Blackout: Hong Kong (2018)

2-4 Players   Designer: Alexander Pfister

Duration: play until objective card draw deck runs out. 75 - 150 minutes

Board Setup [2p–4p rules only in this guide]

- Shuffle the 48 **scout tiles** 🧭 & place a stack of 3 face-down in each of the 16 districts on the board
- Shuffle the 72 **objective cards**, form a Reserve deck: for 2/3/4 players Reserve 36/21/15 cards. Set Reserves aside. From the Draw deck, deal 9 cards face-up into 3 rows to the right of the board

Player Setup

- Pick a color, put the **score disc** 🟢 on '0' of the score track, put 1 **cube** on the **battery** icon 🔋 on the board. Battery is a wild resource & can substitute for any resource in the game. Can buy battery any time for $5 each
- Take 1 **player board** & **dice distribution card**. Take 5 **transport tokens** 🚚 & 4 **HK Dollars** ($). Can buy transport tokens any time for 1 VP each [can go negative VP]
- Place your 5 **houses** 🟩 on the checkmark ✅ spots on the left side of board
- Put 1 **0-6 marker** & 1 **locked marker** on their player board spots
- Shuffle **starting volunteer cards** [marked with 🖳] & place 2 face-up on objective spots of player board – rest to box
- Place 1 random **emergency plan card** face-up on your player board – rest to box
- Take the 12 **player cards** marked with a symbol for your player color 🐺 🐯 🦅 🐉
  - Put your blue volunteer with 2 cubes & Leader face-up in hospital on right side of player board
  - Put 1 yellow card face-up in leftmost slot at bottom of board, in next slot 1 red & 1 blue [splayed to see both]
  - The remaining 7 cards form your hand
- Pick a start player, give them the purple **start player marker** 🟪 & the 3 **resource dice** 🎲
- Counterclockwise, starting with the player right of start player, place 1 cube on the map into an empty colored circle of choice

End Game & Scoring

- When the Draw deck runs out, finish current round. Use Reserve deck as needed. Then play 1 final round
- After the final round, carry out final scoring
  - Sell all **resources** on rondel for $1 each [regardless of type]. Then exchange each $5 for +1 VP
  - Score points for face-up **scout tiles** according to the scoring table on board: 1-2/3/4/5/6/7 tiles gives +VP = 2/3/5/7/10/14
  - Each card in hand & each card in slots scores VP shown in upper right corner 🃏 [cards in hospital & incomplete objectives do not score]
- Most VP wins. Tie: most $

Specialist Player Cards

LEADER - PLAYER CARD

Receive 1 battery (by placing a cube from your supply in the middle of the rondel).
Carry out one of your unlocked check-mark actions. See page 16 for details on these actions.

SCOUT - PLAYER CARD

Pay 1 gasoline or 1 book to take 1 GPS token from the reserve.

Take 2 HK Dollars from the bank.

MECHANIC - PLAYER CARD

Take 3 HK Dollars from the bank. Then you may pay 1 tool to take another 3.

DOCTOR - PLAYER CARD

Pay 1 medipack to add a card from your hospital to your hand and score the points shown in the top right corner of that card.

Your Doctor has no search icons and may never be used as part of a team to scout. So, she can never end up in the hospital herself.

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Game Play

- Each round consists of **8 Phases**, each carried out by *all players* in turn order before moving on to the next. The start player keeps track of the phase on their player board. At end of round, pass the marker clockwise & repeat
- When the Draw deck runs out, finish current round. Use Reserve deck as needed. Then play 1 final round

1. Roll dice/plan cards: roll the resource dice, re-rolling matched dice, until all different. Place on rondel spots. Players then put **up to 1 card** face-down on each slot at bottom of player board. 4th slot is available after unlocking

2. Deploy: in turn order, turn over & [optionally] carry out face-down card actions [in any order]

- Volunteer cards procure resources where the die color sits. Place 1 cube on rondel in that space. Can also spend transport token(s) to move 1 space left or right from the die position for each [die stays in place]
- Specialist gives $, VP and/or lest you optionally pay resources to perform actions

3. Objectives: in turn order, optionally complete any objectives you can [including Emergency plans & Restore power]. Resources are paid from rondel [battery is wild for any resource]. Card slot requirements can be met with cards in any order from same slot – they are not moved afterwards. Scout tiles must be owned to qualify but are not spent. Crisis center routes [B─B] must be connected by your cubes, including the end points

- After completing a card goal, the icon shows the destination of the card: = your hand = left of player board
- Other immediate goal effects: = +VP, = +$, = place cube on that color, = place cube on any color
- When placing a cube on the map, must place on specified color adjacent to one of your existing cubes, or pay 1 transport token for each location you skip
- Can place cubes on same location as other player's cubes [but not yours]. If you have cubes on all locations of a color, can place on another color but must follow all other rules
- Cards with multiple goals can be completed in any order. Place a cube on the immediate effect when taken. You can choose to complete the card after 1st goal **or** leave in place to complete more. When completing card, take the completion effect **and** the Bonus effect if all goals completed. Move the card to the checkmark area for future use
- Complete Restore Power goal to get +10 VP & place the 0-6 marker on spot at top of player board
- Complete Restore Power goal to get +10 VP & remove the from your player board

4. Scout: in turn order, choose a district next to 1+ of your cubes with scout tiles [face-up or down]. Look at tiles [in private if face-down] & optionally choose 1 to fulfill [simple/advanced]. If none chosen, return to board same side-up as when taken. If taking 1, return rest to district face-up. Choose the simple or advanced scout challenge to fulfill

- Form a search team with at least 1 card from hand + any combination of >= # of the challenge chosen
- Search icons on back of scout tiles are permanent use , GPS icons must be spent to use
- Place the scout tile face-up in player area. If you already have a scout tile of this reward type, flip it face-down instead [use as permanent icon]
- Randomly send 1 card from search team face-up to hospital on right side of player board
- Instead of simple/adv challenge, can take **Probe** challenge option. Use 4 icons from search team & place lowest value simple challenge token face-down by player board without taking any reward [1 team member to hospital]

5. New Objectives: in turn order, either pass **or** buy 1 card until everyone passes in a row [can pass & buy later]. Pay $ based on # of cards in the row: pay $4/$3/$2 for any card in a row with 3/2/1 cards in it. Place purchased card in open objective slot on player board [3 max] – cannot discard incomplete objective until clean-up phase

- If a row is *empty*, immediately refill with 3 new face-up cards from Draw deck [end-game starts when deck empty]

6. Clean-up: discard the rightmost card from each of the 3 card rows [refill empty row if necessary]. In turn order, must sell any remaining **food cubes** for $2 each & sell **water cubes** for 1 GPS per pair **or** for $1 each cube [player chooses]. Can't sell batteries. Then each player may choose to discard 1 **objective card** from their player board to the discard pile

7. Secure Districts: for any newly secured districts [surrounded by 1 player's cubes] do the following. A district may be secured by multiple players during same round – all place houses. Remove any scout tiles left in the district -> box. Each player that secured district must choose 1 house & place in district [if none left, use a cube instead]. *Each player* scores +VP based on # of cubes surrounding district [not just player(s) who secured it].
Players with # cubes = 1-2/3/4/5/6/7 get +VP = 2/3/5/7/10/14

8. Refresh Hand: In turn order, optionally refresh hand if you have 4 or fewer cards in hand [6 or fewer with objective]. Return slot with *most cards* to your hand [choice if tie], then you can execute actions from board/checkmark area