

ICAION

RULEBOOK

+14 yrs

2—5

90-120 min



INTRODUCTION

Become a Seeker, an expert adventurer sent out by the Organization to hunt for treasures, Qoam, relics and artifacts from ancient times. You will have to lead a convoy to the barren and cold lands surrounding the City, bringing back as much as you can. Once outside, you will compete with other Seekers for resources and lands. Sabotage and subterfuge are always expected from the leaders of the rival expeditions. Beware – in the farthest lands from the City a titanic being lurks, moving relentlessly while spreading an illness all over the world. This Colossus has been a mystery for the people of Icaion, and you will inevitably cross its path.

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COMPONENTS



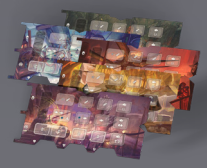
1 GAME BOARD

Double sided. Divided into:
• Five different kinds of Regions
(3 of each kind for a total of 15 Regions)
• 5 craters on the edges
• The City at the center



1 EVENT BOARD

Double sided:
2-3 players, 4-5 players



5 DIVISION BOARDS



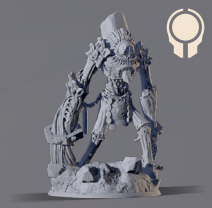
5 EMERGENCY POWER SUPPLY TILES

Double sided:
Charged, Discharged



15 APPARATUS TILES

Double Sided Day/Night



1 COLOSSUS MINIATURE



16 COLOSSUS PRIMAL SHARDS

5 x value "1", 6 x value "2",
5 x value "3"



25 PARASITE MINIATURES

5 x 5 poses



7 SEEKER MINIATURES



150 QOAM CRYSTALS

30 x 5 colors



15 HARVESTER MINIATURES

3 x 5 colors



15 SCAVENGER MINIATURES

3 x 5 colors

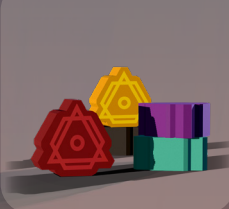


15 REFINER MINIATURES

3 x 5 colors



5 COLORED BASE RINGS



5 REPUTATION MARKERS



7 SEEKER CARDS



10 SPECIALIZED GEAR CARDS



8 EVENT CARDS

5 Region Cards,
3 Colossus Cards



50 CURIO CARDS



5 REFERENCE CARDS

WONDERS (KICKSTARTER EXPANSION)



7 WONDER MINIATURES



7 WONDER CARDS



5 ADDITIONAL COLORED BASE RINGS

GETTING READY

1 Place the Game Board and the Event Board in the center of the table, one next to the other.

Flip the Event Board to the side corresponding to the number of players.

Place all Qoam crystals and Parasites in a common pool near the Event Board.

NOTE: Consider Qoam crystals and Parasites miniatures as infinite. In the rare case that a specific component supply is depleted, use other components as a temporary replacement.

2 Place the Colossus on a random crater of the Game Board. Place 1 Parasite on each Region adjacent to the Colossus' crater.

2-3 players *- Matching the colors of both crystals and Regions, place 1 Qoam on each of the ten external Regions and 2 Qoam on each of the five internal Regions (those adjacent to the City).*

4-5 players *- Matching the colors of both crystals and Regions, place 2 Qoam on each Region of the Game Board. Then, place 1 Parasite on each of the five internal Regions.*

NOTE: Regions can only hold Qoam of the corresponding color (see p.18)

3 Shuffle the Colossus' Primal Shards without looking at their values.

4 Shuffle the five Region Cards and place them face down in the appropriate space on the Event Board.

Randomly place the three Colossus Cards in the Year I, Year II, and Year III spaces on the Event Board face up.

5 Take all 15 Apparatus Tiles. Sort them by color into 5 piles of three tiles each.

Decide whether to play with piles on their Day side, their Night Side, or a mix of both. A pile may only contain tiles showing the same side. Tiles with the Roman numeral "III" are put at the bottom of each pile, while "I" at the top.

Then place a pile on each City slot, all with the Roman numeral "I" visible.



6 Each player chooses a color and takes their respective Division Board, Reputation Marker, colored base ring, and 9 Machines (3 Harvesters, 3 Scavengers, 3 Refiners).

Keep the Division Board in front of you and place the Machines as shown in the figure:

Harvesters, Scavengers, Refiners.



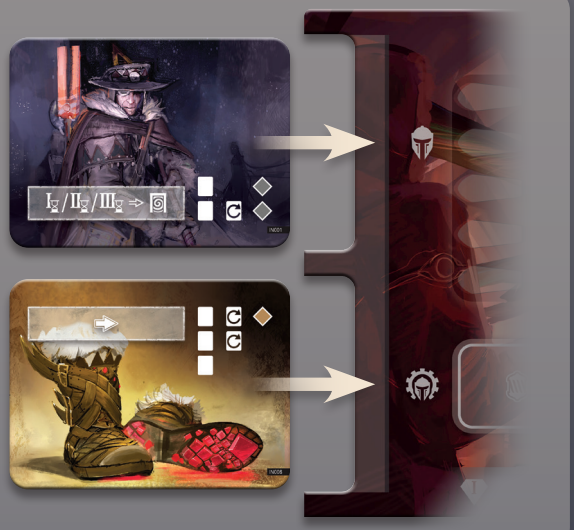
2 players *- Each player then takes turns placing 1 Machine at a time of a third, non-player color in any Region on the board until all 3 Machines of each type have been placed.*

3 players *- Each player then takes turns placing 1 Machine at a time of a fourth, non-player color in any Region on the board until 2 Machines of each type have been placed.*

4 players *- Players then place 1 Machine at a time of the fifth, non-player color in any Region on the board until 1 Machine of each type has been placed.*

NOTE: There is a limit of 3 Machines for each Region. All Machines in the same Region must be different both in color and type.

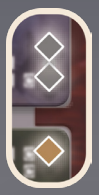
7 Randomly deal to each player a Seeker Card and a Specialized Gear Card. Each player takes the corresponding miniature and attaches the colored ring to its base. Keep your character's cards next to your Division Board.



The number of icons on your Seeker and Specialized Gear Cards determines your card-limits and resources.

= Maximum hand size.

= Maximum number of Upgrade Curio Cards that you may have in play at the same time.



= Number of starting Qoam crystals. Take from the supply as many Qoam crystals as shown on your character's cards. Place these resources on one of the Null Cage slots initially available (those with no Machines on them).



***EXAMPLE**: The Red Player got The Lone Survivor and the Hyper Boots. Their Curio Card hand-size can go up to 5 cards, which is rather good. As for the "ongoing" Upgrade Curio Cards, they are limited to a maximum of only 3 cards. Lastly, they start the game with 2 Gray Qoam and 1 Brown Qoam.*

8 Take as many Emergency Power Supply tiles as the number of players, following the Roman numerals from I to V. Randomly deal one to each player.

