over the ashes of weaker Empires, while civilized societies consolidate their power behind ironclad peace treaties. Dangerous new worlds pop up with each new scan, and researchers desperately scramble for technological breakthroughs to swing advantage in favor of their emperor, to you. The stage is set; now brace yourself against the rising tensions in this next chapter of Eminent Domain: Escalation!

Escalation is an expansion to Eminent Domain, and cannot be played without the base game. We recommend that you play the base game several times before incorporating this expansion.

COMPONENTS

PLANET CARDS **X 15**

PLAYER AID TILE

POLITICS ROLE CARDS **X 8**

TECHNOLOGY CARDS **X 32**

5TH PLAYER ROLE CARDS **X 20**
MARKED WITH FIFTH PLAYER ICON

START PLANET TILES **X 6**

FLEET TILES **X 5**

SCENARIO CARDS **X 18**

ERRATA CARDS **X 3**

ERRATA STICKER

Important Note: Ship and Resource tokens are not intended to be piece-limited. If you run out of these tokens, use any suitable proxy. As in the base game, depleting the Influence Tokens in the supply will trigger game end, but additional Influence may be collected through the final player's last turn.

THE FLEET

Each of the different ship tokens now represents a distinct class of warship. Ships may only be used as their specific type (ships can never be used as a different type of ship).

Fighter 🚀 : The most basic ship, the 🚀, remains exactly the same as in the base game. All new Level 1 Technologies may be purchased by spending 3 🚀 instead of 3 ⊙ .

Destroyer 🚀: The defenses of Civilized and Hostile Planets can only be overcome with a 🚀. All new Level 2 Technologies may be purchased by spending 2 🚀 instead of 5 ⊙ .

Battlecruiser 🚀 : You may only have 1 🚀 in play at a time. While in play, it is worth 2 ⭐ and grants you a 1 🚀 discount (2 🚀 with Improved Fleet) on all Warfare costs.

Attacking a Civilized Planet requires you to spend 🚀. With Improved Fleet you may spend 🚀 to satisfy any Warfare cost.

All new Level 3 Technologies may be purchased by spending 🚀 instead of 7 ⊙ .

The Fleet Tile

You begin the game with a Fleet tile in play, which allows you to upgrade your ships. You may play actions printed on the Fleet tile instead of playing a card during your Action phase. When leading or following a Research role, you may upgrade Fleet to Improved Fleet (flip the tile over) instead of buying a Tech card by paying 3 ⊙ or 3 🚀. There is no Planet requirement for this upgrade.

Basic Fleet Abilities

Discard 3 🚀 to gain a 🚀. You may only gain 1 🚀 per action.

Discard 2 🚀 to gain a 🚀 .

Improved Fleet Abilities

For every 2 🚀 you discard in this action, gain 1 🚀.

Discard 2 🚀 to gain a 🚀 .

Your 🚀 now has a Primary Weapon; you may spend 1 🚀 when attacking any Planet instead of the printed Warfare cost.

NEW TERMINOLOGY

Escalation introduces a few new common abilities that will appear on several of the new Planets or Technology cards. These include:

Peace Treaty

All Civilized Planets and some Technology cards provide an ability known as a Peace Treaty. Whenever you dissent a Warfare role, in addition to drawing a card, you will receive 1 ⚝ from the supply for each Peace Treaty in your Empire. These benefits stack, so with three Peace Treaties in play you receive 3 ⚝ each time you dissent a Warfare role.

Recon

Recon is an ability which allows players to search one of the decks in the game and its discard pile for a number of cards, shuffle that deck, then put the chosen cards on top. It is written "RECON [DECK] for X cards," where "X" is the number of chosen cards, and [DECK] is the deck searched. For example: "RECON the Planet deck for 1 card" means "Search the Planet deck and discard pile for any 1 Planet card, shuffle the Planet deck, and place the chosen Planet card on top." And "RECON your deck for 3 cards" means "Search your deck and discard pile for any 3 cards, shuffle your deck, and place the chosen cards on top (in any order)." In Escalation there are 2 cards that utilize Recon, and each allows you to search a deck for 1 card.

Reparations

Escalation introduces several new ways for you to directly impact your opponent's play area, including ways for you to conquer their Planets or remove permanent Technology cards. Any ability that directly targets an opponent comes with a "REPARATIONS: X" value. Whenever you successfully use this ability against an opponent, that opponent is compensated with whatever "X" is (printed on the card). For all the cards with Reparations in Escalation, "X" is "2 ⚝ from the supply".

