ARCADEs

An Area Majority Trick Taking Game Using the Materials of ARCs

v 1.4 by schtefan

AIM OF THE GAME

In Arcades, players aim to gain the most Power (victory points) by having the most influence in each cluster. They gain influence in a cluster by having fresh ships in gate systems, and additional influence for agent's on a planet and cities on planets of that cluster. At the end of each round and chapter, they then gain Power (victory points) for clusters they lead in influence with extra points awarded for winning an ambition for a cluster.

SETUP

A. Place **the map** and put 1 matching **resource** token on every planet. Note: All clusters of the map are in play in all player counts.

B. Give the **initiative marker** to a random player.

C. Separate the **Construction action cards** from the rest of the deck. Put the construction card "7" back in the box. The rest of the construction cards constitute the **start cards**.

D. The 21 remaining **action cards** constitute the action deck.

E. Place the 3 **ambition markers** in the **Available Markers** section of the map, the "5" and "3" markers on the **blue side**, the "2" marker displaying its **orange side** "4".

F. Place the **chapter marker** on the "1" space of the **Chapter track** on the map.

G. Place the **zero marker** in the **Ambition Declared** slot on the map.

H. Each player chooses a color, collects the matching **player board**, **10 ships**, **1 agent.** They place **5 spaceports** on the storage on the **scientific advance markers slot** on their player board**,** place **2 cities** damaged side up on the (right-most) triangle spaces on the player board, and place 2 **additional ships** on the **fleet expansion advance** on the player board. All other player pieces are not used and returned to the box.

I. Each player puts their **Power marker** on the "0" space on the **Power track** on the map.

J. Players place their starting pieces onto the map:

- The player with the **initiative marker** shuffles the **start cards** and draws 1 card. The player places their **agent** onto a planet system of the **cluster** designated by the number on the drawn card and then puts the card back in the box. In player order, every other player does the same: Draw 1 start card, place 1 **agent** on a planet system of the designated **cluster**, remove the card. Put the remaining

start cards back into the box (agents do not collect resources in this stage).

- The player to the right of the player with the **initiative marker** chooses any 1 gate system and places 3 of their **ships** there. Continuing in counter-clockwise order, each other player does the same, with the player holding the Initiative marker being the last to place their 3 ships.

CORE CONCEPTS

A Cluster consists of 3 planetary systems (planets) and 1 gate system. Agents may only be placed on planetary systems. Ships are placed in a cluster's gate system and never enter planet systems. Cities are placed on the designated triangular area marked on each planet (limit: 1 city per planet). Movement in Arcades works cluster-by-cluster. Moving a ship means to move it from the gate system of one cluster to the gate system of an adjacent cluster. Moving your agent means to move it from one planet of one cluster to another planet of an adjacent cluster (rifts between clusters are ignored).

Agents: Each player has 1 agent on the map which represents the leader of their faction. Each player's **agent** grants that player 2 additional **influence** in it's cluster if the respective player has one or more **fresh ships** in that cluster's **gate**. A player can only **start a battle** in their **agent's cluster**. If a **defender's agent** is present, it might serve as a target for **raid dice** to **steal resources**. The agent may move to any **planet** system of the next adjacent cluster clock-wise or counter-clockwise and may go on moving this way **cluster by cluster**, paying 1 action point for each cluster it moved into. On its path through the clusters, it can **collect 1 resource marker** from a planetary system (including the destination, but not the origin). Other players' agents do not stop your agent's movement.

Ships are placed in the **gate system** of a cluster. They can never reside in planet systems. Ships with no damage are called **fresh ships** and grant their player **1 influence** per ship. **Damaged ships** have received 1 hit point during battle and are put on their side – they grant **no influence**. To **repair** a damaged ship put it upright again, indicating that it is fresh again. Ships **destroyed** by an attacker are taken as **trophies** and stored on the player board. When a player reaches a total of 3 or more ship trophies on their board (irrespective of which player(s) they belong to), they **return all trophy ships** to their owners and gain **2 power** for this gesture of mercy. If a player needs their ships back earlier, they can buy them all back in **one purchase** for a payment of **1 resource** or **1 power** to the player holding the ships as trophy.

Cities: Each player has two **city markers**. They start with their damaged side up (gray corners). By researching the **colony advance**, all city markers (on the player board and on the map) are turned fresh side up. Cities grant their player additional influence if the player has fresh ship(s) in the cluster: damaged cities grant +1 influence, fresh cities grant +2 influence. After being built, **cities cannot be destroyed** by other players, but may serve as a target for **raid dice** to **steal resources**.

Influence is used to resolve which player gets power (victory points) from a cluster. Each **fresh ship** in a cluster grants its player **1 Influence**. If a player has at least one fresh ship in a cluster, then having their **agent** in the cluster grants them **2 additional influence**, and each damaged/fresh city grants its player **1/2 additional influence**.