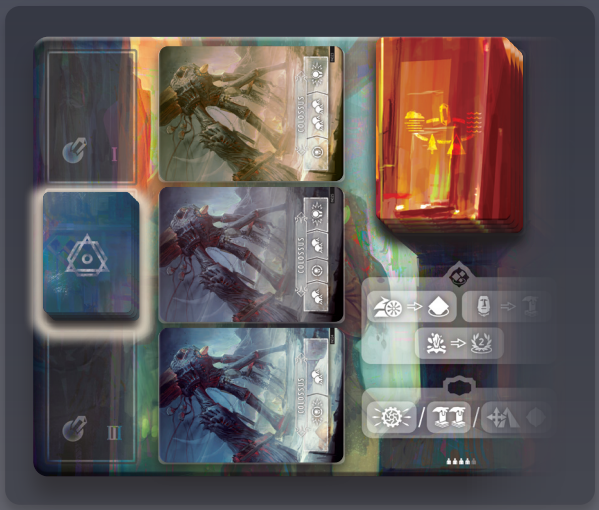


Keep the Emergency Power Supply tile on your Player Board, flipped on its "Charged" side.

Emergency Power Supply tiles determine the order of play. The first player is whoever possesses tile number "I"; the other players follow according to the numeration.

9 Each player places their Reputation Marker on the scoring track, in the space labeled "0".

10 Shuffle all Curio Cards, then place the deck face down onto the Event Board.



Deal each player three cards from the Curio Deck. Curio Cards are kept hidden from the other players.

NOTE: If the Curio Deck is depleted, shuffle all discarded cards to form a new deck.

11 In reverse order of play (i.e. from the last player to the first), each player chooses one of the five external nodes shown below to place their Seeker miniature on. Players cannot choose a node already occupied by an opponent.



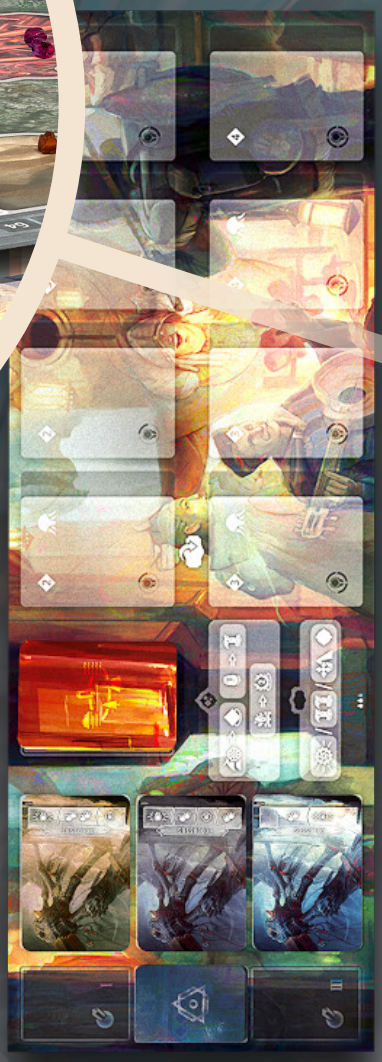
CHARACTER DRAFT VARIANT

During setup, skip step 7.
After step 10, shuffle into two separate decks all Seeker Cards and all Specialized Gear Cards.
From each deck reveal a number of cards equal to the number of players, put the remaining cards back into the game box.
Starting from the last player and going back to the first, each player gets to choose a Seeker Card or a Specialized Gear Card from among the revealed cards.
After all players have chosen their first card, continue with a second round from the last player to the first, in which each player gets to choose their second and last card.
By the end of the second round of draft, all players must have chosen a Seeker and a Specializer Gear Card – which means that all revealed cards have been claimed.
Lastly, continue the setup from step 11.







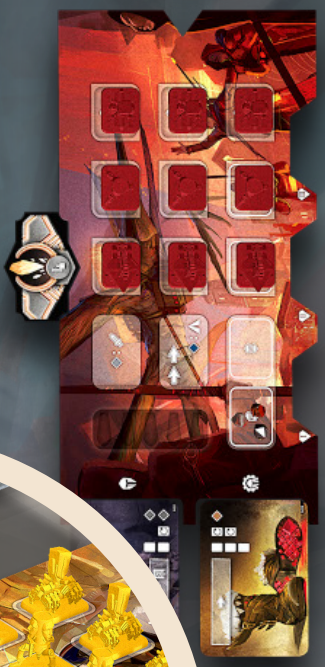
















AFTER THE SETUP IS DONE, THE GAME BEGINS WITH YEAR I.

GAMEPLAY

IN A GAME OF ICAION, PLAYERS WILL CONFRONT EACH OTHER OVER THE COURSE OF THREE YEARS. EACH YEAR IS DIVIDED INTO THREE PHASES.

PHASE 1: BEGINNING OF A YEAR

1 Add the Colossus Card of the current Year to the Event Deck, then shuffle the deck and place it face down on the Event Board.

***At the Beginning of Year II and Year III**, do not remove nor replace the Colossus Cards added previously.*

***Expert Mode**: Keep the first card of the Event Deck always face up.*

2 Randomly draw and plug into the Colossus' miniature base slots an amount of Primal Shards up to the number of players (***2 players*** - still plug in up to 3 Primal Shards). Do not look at the Primal Shards values during this step.

EXAMPLE: By the end of Year I, the Colossus is left with only 2 Primal Shards.

In a 5-player scenario, during the Beginning of Year II, you would need to add 3 Primal Shards to the miniature base.

In a 4-player scenario, you would need to add 2 Primal Shards.

In a 2 or 3-player scenario, you would need to add 1 Primal Shard.

3 Order of play: Player with Emergency Power Supply number "I" goes first. Then, the other players follow according to the numeration.

***At the Beginning of Year II and Year III**, all Emergency Power Supply tiles are recharged (flip the tiles with their Charged side upwards). Then, check the Reputation scoretrack: the last player gets the tile "I", the second to last player gets the tile "II", and so on. If there is a tie, it is won by the player who played last during the previous Year.*

PHASE 2: DURING A YEAR

During this Phase, players take turns following the order of play. A series of turns, one for each player following the order of play, is called a round.

Players continue to play until the next phase, the End of a Year, is triggered.

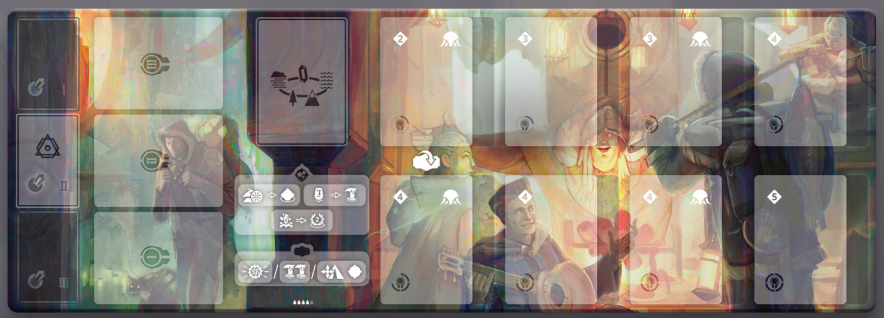
EVENTS

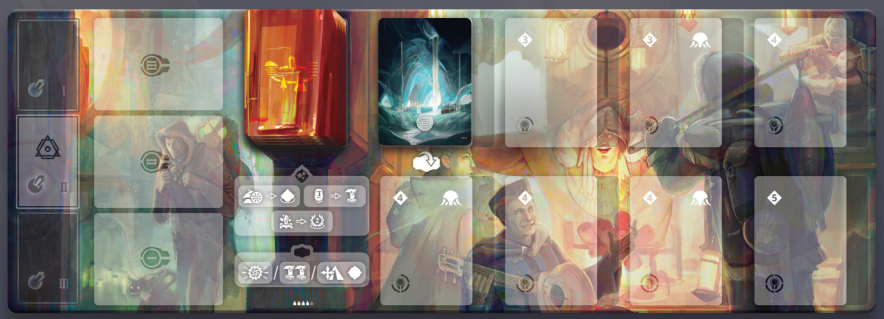
At the beginning of each round, the first player reveals a single card from the Event Deck.

