FROZEN FRONTIER

by Andrey Kolupaev

Game Rules

FROZEN FRONTIER

1–4 PLAYERS

AGES **14+**

PLAYING TIME **120-180** min

Introduction

By 2100, the world population had reached 14 billion people. Overpopulation, epidemics, global inequality, and environmental degradation have become the new Horsemen of the Apocalypse. Attempts to colonize the Moon, Mars, and Venus have failed. The colonies, intended to welcome thousands of people, are barely providing for themselves and unable to help save mankind.

The first 10 years of the XXII century were described as the Perfect Storm: chaos, wars, political collapse of the major powers of the XX-XXI centuries. The UN itself was disbanded after a few local nuclear conflicts. However, mankind managed to overcome: new political alliances and major corporations, now

independent of the states, created the United Civilizations, a global organization which commits its resources to fighting the crisis.

In 2117, Astronomers discovered wormholes beyond the orbit of Neptune. Long predicted by theoretical physicists, they lead into the unknown. It was the occasion that mankind awaited to place their bets on the stars. Yet the first interstellar mission, performed by the spaceship "Juggernaut", ended in disaster. The second attempt, by the Seqtet, led to the discovery of a new planet with a well-developed biosphere, which was called "Eden". It quickly became the target of mass resettlement. The third expedition, by the Argo, opened the way to the planet Janus,

whose reclamation was supposed to solve the energy problems of humanity.

The United Civilizations have prepared the ground for the first wave of colonization of Janus and opened patents for the largest corporations – on conditions of cooperation and common use of emerging scientific and industrial opportunities.

You arrive at Janus as a direct representative of one of the six Space Corporations. Your mission is to gain a foothold on the planet, to organize the uninterrupted shipment of resources to Earth, and to compensate for investments in space expansion.
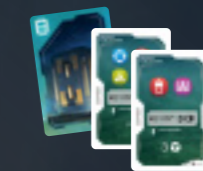
OVERVIEW

As a representative of a corporation you must establish industrial infrastructure on Janus over three waves of colonization (called "rounds" in the game). You are expected to solve mankind's energy problem by providing the Earth with Helium-3 for nuclear fusion, cheap hydrocarbons and promising new technologies.

Construct various buildings therefore creating opportunities for all the players to use them. Build your engine by completing projects. Use Labs,

acquire Research Cards, and develop your Scientific and Industrial Powers to take the upper hand over your opponents.

Collect the most Victory Points by placing Colonists on the different Cities of the board, fulfilling Shipment Contracts of Helium-3 and other resources to Earth, and controlling Cities through Buildings and Artificial Intelligence Tokens.

Mankind counts on you!

Contents

6 City Tiles

4 Space Routes Tokens (2 in each color)

1 Support Board

1 Development Board

60 Project Cards

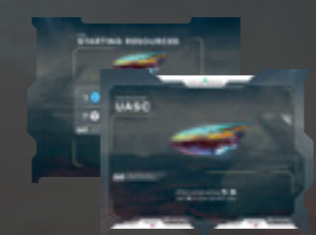**30** Research Program Cards (10 of R1, R2 and R3)

16 Subsidy Cards

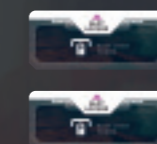**40** Shipment Contract Cards
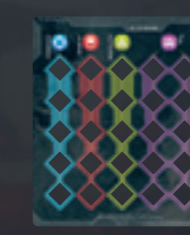
12 Unfulfilled Shipment Penalty Tokens

6 Corporation Boards

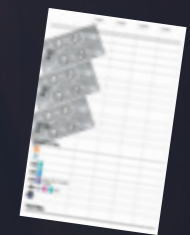**4** Player Boards (3 regular + 1 last player board)

12 Slot Lock Tokens

4 Storage Pads

4 Double-Sided Reference Boards

1 Score Pad

80 Colonists (incl. 50 Orange Engineers and 30 Teal Scientists)

Qubit, the currency of the game: **140** "1 Qubit" cubes **20** "5 Qubit" cubes

120 VP tokens (in 3 denominations 1, 2, 5)

8 Player Markers (2 for each player)

48 AI Tokens (12 in each color)

24 Large Building Miniatures (6 for each player)

48 Small Building Miniatures (12 for each player)

4 Carrier Miniatures (1 for each player)

1 Active Player Token

1 Round Token

12 AISAAC Cards

1 Solo Board
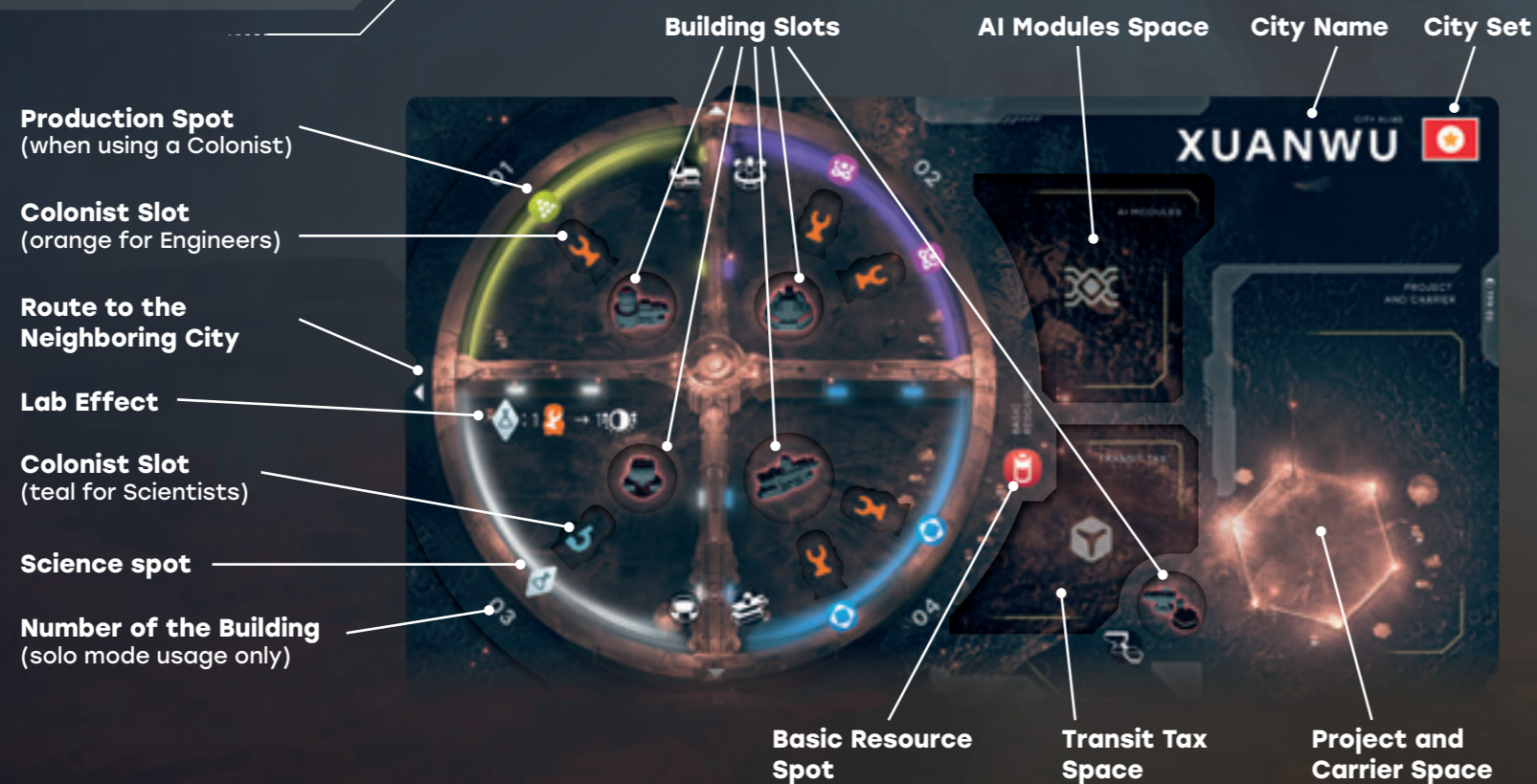
IMPORTANT GAME CONCEPTS

Janus is gravitationally locked to the center of its system. In other words, one side of the planet is always facing its star. The temperature here reaches 400°C, and the solar winds "knock out" a rare isotope, Helium-3, which is vital for thermonuclear energy production on Earth. Eternal darkness reigns over frozen methane seas on the other side, with temperatures dropping to −180°C. Humanity started out by founding several cities on the Dark side of Janus. It wouldn't be easy to live on the edge of the frozen frontier but that's what it takes to collect the precious resource.