Replenishing Slots

Some Planets and Technology cards provide Replenishing ship slots. Place a token of the appropriate type on the slot when the card comes into play. You may spend that token at any time. These slots automatically replenish at the beginning of your turn.

NEW PLANETS

Escalation also livens up the galaxy with several new Planet styles. There are six new Start Planets, giving players a wide range of new advantages and drawbacks, and each of the familiar Planet types may now be discovered in Civilized, Hostile, or Bustling styles.

Expensive Start Planets

There is now one "expensive" Start Planet for each standard Planet type (Advanced/Fertile/Metallic). These Planets each cost 5 ⊕ or 5 ⊕ to flip, are each worth 2 ☆, contain no Resource slots, but provide you with two Role symbols.

Prestige Start Planets

These Start Planets each cost 2 ⊕ or 2 ⊕, are worth 2 ☆, contain one "any Resource" slot, and provide one Role symbol. Unlike standard Planet types, Prestige Planets do not have an associated Technology stack.

Civilized Planets

Civilized Planets represent independent worlds that have established political structure and Planetary defenses. These Planets welcome Colonies from expanding Empires, but will not lightly submit to tyranny. All Civilized Planets can be colonized for 4 ⊕, but can only be attacked by discarding a 🔹. All Civilized Planets provide the Peace Treaty abilitiy when flipped.

Hostile Planets

Violent refuges for criminals and pirates on the deep outskirts of imperial control, Hostile Planets will never be settled, but will fight for anyone strong enough to conquer them. Hostile Planets can be attacked by discarding a 🔹; they cannot be colonized. Every Hostile Planet provides a Replenishing 🔹 slot.

Bustling Planets

The inhabitants of Bustling Planets have mastered the local ecosystems to unleash the pure industrial potential of the Planet. Bustling Planets can be colonized for 4 ⊕ or Attacked by discarding a 🔹. Once flipped, these Planets provide a new action that can be used during the Action phase, instead of playing a card. Unlike icons on Planets, actions printed on Planets and permanent Technology cards may be used more than once per turn if you have more than 1 action.

NEW TECH ICONS

Technology cards in Escalation feature a few new icons in addition to the traditional role symbols.

Resource Icons

A technology card may include a Resource icon in the upper left-hand corner. You may discard this card from your hand to spend it as if it was the printed Resource. Cards discarded in this way are placed in your discard pile.

Example: You have a card with an Iron in the upper left-hand corner. During a Trade role, you may discard this card as if it were a Iron Resource in one of your Resource slots.

Ship Icons

A technology card may include a Ship icon in the upper left-hand corner. You may discard this card from your hand to spend it as if it was the printed ship. Cards discarded in this way are placed in your discard pile.

Example: You have a card with a Fighter in the upper left-hand corner. When attacking a Planet, you may discard this card as if it were a Fighter in your Empire.

RESEARCH COSTS

The new technologies in Escalation are printed with different research costs.

Level 1: You may spend either 3 🌐 or 3 🚀 to learn this technology.

Level 2: You may spend either 5 🌐 or 2 🚀 to learn this technology.

Level 3: You may spend either 7 🌐 or 🚀 to learn this technology.

You may never combine Research (🌐) icons and ships when researching a technology; you either pay the full cost in Research icons or discard the full cost in ships. In each case, you must satisfy the Planet requirements of the technology. You may never spend ships to research technologies that do not have ships in their printed cost (e.g. technologies from the base game).

There is a new stack of Diverse Technology cards. Each technology in this stack requires an Advanced, a Fertile, and a Metallic Planet. You must have flipped at least one Planet of each of these types in order to research these technologies.

One new technology, Double Time, has a unique Planet requirement. Each Double Time requires one Planet of a specific type, and one Planet of any other type.

For example, a Double Time from the Metallic Technology stack requires 1 Metallic Planet, and 1 non-Metallic Planet. Utopian Planets, due to their ability to mimic other Planet types in your Empire, do not satisfy this prerequisite when researching Double Time (if you have a Metallic Planet in play, Utopian Planets are not non-Metallic).

