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Eighty years after the nanopocalypse, Earth is mostly ruins. It’s up to you to rebuild civilization in this stark new world, using the few scarce resources you can find. Of course, other post-humans have the same idea, so it’s a race to see who can build up their colony first.
TABLE SETUP

1. Place the stable (white) and unstable (gray) resources (dice) and the CHIPs in the middle of the table.

2. Place the scoreboard where all players can see it, and place a scoring marker from each player on the "0" bar.

3. Place all of the Basic cards (GMO Farm, Protein Lab, Fabric Replicator, Fiber Mill, Uranium Mine, and Fallout Shelter) below the scoreboard with their basic (white) side face up. The number of cards in these stacks is always the same (6 for each of the green Production cards, and 8 Fallout Shelters), regardless of the number of players in the game.

PLAYER SETUP

5. Each player takes a colored set of Starting cards, consisting of a Warehouse, Supply Exchange, Upgrade, and Construction card in their player color (each of which matches one of the colored score markers), and places them in front of himself with the white (basic) side up to form his starting colony. If the play area is limited, cards may be stacked to display only the bottoms of the Supply Exchange, Upgrade, and Construction cards, as seen below.

6. Everyone then takes 3 stable (white) resources, rolling them and placing all 3 in their Warehouse. The player with the lowest sum of resource values (shown on the top of the dice) becomes the Active Player. If there is a tie for the lowest sum, all players roll again until only one player has the lowest sum.

In a four-player game only, the fourth player (immediately to the right of the Active Player) receives a CHIP at the beginning of the game.

FIRST GAME SETUP

For your first game only, turn the Upgrade and Construction cards to their 2.0 sides. Each player should move their scoring marker to the "1" spot on the Scoreboard.

SETUP FOR SUBSEQUENT GAMES

If you’re playing back-to-back games of Colony, change the Variable card setup between games by having all the players who did not win choose one Variable card stack to remove from the game, and then choose its replacement, in player order from lowest to highest score. This will keep game fresh without requiring players to totally readjust to an entirely new set of cards.

Place seven stacks of any combination of the Variable card stacks below the standard cards with their basic (white) side face up (the "first game setup" cards shown above), with each stack containing a number of cards equal to the number of players: for a 2 player game, use 2 cards in each Variable card stack, 3 cards for 3 players, and 4 cards for 4 players. While you can use any combination of Variable cards, suggestions for some unique combinations of Variable cards are shown on page 7. You can also use the free Colony app (located at beziergames.com), which generates custom Variable card setups.
GAMEPLAY

On a turn, the Active Player does the following phases in order:

There are two reference cards provided to help new players become familiar with the 4 phases of the game.

1. PREPARE

The Active Player places all dice from his Warehouse into his play area (the space below the player's cards). Other cards that happen during the Prepare phase (Gambling Den and removal of resources from the Time-Lock Vault) are also activated now.

2. SCAVENGE

The Active Player picks up 3 stable resources (white dice) from the supply and rolls them. Then he chooses one of those resources and places it in his play area (not on his Warehouse card), keeping the value shown on top of the resource. Then the player to his left chooses one of the remaining resources and places it in his Warehouse (again, keeping the value shown on top of the resource). If there isn't room there, that player may remove a resource from his Warehouse and return it to the supply, or he may simply return the chosen resource to the supply. Then the player to his left does the same. In a two-player game, the Active Player takes the remaining resource and places it in front of him (not in his warehouse). In a four-player game, the fourth player will not get a resource during the Scavenge phase.

If the Active Player has any CHIPIs, he may exchange those for an equal number of unstable resources (frosted dice) which he rolls along with the 3 stable resources. The Active Player keeps all unstable resources he rolls. See more details in the CHIPIs section on page 6.

3. ACTIVATE

The player may activate any number of his cards (including upgrading, which may be done once per turn—see page 7 for more on upgrading). Activating may be done in any order. Activated cards should be tilted slightly so you know they have been activated this turn.