The following section gives you an overview of several key elements. Each of these elements is detailed in further sections of the rulebook.

1. Cities

Cities are at the center of Frozen Frontier's gameplay. The main board is composed of different cities that will provide you with many different options. On each turn, you will move from one city to another to construct Buildings, complete Projects, raise funds, receive and spend Resources. You will also try to control the Cities, which is a very important source of victory points at the end of the game.

Cities are grouped in City Sets representing Post-superpowers' development initiatives on Janus. There are 3 City Sets in the box. Each City Set consists of **2 City Tiles, 20 Project Cards and 4 Subsidy cards** with the same flag icon and Post-superpower name.

Building Slots   **AI Modules Space**   **City Name**   **City Set**

Production Spot
(when using a Colonist)

Colonist Slot
(orange for Engineers)

Route to the Neighboring City

Lab Effect

Colonist Slot
(teal for Scientists)

Science spot

Number of the Building
(solo mode usage only)

Basic Resource Spot   **Transit Tax Space**   **Project and Carrier Space**

1a. Moving between Cities

Each player has a spaceship miniature, called the "Carrier". The Carrier represents your Corporation on the board. On each turn, you will use it to move from one City to another (see *Action Phase, Step 1: Move*). Once in a City, you have access to a wide range of different actions.

City where your Carrier is located is called **Current City**. Orthogonally adjacent cities are considered **Neighboring Cities**.

Mobile command, control and communication airship called Carrier is the center of all planetary operations: transporting people and resources, building construction, etc. It isn't fast, but very cargo lifting, therefore corporation leader must plot the Carrier's route on Janus wisely.

1b. Building in a City

Over the course of the game, you will sometimes construct Buildings in the City where you stop. You will use **Project Cards** to construct Buildings (see *Action Phase, Step 2 : Collecting Project Cards*). Project Cards allow you to build at certain spaces and may grant you some abilities if you complete a Project.

Buildings may either be **Small Buildings** or **Large Buildings**, and are each represented by the miniatures that you have at your disposal (12 small and 6 large). You may build no more than this amount of buildings during the game.

Once a Building has been placed in a City, you'll have the opportunity to place **Colonists** to operate it and produce **Resources**. Owner of the building will receive benefits for resources produced at the end of the round.

Having more Buildings than your opponents in a City will allow you to control the City and score Victory Points. You will also score Victory Points for the Colonists working in that City.

More information about Cities on page 6.

2. Qubits

The *Qubit* is the currency of the United Civilizations. Qubits will be used for most of your actions but they will also be used to keep Track of your Resources (see below).

Over the course of the game, you'll sometimes receive Qubits from card effects. In that case, you'll receive these Qubits from the **Reserve** and place them in your **Supply**. When receiving Qubits from the **Main Board**, place them in your **Supply** in the same way.

3. Resources & Shipment Contracts

Frozen Frontier uses a unique resource mechanism. Your storage contains slots that can hold Qubits that are used for resource Tracking. Any **empty slot** means that you have one unit of the matching resource ①, while a slot with the Qibit does not ②.

Resources will be used to construct Buildings and to **complete Shipment Contracts**, sending Resources to Earth. Fulfilling a Shipment Contract allows you to score Victory Points and to earn Qubits.

To receive a resource ⓐ you **remove** Qibit from the corresponding slot and place it on the **Main Board** or in the **Reserve**, depending on where you gain the resource from.

To spend a resource ⓑ, you need to **cover** the slot in your Storage with a Qubit from your **Supply**. This means that spending resources will actually cost you Qubits.
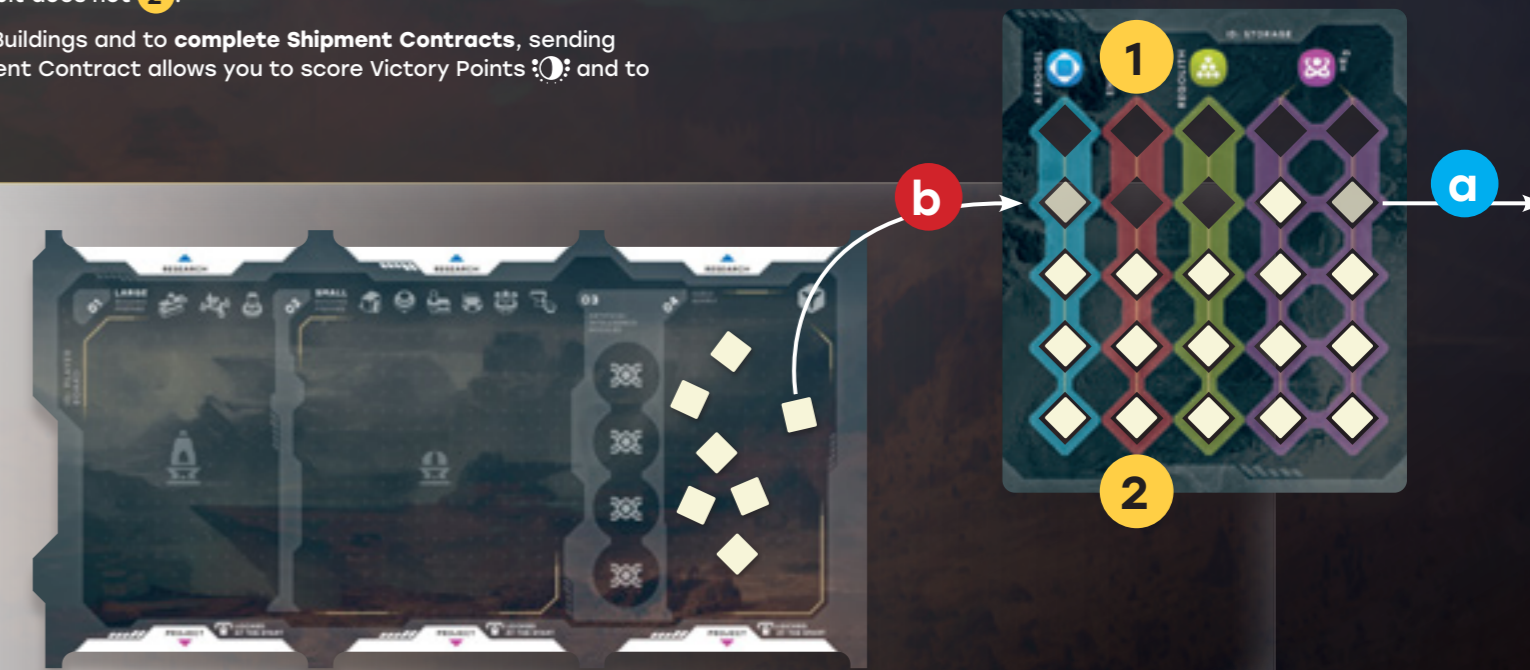
SETTING UP THE GAME

Common play area

1 Game boards

1a Cities

For setting up the **Main Board**, prepare a number of **City Sets** depending on the number of players. For a 3- or 4-player game, use all 3 City Sets See. For a 2-player game, use any 2 City Sets. *For your first game use the Pan-American United States 🏴 and the Tianxia People's Republic of Rising Sun 🔴.*

Each city set consists of left and right tiles.To create the Main Board, combine tiles of each set in pairs thus they occupy two consecutive columns. Place the City Sets in 3 rows (or 2 rows for a 2-player game) one under the other. Then, place a pair of **Space Route tokens** in the same color on top and bottom edges of the left column of the Main Board to connect the top and bottom City Tiles in this column to each other. Repeat with the right column.

1b Support Board

Place the **Support Board** and the **Development Board** next to the Main Board. Place Round Token to the "Round 1" spot of the round track on the Support Board.

Space Route

JANSSON

MERNISSI

City

Left tile

WOOLF

LINDGREN

Right tile

ZHUQUE

XUANWU

QINGLONG

BAIHU

NOVA YORK CITY

SPACE FRANCISCO

STAR VEGAS

SOL ANGELES

1a

1b

3-player setup of development board

3

4

-5 ⊘ ⌀

Unfulfilled Shipment Penalty Token

Round Token

5

2 Subsidies

Take all the Subsidy Cards matching the City Sets in play (4 per City – check their flag icon) and all neutral ⬤ Subsidy Cards. Shuffle them together.

