SEPTIKON FOR FOUR PLAYERS
GAME RULES

To play Septikon with three friends you'll need two copies of Septikon. The game is played between two teams of partners. Both boards on the table, next to each other. Allies use clones of the same color and sit side-by-side.

In the four-player game you should use all of the standard rules, but you will also have additional opportunities which allow you to help your ally and get help from his side. The extra rules are listed below:

Common locks. All locks on your station and on the station of your ally are shared, and can be considered "connected." This means that you can:

- Unfreeze new clones on a free lock in your mining station or your ally's station.

- Activate clones which are located on locks of your ally's station as well. In this case, his clones should be moved to one of the locks on your station and continue its movement there. However it is not allowed to "jump" from your lock to the lock of your ally and continue your movement there. On your turn, you may only move the clones in your station--but remember that the locks on your ally's station are shared, so they count as part of your station.

Clones are unfrozen as in the original rules.
At no time are you allowed to have more than 10 clones on one station.

Shared income. All accessible warehouses in your mining station and your ally's mining station are able to receive new resources. If you use any production module and produce a resource (or nuclear warhead), you can place it in your warehouse, or that of your ally, with the same consequences and effects. Your spy can also place a stolen resource in your ally's warehouse.
Nevertheless all your expenses are only yours. You cannot spend your ally's resources to produce something or activate any your battle modules .

Team spirit. There are three special modules that can target either station of your alliance. These are: the repair modules, counterespionage module, and the sensor cabin. In a four-player game you are allowed to repair your ally's damaged modules, turn your opponent's spies back into your ally's clones and, of course, kill the enemies' biodrones on both of your allied mining stations.

Open armory. Because you are allies, it would be reasonable for you to be able to arm all clones and biodrones from one armory. If you or your ally have a clone standing on the Drill module, Vibrocannon or Explosives module it will equip all clones and biodrones on the both stations.

Turn order. The first player chosen in the ordinary way by a die roll. The player with the highest die roll gets the first turn. His opponent in front of him will have the second turn. The third player is the ally of the first player and so on.

If one of the players triggers the end-of-game conditions, and would have been considered the loser, he is not out of the game! He must only skip his turn until his ally is able to help him to get back into the game.

When player is skipping his turns all his clones and biodrones are paralyzed, but all his systems and tokens will continue to work. Rockets, and biodrones capsules will continue their flight until they have landed. Satellites and energy shields are still working, and can destroy something or be destroyed by the opponents. The same is true for the rest of the mining station.

When the losing conditions are no longer in effect, the player comes back to the game. All his his units and tokens are once again operable, and any units still in flight continue to fly towards the enemy's mining station.

Card usage. In a four-player game you can use two sets of R&D cards but only one set of Hero cards. The set of R&D is dealt out between each pair of opponents in the ordinary way. Four Hero cards should be divided between all players in a random manner and the two left-over Hero cards are out of the game.

Each Hero-clone can only be located in the mining station of the player that owns his Hero card and may not be teleported through the lock to another mining station.

Victory and defeat. The battle continues until two mining stations are taken out of action. If both of these stations belongs to one side – their opponents become the winners. If the stations do not belong to allies – the game is draw.

Remember, that while three mining station are still involved in the battle, the ally of the paralyzed station can save it, and bring him back into the game. He can send new clones or resources to the paralyzed mining station, and can also repair important station modules, as well as repair blocked warehouses.

For more information about Septikon check out the BGG page of the game
http://boardgamegeek.com/boardgame/131457/septikon-uranium-wars