4. CLEANUP

The Active Player adds all newly-built cards (from activating the Construction card) to his colony of cards, returning all cards to their portrait orientation (untilling activated cards). The Active Player then returns all unused unstable resources back to the supply, and then places all remaining stable resources in his Warehouse (or Time-Lock Vault, if he has one). Any stable resources that do not fit in the Warehouse or Time-Lock Vault are returned to the supply. While the Active Player may choose which resources are stored, he may not discard resources if he has room in his Warehouse or Time-Lock Vault for them.

Finally, the player moves his scoring marker on the scoreboard to show the number of VPs (Victory Points) he has at the end of his turn, and the player to his left becomes the Active Player.

GAME END & WINNING

If a player has at least 15 VPs (4 players), 16 VPS (3 players), or 20 VPs (2 players) at the end of his turn, he wins the game.

SINGLE PLAYER GAME

Challenge yourself to get the best score possible.

Use the Standard cards and seven stacks of Variable cards of your choice, with one card in each stack. Place all 30 stable resources and 12 unstable resources in the supply.

Each turn, roll 3 stable resources. Keep one and place the other two back in the box (out of play for the rest of the game). Resources used for purchases and exchanges go back to the supply. If there are not enough stable resources for exchanges or production on a turn, you may use unstable resources in their place (but you may not store those unstable resources).

Continue playing until you can’t roll 3 stable resources from the supply at the beginning of a turn. You may choose to discard stable resources from your Warehouse so that you have enough of those resources to roll.

Your goal is to earn as many points as possible. Part of the challenge is figuring out which combination of Variable cards results in the highest point totals. While Attack, Defensive, and Trading Variable cards have no value other than their VPs in a single player game, their costs are very different from the other Variable cards, and might provide a way to gain extra VPs with resources that otherwise would be useless.
Red player Doug has the above cards and resources when it is his turn in a four-player game. He currently has 12 VPs.

**PREPARE:** Doug moves the from his Warehouse to his play area.

**SCAVENGE:** Doug picks up 3 stable resources from the supply, turns in his CHIP! for 1 unstable resource, and rolls . He keeps the and passes the to his left. Shelley puts the in her Warehouse and passes the to Audrey, who puts it in her Warehouse. The player to Doug's right, Dean, doesn't get any resources this turn.

**ACTIVATE:** Doug activates his Pirated card, and rolls a , which allows him to take one die from one opponent's Warehouse. Shelley has a , but it is stored in her Time-Lock Vault, so it is safe from Doug's Pirate. Audrey has a Chain Link Fence, lowering the chances of Doug taking Audrey's that she just gained during Doug's Scavenge phase. Dean has a , however, which Doug merrily takes from Dean's Warehouse.

**ACTIVATE:** Doug needs a in order to build another Fallout Shelter, so Doug exchanges his for a by Activating his Supply Exchange 2.0 card.

**ACTIVATE:** Doug pays for a third Fallout Shelter. This gives him a total of 15 VPs, and he declares victory.

Pirate: 1 VP
Scrap Shack: 1 VP
Fabric Replicator 2.0: 2 VPs
Uranium Mine: 2 VPs
Upgrade 2.0: 1 VP
Pawn Shop: 1 VP
Supply Exchange 2.0: 1 VP
3 Fallout Shelters: 6 VPs
**RESOURCES**

Resources are represented by dice. The value (face) of the die that is on top shows what kind of resource it is:

- 🏷 is Scrap Metal, 🏷 is a Genetically Modified Organism,
- 🏷 is Protein, ₪ is Polymer Fabric, ₪ is Fiber, and
- 🆑 is Uranium.

 département are unstable versions of those resources.

Most resources are stable; after procuring them, you may store them between game rounds in your Warehouse (or Time-Lock Vault). Unstable resources break down and are of no use if you don’t use them on your turn; any unstable resources in your play area at the end of your turn are placed back in the Supply.