Spaceports are used to mark a players researched **scientific advances** on their **player board**.

Action cards provide a player with two options; 1) action points or 2) place ships. 1) Action Points: The number on the played card indicates the number of action points (AP) the player may spend on actions that round (see List of Main Actions below). 2) Place ships: The number on the card played indicates the gate in which the player may place up to 3 ships (example: a "5" card used for this option allows the placement of 1-3 ships in gate #5). EXCEPTION: "7" cards may only be used to place 1-3 ships in any one gate - they do not provide AP. The value of an action card also determines, who wins initiative in a round, if the card was from the lead suit or if it was a "7" card. "7" cards are trump cards with respect to determining the round winner (but must be played following the lead suit, see Card Play and Resolving the Winner of the Round).

Resources may be spent to perform additional **free actions** (see List of free actions) and to research **scientific advancements** (see Research). They are gained in two ways: at the end of the **ambition phase** as **compensation** for position on the power track and when a player moves their **agent**. Resources are stored on the round **resource slots** on the **player board**. These slots must be filled from left to right (so the left-most slot is filled first). When players gain or spend a resource, they can rearrange the resources within the filled slots. There is only space for **6 resources**, so when a player gains a 7th resource, they can either forfeit taking the 7th resource or exchange one returning it to the supply. Resources can be **stolen** by other players when they roll the necessary number of **keys** printed on the resource slot in **battle** (see battle).

GAMEPLAY

The game consists of **3 chapters**. Each chapter has three phases: Recruit → Action → Ambition
Players will draw new cards in the **Recruit Phase**. They will then play **consecutive trick-taking rounds** by playing **1 action card** per player and performing actions in the **Action Phase**. At the end of each round, the round winning

player gains the **Initiative Marker** and scores **Power** for the **cluster of its agent**. Finally, at the **end of the chapter** in the **Ambition phase**, **all clusters** will be scored for **Power**. The game ends in the ambition phase of the 3rd chapter or in the ambition phase in which the points threshold has been reached (3 players: 30; 4 players: 27).

Recruit phase

A. Shuffle the action deck

B. Each player draws **action cards** into their hand (3 players: 5 cards; 4 players: 4 cards).

All remaining action cards are placed face-down on the **discard pile**.

C. Draft: All players **choose 2 cards** to keep and simultaneously pass the rest face-down to the player on their **left**. They repeat this one more time.

Action Phase

This phase is repeated until all cards have been played.

A. Card Play

In each round, in clockwise order, the players each play 1 action card. The player with the **initiative marker** is the leading player, the other players are following. The leading player starts the round by playing **any card** from their hand and the suit of this played card is called the **lead suit**. The following players must play a card of the **lead suit** if they have one. If a player has no card of the **lead suit**, they can play a card with a different suit.

Directly after playing their card, the player uses it either for 1) Action points, or 2) Place ships.

When using the **action card** for its **action points** (cards "1" to "6"), players may do the following main actions:

AP	List of main actions
X	**Move agent**: Move your agent X clusters clockwise or counter-clockwise to a planet in the destination cluster. Collect 1 resource marker on its path or from the destination planet.
1	**Move ship**: Move 1 of your ships to an adjacent cluster's gate system.
1	**Repair** 1 ship (put it upright again)
1	**Battle** in your **agent's cluster** (see Battle)
2	**Research:** Spend a specific **resource** to gain the respective **scientific advancement** (once per player per round, see Research)
2	**Colonize: Spend 1 resource** and **remove 1** ship from your agent's cluster from the game. Then place a city on a city-free planet in your agent's cluster (once per player per round).

When using the **action card** to **place ships**, players place up to 3 ships from their supply in the **gate system** of the cluster with the card's number (cards "1" to "6") or any sector ("7" card).

At **any time** in their turn, a player can

- buy back their **ship(s)** being held as **trophies** by a player by paying them **1 resource** or **1 power** (see Battle).
- spend any number of **resource tokens** for their **free actions**.

Resource	List of free actions
🟧 Product	Place up to 2 ships in your agent's cluster
🟡 Fuel	Move up to 2 ships 1 cluster to or from your agent's cluster
🔶 Rocket	Perform 1 battle in any cluster (your agent must not be present there)
🔵 Relic	Repair up to 2 ships in your agent's cluster
🔵 Psionic	Move your agent up to 2 times (no resource collection)

Directly after performing their actions, the **lead player** may **declare an ambition**: They take an **ambition marker** from the Available Markers section and place it in a **planet system** of the **yet ambition-free cluster of their agent** for special scoring during the **Ambition phase** (limit: 1 ambition per cluster). Then, they place the **zero marker** on their played card to indicate that they have an initiative value of "0" for resolving the winner of the round (see below).