Depending if you play a 2/3/4-player game draw 9/12/14 Subsidy Cards. Shuffle these Subsidy Cards to form a deck and place it on the appropriate spot of the Support Board. Return any unused Subsidy cards back to the box.

Take 3 Subsidy cards from the deck and place them face-up to form the **Subsidy Pool**. Then, discard a number of cards from the top of the stack equal to the number of players.

3 Shipment Contracts

Shuffle all Shipment Contract Cards to form a deck and place it on the appropriate space of the Development Board. Depending if you play a 2/3/4-player game reveal 4/5/6 Shipment Contract Cards and place them next to the development board. Revealed contracts form **Shipment Contracts Pool**.

Place a stack of Unfulfilled Shipment Penalty Tokens on the corresponding space on the Development Board.

4 Research Programs

Sort the Research Program Cards by generation. Shuffle each generation separately. Then, for each generation, draw 3/4/5 of Research Program Cards for 2/3/4-player game. Place them on the appropriate space of the Development Board in a face down stack.

Flip the Research Program Cards of the III Generation and place them face up in a row so that all players can see them. Generation I and II programs remain face down.
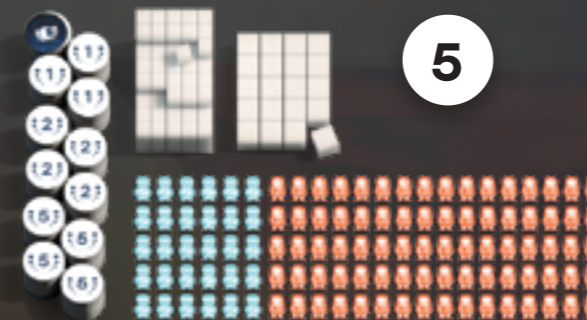
5 Reserve

Place the Qubits and Victory Point tokens, the Colonists (Engineers and Scientists) next to the Development Board to form the Reserve.
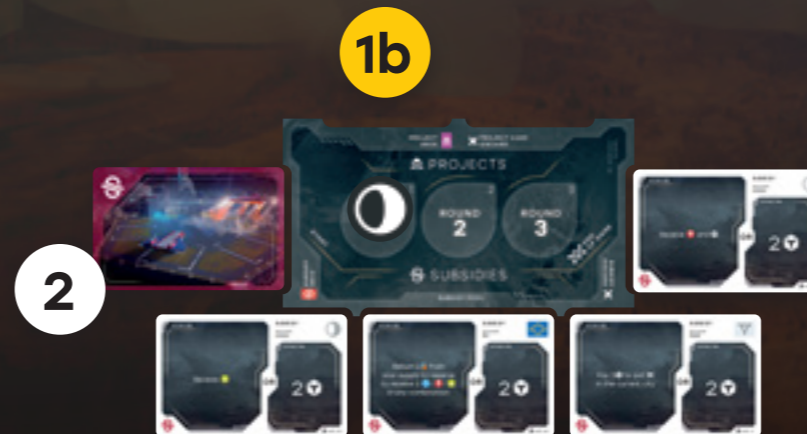
Player Area

Corporation Name

Colonist Supply

Building miniatures

AI miniatures

Cubit supply

8

7

Last player sign

Corporation Board (face)

Availible project slots
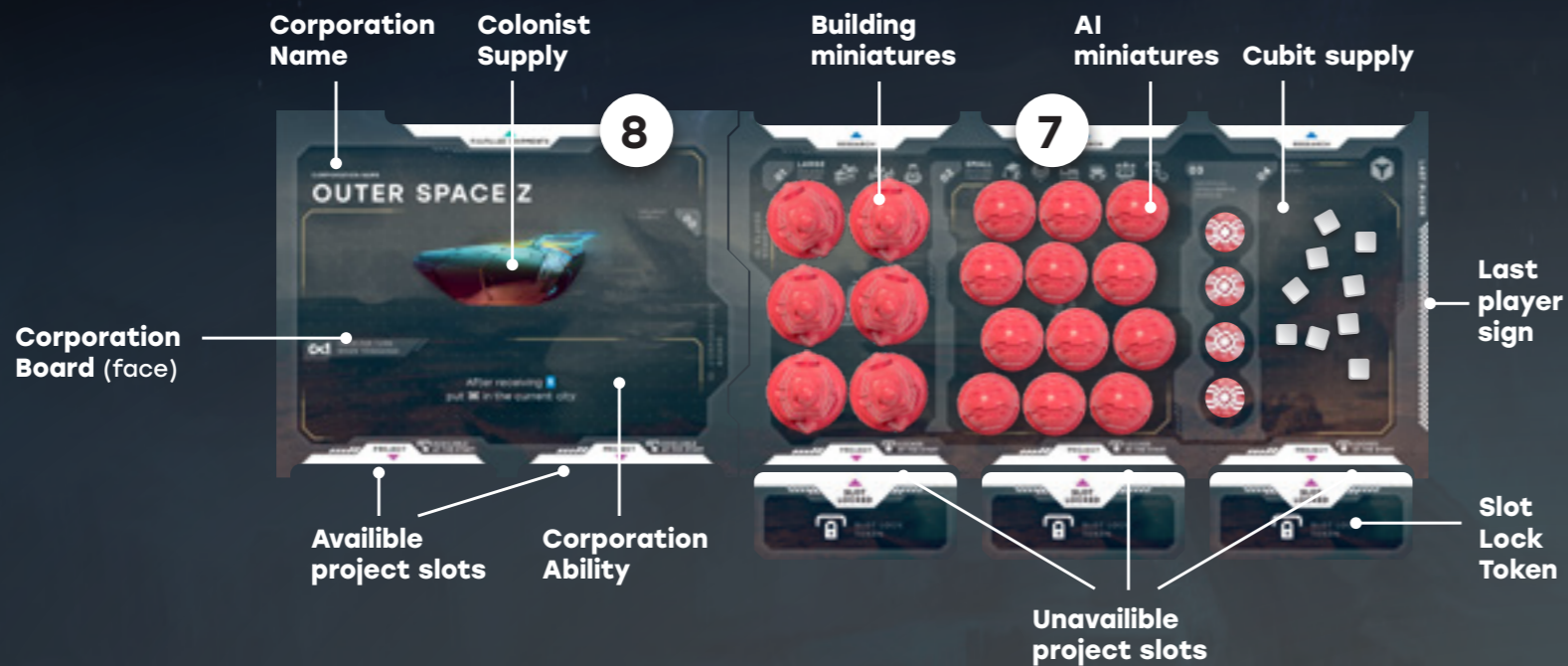
Corporation Ability

Unavailible project slots

Slot Lock Token

Active Player Token

Engineer Meeple

Scientist meeple

VP Tokens

5 Qubits

1 Qubit

6 Turn Order

Take the player board marked "last player" and number of player boards, depending on number of players. Shuffle them together and give each player one random board. Player to the left of the "last player" board will start the game. They receive the Active Player Token, which is passed around during the game.

Take 3 Slot Lock Tokens and place each of them under project card slots.

7 Player miniatures and tokens

Each player receives a set of components in their color and place them on corresponding spaces:

- place 1 Carrier nearby player board,
- place 12 small and 6 large buildings on the player board,
- place 12 AI tokens on the player board,
- place 2 colored cubes next to the Development board.

8 Corporation Board

First game only:

Active player takes Corporation Board number 1, player to his left - number 2 and so on.

In further games

Take as many random Corporation Boards as there are players, +1. In a 2-player game, don't use the Corporation Boards marked "3+."

Starting from Last Player and proceeding counter-clockwise, all players choose a Corporation and pass the remaining Corporation Boards to their neighbor, and so on until all players have chosen a Corporation. Return the remaining Corporation Boards to the box.

Place the Corporation Board you've chosen on the corresponding area next to your Player Board, side with starting resources up.

Each Corporation Board has a specific effect. *To know how to use it, check the paragraph **Using Your Abilities** on page 26.*

9 Starting Advantages

Your Corporation grants you **Resources**, **Qubits**, and **Colonists**.

Some Corporations also allow you to start ahead of your opponents on the Development Board.

a Resources

The game uses the following resources: Aerogel ⬡, Energy 🔋, Regolith 🟤, and Helium ⬡. You start the game with some of these resources, depending on your corporation.