There are enough stable and unstable resource dice in the game for most situations. However, it is possible to run out of these physical dice at some point in the game with different combinations of Variable cards and play styles. If this happens, you may temporarily use dice from another game or simply write down what resources you or other players currently have. The number of dice is never limited in the game.

Resources can never be modified so that their value is more than 6 or less than 1.

Unless modified by a card’s power, resources do not change in value.

**RESOURCE SYMBOLS:**

- 🏷 is a stable or unstable “2” resource that you pay to the supply or another player.
- 🏷 is a stable “2” resource, while 🏷 is an unstable “2” resource.
- 🏷 is a stable or unstable resource of any value that must match the value of all other 🏷 resources (stable or unstable) that you are paying to the supply.
- 🏷 is a stable or unstable resource of any value that you pay to the supply or another player.
- 🏷 is a stable resource of any value.
- 🏷 is an unstable resource of any value.
- 🏷 is a stable resource that is rolled.
- 🏷 is an unstable resource that is rolled.
- 🏷 is a CHIPI (see below).

**CHIPIS**

A CHIPI (Cybernetic Holder of Instant Production Improvement) is a way to store unstable resources between turns; the catch is that the player doesn’t know what resource he’ll end up with (after all, the resources are unstable). CHIPIS are collected from different cards a player may have: Construction, Experimental Generator, and Recycling Bin.

The Active Player may use up to 3 CHIPIS he has during the Scavenge phase. For each CHIPI placed back in the supply, the Active Player takes one unstable resource and rolls it along with the three stable resources. The Active Player immediately receives all rolled unstable resources following the Scavenge roll. Players may accumulate more than 3 CHIPIS, but may only use 3 on their turn. CHIPIS are unlimited; if the number of physical CHIPIS runs out, mark down additional accumulated CHIPIS on a piece of paper.

**HELPFUL TIPS:**

- As you accumulate cards, stack similar cards together so that the bottom portion shows on each card; this can save a lot of table space.
- If you have trouble remembering to use certain cards (like placing resources in your Gambling Den before Scavenging or using your Attack cards), place those cards near where you roll your dice, and you’ll be much more likely to remember to use them.
- During the first few turns, it’s easy to remember which cards you’ve activated during a turn. Later in the game, however, when there’s a lot going on, mark activated cards by tilting them or placing something on the activated cards. This is especially helpful for the last few turns of a game, when many Exchange and Production cards are in play.
- When you are the Active Player in three-player or four-player games, you usually don’t need to wait until the other players have taken the remaining Scavenger stable resources to continue with your turn.
- When it isn’t your turn, you might find it helpful to place the resources you’ll be gaining from Production on, above, or to the side of your Production cards. Later in the game this might not be possible if a lot of dice are being used/stored by other players.
- Remember that your Construction card provides you with a CHIPI (or 2 if your Construction card has been upgraded to Construction 2.0) if you haven’t built any new cards on your turn. Upgrading doesn’t count as building, so if you’ve upgraded but not built, you still get a CHIPI.
- Keep an eye on your opponents’ scores; once they are within 5 VPs of the target score necessary to win and ahead of you, consider discarding a card to gain the difference in the number of standard resources between the highest score and your score.
- Different card types always require at least one specific resource: Attack cards require 🏷’s, Production cards require 🏷’s, Trading cards require 🏷’s, Exchange cards
CARDS
There are always six of the standard Production cards, and eight 
Fallout Shelters, regardless of the number of players.

There are always seven Variable card types in every game, from the 
28 available. The section to the right shows a variety of different 
sets of variable cards you can choose from, or simply pick and 
choose your own cards. The number of cards in a Variable card 
stack is always equal to the number of players in the game.

ACTIVATING CARDS
Most cards can be Activated once per turn. Once you have 
Activated a card, tilt it slightly to show it has been Activated. You 
can never Activate a card the same turn that you build it. If you 
have multiple copies of a card, you may Activate each copy of the 
card independently. You may not Activate a card on the same 
turn it is built.