B. Resolving the winner of the round

After all players have played an action card, resolve the winner of the round.

If the lead player declared an ambition, the lead card has a value of 0.

1. If any "7" card (of any suit) was played, the **first played "7"** wins the round.

2. If no "7" card was played, the player who played the card with the **highest card number** of the **lead suit** wins.

The winner of the round takes (or keeps) the initiative maker.

C. Scoring the winning player's cluster

Sum up each player's **influence** in the cluster of the **winning player's agent** (fresh ship: 1; if player has any fresh ships in cluster: agent: +2; damaged city +1; fresh city +2). The players then gain **Power** according to their place in influence (see also Ambition phase).

1st place influence	2 Power
2nd place influence	1 Power

On a tie for 1st place, all tied players get 2nd place. On a tie for 2nd place, tied players gain no Power.

If players still hold cards, play the next round. If the last round has been played, proceed to the Ambition phase.

Ambition phase

A. All clusters are resolved for influence & power:
Sum up each player's **influence** in each cluster (fresh ship: 1; if player has any fresh ships in cluster: agent: +2; damaged city +1; fresh city +2). The player with the most

influence in a cluster gets 1st place, the player with the next most influence gets 2nd place.

- For all clusters **without ambition markers**, players receive the following default Power:

1st place influence	2 Power
2nd place influence	1 Power

- For all clusters **with an ambition marker** in a planet system, instead of default Power players receive the power as on the ambition marker.

On a tie for 1st place, all tied players get 2nd place. On a tie for 2nd place, tied players gain no Power.

B. Spend resources: Players must spend all their remaining resources to gain 1 Power per resource spent. Then restock all planets with resource markers.

C. Compensation: The player on 4th position on the Power track gains 2 resources from the supply, followed by the player(s) on 3rd place (2 resources), and then the player(s) on 2nd place (1 resources).

D. Clean-up: Return the ambition markers to the Ambitions available space. Turn the lowest blue marker on its orange side to increase the power available in the next chapter.

H. If this was chapter 1 or 2, advance the chapter marker. If this was chapter 3, end the game.

RESEARCH

Spend the **resource** necessary for the advancement and place a **spaceport** (or additional agent figures on the original player board) on the **scientific advance** on the **player board** to mark it as done.

🟧 Material	Colonies: Turn all city markers fresh side up.
🟡 Fuel	Fleets expansion: Send the 2 ships stored here to your supply
🔶 Rocket	Advance tactics: In battle, you can reroll all blue dice 1 time.
🔵 Relic	Repair-bots: After a battle involving your ships, repair 2 of your ships
🔵 Psionic	Superior intellect: Your agent has adds influence of +3 instead of +2

BATTLE

You can only battle in the cluster of your agent. This is the battle cluster with your attacking ships.

A. **Choose Defender**: Choose 1 Rival whose ships are in the battle cluster. These are the defending ships.

B **Collect Dice**: For each attacking ship (fresh or damaged), you may collect 1 assault, skirmish or raid die. Raid dice may only be selected when the defender's agent or city is in the cluster. You can collect up to 5 dice maximum.

C. **Roll and Resolve Dice**: Roll the collected dice. You must resolve all rolled faces in this order:

1. Hit any of your **attacking ships** 1x per flame 🔥.

2. If you rolled at least 1 intercept symbol ○, the defender intercepts you—hit any of your **attacking ships** 1x per fresh **defending ship** (only once per battle!).

3. Hit **defending ships** once per hit ✹ / ✸. If you destroy ship, put them on your player board as trophy. If you reached a total of 3 or more trophies, give them back to their owners and receive 2 power.

4. Spend the required number of keys ⚷ to steal **1 resource** from respective resource slot on the defender's player board.

5. You must move the **defender's agent** away from the battle cluster if you rolled any pyramids ✸. Move it 1 cluster per pyramid ✸.

If you hit a fresh ship, it becomes damaged: Tip it. If you hit a damaged ship, it is destroyed. The destroying player takes it as a trophy.

Note: Only the attacker decides how to distribute damage to their and the defender's ships.

Assault dice damage the defender quickly at some cost to you.

Skirmish dice damage slowly but keep you safe.

Raid dice allow you to steal resources from the defender and to chase away the defender's agent. Raid dice may only be chosen if the defender's agent or city is in the battle cluster!

CREDITS

The ruleset for this game variant have been inspired by several trick tacking board games. Thank you to Cole Wherle for ARCs and Kyle Ferrin for the wonderful design, to Peer Sylvester for Brian Boru, and to Iori Tsukinami for Joraku.

I especially thank BBG user PPSacco for his fantastic efforts in clarifying earlier versions of this ruleset – the revision process was a real pleasure.