Each player receives a **Storage** and places Qubits from the Reserve on all the empty resource slots in your **Storage** going from bottom to top, **except for** the amounts indicated on your Corporation Board. Any uncovered slot means that you have one unit of the matching resource.

b Qubits

Check your Corporation Board to know the amount of Qubits that you receive at the start of the game. Place these Qubits in your **Supply**.

c Colonists

Take the Colonists (Engineers and/or Scientists) indicated by your Corporation Board (Engineers and/or Scientists) and place them near your player board. Then flip your Corporation Board, connect it to your player board and place colonists on the Carrier image of your corporation board.

d Development Board

Development Board consists of two Tracks: the **Industry Track** ⚙ on the left, and the Science Track ⚗ on the right.

Some Corporations indicate your starting position on the **Industry Track** ⚙ and on the **Science Track** ⚗ of the Development Board (if no value is indicated, your starting position is the 0 space). Place two of your Player Markers on the indicated position of each Track. Immediately receive bonuses beneath your current position on the track (See Advancing on the Development Board).

Carrier

Resourse storage

Position on the Development Track
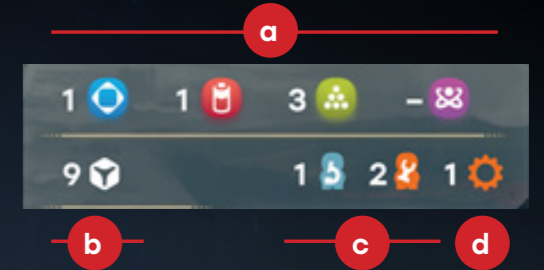
OuterspaceZ starts with 9Q, 1 ⬡, 1 🔋, 3 🟤, 2 Engineers and 1 Scientist. Also OuterspaceZ advance 1 step in Industry track.

STARTING RESOURCES

⑩ Projects

Take the Project Cards matching the City Sets that are in play. In a 2-player game put any unused Project Cards back in the box.

First game only:

Among the Project Cards matching the Cities in play, set aside all cards marked with a numbered triangle in the lower left corner. Shuffle all other cards into the deck. In a 2-player and 4-player game, use all cards with numbered triangles. In a 3-player game, shuffle the unused "number 4" cards back into the deck.

For 3-4 player game, the active player receives cards with number 1, player to the left receive cards with number 2 and so on. In a 2 player game, the active player receives cards with numbers 1 and 3, other player - with numbers 2 and 4.

In further games

Shuffle all Projects together in the deck and deal 4 cards to each player. Then, each player keeps only one of the cards they received, and passes the remaining cards to their left neighbor. Repeat until all cards have been taken. Each player should have 4 Starting Projects at the end of this step.

Expert draft variant is introduced further in the rulebook, check the paragraph **Expert Variants** *on page 27.*

Place a project deck on a corresponding slot onto the support board. Place 1 **random** Project Card face up on the dedicated spot of **each** City Tile.

HOW TO PLAY

The game is played in **three** rounds. Each round is divided into the following phases.

ACTION PHASE
INCOME PHASE
SHIPMENT PHASE
CLEANUP PHASE

Each phase should be completed by all players before moving to the next one.

ACTION PHASE

This is the main phase of the game. All players take **turns**, starting from the Active Player and continuing clockwise.

The player turn order of the Action Phase is constant throughout the game. The Active Player Token can be used to keep Track of who's turn it is. Once you completed the three steps of your turn (see below), pass the Active Player Token to your left neighbor, and so on.

The Action Phase ends as soon as the stack of Subsidy Cards runs out, although there may be cards remaining in the Pool. In that case Active Player finishes their turn and passes the Active Player Token as usual. Next Action Phase will start with the player currently holding the token (the one directly to the left of the last Active Player of the previous Action Phase).

When the stack runs out in the **last round**, keep playing until all players have had the same number of turns throughout the game. In other words the player with the Last Player Board plays last.

Your turn consists of three steps, which must be completed in this order:

Step 01 **MOVE**

Step 02 **COLLECT A PROJECT CARD**

Step 03 **TAKE YOUR MAIN ACTION**

Atmospheric storms on Janus make navigation and aerial travel extremely difficult. As a result, infrastructure that enables low altitude flights plays an important role. During the game, you'll be able to move only along the navigation routes which have already been laid out by the United Civilizations.

Step 01 MOVE

On your **first turn** in the game, instead of moving, you place your **Carrier** directly **on the Carrier space** in the City of your choice.

On any **future turn**, you may move your Carrier to any new **orthogonally adjacent** City following the Routes ◀ ▲ ▼ ▶ or skip movement and remain in the same City. You can also travel further and decide to skip one or several Cities along the way; however, you must pay 1 Qubit to any City where you don't stop (place your Qubits in the **Transit Tax space** of the City, even if the Transport Hub has not been built yet).

You may also use pairs of **Space Routes** of the same color to move from one edge of the board to another. Space Routes creates orthogonal adjacency between the cities on the edges of each column. So, you may also skip Cities while moving through Space Routs, following the same rules.

Several Carriers from different players may be in the same city at the same time. The other Carriers do not prevent you from moving.

Your Carrier moves from Space Francisco to Jansson using the Space Route. Since you decided not to stop in Sol Angeles and Star Vegas, you must pay 1 Qubit to transit tax space in these Cities.

Step 02 COLLECT A PROJECT CARD

At the end of your movement, you **take a Project Card** from the City where you stopped, if any, and add it to your hand. You take the card from the Current City even if you chose not to move during the previous step. Take the card and place your Carrier on the dedicated space of the City. **Project Cards** will allow you to construct Buildings. *See Construct a Building below for more information.*

Step 03 TAKE YOUR MAIN ACTION

You may only take **one** Main Action per turn, and only in the City occupied by your Carrier.

Choose **one** of the following options:

A **CONSTRUCT**, OR

B **COLLABORATE**, OR

C **RAISE FUNDS**.

In addition to any of these actions, and depending on specific conditions, you may also use your **Abilities** on your turn, gaining benefits of Completed Projects, Research Cards and Corporation Board *(see **Using Your Abilities** on page 26)*.

A. CONSTRUCT

This Action allows you to construct a Building and apply its effects.

A Building will start producing resources as soon as a Colonist works in it, and in the long run, will allow you to take control of the City where you built it.

1. Construct a Building

You **must** meet the following requirements to take this Action:

- You have the Project Card matching either the **Building** that you want to construct or the **City** you are in (or both – see below);
- The City has an unoccupied slot for that Building,
- You have enough Qubits and Resources to build it, and
- You have a building miniature of the proper size (large or small) on your player board to represent that Building.

If you do not meet any of these requirements, then you must choose a different Project Card for which you meet the requirements, or take another Action instead.

If you meet the requirements, then you may construct the Building. Play your Project Card, spend the required Qubits and resources, and place the matching miniature on the appropriate space of the City.

The United Civilizations have developed a road map for the development of Janus, with priorities for the construction of industrial facilities and development of infrastructure. By following these recommendations, corporations can benefit from the colonial administration of the United Civilizations, but the requirements are higher on what to build and where to build it.

Anatomy of a Project Card

Building icon

City set

Effect trigger

First game mark

Building name

Target city

Building picture

Effect

Card number

Playing your Project Card

Place the Project Card that you want to use in front of you.

A Project Card allows you to construct its specified Building in **any City**, or to construct **any Building** in its specified City.

If you manage to construct the specified Building in the specified City, then you may keep the card in one of your **Project Slots** to use its benefits permanently: this is called **completing a Project** (see *Completing a Project Card* and *Receiving a Subsidy* below).

Spending Resources and Qubits

You must spend the required Resources for the construction of your Building. The cost of each Building (in Resources) is shown on your Reference Board.

Spending resources will also cost you some Qubits: for every resource unit that you spend, you must cover a resource icon of the matching type on your Storage with a Qubit from your **Supply**. If you cannot cover your resources, then you cannot spend them!

Placing the Building in the City

Now that you have played your card and spent the required resources and Qubits, you may place the appropriate building miniature on the corresponding slot in the City. This miniature represents your building and you are considered a **Building Owner**.

Transport Hubs, Training Centers, Power Plants, Factories, Helium Facilities and Research Stations are **small buildings**. Use one of your 12 small building miniatures to represent them.

Science Centers, Industrial Complexes and Mining Sites are **large buildings**. Use one of your 6 large building miniatures to represent them.

You cannot construct a building if you're out of miniatures of the proper size, or if there is no free space to place it in the City.

Note: Buildings are permanent: There is no way to remove or relocate a Building.

It should be noted that these Buildings will score extra points for the player who controls the city at the end of the game.

A Transport Hub costs 1 🔵 or 1 🔴 or 1 🟡.