Event Cards are placed on the Event Board's track from left to right; after completing the first row, continue on to the second.

The Event Track's spaces contain some useful instructions on how to proceed.

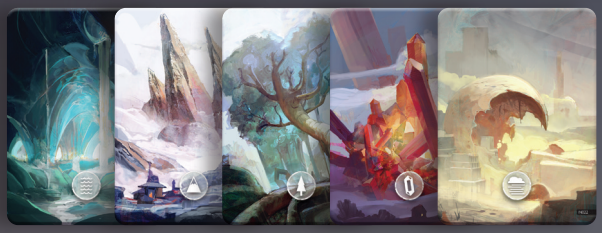
The revealed card type also plays a role in what happens next.





IF A REGION CARD IS REVEALED:

Place as many Qoam as indicated by the Event Track's space on each Region of the same type.





SATURATION

Beware! Regions can only hold up to a defined amount of Qoam!

- **2 players**: 5 Qoam per Region
- **3 players**: 6 Qoam per Region
- **4 players**: 7 Qoam per Region
- **5 players**: 8 Qoam per Region

If a Region is saturated, which means it has reached its maximum capacity of Qoam, no additional Qoam may be placed on that Region until new "slots" become available.

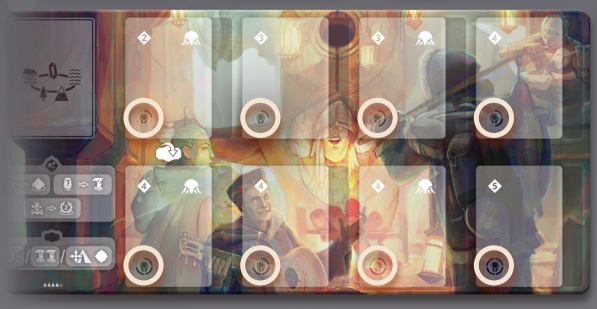
If the card space on the Event Track has a Parasite icon, place a Parasite on each of the three Regions along with the Qoam from the previous step.

***2-3 players**: Do not place a Parasite on the internal Region (adjacent to the city). Place only one Parasite on each of the external Regions.*

IF A COLOSSUS CARD IS REVEALED:

Resolve all the effects listed on the card, from left to right. All Colossus Cards are explained in detail later in the rulebook.





The Colossus is on the move! Look for this icon in the Event Track's space corresponding to the revealed card. Move the Colossus clockwise between craters as many times as the arrows surrounding the icon.

Place one Parasite on each Region adjacent to the Colossus' crater.

The Colossus wounds all Seekers on the nodes of the Regions adjacent to the crater.

The Colossus wounds all Seekers on the nodes of the Regions adjacent to the craters it moves through.

If you were to place a fourth Parasite in a Region, it is not placed. Instead, all Machines in the Region are destroyed and put back into the game box.
Also remove all Parasites from the Region and put them back into the common supply.
If a Seeker is on one of that Region's nodes, they become **Wounded**.

WOUNDED SEEKER

If your Seeker is about to get Wounded, you may choose to discard a Curio Card from your hand to prevent any consequences.

If you cannot, or do not want to discard a Curio Card, your Seeker is Wounded.

Lie down your Seeker's miniature on its side.

At the beginning of your next turn, if your Seeker is on the ground, put the miniature back on its feet.

For that turn:

- You may only perform a standard movement up to two nodes or Set Up Camp.
- You cannot perform other kinds of movement.
- You may only perform a Standard Action.
- You cannot perform a Special Action.

Each Year, at the beginning of the fifth round of play, all players' Emergency Power Supplies are recharged.

PLAYER TURNS

On your turn, first you **must** decide either to **Move** or **Set Up Camp** (not-to-Move).

Then, you may perform ONE Standard Action, ONE Special Action, or both.
If you decide to do both types of action, you may perform them in any order.
Once you initiate an action, resolve it before initiating another.

These are all the available Standard Actions:

- Extract
- Deploy a Machine
- Eradicate Parasites
- Investigate the Colossus
- Retrieve an Apparatus
- Install an Apparatus

These are all the available **Special Actions**:

- Play a Curio Card
- Use the Emergency Power Supply

When you are done performing your chosen actions, or decided to do none, pass the turn to the next player.

SPENDING QOAM: As a general rule, spent Qoam is always put back into the common supply. Each time you need to spend Qoam, take the amount you need from among your Null Cages, with no restrictions.

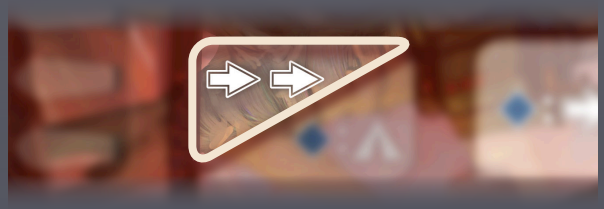
SET UP CAMP / MOVE

If you do not want to move away from your node, you must spend a Blue Qoam from one of your Null Cages.
This is called *Set Up Camp*.



If you want to travel to another node, or you just have no Blue Qoam to *Set Up Camp*, you usually have to *Move*.

Your Seeker can always move a distance up to two nodes for free. This is represented by the two Movement icons visible on your Division Board right from the beginning of the game.



You cannot end your movement on the node where you started it.

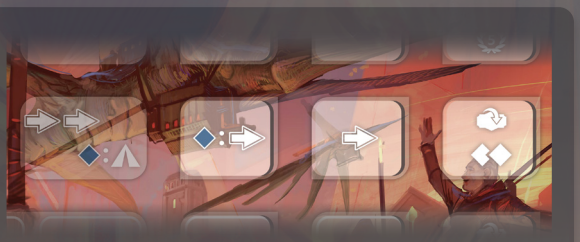
If you want to move further away than two nodes, you have to spend Blue Qoam.

First, though, you need to unlock the related ability by deploying the second row Harvester.

NOTE: In Icaion, each time you Deploy a Machine from your Division Board, your Seeker obtains the bonus / icon revealed from beneath it – see *Deploy a Machine* later.

Then, for each Blue Qoam you spend, you may move one additional node.

If you have also unlocked the last Movement icon on the second row, you may move up to two additional nodes for each Blue Qoam spent.