2 PLAYER MODE

The mode for 2 players adds a phantom player to the game. All rules for the 3/4-player game remain in place.

Additional Setup

Collect 12 ships and the agent of an unused player color as the phantom's material.

B. Give the **initiative marker** to a random human player.

K. Place the agent of the phantom on the left-most planet of the cluster determined via drawing 1 of the left-over start cards.

Shuffle discarded start cards back into the start deck to form a new start card pile ready for later randomization of phantom city and ship placement (see battle).

L. Place 2 phantom ships into the gate-system of each cluster (12 ships total). The phantom does not place any cities.

Gameplay

The game ends in the ambition phase of the 3rd chapter or in the ambition phase in which the points threshold of 33 points has been reached.

Recruit phase

In step B. the players draw 6 action cards. They draft cards as usual. Then they discard 1 card.
From all remaining/discarded cards, create a shuffled face-down **phantom card stack** of 8 cards. From these, deal 3 cards and place them **face-up** beside the board. This is the **phantom card offer**

Action phase

A. Card play

If the phantom is the **lead player**, it plays the highest (if tied: left-most) card from its card offer.

If the phantom is a **following player**, it plays in priority order from its card offer

1. the **highest card** (including "7") matching the lead suit if it can **seize initiative** this way

2. the **lowest card** matching the **lead suit**

3. the **left-most "7"** if it can **seize the initiative** this way

4. the **lowest** (left-most) card not matching the lead suit.

The phantom does not perform actions or declare ambitions. The phantom does not store resources.

The two player mode adds a further action for players in their turn: For 2 AP, you may move the phantom's agent to an adjacent cluster and a planet of your choice. Put the resource marker from this planet back to the supply.

B. End of round scoring

If the phantom wins the round, it gains the initiative marker and the cluster with its agent is scored.

The phantom does not get Power but counts for influence places as normal (it might gain 1st place but simply ignores the Power gained).

At the end of round, draw a new card from the phantom card stack and place it at the right-most place of the phantom card offer.

Ambition phase

The phantom does not get Power but counts for influence places as normal.

Since the phantom has no power, it gains no resources.

Instead of 1 resource, the second placed player receives 2 resources as compensations for position of on the Power Track.

Battle

If a player chooses the phantom as defender, damage must be dealt to damaged phantom ships first, so that only a maximum of 1 damaged phantom ship can exist in a cluster at the end of a battle. Players gain the phantom's destroyed ships as trophies and return all gained trophies when crossing the threshold of 3 trophies, gaining 2 Power as usual.

When returning collected trophies to the phantom, the player draws a start card. If this card designates the cluster where the battle has just happened, they draw a new card. Then, they place all returned phantom ships into the designated cluster and discard the card on the start card discard pile. If there is no start card left in the start card draw pile, shuffle all discarded start cards and create a new draw pile.

SOLO MODE

In solo mode, 1 human player plays a 3-player game against 2 bots. All base rules are in effect.

Setup

Modify Setup in the following way:

B. The human player gets the **initiative marker**.

H. Additionally, each bot collects **12 ships, 1 agent** & no other material.

J. Each bot places its **agent** regularly. After the human player placed their ships, shuffle back all **starting cards**. For each bot, draw 1 **starting card** and place their **3 ships** in the cluster of the card's number.

Hard mode: Draw 2 **starting cards** and place the bot's **cities** damaged side up in the designated clusters (leftmost planet).

Special Concepts in Solo Mode

Superfluous ships: **Fresh ships** in the cluster that could be taken away without losing **1st place** in the number **fresh ships** compared to each opponent. If the bot is **not in 1st place**, it has **no superfluous** ships.
For **example**: Blue has 2 ships, yellow has 5 ships. Yellow could take 2 ships away and would still have the majority of fresh ships (3 yellow vs. 2 blue).

Gaining first place: An action only offers gaining 1st place to a bot if it did not have it before the action.

Ship-advantage: The difference of **fresh ships** between the bot and the **leading** player/bot in a cluster.
For **example**: Yellow has 3 fresh ships, blue has 1 fresh and 1 damaged ship. Yellow's ship-advantage is 2 ships.

Moving a bot's agent to a cluster: When moving its **agent** to a cluster, the bot moves it to the **left-most (counter clock-wise) planet** that contains a **resource marker**. It then discards the marker and **gains 1 Power**.

No resources and trophies: When a bot receives **resources**, it **discards** them to the **supply** and **gains 1 power**. To **steal** a resource from the bot, you need **2 keys** to choose 1 resource from the **supply**. Bots can hence not do research. If bots **destroy ships**, they **immediately return** them and get **1 Power** for every 2 ships.

Battles: Bots can battle in clusters without having their agent their initially. As first thing in every battle, they move their agent to the battle sector (see Bot Battle).