Red player wants to construct a Scientific Center in Space Francisco. First they check if there is an available spot ① in that city for this building. Then, they play the project card ② which allows them to construct the appropriate building in this city. After that, Red player spends resources depicted as building cost on the reference board, those are 1 🔴 and 1 🟡. To do so ③ .

Red takes 2 Qubits from their Supply and uses them to cover 1 🔴 and 1 🟡 slots in your Recourse Storage. Finally, Red places the large building miniature ④ in the appropriate slot in the city.

2. Apply the Building's Effects

Constructing a Building triggers multiple effects upon construction. Always resolve its effects in the following order:

1. Receive Construction Bonus
2a. Complete a Project
2b. Use a Subsidy
   (if you didn't complete a Project)
3. Use "after construction" effects

1. Receive Construction Bonus

Constructing a Building in a City grants you immediate Construction Bonus, indicated on your Reference Sheet.

Most of the time, a Building allows you to advance your Player Marker on the Industry 🟠 and/or Science Tracks 🔷 on the Development Board.

Some buildings grant other Bonuses, such as 🟣 and Qubits. When instructed to take Qubits from the transit tax space you receive all Qubits located in the transit tax space of the City.

When instructed to receive 🟣 **remove** a Qibit from the corresponding slot and place it in the **Reserve**.
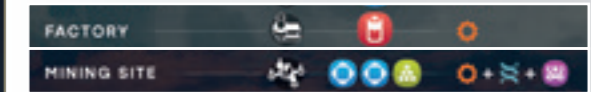
Advancing on the Development Board

The Development Board features two Tracks: the **Industry Track** 🟠 and the **Science Track** 🔷. Most of the Buildings, upon construction, allow you to move your Player Markers on one or both of these Tracks.

For each 🟠 indicated as Construction Bonus, move your Player Marker 1 step up on the Industry Track. For each 🔷 indicated as Construction Bonus, move your Player Marker 1 step up on the ScienceTrack.

When your Player Marker crosses a line indicating a bonus on any of two Tracks, you receive the matching bonus immediately. You can receive several bonuses in the same turn.

If your Player Markers advance on multiple Tracks, you choose on which Track to advance first. This is important, as you may choose the order in which you want to activate bonuses of the tracks.

Constructing a **Factory** allows a player to move their marker 1 step up on the Industry Track.

Constructing a **Mining Site** allows a player to move their marker 1 step up on the Industry and Science Tracks, and receive 1 🟣.

Red player has constructed a Scientific Center. Thus their marker is advanced 2 steps on the Science Track. As a bonus of crossing the first bonus line, the Red player receives 1 scientist in their supply. As a bonus of crossing the second bonus line Red player chooses 1 research program card of the Generation I on their choice from the appropriate stack.

Here is the list of all bonuses from the Industry & Science Tracks:

💵 / 🔧 Receive a Colonist

Take a corresponding Colonist (or Colonists) from the reserve and place them on your Corporation Board.

🖥 Unlock a Project Slot ⚙

At the beginning of the game, you can only have 2 completed Project Cards below your Corporation and Player boards. This bonus allows you to increase the number of available slots. When receiving the bonus remove the Slot Lock Token from the leftmost unavailable slot.

🅱 Take a Shipment Contract card ⚙

Take 1 card from the top of the deck of Shipment Contracts and add it to your hand. You can fulfill this contract during the Shipment Phase *(see Unscheduled Shipment on page 23)*.

R¹ Choose a Research Program Card ⚔

For Generations I and II, when receiving this bonus, take the matching stack of cards and select one card of your choice without revealing the stack to other players. For Generation III, choose one of the face-up cards. The chosen Research Program card is placed in one of your three **Research Slots** and you may use its effect from now on. *See Using your Abilities on page 26 for more information on Research Programs.*

🔺 Take a Project Card ⚔

Take the top card from the Project Cards Deck and place it in your hand. In the rare case of the deck running out of cards, take the bottom card from the discard pile.

2a. Complete a Project

After Receiving Construction Bonus, check if you completed a Project.

The requirement for Completing a Project is to construct the specified Building in the specified City. When that happens, you may place the Project Card in one of your available **Project Slots**. If you decide to do so, you **Complete a Project**. From now on, you can apply this card's effect. *See Using your Abilities on page 26.*

You may decide to refuse to complete a project even if you constructed the specified Building in the specified City, and discard your Project Card to Receive a Subsidy (*see 2b. Use a Subsidy*). In that case, the project does not count as completed.

At the beginning of the game, you only have 2 available Project Slots. You can unlock additional slots by advancing on the Industry Track. If you have no empty slots available and decide to Complete a Project, you **must** discard one of your previously completed Projects.

Red player completes the Hub Project in Woolf but has no empty available Project slots. Red discards the Scientific Center project card in Nova York City and places a new project card to the 2nd slot of Corporation board.

Red could replace the card in 1st slot instead, but chose not to.

Discard
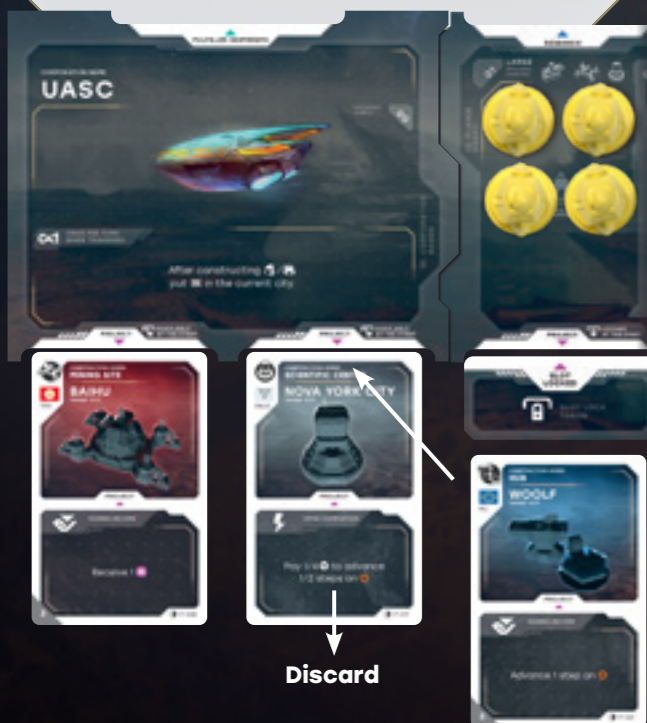
SPACE FRANCISCO

Red player has constructed a Scientific Center in Space Francisco with a card matching both building and city, so they can complete this project and keep this card in one of available Project Slots of their Corporate or Player boards.

2b. Use a Subsidy (if you did not Complete the Project)

If the Building or the City does **not** match the Project card, the Project **could not be completed**. Discard your Project Card, then choose one of the three available Subsidy Cards from the pool. You may **either** use Option 1 (various effects) or Option 2 (receive 2 Qubits) of the chosen card. Then, immediately discard the Subsidy Card and replenish the Subsidy Pool to 3 cards.

*Exhausting the Subsidy Deck causes the **Action Phase** to end (see on page 20).*

The Earth is always ready to help with colonization. If Corporation is experiencing difficulties it applies for a subsidy. In addition, the Earth can temporarily suspend certain articles of the Space Exploration Convention, which will allow you to perform unexpected and unusual operations.

Blue player doesn't complete the project of the Scientific Center in Space Francisco. They discard the Project Card played ① and choses to use option 1 of the leftmost Subsidy Card from the pool ② . Then, the Subsidy Card is discarded ③ and a new one is drawn to replenish the pool ④ .

PROJECTS
ROUND 2 ROUND 3
SUBSIDIES
SUBSIDY POOL

MELANGE ENGINEERING

3. Use "after construction" effects

If some of your Abilities have **after construction** mentioned in the effect text, these effects now apply, therefore you can get a benefit of such effect during the same turn in which the Project was completed and card was placed in the Project slot of the Player Board.

The shock of the global resource shortage, and the Equatorial Famine of 2109-2112, left a huge mark on mankind. The "prestigious consumption" of the 21st Century has been replaced by "reasonable consumption". Fear of a new crisis has greatly affected the population of the new superpowers. Ideas of cooperation and a sharing economy superseded unlimited competition and the desire for personal wealth.

United Civilisations extended the Distributed Use of Opportunities Pact to Janus. This means that corporations can use each other's industrial and scientific facilities to achieve a common goal.

Red player settles one Engineer in the Power Plant and receives 1 VP. Then they settle one Engineer in the Mining Site and receive 1 VP.

Finally, Red Player settles one Scientist in the Scientific Center and receives 2 VP.