***EXAMPLE**: Red Player may move up to a distance of two nodes without spending any Qoam.*
They could spend 1 Blue Qoam to either Set Up Camp or to move up to two additional nodes.
They may also decide to spend more than a single Blue Qoam and move up to two additional nodes for each blue crystal spent this way.

NOTE: Players may end their Seeker's movement on a node with opponents' miniatures.

STANDARD ACTIONS

After you have chosen either to *Move* or to *Set Up Camp*, you may perform one Standard Action.

EXTRACT

Take 1 Qoam from each Region adjacent to your node that contains any.

NOTE: Whenever you collect any quantity of Qoam by any means, you must deposit it in one of your Null Cage slots.

The Qoam you deposit replaces any crystal already stored in the Null Cage you choose.

When emptying a Null Cage, its contents are discarded to the common supply.

However, you may decide to discard the freshly acquired Qoam instead of emptying a Null Cage.

At the start of the game, players only have two available Null Cages from their Division Board.



NOTE: You can never move Qoam between Null Cages by any means.

ACTIVATE MACHINES

Whenever you perform an Extract action, you may also activate all your Machines deployed in the Regions adjacent to your node. The order of activation is up to you.

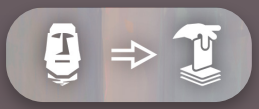
The bonus you obtain is specific to each type of Machinery, as indicated by the icons on the Event Board.

HARVESTER



You can take an additional Qoam from the Region where this Machine is deployed.

SCAVENGER



You can draw a Curio Card. You cannot draw a Curio Card if you have reached your hand-size limit.

REFINER



If during the Extract action you took a Qoam crystal from the Region where this Machine is deployed, you may activate the Refiner to score 2 Reputation Points.

PARASITES HINDERING MACHINERY

In a Region where there are more Parasites than Machines, Machines do not provide their bonuses when you perform an *Extract* action.



***EXAMPLE**: Red Player decides to Extract. In the Crystal Field Region there are no resources; however, the Red Player can still benefit from their Scavenger and draws a Curio Card.*

In the River Region there are 3 Blue Qoam, and they take one. Their Red Harvester is then activated and they gain an additional Blue Qoam.

In the Forest Region there is only 1 Green Qoam to collect. However, collecting that resource allows the Red Refiner to be activated: thus, the Red Player immediately scores 2 Reputation Points.

DEPLOY A MACHINE

To Deploy a Machine, move it from your Division Board to a Region on the Game Board.

DEPLOYING RULES:

- You may only deploy the left-most Machine from each row on your Division Board. At the start of the game, you may only deploy a Harvester. After you deployed your first Harvester, the Scavenger from the same row becomes available to deploy, and so on.
- You may only deploy a Machine to one of the Regions adjacent to your Seeker's node. You cannot deploy a Machine to a crater or to the City.
- **A Region may hold a maximum of three Machines. These Machines must be different in both color and type.**
- The cost of deploying a Machine to a Region depends on the number of Machines already present in that Region.

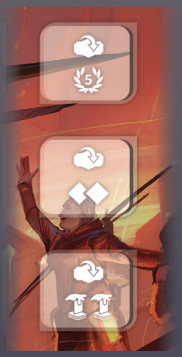
  If you are deploying the first Machine of a Region, it will only cost you 1 Qoam of the same color as the Region. Deploying the second Machine of a Region would cost you 2 Qoam, and the third Machine a total of 3 Qoam. The type of Machine does not affect the cost. Only when deploying a Machine, you may use Brown Qoam as a wild resource for all Region types, instead of paying Qoam of the matching color.

***EXAMPLE**: You are deploying a Scavenger to a River Region that already contains an enemy Refiner. In this scenario, you may spend 2 Blue Qoam, a Blue Qoam plus a Brown Qoam, or 2 Brown Qoam to pay the deployment cost. The choice is up to you.*

Whenever you deploy a **Harvester** or a **Scavenger** from your Division Board, you unlock a bonus for the rest of the game. From the first row, you increase your Eradication potential (**Strength**). From the second row, you increase your **total movement**. From the third row, you gain additional **Null Cages** to store Qoam.



Deploying a **Refiner** immediately provides a **one-time bonus**. First, recharge your Emergency Power Supply as indicated by the icon  . Then, gain the specific bonus granted by a Refiner, as listed below:



First row Refiner: Immediately score 5 Reputation Points.

Second row Refiner: Choose Qoam of any color, then take 2 crystals of that color from the common supply.

Third row Refiner: Immediately draw one or two Curio Cards.

Whenever you deploy a Machine to a Region, immediately score X Reputation Points, where X is equal to the cost of your deployment action (1/2/3), multiplied by each Machine of the same type in the adjacent Regions; enemy Machines also count when scoring points. If the surrounding Regions do not contain any Machine of the same type as the deployed one, just score Reputation Points equal to the deployment cost.



***EXAMPLE**: The Red Player wants to Deploy a Machine.*

- *They cannot deploy a Refiner since the left-most Machines are two Harvesters and a Scavenger.*
- *They cannot deploy a Harvester because the surrounding Regions already host two enemy Harvesters and a Harvester that is owned by the Player.*
- *They cannot deploy a Scavenger to the Forest Region, nor to the Crystal Field Region.*

In this scenario, their only option is to deploy a Scavenger to the River Region. Since it is the third Machine to be deployed to the River Region, it would cost 3 Blue Qoam.

The Red Player pays with 2 Brown Qoam and 1 Blue Qoam, then deploys their Scavenger. They immediately score 3 Reputation Points for each Scavenger already deployed to the adjacent Regions (enemy Machines also count) for a total of 9 Reputation Points (3 RP x 3 Machines).

ERADICATE PARASITES

You may pay 1 Gray Qoam to remove Parasites from the Regions adjacent to your Seeker's node. For each Gray Qoam you spend, you can remove an amount of Parasites equal to the number of **Strength icons** you unlocked on your Division Board.

At the beginning of a game, Division Boards have 1 Strength icon visible. By deploying Machines, you may unlock additional Strength icons. Each turn you may spend any number of Gray Qoam crystals to perform an Eradicate Parasites action.



***EXAMPLE**: You deployed the first two Machines from the first row, and now you have all three Strength icons visible. By paying 1 Gray Qoam, you can remove from the adjacent Regions up to three Parasites. If you want, you may pay 2 Gray Qoam to remove up to six Parasites from the adjacent Regions, and so on.*

When you perform an Eradicate Parasites action, keep the removed Parasites in front of your Division Board. There is no limit to the number of Parasites you can collect.

At the End of a Year Phase, players will receive Reputation Points depending on the number of Parasites they have collected during the Year.

INVESTIGATE THE COLOSSUS

If your Seeker is located on the edge of the crater where the Colossus currently is, you may perform an Investigate the Colossus action.

NOTE: Each crater has three nodes on its edge.

Take a Primal Shard from the miniature and reveal its value (ranges from 1 to 3).

You may spend any amount of Pink Qoam, up to the Primal Shard value. You immediately score 1 Reputation Point for each Pink Qoam spent this way.

If you spend an amount of Pink Qoam equal to the Primal Shard value, also claim the Primal Shard for yourself and place it on the appropriate space on the Division Board.