Gameplay

Recruit phase

The human player draws 6 **action cards**, selects 3 cards from their hand to put on the discard pile and draws 2 new **action cards**.

Shuffle the remaining cards and the discard pile and give each bot 8 **action cards**. From these, deal each bot 3 **action**

cards and place them **face-up** beside the bot's draw pile as each bot's **card offer**.

Action phase

A. Card Play

The human player plays the game as usual.

A1. Bot Card Play

If the bot is the **lead player**, it plays the highest (if tied: left-most) card from its card offer.

If the bot is a **following player**, it plays in priority order from its card offer

1. the **highest card** (including "7") matching the lead suit if it can **seize initiative** this way

2. the **lowest card** matching the **lead suit**

3. the l**eft-most "7"** if it can **seize the initiative** this way

4. the **lowest** (left-most) card not matching the lead suit.

Immediately after playing the card, move the remaining cards in the bot's card offer to the left and draw a new card for the bot, placing it on the free right-most spot.

A2. The bot performs action(s)

Action selection for the bot happens by going through an action hierarchy and going through all clusters (in clock-wise order) for each action to check whether this action applies. For example: Check action 1 for each cluster and if it is not applicable, then check action 2 for each cluster.

The **cluster to start** these checks with is determined by the number on the (just drawn) **right-most card** in the **bot's card offer**. A "7" denotes the bot's agent's cluster.

Placing ships

The bot first tries placing ships:

1. If the bot is not **1st place** in **fresh ships**: If it has **ships in its supply** and placing them (up to 3) gains it **1st place** in **fresh ships**, place the ships and end the bot's actions.

2. If the bot is **not 1st place** in **fresh ships**: If the bot has **ships in its supply** and placing them (up to 3) gains it a **tie for 1st place or 2nd place** in **fresh ships**, place the ships and end the bot's actions.

Performing main actions

If **no ships were placed** in 1 and 2, the bot continues its action procedure with actions 3-7, either 1 time (played card was <4) or 2 times (played card was >=4).

3. If the bot is **not 1st place** in **fresh ships** and moving **superfluous ships** from adjacent clusters would gain it **1st place** in **fresh ships** or a **tie**, move the adjacent ships in.

4. If the bot is **not 1st place** in **fresh ships** and the bot has as many or more ships as the **ship-advantage** of the player/bot with the most fresh ships, **battle**.

5. If the bot has **1st place** in **fresh ships**, but it is **not alone** in the cluster, **battle** (see choice of defender in Bot Battle).

6. If ships can be repaired in the cluster, **repair** all ships.

7. If none of this is possible, end the bots turn and give it **1 Power**.

Remember to do *performing main actions* 2 times if the card value is >=4!

A3. The bot moves its agent

If the bot **attacked** this round, it does not move its agent. Further, if it loses **1st place** in **influence** in its agent's cluster, it also does not move its agent.

Otherwise go through the clusters again, starting with the start cluster. If the bot gains **1st place** in **influence** by moving it's agent to a cluster, move the agent there (discarding resource + gain 1 power).

Bots do not place ambition markers.

B & C. Determine the round-winner and scoring as usual.

Ambition phase

Place any **undeclared Ambition markers** in the clusters of the **bots' agents** (starting from cluster 1 up to cluster 6). If a bot's agent's cluster has a marker, do not add another one.

Score clusters as usual. Then spend resources and take **Compensation** as usual, but bots receive **Power** instead of resources as compensation.

Hard mode: turn each bot's city in lowest cluster to fresh.

Bot Battle

Battles initiated by humans work as usual. The following describes battles initiated by bots.

If the bot's **agent** is not in the battle cluster, move it there (as usual discard a resource marker from the destination planet and give it 1 Power).

Choose defender

The **defender** is the rival with the **most fresh ships**.

Collect dice

The bot collects dice for its ships: The 1st die is a **skirmish** die (blue), the 2nd die an **assault** die (red), the 3rd die a **skirmish** die and so on (max. 5). If the **defender's agent** or **city** is present, the last collected die is a **raid** die instead.

 + + … + (if agent or city)

Roll and resolve dice

The bot first resolves the skirmish & assault dice (ignore symbols in the raid die):

- When **receiving hits**, the bot prioritizes **damaging** its own ships, but it **keeps 1 fresh ship** as long as possible, so destroys its damaged ships before damaging its last fresh ship. If the bot starts the battle with 1st place in ship influence, it damages and removes superfluous ships first to keep 1st place as long as possible.

- When **dealing hits**, it prioritizes **destroying ships**. Bots gain **1 Power per 2 destroyed opponent ships** and then return them to the opponent.