Red player can't settle more colonists to the Mining Site and the Scientific Center because of settling limitations of one per building constructed.

Red player could settle one Scientist in the Mining Site instead of one Engineer. If they do so they would receive 2 VP instead 1 VP.

B. COLLABORATE

When you **collaborate**, you may resolve these actions in the following order:

1. **Settle Colonists** and/or
2. **Use Production** and/or **Science Spots**.

Settle Colonists

You may settle up to **one** Colonist in **each** Building constructed in the City your Carrier is in, on any unoccupied Colonist spaces (even if you're not the owner of the Building). To do so place Colonist from your Supply to the slot marked with the appropriate icon (Engineer or Scientist) next to the Building.

For each Colonist that you place in a Building, you immediately receive Victory Points: 1 VP for an Engineer, 2 VPs for a Scientist. It should be noted that these Colonists will also score extra points for the player who controls the city at the end of the game.

Settling a Colonist in a Building also makes that Building's resource(s) or Laboratory effect available (see **Use Production & Science Spots** below).

Use Production & Science Spots

Collect Resources

You may collect any of the **available** Resources (, , and) from the City your Carrier is in. Any **visible Resource Icon** connected to a Constructed Building with a settled Colonist or a basic resource **is considered available**.

At the start of the game, each City has only one available resource and no Colonists. This resource is called a **Basic Resource** and does not need a Building or Colonists to be considered available.

Production Icons next to unoccupied Building Spaces or Buildings without Colonists are not available. Resource Icons that are covered with Qubits are not available either.

To collect a resource, remove a Qubit covering **Resource Slot** of the matching type from your **Storage** and put it on the corresponding icon of that resource on the Main Board – either the Basic Resource or on any spot connected to a Settled Colonist. By collecting Resources, you cover the icons with Qubits and make them unavailable to all players until the next round.

If you cannot remove a Qubit from your Storage, it means that you already are at maximum capacity for that resource. As a result, you cannot collect more of it.

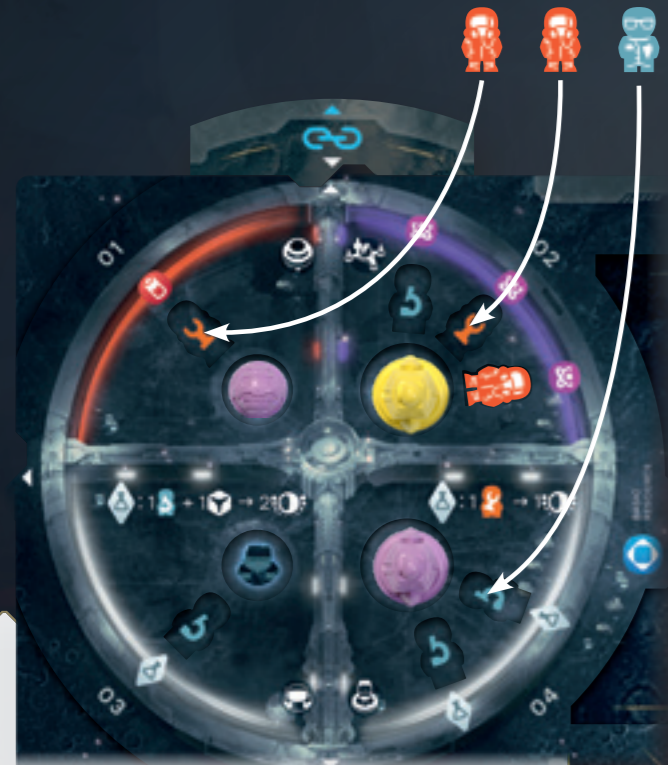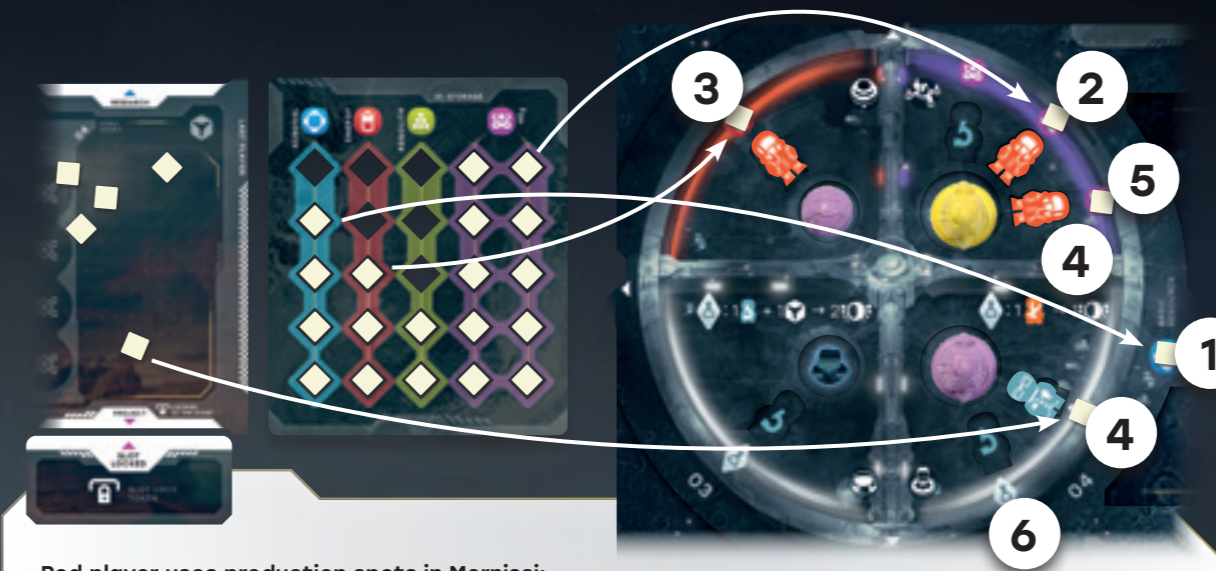#### Use a Laboratory effect

Research Stations, Science Centers and Training Centers do not produce resources. Instead, if a Colonist is Settled at a Research Station, Science Center or Training Center and **Laboratory Icon is visible** you may use its **Laboratory Effect**.

To use a Laboratory Effect, place **1 Qubit from your Supply** (not from your Storage) on the Laboratory Icon next to the Settled Colonist.

If a Lab Effect instructs you to discard Qubits, you must discard them **in addition** to the Qubit that you paid to use the Lab Effect.

You may use as many Production & Science Spots as you want during the same Collaboration action from any Buildings constructed, even from the same Building, as long as you can pay for it.

Note: bare in mind that any Qubits spent on a Production or Science Spot will go to the Building owner during the Income Phase.

Red player uses production spots in Mernissi:

- They receive 1 aerogel by covering Basic Resource spot of the city with Qubit from the Storage **1**
- They receive 1 helium by covering Helium Production spot of the Mining site with Qubit from the Storage **2**
- They receive 1 energy by covering Energy Production spot of the Power Plant with Qubit from the Storage **3**

Red player uses science spots:

- They place 1 qubit from their supply to the science spot of the Scientific Center and use the laboratory effect. Red player moves 1 engineer from their supply to Reserve and gets 1 VP **4**

Red player can't use the already covered spot of the Mining site, since it was used during one of the previous turns of any player **5**

Red player can't use spots of the Mining site and Scientific Center which do not connect to settled colonists **6**

Lab Effects

Laboratories have different effects depicted above the Building Space.

: 3 → 2

Spend 3 Qubits from your Supply and place them in reserve to receive 2 Victory Points.

: 1 → 1

Spend 1 Qubit from your Supply and place it in reserve to receive 1 Victory Point.

: 1 → 1

Return 1 Engineer from your Supply to reserve to receive 1 Victory Point.

: 1 + 1 → 2

Spend 1 Qubits and return 1 Scientist from your Supply to reserve to receive 2 Victory Points.

: 1 → 2

Spend 1 unit of the specified resource to receive 2 Victory Points (place a Q from your Supply on the spent resource as usual).