BUILDING CARDS
The Construction card allows you to build one card during your 
activate phase: pay the resources indicated at the top of the card 
(in black) to the supply, then take the new card and put it under 
your play area with the basic side up (and the 2.0 side down). 
You may pay with any combination of stable (white) and unstable 
frosted (frosted) resources. You may have multiple copies of any card 
that may be built. If you upgrade to a Construction 2.0 card, you’ll be 
able to build any number of cards on a turn.

UPGRADING CARDS
All cards can be upgraded to a better, 2.0 version of the original 
card. The cost to upgrade each card is : : : : (if you 
upgrade the Upgrade card to Upgrade 2.0, the upgrade cost will 
decrease to : : :). To upgrade a card, pay the resources for 
the upgrade to the supply and turn the newly upgraded card over 
to its 2.0 side, then tilt the Upgrade card (Upgrade can only be 
activated once per turn). You may use the ability of an upgraded 
card immediately on your turn (provided you didn’t already 
use the non-upgraded side prior to upgrading it). Upgraded 
cards often provide enhanced abilities and more VPs than their 
non-upgraded sides. You may not upgrade a card on the same 
turn that it is built. Once a card is upgraded, you may no longer 
use its 1.0 side.

VPS
VPs (Victory Points) are shown at the bottom of each card as 
orange half-circles. Each orange half-circle is one VP. On Paragon 
cards, the amount of VPs is variable (see each card description 
below for details).
STARTING CARDS

There are 4 Starting cards that each player always gets to start his or her colony at the beginning of the game.

During the Cleanup phase, store up to six stable resources between turns by placing them on the Warehouse. If you obtain a resource when it is not your turn and your Warehouse is full, you may discard a resource from your Warehouse and replace it with the new one, or simply discard the new one. Unstable resources may not be stored in the Warehouse.

Purchase one new card from the supply by paying the cost at the top of the card or take a CHIPI. Built cards are placed in the play area, and are not available for activation or upgrading until the following turn.

Upgrade one card by paying to the supply. A card is upgraded by turning it over so that its 2.0 (black) side is face up. You may upgrade the card.

Exchange two resources of the same value with the supply for a stable resource of your choice. You may exchange any combination of unstable and stable resources, and you will receive a stable resource in return.

BASIC CARDS

Basic cards are the six cards that are always included in every setup regardless of player count: five are Production cards and one is a Paragon card (Fallout Shelter).

Produce one unstable .

Produce one stable .
Collect Fallout Shelters to increase VPs per the chart at the bottom of the card. For instance, one Fallout Shelter is worth 1 VP. Two Fallout Shelters are worth 3 VPs. Three Fallout Shelters are worth 6 VPs, etc.

Collect Fallout Shelter 2.0s to increase VPs per the chart at the bottom of the card. For instance, one Fallout Shelter 2.0 is worth 2 VP. Two Fallout Shelter 2.0s are worth 6 VPs. Three Fallout Shelters are worth 10 VPs, etc.

Fallout Shelter 2.0s cannot be combined with basic Fallout Shelters; for instance, if you have one of each, they are worth a total of 3 points.
**PRODUCTION CARDS**

Most production cards produce unstable resources each turn until they are upgraded, at which time they produce stable resources.

Gain a CHIPI ( ]). This CHIPI may not be turned in for an unstable resource until the beginning of your next turn.

Gain two CHIPIs ( ]).

Produce one unstable 💂 and one unstable 🌿.

Produce one stable 🌿 and one stable 🌿.

When built (as soon as the card is taken from its card stack), immediately produce a stable 💗. Each turn, produce an unstable 🌿.

When upgraded, immediately produce a stable 💗. Each turn, produce a stable 🌿.