Then the bot resolves the **key and pyramid** symbols on the **raid die** (if rolled): For each **key** symbol, it steals the right-most **1-key resource** from the defender's player board. For a **pyramid**, it moves the **defender's agent** 1 cluster in clock-wise direction (the agent does not collect the resource!).

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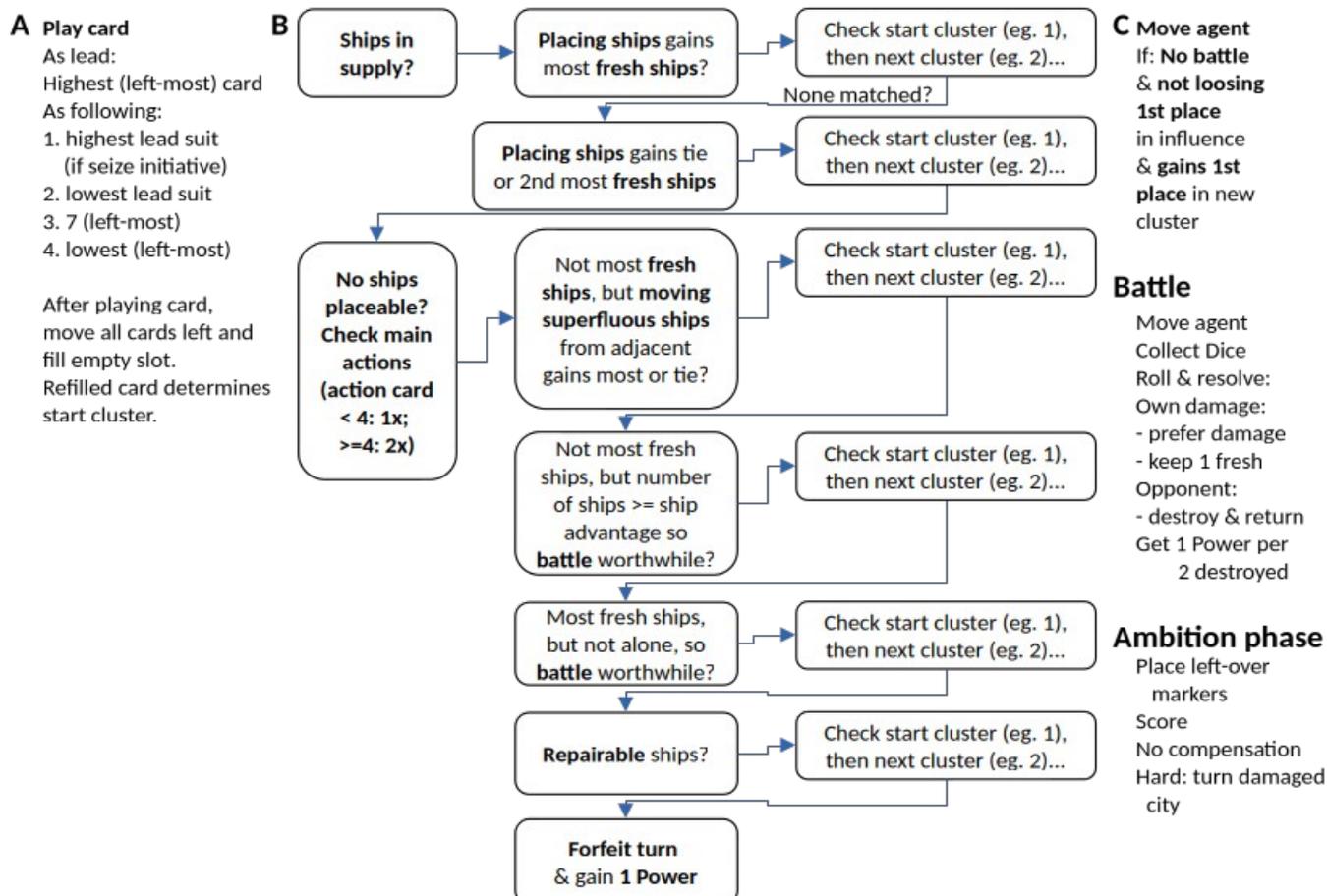
ARCADEs – Rules Summary

Recruit phase

A. Shuffle the action deck and deal each player **action cards** (1. & 2. see rules; 3 players: 5; 4 players: 4).

B. Draft (3 & 4 players): Players keep 2 and pass the rest to the left. Then they repeat this.

Action phase

A. Playing cards

The lead **player** with the **initiative marker**

1. plays the card defining the **lead suit**

2. performs actions

3. may declare an ambition **in their agent's cluster**

All **other players**

1. must **follow lead suit** with their card (if able)

2. perform their actions.

7 card: no AP! Place 1-3 ships in **any one cluster**.