: / → /

Return 1 Engineer from your Supply to reserve to receive 1 Scientist to your supply. **OR**
Return 2 Engineers from your Supply to reserve to receive 2 Scientists to your supply.
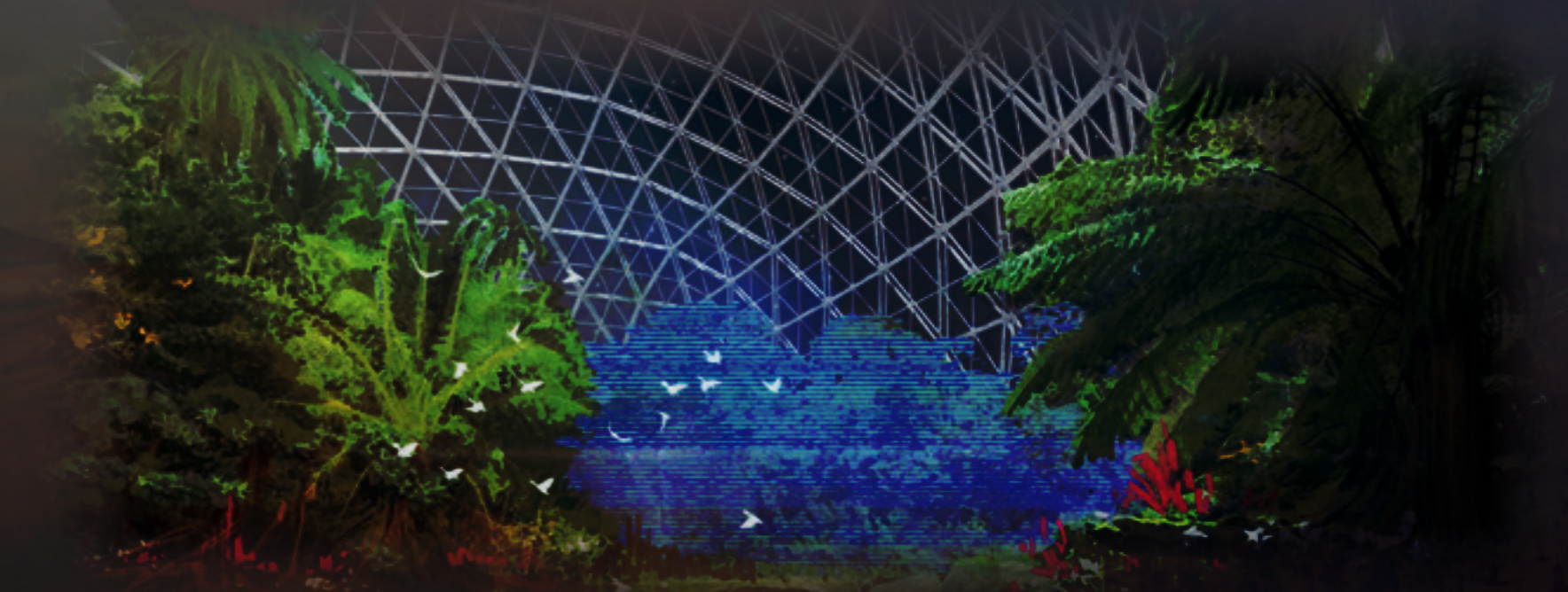
c. RAISE FUNDS

Instead of Constructing a Building or Collaborating, you may Raise Funds.

In that case, receive 3 Qubits from the Reserve and Use 1 Subsidy Card.

Choose one of the three available Subsidy Cards from the pool. You may **either** use Option 1 (various effects) or Option 2 (receive 2 Qubits) of the chosen card. Then, immediately discard the Subsidy Card and replenish the Subsidy Pool to 3 cards.

Exhausting the Subsidy Deck causes the Action Phase to end (see).

End of Turn

Once your turn is over (i.e. after taking main action A, B or C), hand the Active Player Token to the player sitting on your left, even if the Action Phase is over.

Check if the Subsidy Stack is exhausted. If yes, the Action Phase is over. Move on to the Income Phase. If not, the next Active Player begins their turn.

Red player decides to Raise Funds. They receive 3 🔹 from the Reserve to their Supply, putting them on the Player Board. Then, Red player Uses effect of a subsidy ⓐ {sub11}, spends 3 🔹 and puts ⚙ token in the current city. Then the Red player immediately replenishes the pool, by revealing a card from the top of the Subsidy deck and placing it on the empty space next to the Support Board.

When using a subsidy Red Player could choose to receive 2 🔹 instead of subsidy effect, increasing the total amount of 🔹 received up to 5.

INCOME PHASE

01 Clear Basic Resources

If someone spent a Qubit to get a Basic Resource from a City, move that Qubit to the transit tax space of the City. The Basic Resource Icon becomes available for the next round.

02 Building Income

All Building owners receive Qubits from their Buildings: they recover all Qubits placed on the Resource Icons and Laboratory Icons attached to their Buildings and place them in their Supply.

Transport Hub owners receive all Qubits located in the transit tax space of the City. These are Qubits spent for movement and Basic Resource of the city.

03 Use During Income Abilities

If some of your Abilities have the **During Income** trigger ⬇, these effects now apply, starting with the player that has the Active Player Token, and continuing clockwise. For more details see *Using you abilities on page 26.*

1 qubit from spot "Basic Resource" moves to the transit tax space of the City and stays there, because there is no Hub built in the city.

Purple player receives 2 qubits to their supply from the Power Plant and Scientific Center. Yellow player receives 2 qubits to their supply from the Mining Site.

HOW TO PLAY

SHIPMENT PHASE

Sending an interstellar expedition through a wormhole is a complex and expensive venture. Besides, even a ship powered by a gigawatt nuclear engine takes about 4 years to get to the wormhole in the Solar System and almost as long to enter the orbit of Janus in the destination system. That's why the United Civilizations have abandoned the frequent voyages of small ships, and instead send giant Starconstructor Highliners with colonists every 2 decades.

The Shipment Phase is divided in three steps:

01 Mandatory Shipment

02 Scheduled Shipment

03 Unscheduled Shipment

01 Mandatory Shipment

During the second and third Rounds of the game each player **must** make a mandatory Shipment to Earth, according to the table below. To ship Helium you need to spend it, covering an empty resource slot of helium with Qubit from your personal supply.

The United Civilizations gave the space corporations a 20-year window to settle on the planet. But after the arrival of the 2nd and 3rd waves of colonists, it expects Corporations to send Earth a certain amount of resources. The U.C. with no doubt will penalize those who fail to fulfill their obligations.

Round	Requested Shipment
1	none
2	1 ☻
3	2 ☻

For each Helium unit that you fail to ship, you receive an **Unfulfilled Shipment Penalty Token**. Each of them will subtract 5 victory points at the end of the game.

In the 3rd round of the game during mandatory shipment the Red player has only 1 ☻ in their storage. They spend 1 ☻ and receive Unfulfilled Shipment Penalty Token for 1 ☻ which they aren't able to spend.

02 Scheduled Shipment

You now have the opportunity to fulfill the contracts from the Shipment Contracts Pool.

Players fulfill these Shipment Contracts one at a time, the player who's marker occupies the highest position on the Industry Track goes first, then second highest and so on. In case of a tie the holder of Last Player board takes preference, or nearest to them counterclockwise.

To **fulfill a Shipment Contract** choose one of face-up cards from the pool and cover the required Resource Slots in your Storage with Qubits from your Supply. Receive the indicated number of Qubits to your Supply. Then, take the Contract Card and add it to the face down pile next to your Player Board. Victory Points for these Contracts will be received at the end of the game and are considered hidden information – only you can check your fulfilled Shipment Contracts.

If you cannot or don't want to fulfill a Contract you must pass. If you pass, you cannot fulfill more Scheduled Shipment Contracts this phase.

Once all players fulfilled a Contract or passed, restart from the player who's marker occupies the highest position on the Industry Track, and so on. The Scheduled Shipment Phase ends once all players have passed or if there are no available Shipment Contract Cards left.

In the 3-player game, the Red player goes first during the Scheduled Shipment step. They decide to fulfill the contract **1** of 2 helium shipment. To do that they spend 2 helium, then they receive 2 qubits as shown on the contract card, and finally they place the contract card to their fulfilled shipment contracts pile near the Corporation board. Yellow Player goes next and fulfills the contract **2** of helium and energy shipment. Next up is the Blue Player, they pass. Red goes again and fulfills the Contract **3** of any resource shipment. Yellow passes. Red passes. The Scheduled Shipment Step is over.

03 Unscheduled Shipment

If you received Shipment Contracts during the game due to an Industry Track Instant Bonus or card effects, you may fulfill them during this step (see **fulfill a shipment contract** above). All players do this simultaneously.

Red and Yellow players share the highest position on the track, but Red is the Last Player, which is why they go first at the Scheduled Shipment and yellow goes second. Blue and Purple players also share the position on the track, but Purple is closer to the Last Player counterclockwise (Purple was third at the start of the game), which is why they go third at the Scheduled Shipment and Blue goes fourth.