TECHNOLOGY CARD REFERENCE

DESTROYER ICON — SOLDIERS OF FORTUNE

BATTLECRUISER ICON — NATURAL ORDER

ANNEX

FIGHTER ICON

DOUBLE TIME

RESOURCE ICON

2 DESTROYERS — 2

1 BATTLECRUISER — 1

2 DESTROYERS — 2

3 FIGHTERS — 3

REQUIRES 1 ADVANCED PLANET, AND 1 OF ANY OTHER TYPE

REQUIRES 1 METALIC, 1 FERTILE, AND 1 ADVANCED PLANET

ACTION
You may play 2 additional actions during this Action phase.

SCENARIOS

An optional rule which replaces the standard setup, Scenarios provide a great deal of variety to experienced players by providing unique starting configurations. Each Scenario card indicates your starting deck, starting Planet, and any Technology cards which you will have at the beginning of the game. Each player will have a different starting configuration, greatly increasing play variety.
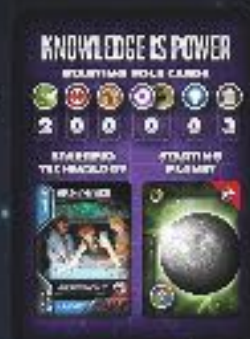
SETUP

Set up the game according to the base Eminent Domain rulebook, then:

1) Give each player a Fleet Tile.

2) Deal each player one of the new Start Planet Tiles at random. Each player should now have 2 Start Planet Tiles (one base, one new). Players will choose which of their two Start Planets to use, and return the other to the box.

3) Sort the new Technology cards by type (🔴 / 🟡 / 🔵 /Diverse) and place them into 4 FACE-UP piles near the original Technology cards. You may consolidate new and old technology cards into similar stacks, but be sure to pay attention to the research costs when acquiring them.

SETUP REFERENCE

PLAYERS	NUMBER OF ROLE CARDS						END GAME TRIGGERS	
	🟢	🔴	🟠	🟣	🏭	💡	⭐	DEPLETED ROLE STACKS
2	16	14	16	12	16		24	1
3	20	16	20	16	20		24	1
3*	18	15	18	14	18		24	2
4	20	16	20	16	20		24	2
5	24	20	24	20	24		32	2

* 3 Player Extended Variant

Specific Setup Rules

For 2 Players: Remove the following Role cards from the stacks: 4 🟢, 2 🔴, 4 🟠, 4 🟡, 4 🔵. Return these cards to the box; they will not be used in this game.

For 5 Players: Add the four blue-bordered "5 PLAYER ONLY" Role cards to each stack. Also add the eight blue Influence Tokens to the standard supply pile. In 5-player games, the game end will trigger when any two role stacks are empty, or when the Influence Token supply pile (including the blue tokens) is empty.

Scenarios

For added variability you may choose to use Scenarios instead of the normal set-up rules. To use them, distribute 1 Scenario card to each player using any method you choose (choose them, deal them randomly, deal Start Planets and let players choose a Scenario that uses their Start Planet, or draft them), making sure not to use any two mutually exclusive Scenarios. Set up each starting configuration according to the Scenario Card, and then set up the rest of the game and play as normal.

GAMEPLAY

Many of the gameplay mechanisms of Escalation are identical to the base game. However, Escalation introduces certain concepts, such as multiple Action or Role phases in a given turn, which require a slight modification to the basic gameplay structure. These rules replace the base game rules.

Replenish Phase

At the very beginning of your turn, replenish any empty Replenishing slots in your Empire. If a card contains more than one Replenishing slot, each empty slot will refresh even if the other slots are full. Any Replenishing slots that are full at the beginning of your turn are unaffected.

Action Phase

During your Action phase, you are allowed to take one action. This action may be from a card in your hand, from your Fleet tile, or from any face up Bustling Planets in your Empire. Taking an action is optional; you may choose to take no Actions during your Action phase.

Any cards played during your Action phase are set aside from the play area. Cards set aside in this way have no effect during subsequent Role phases. Cards played during your Action phase will not be placed into the Discard pile until the beginning of the Cleanup phase.

Actions printed on Planets and permanent Technology cards are limited to once per action, not once per turn.

Role Phase

The Role phase is mandatory. After your Action phase, you must lead one of the 6 roles. The Role phase works just like it does in the base game, except as follows:

In situations where a player is allowed to take an additional Role phase in a single turn, each Role phase is resolved separately.

Role Phase Continued...

Any cards played to boost or follow a role are set aside from the play area at the end of the Role phase. Cards set aside in this way have no effect during subsequent Role phases. Cards played during any Role phase will not be placed into the Discard pile until the beginning of the Leader's Cleanup phase.