If you spend less Pink Qoam than the Primal Shard value, or if you already possess five Primal Shards, you still get the Reputation Points. Yet, you also have to discard the Primal Shard. Remove it from the game box.

RETRIEVE AN APPARATUS

If your Seeker is located on one of the five City nodes, you may choose an Apparatus Tile between those available for the current Year at the top of the piles (I, II, or III).

Place the chosen Apparatus Tile on the Retrieval Space on your Division Board.



Remember:

- You may only retrieve an Apparatus once per Year, and only if it corresponds to the current Year.
- You may only retrieve an Apparatus if the Retrieval Space on your Division Board is empty.
- You may only retrieve an Apparatus of a different kind than those you already installed (see next paragraph). In other words, pick a new Apparatus from different piles than before.

Whenever you retrieve an Apparatus, you immediately score the Reputation Points of its multiplier (full list in the Reference section of the rulebook).





INSTALL AN APPARATUS

If your Seeker is located on one of the three edge nodes of the crater that matches the color of the Apparatus in your Retrieval Space, you may perform an Install an Apparatus action.

Each type of Apparatus can be installed only in the specific crater that matches its color.



On your Division Board, move the Apparatus Tile from its Retrieval Space to the space at the bottom associated with the same Year. An installed Apparatus will provide Reputation Points by the end of the game.



***EXAMPLE**: During Year I you did not retrieve an Apparatus. You managed to do so during Year II, and now that you have reached the blue crater, you decide to Install the Apparatus. Thus, you move it to the second of the slots intended for installed Apparatuses.*

SPECIAL ACTIONS

◊ PLAY A CURIO CARD

Play a Curio Card from your hand by paying the Green Qoam cost indicated at the top of each card. After spending the amount required, resolve its effect.

See the Reference section at the end of the rulebook for further details.

Curio Cards are usually discarded after they have been resolved, with the exception of Upgrade Curio Cards (↻) that remain in play next to your Division Board.

You have a limit to the number of Upgrade Curio Cards you can have in play at the same time. If you were to play an Upgrade Curio Card exceeding the limit, you would first need to discard a card that is already in play. Otherwise, directly discard the played Upgrade Curio Card.

◊ USE THE EMERGENCY POWER SUPPLY

The only requirement to use the Emergency Power Supply is that it must be Charged.

To use this device, flip the Emergency Power Supply tile on its Discharged side, then choose one of the three options listed below.

Overcharge Machinery: Take 1 Qoam of any color from the supply. Then, for each kind of Region where you have a Machine currently deployed you take 1 Qoam of the same color as the Region itself, taken from the supply.

So, each kind of Region where you have a Machine currently deployed provides 1 Qoam of the same color as the Region itself, taken from the supply.

***EXAMPLE**: You have a Machine in a Forest Region, one in a Mountain Region, and one in each of two River Regions. You have no Machines in the other Regions. You decide to Overcharge Machinery and take three Qoam from the supply: 1 Green, 1 Brown, and 1 Blue.*
Furthermore, you get to take 1 Qoam of any color.

Draw one or two Curio Cards (you can never exceed your hand-size limit).

Double Shift: After you have performed a Standard Action, you must once again Move or Set Up Camp and then perform a Standard Action. You cannot perform another Special Action. This only applies for the current turn.

PHASE 3: END OF A YEAR

- When the **fifth Region Card** is placed on the Event Track, the last round of the current Year begins. All players take one last turn, then the Year ends.
- Each player counts how many Parasites they eradicated during the Year.

2-3 players *- The player who collected the most Parasites immediately scores **9** Reputation Points. The second player scores **4** and the third scores only **1** point.*

4 players *- The player who collected the most Parasites immediately scores **10** Reputation Points. The second player scores **6**, the third scores **2**, and the fourth scores only **1** point. If there is a tie, the player who was first in turn order wins.*

If there is a tie, the player who was first in turn order wins. ***To score Reputation Points you need to have collected at least one Parasite.***

After scoring, each player discards all collected Parasites to the common supply.

- Discard the tiles on top of the Apparatuses piles if their number matches the Year that just ended. As an example: by the end of Year I, at the top of the piles should be only Apparatuses from Year II.

At the End of Year I and Year II*, the next Year begins. Go back to Phase 1.*

At the End of Year III*, the game ends. Check the next chapter to find out who wins the game.*

END OF THE GAME

At the End of Year III, you score additional Reputation Points as follows:

- Score 1 Reputation Point for each leftover **Qoam** in your Null Cages.
- Additional Reputation Points based on the number of **Primal Shards** collected so far.

There is a -15 point penalty for each player who did not collect any Primal Shard during the entire game.

PRIMAL SHARD	0	1	2	3	4	5
REPUTATION POINTS	-15	0	5	10	20	30

EXAMPLE*: During the game you collected 4 Primal Shards. You now get to score an additional 20 Reputation Points.*

- The **Apparatuses** that were previously installed provide Reputation Points.
- You may decide to double the scoring provided by an Apparatus by linking a Primal Shard to it.

Each Primal Shard can only be linked to a single Apparatus, and each Apparatus can only double its score once.

Linked Primal Shards still count for the Reputation Points scored with the set bonus reward chart.

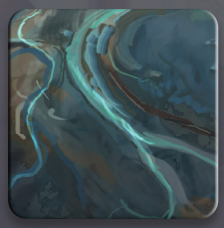


EXAMPLE: At the end of the game you score points for the two Apparatuses you installed. Since you only have one Primal Shard, you have to decide which Apparatus score you want to double.

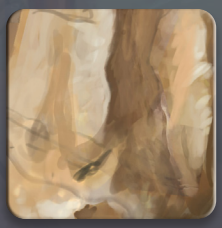
THE PLAYER WITH THE MOST REPUTATION POINTS WINS THE GAME.
IF THERE IS A TIE, THE PLAYER WHO WAS LAST IN ORDER OF TURN WINS.

REFERENCE

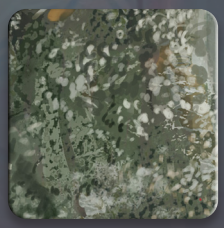
REGIONS AND REGION CARDS



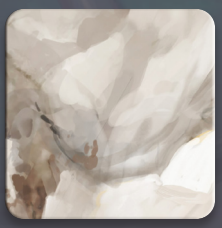
RIVER



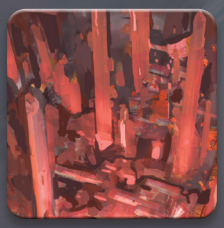
MOUNTAIN



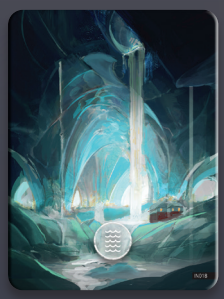
FOREST



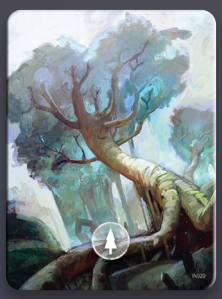
LAND OF MYST

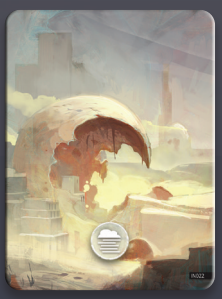


CRYSTAL FIELD











QOAM CRYSTALS MAY BE SPENT TO:



BLUE QOAM

Set up Camp or *Move* (additional nodes)



BROWN QOAM

Deploy a Machine ignoring Region color restrictions (wild resource)



GREEN QOAM

Play a Curio Card



GRAY QOAM

Eradicate Parasites



PINK QOAM

Investigate the Colossus

SPECIALIZED GEAR CARDS



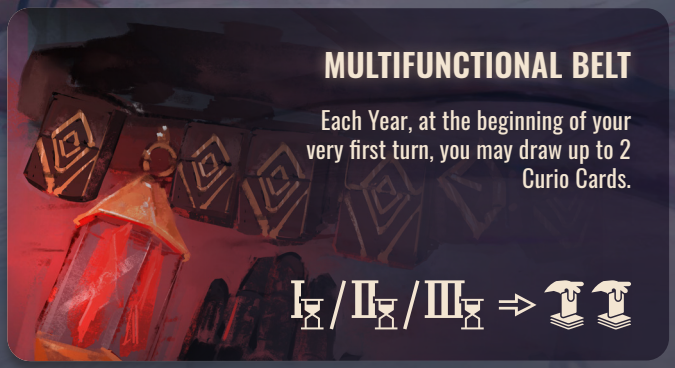
HYPER BOOTS

Your basic movement distance is improved by one node.



PRIMAL ARMOR

At the End of the Game, score 3 Reputation Points for each Primal Shard you own.



MULTIFUNCTIONAL BELT

Each Year, at the beginning of your very first turn, you may draw up to 2 Curio Cards.



EXPLORATION CASE

Each Year, at the beginning of your very first turn, you may choose Qoam of any color, then take 3 crystals of that color from the common supply.



PARASITE SWORD

You start the game with an additional Strength icon. Each turn you successfully perform an Eradicate Parasites action you immediately score 2 Reputation Points.



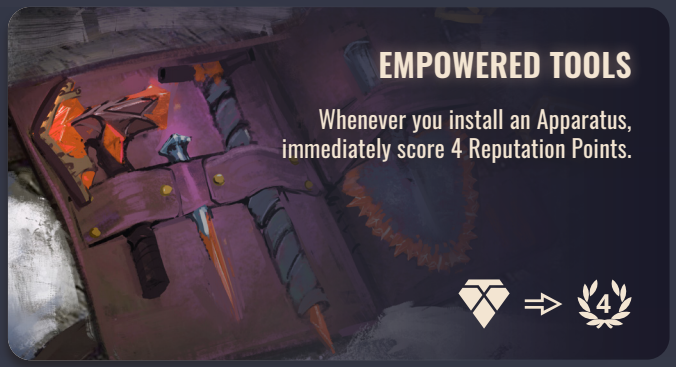
ENERGY HARNESS

At the End of the Game, score 2 Reputation Points instead of 1 for each Qoam crystal left in your Null Cages.



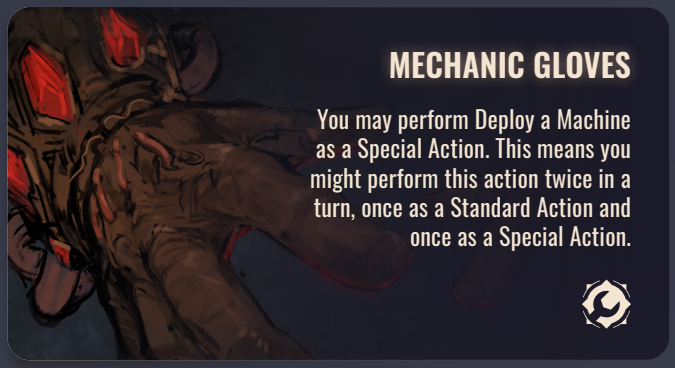
VERTEBRA CROWN

During each End of a Year phase, score 5 Reputation Points if you ended your last turn on a crater's edge node.



EMPOWERED TOOLS

Whenever you install an Apparatus, immediately score 4 Reputation Points.



MECHANIC GLOVES

You may perform Deploy a Machine as a Special Action. This means you might perform this action twice in a turn, once as a Standard Action and once as a Special Action.



ENERGY STABILIZER

Whenever you Overcharge Machinery, draw 1 Curio Card.

THE LONE SURVIVOR

On your last turn during each End of a Year phase, you may move your Seeker onto any node of the Game Board instead of performing a standard Move action.

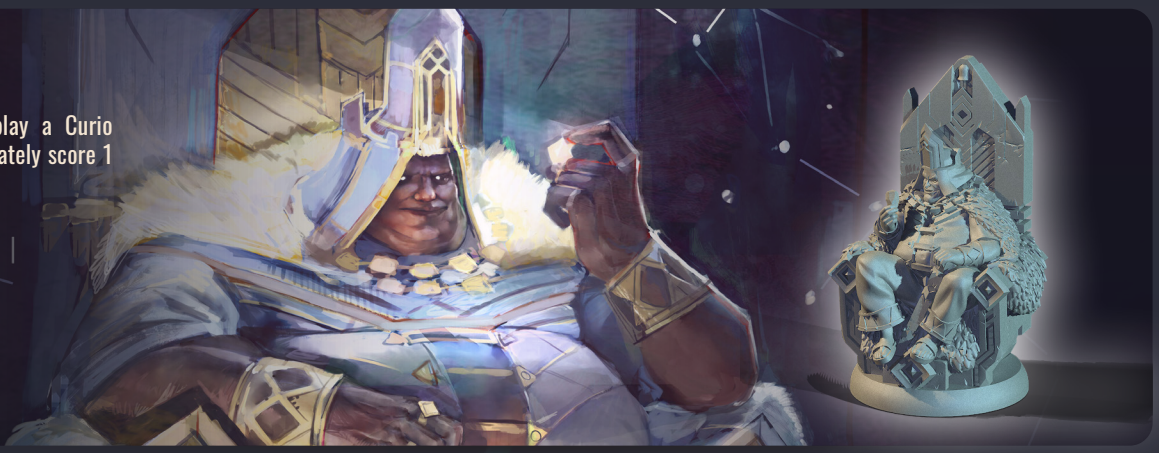




THE HEIR

Each time you play a Curio Card, you immediately score 1 Reputation Point.





THE OUTSIDER

When you Investigate the Colossus, you score three times the number of Reputation Points you normally would.





THE CRIMINAL

Whenever you get Wounded, and at the Beginning of each Year, remove your Armor. By the end of a turn in which you have not performed any Special Action, put on the Armor. While you wear the Armor, you may perform Investigate the Colossus, Retrieve an Apparatus, and Install an Apparatus as Special Actions.

NOTE: This means you might investigate the Colossus twice in the same turn, once as a Standard Action and once as a Special Action.



THE CURSED

On your last turn during each End of a Year phase, you may perform two Standard Actions instead of one.