1 - 6 card: Place 1-3 ships in the **designated cluster** or use the **designated AP**

AP	List of actions
X	**Move agent** X clusters (Collect 1 resource on path or destination)
1	**Move 1 ship** 1 cluster
1	**Repair** 1 ship
1	**Battle** in your **agent's** cluster
2	**Research** (1 specific resource; 1x/round)
2	**Colonize** in your **agent's cluster** (1 resource and 1 ship; 1x/round)
2	**Move phantom** agent (2-player mode)

At any time during a player's turn

- buy back **trophies** for 1 resource or 1 power

- spend and use **resources**:

	Place 2 ships in agent's cluster
	Move 2 ships to/from agents' cluster
	1 Battle in **any** cluster
	Repair 2 ships in agent's cluster
	Move agent 2 times (no collection)

B. Resolving the round winner

If ambition declared, the lead card's value is 0.

1. The **first played "7"** card (any suit) wins the round.

2. If no "7" card played: **highest lead suit** card wins.

C. Scoring winning player's cluster

The round winner takes the **initiative maker**. Resolve cluster of **winning player's agent** for influence.

(fresh) 1 Influence	+2	+2	+1

Then distribute power (see **Ambition phase A).**

Ambition phase

A. Resolve each cluster for influence

Distribute power according to **ambition marker** or the **default power distribution**:

1st place	2 power
2nd place	1 power

B. Spend resources

All players spend their **remaining resources** to gain **1 Power** per resource spent. Then **restock** all planets.
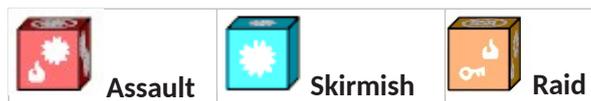
End of game if Chapter 3 or point limit reached.

C. Compensate

4th player on Power track **gains 2 resources** from supply, then 3rd player(s) (**2 resources**) and then 2nd player(s) (**1 resource**).

(2-player mode: 2nd player gains 2 resources).

D. Clean up

Return **ambition markers** to the Ambitions available space. Turn the **lowest** blue marker on its **orange side**. Advance the **chapter marker**

Battle

Your agent's cluster is the battle cluster.

A. You determine the defender.

B. Collect dice

Collect 1 die (up to 5) for **each** attacking **ship** (**raid** dice only when **agent** or **city** of defender).

Assault	Skirmish	Raid

C. Roll and resolve all rolled faces in this order

1. Hit any of your **attacking ships** 1x per flame 🔥.

2. If any intercept symbols ◯ rolled: Hit any of your *attacking ships* 1x per fresh **defending ship**.

3. Hit any of their *defending ships* once per hit ✹ / ✸. Take destroyed **ships** as **trophy** (give back if 3+ trophies and gain 2 power).

4. Spend **keys** 🗝 to steal **1 resource** from **defender** if defending agent or city is present.

5. Move the **defender's agent** 1 cluster per pyramid ✸.

Recruit phase

Deal cards (3 players: 5; 4 players: 4)and draft 2x.

Action phase

A. Playing cards

7 card: no AP! **Place 1-3 ships** in **any one cluster**.

1 - 6 card: Place 1-3 ships in cards **cluster** or use AP.

Lead player may declare **ambition.**

AP	List of actions
X	**Move agent** X clusters (Collect 1 resource on path or destination)
1	**Move 1 ship** 1 cluster
1	**Repair** 1 ship
1	**Battle** in your agent's cluster
2	**Research** (1 specific resource; 1x/round)
2	**Colonize** in your **agent's cluster** (1 resource and 1 ship; 1x/round)
2	**Move phantom** agent (2-player mode)

At any time during a player's turn

- buy back **trophies** for 1 resource or 1 power

- spend and use **resources**:

	Place 2 ships in agent's cluster
	Move 2 ships to/from agents' cluster
	1 Battle in any cluster
	Repair 2 ships in agent's cluster
	Move agent 2 times (no collection)

B. Resolving the round winner

C. Scoring winning player's cluster

Round winner takes **initiative maker**.
Resolve cluster of **winning player's agent** for influence.

(fresh) 1 Influence	+2	+2	+1

Distribute **Power**:

1st place	2 power
2nd place	1 power

Ambition phase

Each cluster: Resolve for influence and distribute **Power** for **ambitions** or default scoring.

Spend resources for 1 Power each and **replenish planets**

End of game if Chapter 3 or point limit (30/27) is reached.

Compensate (3rd and 4th: 2 resources; 2nd 1 resource)

Cleanup: Return (and turn) ambition markers

Gameboard Overlay
(cover ambitions; put between **available markers** and **chapter**)

Recruit phase

Draw 6 cards, discard 3, draw 2. Deal bots 8 cards.

Action phase

If bots gain resources, the gain Power instead!