Role symbols on Planets and permanent Technology cards may be used once per Role phase.

Cleanup Phase

The Cleanup phase works just like it does in the base game, except as follows:

At the beginning of the Cleanup phase, before you reconcile your hand, place all cards that were set aside during your Action and Role phases into your Discard pile. Players who followed during your Role phase(s) place any cards they set aside into their Discard piles at the beginning of your Cleanup phase.

FINAL ROUND

With the expansion, it is even more important to know whether you will have one last turn at the end of the game. When the game end triggers, complete the current round as normal, and then play one additional full round. This way, all players will know for sure whether any given turn is their last turn.

Remember: if the Influence supply is depleted, additional Influence may still be collected. Use any suitable proxy to track the additional Influence.

ERRATA

Certain cards and rules from the base game have been corrected and updated as follows:

Leader Bonus on empty stacks: When leading a Survey role from an empty stack, add 🌐 to your role in addition to the normal "Look at one additional Planet" Leader Bonus. When leading a Warfare role from an empty stack, add ◎ to your role if you are collecting Fighters.

Both of these changes can be noted on the main Central Card Display with the included sticker.

Terraforming: No change in card text. Ignore the note on the back of the base-game rulebook. Terraforming can be used in conjunction with Colonize symbols on Planets and permanent Technology cards in your Empire.

Abundance: Produce 4 Resources. When you Settle or Attack a Planet, produce 2 Resources.

Logistics: Play the Action and Role phases of your turn in any order. At the end of the game, take an additional turn.

Bureaucracy: When following a role: 🌐 ◎ 😀 ◉ 💎 . You may use the Leader Bonus when following Colonize or Warfare.

TECHNOLOGY CARD APPENDIX

This appendix includes the complete text of all new technology cards, as well as any specific notes or rules governing their usage.

🌍 FERTILE TECHNOLOGY

Improved Colonize
Action: Settle 1 Planet. Settle another Planet OR +1 Colony.
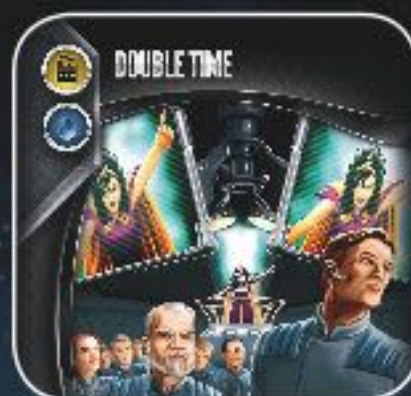**Planet Prerequisite:** 🌍
Cost: 3 💧 or 3 🔺

Double Time
Action: You may play 2 additional actions during this Action phase.
Planet Prerequisite: 🌍 🐾
Cost: 3 💧 or 3 🔺

Double Time
Action: You may play 2 additional actions during this Action phase.
Planet Prerequisite: 🌍 🐾
Cost: 3 💧 or 3 🔺

Peace Treaty
Permanent Technology: Collect 1 ⭐ when dissenting a Warfare role.
Planet Prerequisite: 🌍
Cost: 3 💧 or 3 🔺

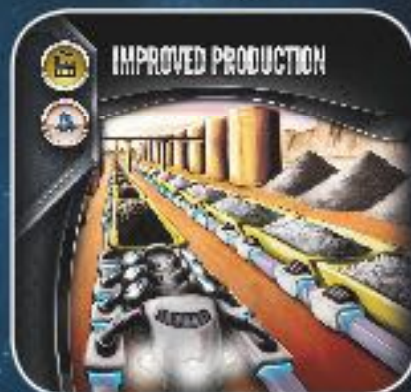**Note:** Multiple Peace Treaty abilities from Tech cards and Planets stack.

Biosphere
Permanent Technology: Biosphere provides you with 2 ⚪ slots.
Planet Prerequisite: 🌍
Cost: 3 💧 or 3 🔺

Improved Production
Action: Produce 2 Resources.
Planet Prerequisite: 🌍
Cost: 3 💧 or 3 🔺

FERTILE TECHNOLOGY

Spoils of War

Action: Produce 1 Resource for each 🏛 in your Empire.

Planet Prerequisite: 🌍 🌍

Cost: 5 💧 or 2 🚀

Note: You may discard Tech cards with 🌋 icons on them toward this.