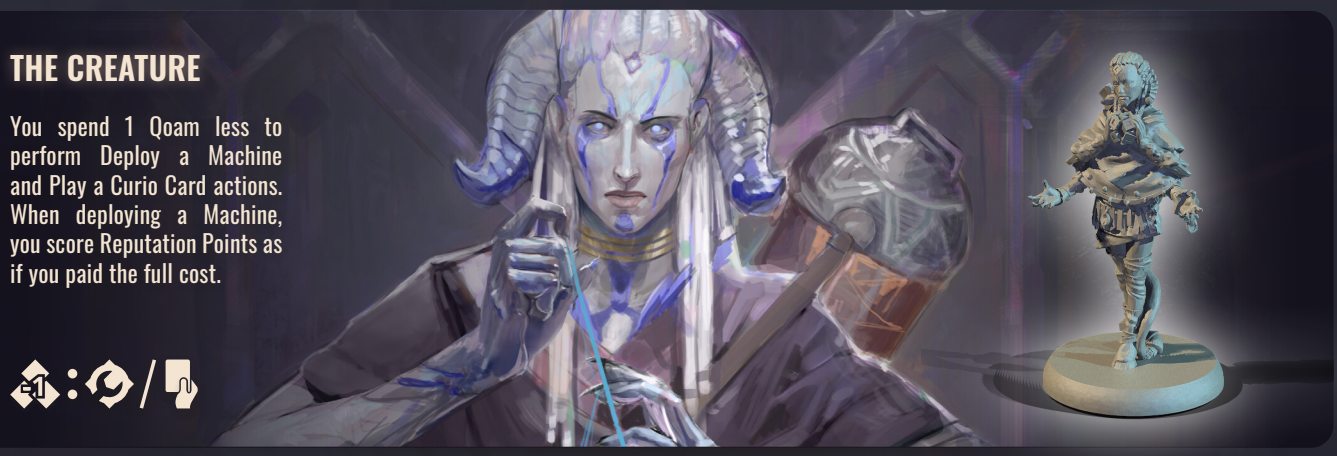
THE MACHINE

Each time you use the Emergency Power Supply, you may immediately take from the supply 1 Qoam of any color and add it to one of your Null Cages (without discarding Qoam, if any is present).



THE CREATURE

You spend 1 Qoam less to perform Deploy a Machine and Play a Curio Card actions. When deploying a Machine, you score Reputation Points as if you paid the full cost.



COLOSSUS CARDS



1. Move the Colossus
2. Place two Parasites on each Region adjacent to the Colossus' crater.
3. The Colossus wounds all Seekers on the nodes of the Regions adjacent to the crater.

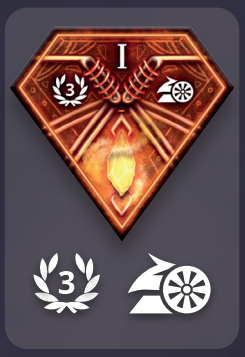


1. Place one Parasite on each Region adjacent to the Colossus' crater.
2. Move the Colossus.
3. Place one Parasite on each Region adjacent to the Colossus' crater.
4. The Colossus wounds all Seekers on the nodes of the Regions adjacent to the crater.



1. Move the Colossus. While it moves it also wounds all Seekers on the nodes of the Regions adjacent to the craters it moves through (including the craters where it starts and ends its movement).
2. Place one Parasite on each Region adjacent to the Colossus' crater.

APPARATUSES



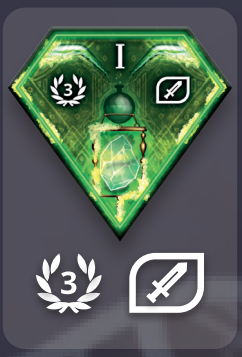
3 Reputation points for each Harvester you have currently in play.



4 Reputation Points for each Scavenger you have currently in play.



4 Reputation Points for each Upgrade Curio Card you have currently in play.



3 Reputation Points for each bonus unlocked on the Eradicate Parasites row of the Division Board.



5 Reputation Points for each Colossus' Primal Shard collected on your Division Board.



2 Reputation Points for each different Region type where you have a Machine in play.



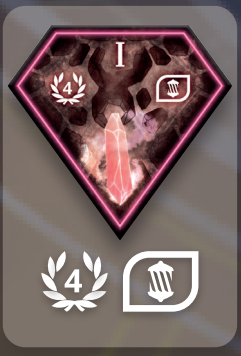
5 Reputation Points for each Refiner you currently have in play.



2 Reputation Points for each Parasite you have collected since the beginning of the current Year. By the end of the game, if you managed to install this Apparatus, score again its points multiplied by the number of all Parasites collected during Year III.



3 Reputation Points for each Movement icon unlocked on the Movement row of your Division Board



4 Reputation Points for each extra Null Cage unlocked on the Null Cages row of your Division Board.

CURIO CARDS

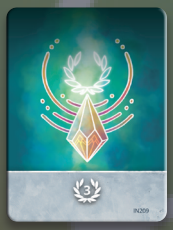
ONE SHOT CARDS



Take from the supply as much Qoam as depicted (in the case of wild Qoam, all crystals must be taken of the same color).



Draw one or two Curio Cards.



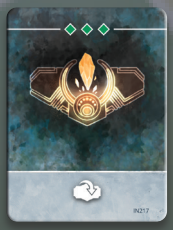
Immediately score as many Reputation Points as depicted.



Right after you conclude your movement, you may play this card to move up to as many additional nodes as depicted.



Immediately wound all opponents' Seekers standing on your same node and on nodes adjacent to yours. You score as many Reputation Points as indicated for each Seeker you hit (not necessarily wounded) with this action.

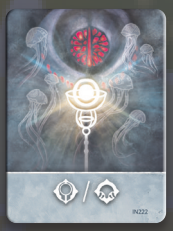


Recharge your Emergency Power Supply.









Immediately perform the action indicated by the card. If two actions are listed, choose only one to perform. You still have to meet the action requirements and pay for its cost.

UPGRADE CARDS







These cards add extra Null Cage / Strength / Movement icons to your Division Board.



Whenever you spend Qoam, you may first transform 2 of your Qoam crystals of the same color into 1 Qoam crystal of any other color of your choice.



Whenever you activate a Harvester, you may take 1 Qoam of any kind from the supply, instead of the second Qoam from the same Region.



Whenever you activate a Harvester, you may take a third Qoam crystal from the Region, if available, instead of 2.



Whenever you activate a Scavenger, you may decide to discard a Curio Card from your hand instead of drawing 1. If you do so, immediately score 3 Reputation Points.



Whenever you activate a Scavenger, you may draw up to 2 Curio Cards, instead of 1.



Whenever you activate a Refiner, score 3 Reputation Points instead of 2.



Whenever you activate a Refiner, you may Eradicate and collect a single Parasite from the same Region, for free.

NOTE: You may only benefit from each of these Upgrade Cards once per action.

NOTE: There must still be a second Qoam available in the Region.

WONDERS EXPANSION

Wonders are both mysterious and curious structures. Discovering such mystic objects is a lifetime achievement among the Seekers' community. Some Seekers, though, are willing to push a bit further than simply sharing their discovery: their status must be acknowledged by other Seekers too, not just by the Organization. For such purpose, restored Wonders are indeed the perfect embodiment of wealth, knowledge, and madness. Some experiment with the Wonders, others pray at their feet considering them as some sort of altars. Only one thing is certain: Wonders have powers we do not fully understand... yet.

