



Revive

KEY PLAYER SET UP

Shuffle your 6 starting cards. Place 3 of them face down in the resting area. Place the remaining cards face up in a player active area (below tribe board).



Resting Area

Starting Resources :

1st Player : 1 [Energy] 1 [Crystal] 1 [Gear] 1 [Food] 1 [Wood]

2nd Player : 1 [Energy] 1 [Crystal] 1 [Gear] 1 [Food] 1 [Wood]

3rd Player : 1 [Energy] 1 [Crystal] 1 [Gear] 1 [Food] 1 [Wood]

4th Player : 1 [Energy] 1 [Crystal] 1 [Gear] 1 [Food] 1 [Wood]

PLAYER TURN

PERFORM UP TO 2 ACTIONS OR HIBERNATE.

You may perform one, two different actions or the same action twice.

PLAY A CARD

- ▶ TAKE 1 CARD FROM YOUR ACTIVE AREA.
- ▶ PLACE THE CARD IN 1 VACANT CARD SLOT... Choose a vacant Slot of player Board. Slide the card under. Keep visible half card (top or bottom) to see card effects.

⚠ Player can use the 5th Card Slot only when specific Tribe Board Technology bonus is unlocked (see Populate).

⌛ Rotate the card to play it either for its top or bottom effect.

... OR UNDER A CARD WITH A SLOT SYMBOL.

The Slot Symbol of a card allows to play another card in the same slot. Slide the new card under the card with the symbol (on top or bottom the card according its position).

GAIN THE EFFECTS OF THE CARDS

- ▶ Top Card effects (for card placed on a top slot) or Bottom Card effects (for card placed on bottom slot)
- ⚠ When you place a card above/below a slot symbol, gain effects of both cards in the same action if the color of the 2 cards match.

GAIN THE EFFECTS OF SLOT MODULES

- ▶ After card placement, check all modules of the chosen slot. For each module, gain the indicated effect if one color of the module matches with card color.
- ⚠ If you place a module in a space with activation Symbol gain immediately its effect. You are allowed to discard modules at any time to make space for a new module.

BUILD

- ▶ CHOOSE A VACANT SAND SPACE : Place 1 Building Small or Big (from your Tribe Board). There can never be more than 1 building on each space.
- ▶ PAY THE COSTS:
 - ① GEAR Cost : Pay 3 for Small building 5 for Big building
 - ② RANGE Cost : Pay 1 for each space between the start space (see EXPLORE details) and the chosen space (without counting start and destination space and not passing through unexplored area).

PERFORM BUILDING EFFECTS:

- ① For each terrain space adjacent (forest/mountain, field) advance the corresponding color Machine Track marker(s) on your player board 1 space for small building / 2 spaces for big building
- ② For Water Tile adjacent, gain the bonus indicated (only if you don't already have building adjacent to the same water tile). This bonus remains available even if others players have already taken it.
- ③ For adjacent Crystal, advance Crystal marker 1 space. It remains available even if others players have already taken it.

EXPLORE

- ▶ CHOOSE A FACEDOWN AREA TILE.
- ▶ PAY THE COST :
 - ① The AREA Cost indicated on the tile.
 - ② The RANGE Cost : Pay 1 for each space between the start space with your nearest piece (building or meeples already on the board) and the space of the targeted tile.
 - Do not count start and destination space.
 - Do not pass through or count unexplored area.
 - ⚠ At the beginning of the game, count range from the chasm in the middle of the game board.

GAIN EXPLORATION EFFECTS :

- ① Take all bonus indicated on the tile.
- ② Take 1 Citizen Cards from the deck (top card) or from the display (1 of the 5 cards face up). Place the card face up in your active area and refill the display with a new card from the deck.
- ▶ REVEAL AREA TILE:
 - ① Flip over the chosen tile.
 - ② Choose the tile orientation as you wish.
 - ⚠ If any spaces on the tile just flipped are adjacent to buildings owned by any player, the owning player now gains the rewards from these spaces.

POPULATE

- ▶ CHOOSE A SPACE ON GAME BOARD :
 - ① Take 1 Meeples from the bottommost space of your Tribe Board Technology Tree, connected with an already unlocked technology (except 1st meeples).
 - ② Place it on a space where you don't already have 1 meeples. (The space may still be populated by other players).
- ▶ PAY THE COSTS:
 - ① TECHNOLOGY Cost (where the meeples is taken)
 - ② RANGE Cost : Pay 1 for each space between the start and the chosen space (without counting start and destination space and not passing through unexplored area). See EXPLORE
 - ③ POPULATION Cost : Pay 1 for each player who already has 1 meeples in this same space.
- ▶ GAIN TECHNOLOGY EFFECTS : Get Bonus or Effect indicated in the place the meeples has been taken.

ADVANCE MARKER ON MACHINE TRACK

- When one of your marker reaches or pass a reward space, remove the progress marker to UNLOCK THE MACHINE below. Place it on the lowest vacant space of the Progress Track (left side of Player Board). Take the bonus if indicated.
- Some reward spaces require that you have reached or passed the space with 2 different markers to unlock the machine.

USE SWITCH TOKEN

Slide switch token down. Gain any 1 basic resource (not a crystal). Not possible until switch token has been moved up to the "unused" position (see hibernate).

FREE ACTIONS

In addition to taking actions or hibernating, players may always perform any number of free actions on their turn :

ACTIVATE TRIBE ABILITY :

When you activate your tribe ability, move 1 progress marker from your Tribe Board to the lowest vacant space on your Progress Track.



Take the bonus if indicated on the Progress track.

TRADE :

- ▶ Convert 1 crystals to 1 other basic resource :
- ⚠ If you gain a crystal while at the top space on the crystal track, advance one of the other resource tracks instead. In any case, you can not add resources if the track of a basic resource is at the top space : the extra resource is then lost.

OPEN A CRATE :

When you collect a crate, place it face down (closed side facing up) above your tribe board. You make look at a close crate. At any time during your turn, you may flip the token to open it and gain its immediate effects.

USE AN UNLOCKED MACHINE :

- ① Activate any of your unlocked machines by putting on it 1 energy (from your energy storage in the center of your player board).
- ② If you unlock reward space with icon « ? », take a special machine token of the matching color from the supply. Place it in the vacant spot. Refill the supply with a new token.
- ③ Perform the effect of the unlock machine. It may not be activated again until the energy has been removed (see hibernate).

HIBERNATE

If you cannot or do not want to perform up to 2 actions, you must hibernate. Perform all the steps below :

- Return all the energy in your energy storage (center of your player board).
 - Take all cards from your resting area and place them face up in your active area. Unplayed cards remaining in your active area, remain in place.
 - Take all played cards from your card slots and place them face down in your resting area.
 - Return switch token up to the « unused » position.
 - Advance hibernation marker 1 space. Gain the reward (current space or any space below). At the 5th space, also remove 1 major artifact of your choice (return it to game box). Hibernate stay possible even if your marker is already on the 5th space (choose any reward).
- ⚠ You may spend any remaining energy to activate machines at the beginning of that turn. Energy markers back to your energy storage, cannot activate machines that turn.

SCORING

END GAME : When a player takes the last Major Artifact & the End Game Tile.

POINTS TRACK : Blue Points scored during the game.

PROGRESS TRACK : Points scored on left track of player board

UNLOCKED MACHINE TRACK BONUS : 2 Points/card of the indicated color (except starting cards).

ARTIFACT CARD : For each major artifact collected, score the category matching the artifact's color once more

UNLOCKED TECHNOLOGIES LARGE LOCATION TILE

SMALL ARTIFACTS

REMAINING RESOURCES 1 Point/for 5 resources