Black Market

Permanent Technology: You may discard Resources from your Empire as if they were symbols to boost or follow any role.

Planet Prerequisite: 🌍 🌍

Cost: 5 💧 or 2 🚀

Colony Ship

Permanent Technology: Colony Ship holds Colonies. Once per turn: +1 Colony. When Settling, you may redistribute Colonies in your Empire.

Planet Prerequisite: 🌍 🌍

Cost: 5 💧 or 2 🚀

Note: The +1 Colony is added as a "free action" at any point during your turn. Adding a Colony is optional. When redistributing Colonies, you may move any Colony, not just those on Colony Ship. Colonies may be redistributed regardless of whether you lead or follow the role, but not when dissenting the role.

Specialized Production

Action: Choose a Resource type. Collect 1 ⭐ for each Resource of that type you produce this turn.

Planet Prerequisite: 🌍 🌍

Cost: 5 💧 or 2 🚀

FERTILE TECHNOLOGY

Natural Order

Action: Remove one permanent Technology card from the game. Its owner receives REPARATIONS: 2 Influence from the supply.

Planet Prerequisite: 🌑🌑🌑
Cost: 7 💎 or 1 🚀

Note: Any Resources or tokens in slots on the removed card are lost. You may use Natural Order to revert an opponent's Improved Fleet back to a standard Fleet tile. That player receives Reparations as normal and may not research Improved Fleet again in that game. Any ships constructed with Improved Fleet remain in play, but the benefits of a Battlecruiser revert to those granted by the standard Fleet Tile. If your Improved Fleet is destroyed in this way, place the Influence Tokens you receive as reparations onto your Fleet tile as a reminder that you may not upgrade it again.
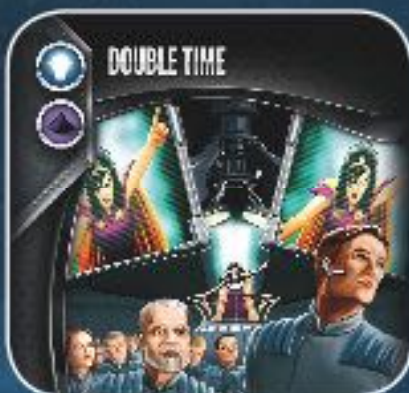
ADVANCED TECHNOLOGY

Improved Research

Action: Draw 1 card. Then remove up to 3 cards in hand from the game (may include this card).

Planet Prerequisite: 🪐
Cost: 3 💎 or 3 🚀

Double Time

Action: You may play 2 additional actions during this Action phase.

Planet Prerequisite: 🪐 ❓
Cost: 3 💎 or 3 🚀

Double Time

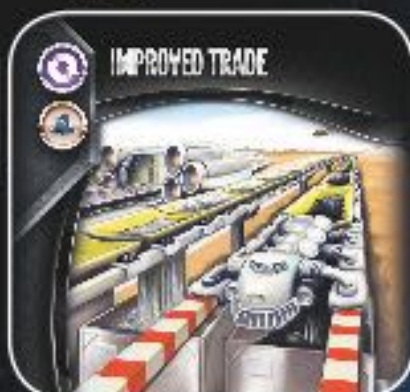**Action:** You may play 2 additional actions during this Action phase.

Planet Prerequisite: 🪐 ❓
Cost: 3 💎 or 3 🚀

ADVANCED TECHNOLOGY

IMPROVED TRADE

Improved Trade
Action: Collect 1 ⭐ from the supply.

Planet Prerequisite: 🪐
Cost: 3 💧 or 3 🚀
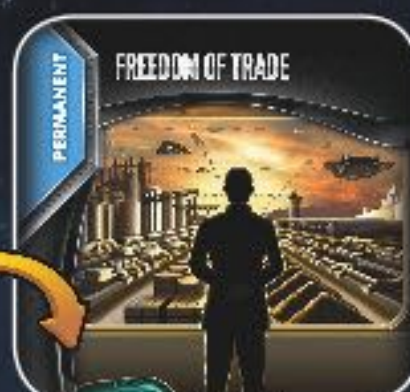
PEACE TREATY
PERMANENT

Peace Treaty
Permanent Technology:
Collect 1 ⭐ when dissenting a Warfare role.

Planet Prerequisite: 🪐
Cost: 3 💧 or 3 🚀
Note: Multiple Peace Treaty abilities from Tech cards and Planets stack.