RULES

At the start of the game, shuffle all Wonder Cards. Then, following the chart below, reveal the corresponding number of Wonder Cards, and put them next to the Game Board.

2 Players	3 Players	4 Players	5 Players
4 Wonder Cards	4 Wonder Cards	5 Wonder Cards	6 Wonder Cards

As a Standard Action, players may decide to Restore a Wonder in a Region adjacent to their Seeker's node.

You may only restore a Wonder in a Region that:

- Does not hold another Wonder.
- Does not hold any Machine of your color.

Wonders are not considered Machines, thus they do not count towards the 3-Machine limit of each Region. However, you may not deploy a Machine in a Region already holding your Wonder.

2 players: Each player may restore a maximum of two Wonders during the entire game.
3-5 players: Each player may only restore one Wonder during the entire game.

To perform a Restore a Wonder action:

1. Pay the amount of Qoam indicated on the corresponding Wonder Card the same way you would pay for deploying Machines (Qoam of the same color as the target Region and/or Brown Qoam as a wild resource).
2. Attach your colored base to the Wonder's miniature base and place it onto the target Region. [2 players: Attach your colored base just to the base of your first restored Wonder.]
3. Claim the matching Wonder Card and place it face up next to your Division Board.
4. Score 4 Reputation Points for each of your Machines in the Regions adjacent to the Wonder's Region.

WONDERS ACTIVATION

If any player performs an Extract action from a node adjacent to a Wonder, the Wonder is activated.

The current player immediately scores 1 Reputation Point, while the Wonder's owner is immediately granted with the bonus effect depicted on the corresponding card.

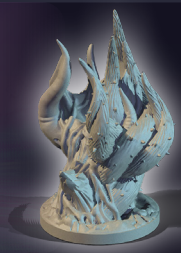
2 players: *Activating a base-less Wonder when performing an Extract action does not provide Reputation Points.*

Whenever multiple Wonders get activated, resolve their effect following their owners' order of turn.

PARASITE COLONY

COST: 2 Qoam

Owner effect: Wound enemy Seekers on your Seeker's node – or adjacent to it.



PULSAR

COST: 2 Qoam

Owner effect: Each opponent must discard 1 Qoam of their choosing to the common supply.



TRANSMUTER

COST: 2 Qoam

Owner effect: You may discard 1 Qoam of any type to immediately score 2 Reputation Points.



QOAMCOPIA

COST: 3 Qoam

Owner effect: Take from the supply 1 Qoam of any color and add it to one of your Null Cages (without discarding Qoam, if any is present).



CURIO HUB

COST: 3 Qoam

Owner effect: You may either draw a Curio Card or play a Curio Card.



LIVING ALTAR

COST: 4 Qoam

Owner effect: You may either move your Seeker of one node or eradicate for free a Parasite in a Region surrounding your Seeker.



DARK BELL

COST: 4 Qoam

Owner effect: You may move the Colossus of one crater clockwise or counter-clockwise. Then, place a Parasite on each of both Regions adjacent to the crater.



THANK YOU

This section is a little token of gratitude for those who supported us on our previous Kickstarter campaign: Volfyirion.

EACH GAME THAT BECOMES REALITY MAKES A NEW DREAM POSSIBLE!

Aoshi — Michał Bociong — Michael - Frz - LOPEZ — Paolo Varotto — DAVID PASCUAL FORES — Hëralya — Francesco "Magjus" Santoro — Mirko "Gotcha" Biagi — Neil Nez Traynor — Guardian Gerald the Yle — Joonas Leppäviita — Kyle (FLIPSID3 Gaming) — H Talabani — Catlion — Kevin Caracuel Llabres — Leland Dores — Elliot Wollam — Kaninha — DANNY VAN LOO — Cristóbal Donoso — D.Cauthon.75 — Ivan Potocnik — David Bossy — Huffman-Coes Family — Kory Dondzila — Natalie Miley — Pierpaolo Paoletti — Jan Oetjen — Ralph Ferneyhough — Juan Antonio Serrano — Fulvio — Kiera Davidson — Myjaux Fanel — 香港加油！ — Christopher Wilkinson — Huy Le — Niclaz X. Jensen — Nathan Rucci — Javyn Torres — Soscha — Andrea Giuriato — Rogelio Moreno Rojas — Grace K. — Marcin Skotnicki — Keith A. Glass — Pasquale "x-l4kj" Cerqua — Arthur Lewis Settle — Pobo Cheng — Igor Milosavljević — Charly Hugon — Giacobbe Basettoni — Redhelling — snuffletrumper — Jeremy Walton — Peer Lagerpusch — Jon Wandrey — Martin 'Wolfen' Sugianto — Alan Balaoing — Gwenjamin — Huckbain — Lorenzo 18xx Messina — Emily Imamura — Davina&Jitse Bienkens-paesmans — Deniel Leung — DerSaTTler — Prof Nuton — Kanapod Manorat — Bart en Annelies — Regan Lynn Walters — Nick Timmermans — Honzi — Daniel Evans — Kay-Malte Haase — Nestor Pumilio — Michal Suchánek — Manuel Chiofi — Bernie Lee — Michael Sisson — Zack Taylor-Warren — Damiano Giuseppe __ JOSE' — Jon Mercurio Knight — cybershark — Graham Forde — Patrick Krüger — Howard Samson — Dan Quimby — David Joseph Plamondon — Casi Wienekamp — Jessica Taylor — Jacob Hansen — Mahmut Aktasoglu — Karen, Katie + Robbie Clarkson — Mortafix — Benedikt Ludwig — Pierre Godichal — Mickaël "Froh" Garcin — Max Power Hébert — Robin Bruggeman — Ixipixion — Philippe PETIT — Mathieu Scalbert — Hugues Rieublandou — Thomas E Price Hurtbotpegasus9 — Oseven Wang — Martin "ScaryG" Holinka — Maikel van Zandbeek — Jason Rasso — Brad and Tracy Jones — Arthur Schmidt — Mélodie&Franck — Thibault Delahaye — Adrien Maudet — Joseph D. A. Towe — Qi WAN — tims — Christian Haupt — Bearded Draven — Petr Svarny — Chris Guthrie — Ryan Zappulla — Jeffery wood — Fabio Corti — Nejibear — Andrea e Demis P. — Adam Zentner — Joshua Lew — Christopher & Tristan — Clevers Christophe — Derp & Derpette — Timothy J. Watkins — Dermott LeFreak — Philipp "Jôwy" Engert — JC from Carnon! — Carly Wagner — NablA TEXIER — Blake Whitaker — Davide Cannizzaro — Sullivan.L — Timothy Mothra Lee — GruntFX — Oren Freiberg — Julien Tavernier — Timmy Claes — Robert Harkness — Edward George — Jeroen Van Rossem — Lee Andrews — Gabriele Gulliver Martini — Daniel Gulka — 劉正 — Tim the Ench — Joeri Temmerman — Maarten Collier — Chibby — JV Reyes — Hank Whitson — Taylor P. 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