INDUSTRY

CLEANUP PHASE

At the end of round 1 and 2, resolve the following steps in the Cleanup Phase.

At the end of round 3, skip this step and proceed to final scoring.

1 Shuffle all discarded Subsidy Cards back into the Subsidy Deck and place it on the appropriate spot.

2 Add 1 Project Card face up to every City without a Project Card.

3 All players add Colonists to their own supply, depending on their position on the Science Track and Industry Track.

4 Reveal new Shipment Contract cards according to the number of players (4/5/6 Shipment Contract cards in a 2/3/4-player game) and add them to the Shipment Contracts Pool.

5 Move the round Round Token to the next spot of the round track on the Support Board.

You are now ready to play a new round, starting with a new Action Phase. The player with the Active Player Marker plays first.

Red player position on the Industry track grants them 3 engineers, while the position on Science track grants one scientist.

END OF THE GAME

After completing the Shipment Phase of the 3d round the game ends.

Take a Score pad and take into account the following victory points:

- Points for controlling Cities *(see **Controlling a City** on page 25)*;
- Points for positions on Industry and Science tracks, depectited on the step with your player marker;
- Points from your fulfilled Shipment Contracts;
- Points from specific "At the end of the game" effects from your Research Program Generation 3 card;
- Points for all your available resources in the Storage, Qubits in your Supply, and number of Project and Shipment Contract cards in your hand: add up everything and divide the total by 3 (rounded down);
- VP tokens collected during the course of the game.
- **subtract** 5 victory points for each Unfulfilled Shipment Penalty Tokens you have.

The player with the highest number of Victory Points **wins**.

In case of a tie the holder of Last Player board takes preference, or nearest to them counterclockwise.
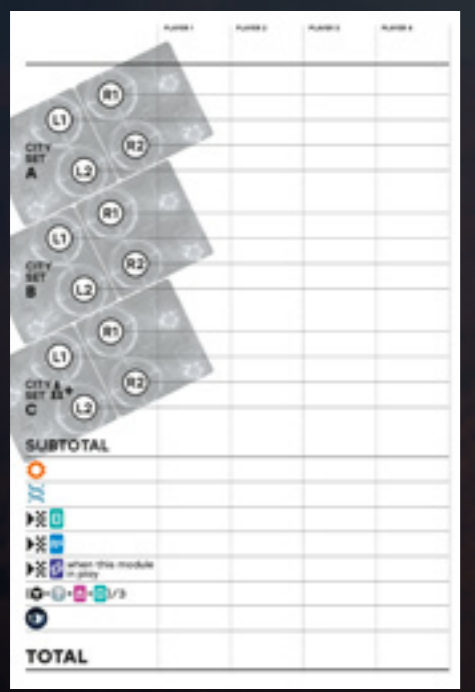
AI Tokens

During the course of the game some of your Abilities, bonuses and Subsidy card options allow you to put an AI Token in the City. While in the city they are stored at the "AI Modules" field. AI tokens count towards Controlling the City. Number of available AI tokens is limited: if you already put all 12 of your AI tokens on the Main Board you cannot gain this benefit anymore.

Yellow player's corporation is Melange Engineering. It allows them to deploy an AI Token to the City where Carrier is in when they build a Helium Facility or a Mining Site. Yellow Player constructs a Mining Site and places their AI miniature to the "AI modules" space of that city.

Controlling a City

No one controls the colonies on Janus individually. The United Civilizations have developed general principles according to which city administration is headed by the Technetronic Council, consisting of the heads of the largest industrial enterprises and scientific centers as well as representatives of the corporations. The more AI and facilities Corporation has in a city, the more weight it gets in the Technetronic Council.

The player who owns the most Buildings and AI tokens in a City controls that City. If there is a tie, the points for controlling the City are divided evenly among the tied players (rounded down).

The player who controls a City receives:

- 1 VP for each Engineer settled in that City;
- 2 VP for each Scientist setted in that City;
- 1 VP for each Building built in the city.

Blue player has 3 buildings and 1 AI, Yellow player has 2 buildings and 0 AI, Red player-er has 4 AI. Blue and Red players are tied for control of the city, so they will divide points evenly.

The city is worth 10 VP: 5 VP for buildings constructed, 2 VP for one scientist, 3 VP for three engineers.

10 VP are divided between two players: Red and Blue players receive 5 VP each.
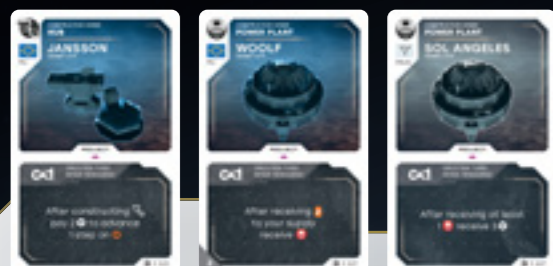
Blue player has completed three projects shown in this example during the course of the game. During their turn Blue player constructs a Hub. After construction *(p023)* they pay 2 ⬡ for this ability to trigger. It grants advancement on the Industry track by one step. By doing that Blue player receives a bonus of 2 Engineers. That triggers *(p027)* ability, which allows the player to receive 1 Energy. Blue player chooses to receive the resource and triggers ability *(p007)*, receiving 3 Qubits from the reserve.

Using Your Abilities

The effects on your **Corporation Board, Completed Projects** and **Research Programs**, are **your Abilities**. These grants you specific benefits that go beyond the basic rules.

You may use effects from your **Abilities** in addition to your regular actions and gain benefits during any of the game Phases. You may refuse to get the benefit of an Ability completely. In case ability grants you more benefits, then you can use - use as many as you can.

When receiving or spending qubits, resources, colonists by the card effect always interact with common Reserve, not the Main Board, unless stated otherwise on the card.

If multiple Completed Projects and Research Programs effects are triggered at the same time, the active player decides the order in which they are activated. Effects can create combinations that give you a significant advantage.

On each of the Abilities you can find an Effect Trigger Section, which tells you when the effect triggers. Here are all the different icons:

⚡ Upon Completion

Cards marked as "Upon Completion" have single-use effects, without conditions: you simply receive the benefits indicated on the card when played in the Project Slot of your player board. Even if cards with this effect may only be used once, they are not immediately discarded – they are still placed in one of your Project Slots.

∞ When triggered, no limit

Cards marked as "When triggered, no limit" have multi-use effects with specific conditions, such as "after Settling" or "for each step you advance on ⬛". These effects are triggered only if you meet the listed requirements **during your turn**. You get to use the benefit up to the same number of times as the requirement has been met.

∞1 Once per turn when triggered

Cards marked as "Once per turn when triggered" have multi-use effects with specific conditions, such as "After constructing" and "After receiving", that you may use one time during your turn. These effects are triggered only if you meet the listed requirements **during your turn**.

Important: Cards with "After constructing" requirement trigger at the very end of the Construction, ie. after you resolved all the construction steps (the last one being completing a project or receiving a subsidy). Therefore you can get a benefit of this effect during the same turn in which the card was placed in the slot of the Player Board.

⬇ During income

Cards marked as "During Income" have multi-use effects that trigger during the special step of Income Phase. Players apply effects from their abilities starting with the player that has the Active Player Token, and continuing clockwise.

You may use these Abilities in any order you choose, and these effects can trigger a chain of other effects. Any triggered actions during this phase are **not considered to be part of a player's turn**, so that "Once per turn when triggered" effects do not apply during this phase.

▶⬚ At the end of the game

Cards marked as "At the end of the game" have single-use effects that only apply when the game ends. Research Program Cards allow players to receive (or prevent losing) additional VP for completing requirements of these cards.

Expert Variants

Draft with open projects

During setup of the game before step 8 "Choose a Corporation Board" form the Project Deck according to rules in step 10. Then place 1 random Project Card face up on the dedicated spot of each City Tile and proceed as usual starting with choosing your corporation. You can make use of revealed information when drafting Corporation Boards and starting projects. During the Step 10 of setup skip the instructions you have already followed.

Play with open research programs

During step 4 of the setup of the game draw 3/4/5 of Research Program Cards for 2/3/4-player game. Flip all drawed Research Program Cards and place them face up in a row so that all players can see them.

Choose your contracts

Every time you receive a shipment contract card to your hand you can pay 1 qubit from your supply and draw 3 shipment contract cards. After that you receive 1 of them and place remaining cards under the deck in any order. You also can receive 1 card for free as usual.

CREDITS