A. Playing cards

Player	Bot as lead
7 card: **1-3 ships** in any one cluster.	Highest (left-most) card
	Bot as following
1 - 6 card: **1-3 ships** in card's cluster or **AP**	1. Highest lead suit
	2. Lowest lead suit
The player may spend also **resources** for **free action.**	3. "7" (left-most)
	4. Lowest (left-most)

B. Performing actions

AP	Player actions	Bot actions: Check # of **fresh ships** in each **cluster**
X	**Move agent** X clusters (Collect 1 resource on path or destination)	1. **Place** 3 **ships** to gain 1st
		2. **Place** 3 **ships** to gain 2nd or tie
1	**Move 1ship** 1 cluster	If no ships placed, continue with 3 - 7
1	**Repair** 1 ship	(2 x if card vale >=4)
1	**Battle** in your agent's cluster	3. Move **superfluous ships** for 1st or tie
2	**Research** (1 specific resource; 1x/turn)	4. **Battle** to gain 1st
		5. **Battle** to stay 1st
2	**Colonize** in your **agent's cluster (**1 resource and 1 ship; 1x/turn)	6. **Repair** ships in 1 cluster
		7. **End** turn: Gain 1 Power

C. Moving bot agent

If the bot did not attack and if it keeps 1st place (influence): Check to move bot's agent to gain 1st place (influence).

Resolving the round winner & score cluster

(fresh) 1 Influence	+2	+2	+1

1st place	2 power
2nd place	1 power

Ambition phase

Put **undeclared ambition markers** in bots' agents' clusters

Each cluster: Resolve for **influence** and distribute **Power** for **ambitions** or **default** scoring.

Spend resources for **1 Power** each and refill planets.

End of game if Chapter 3 or point limit of 30 is reached.

Compensate (3rd: 2 resources; 2nd 1 resource).

Cleanup: Return and turn **ambition markers**, next **Chapter.**

Gameboard Overlay for Solo play (cover ambitions; put between **available markers** and **chapter**)

ARCADEs – Player Aid

A. In your turn, play a card (lead & ambition or follow)

7 card: place **1-3 ships** in **any one cluster**.

1- 6 card:
- place **1-3 ships** in the **designated cluster** or
- **perform actions** with the **designated AP**

X	**Move agent X clusters** (collect 1 resource)
1	**Move ship**: Move 1 ship 1 cluster
1	**Repair** 1 ship
1	**Battle** in your **agent's** cluster
2	**Research** (1 specific resource; 1x)
2	**Colonize** in agent's cluster (1 resource, 1 ship; 1x)
2	**Move phantom** agent (2-player mode)

At any time in your turn:
- Buy back all **trophy ships** for **1 resource** or **1 Power**
- **Spend resources** to:

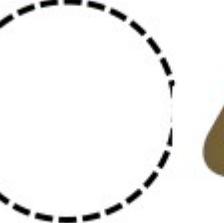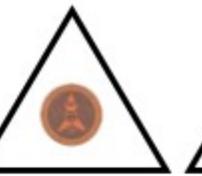|	**Place 2 ships** in agent's cluster
	Move 2 ships to/from agents' cluster
	1 Battle in any cluster
	Repair 2 ships in agent's cluster
	Move agent 2 times (no collection)

B. End of round: score round-winning agent's cluster

1st place	2 power
2nd place	1 power

You can use the original player boards, print completely new player boards, or use the existing player boards and print the overlay to put it on each player board. When using only the original board, use additional agent meeples instead of space ports to mark scientific advances in the prelude resource section on the board.

Overlays

SCIENTIFIC ADVANCES	COLONIES	FLEET EXPANSION	ADVANCE TACTICS	REPAIR BOTS	SUPERIOR INTELLECT	TROPHIES
Pay resource & place marker on an advance to mark it as researched	Cities fresh side up	Send ships here to your supply	1x may reroll all skirmish dice	Repair 2 ships after battle	Agent provides +3 influence	3+ → Give back & gain 2 Power

SCIENTIFIC ADVANCES	COLONIES	FLEET EXPANSION	ADVANCE TACTICS	REPAIR BOTS	SUPERIOR INTELLECT	TROPHIES
Pay resource & place marker on an advance to mark it as researched	Cities fresh side up	Send ships here to your supply	1x may reroll all skirmish dice	Repair 2 ships after battle	Agent provides +3 influence	3+ → Give back & gain 2 Power

Complete playerboard

SCIENTIFIC ADVANCES	COLONIES	FLEET EXPANSION	ADVANCE TACTICS	REPAIR BOTS	SUPERIOR INTELLECT
Pay resource & place marker on an advance to mark it as researched	Cities fresh side up	Send ships here to your supply	1x may reroll all skirmish dice	Repair 2 ships after battle	Agent provides +3 influence

TROPHIES

3+ → Give back & gain 2 Power