FREEDOM OF TRADE
PERMANENT

Freedom of Trade
Permanent Technology:
You may follow Produce roles as if they were Trade roles and vice versa.

Planet Prerequisite: 🪐
Cost: 3 💧 or 3 🚀

DEFENSE CONTRACT
PERMANENT

SCIENTIFIC METHOD
PERMANENT

Scientific Method
Permanent Technology:
When LEADING a Research role, you may purchase 1 additional Tech card. (Do not reuse Planets in prereqs)

Planet Prerequisite: 🪐🪐
Cost: 5 💧 or 2 🏭

Defense Contract
Permanent Technology:
Once per turn you may discard 1 Resource or 1 🚀 to collect 1 ⭐ from the supply.

Planet Prerequisite: 🪐🪐
Cost: 5 💧 or 2 🏭

Note: Each Planet may only be used as a prerequisite once per Research role. Therefore, if you were to purchase two Level 2 Advanced Technology cards, you would need **FOUR** Advanced Planets. Each Research symbol may only be used once per Role phase, so it may not be used to pay for both of your purchases.

ADVANCED TECHNOLOGY

Scientific Discovery

Action: Take any Tech card costing 3 💡 or less and put it into your hand. You do not need the prerequisite Planets. You may play an additional action during this Action phase.
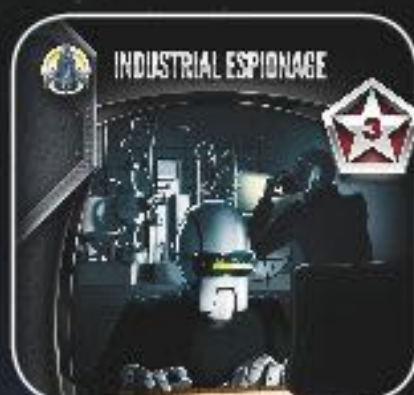
Planet Prerequisite: 🪐🪐

Cost: 5 🔵 or 2 🚀

Soldiers of Fortune

Action: Discard 1 🚀. If you do, collect 3 👑 from the supply.

Planet Prerequisite: 🪐🪐

Cost: 5 💡 or 2 🚀

Note: You may only discard 1 🚀 each time you play this card.

Industrial Espionage

Action: Each opponent must return 1 👑 to the supply. Collect 1 👑 from the supply.

Planet Prerequisite: 🪐🪐🪐

Cost: 7 💡 or 1 🛸

Note: You will only collect 1 👑 from the supply each time you play this card, regardless of the number returned by your opponents.
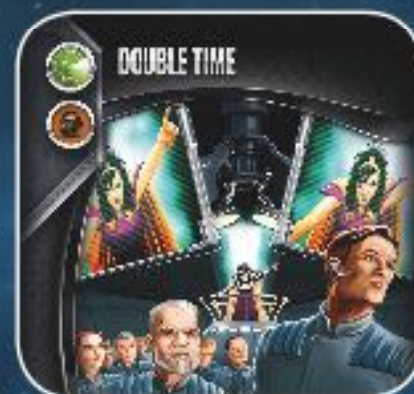
METALLIC TECHNOLOGY

Improved Warfare

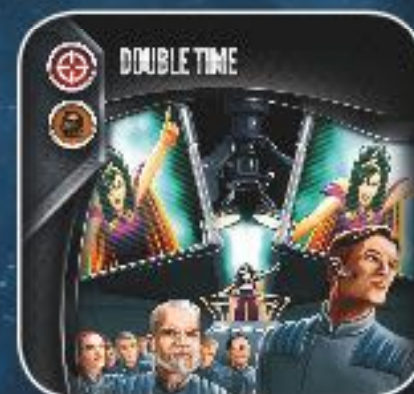**Action:** Collect 2 🛸 or Attack 1 Planet.

Planet Prerequisite: 🔴

Cost: 3 🔵 or 3 🛸

Double Time

Action: You may play 2 additional actions during this Action phase.

Planet Prerequisite: 🔴 🪐

Cost: 3 🔵 or 3 🚀

Double Time

Action: You may play 2 additional actions during this Action phase.

Planet Prerequisite: 🔴 🪐

Cost: 3 🔵 or 3 🚀

METALLIC TECHNOLOGY

Improved Survey
Action: Draw 3 cards.

Planet Prerequisite: 🔴
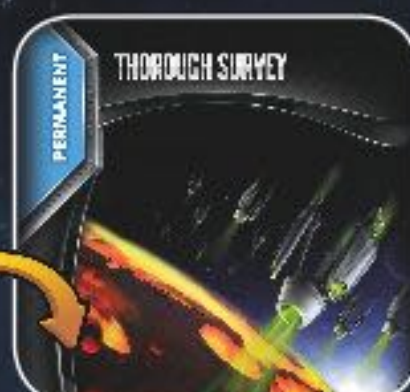**Cost:** 3 🔵 or 3 🚀

Peace Treaty
Permanent Technology: Collect 1 ⭐ when dissenting a Warfare role.

Planet Prerequisite: 🔴
Cost: 3 💎 or 3 🚀
Note: Multiple Peace Treaty abilities from Tech cards and Planets stack.

Thorough Survey
Permanent Technology: During a Survey role, you may draw 2 fewer Planet cards. If you do, you may keep 1 additional Planet.

Planet Prerequisite: 🔴
Cost: 3 💎 or 3 🚀

Note: You may use this ability when leading or following.

Deep Space Probes
Action: RECON the Planet deck for 1 card. You may play another action during this Action phase.

Planet Prerequisite: 🔴 🔴
Cost: 5 💎 or 2 🚀

Destroyer Technology
Action: Collect 2 🚀 from the supply.

Planet Prerequisite: 🔴 🔴
**Cost:** 5 💎 or 2 🚀

Warfare Technology

Permanent Technology:
You may discard 🔵 as if they were ⚪ when boosting or following Research roles.

Planet Prerequisite: 🔴 🔴
Cost: 5 ⚪ or 2 🚀

Note: Since 🔵 are being treated as if they were ⚪, you may freely mix and match 🔵 and ⚪ during Research roles while this card is in play.

Wealth of Knowledge

Permanent Technology:
You may use standard Survey cards to boost (not follow) any role.

Planet Prerequisite: 🔴 🔴
Cost: 5 ⚪ or 2 🚀

Note: This benefit applies only to standard Survey cards. 🌍 icons on Technology cards and Planets do not benefit from Wealth of Knowledge.

Tour De Force

Action: Collect 🔵 🔵 🔵 from the supply. You may Attack a Planet after any Role phase this turn.

Planet Prerequisite: 🔴 🔴 🔴
Cost: 7 ⚪ or 1 🚀

Elevated Incentive

Action: Take an additional Role phase this turn. Opponents may follow or dissent as normal.

Planet Prerequisite:

Cost: 3 ⬤ or 3 🚀

Oversight Committee

Permanent Technology: +1 Hand Size.

Action: Draw 2 cards then remove up to 2 cards from the game.

Planet Prerequisite:

Cost: 5 ⬤ or 2 🚢

Military Campaign

Permanent Technology: You may pay 1 🛡 and 🚀 equal to the Planet's Influence to Attack opponents' face up Planets.

REPARATIONS: 2 👑 from the supply.

Planet Prerequisite:

Cost: 5 ⬤ or 2 🚢

Note: You receive the Planet in the same condition as it was before the Attack: Resources remain in Resource slots, and Scorched Earth penalties remain. This is not a Warfare cost, so discounts from Scorched Earth Policy and Fleet/Improved Fleet do not apply.

Annex

Action: Attack a face–down Planet in an opponent's Empire. That player receives REPARATIONS: 2 👑 from the supply.

Planet Prerequisite:

Cost: 5 ⬤ or 2 🚢

Note: You must pay the Warfare cost as normal, modified by any benefits you may have. You may never look at the front of a face down Planet card in an opponent's Empire. After Attacking, place the Planet face up in your Empire.

DIVERSE TECHNOLOGY

Synthesize

Action: RECON your deck for any 1 card. Draw 1 card. You may play another action during this Action phase.

Planet Prerequisite:

Cost: 5 ⬤ or 2 🚀

Elite Squadron

Permanent Technology: It has replenishing 🚀🚀 🚀 slots.

Planet Prerequisite:

Cost: 7 ◆ or 1 🚀

Well Oiled Machine

Permanent Technology: You may take an additional Role phase each turn. If you do, opponents may follow or dissent.

Planet Prerequisite:

Cost: 7 ◆ or 1 🚀

SPECIAL THANKS

Mike Watne and John Heder contributed significantly to the testing and development of Eminent Domain: Escalation.

PLAYTESTERS

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