**EXCHANGE CARDS**

Exchange cards allow you to exchange one or more resources for one or more other resources during the Activate phase of your turn. Upgrading these cards typically results in a better exchange rate. You may not use Exchange cards on dice that are not resources.

Exchange 🎪 for stable [ ] [ ] so that 🎪 is equal to the sum of stable [ ] + [ ].

When exchanging, you must exchange one for two resources (you cannot exchange one for one).

Exchange 🎪 for stable [ ] [ ] [ ] so that 🎪 is equal to the sum of stable [ ] + [ ] + [ ]. When exchanging, you must exchange one for three resources (you cannot exchange one for one or one for two).

Exchange any 🎪 🎪 for your choice of stable [ ].

Exchange any 🎪 for your choice of stable [ ].
Exchange a 🧧 for a stable 🧧, or exchange a stable 🧧 for any stable 🧧.

Exchange a 🧧 for a stable 🧧, or exchange a stable 🧧 for any stable 🧧.

Convert an unstable 🧧 into a CHIPI (นม).

Convert up to three unstable 🧧 🧧 🧧 into CHIPIs (นม นม นม).

Convert an unstable 🟢 into a stable 🟢 of the same value.

Convert up to two unstable 🟢 and 🟢 into stable 🟢 and 🟢 of the same value. You may convert two different unstable resources (the unstable resources do not have to match each other).

Re-roll one of your 🧧 resources.

Re-roll any number of your 🧧 resources.

Exchange a 🧧 resource for a stable 🧧 resource with a value exactly one higher or lower than the original resource (with a minimum of 1 and a maximum of 6). You may use Tweaker to exchange a resource that has already been tweaked and/or modified this turn. You may not tweak a 6 into a 1 or a 1 into a 6.

Exchange a 🧧 resource for a stable 🧧 resource with a value exactly one or two higher or lower than the original resource (with a minimum of 1 and a maximum of 6). You may use Tweaker 2.0 to exchange a resource that has already been tweaked and/or modified this turn. You may not tweak a 5 or 6 into a 1 or 2, and you may not tweak a 1 or 2 into a 5 or 6.
TRADE CARDS
If you have one or more Trade cards, you may trade between yourself and one other player (the other player must agree to the trade). A trade consists of trading one or more stable resources for one or more different stable resources. You may never trade the same resource with any opponent, even if there are different quantities of those resources. For instance, you may not trade a [ for a []. Non active players participating in a trade must trade to and from their Warehouse, and all gained stable resources must be stored in their Warehouse. Unstable resources may never be traded. The Trade card is not activated until a trade is completed between two players. If a trade is offered and rejected, the Trade card is considered unactivated.

If you do not have a Trade card, you can still be part of a trade that is initiated by another player (who does have a Trade card).

**Guest Quarters**
Allows the owner to initiate trading with one other player on the owner's turn. If you complete a trade with one other player (on your turn), both you and your opponent each roll and gain a stable [ ] (the values of the rolled resources may be different).

**Hospitality Suite**
Allows the owner to initiate trading with one other player on the owner's turn. If you complete a trade with the other player, both you and the other player gain a stable [ ].

**Trading Gate**
Allows the owner to initiate trading with one other player on the owner's turn. If you complete a trade with one other player, ignore the first attack on you until your next turn.

ATTACK CARDS
If you have an Attack card, activating it will often result in a negative effect for an opponent and a positive effect for you.

Roll [ ] from the supply, and then do the following based on the value on top of the die (after the attack, the rolled die is returned to the supply):

[ ]: Discard this Pirate card from the game (reducing your score by 1 VP at the end of your turn).
[ ][ ]: Choose an opponent who must give you their choice of stable [ ] from their Warehouse.
[ ][ ]: Choose an opponent and take stable [ ] from his Warehouse.
[ ][ ][ ][ ]: Gain stable [ ][ ][ ][ ].

An attack takes place when [ ][ ][ ][ ] or [ ] is rolled (this will trigger a Defensive card of the targeted opponent).

Roll [ ] from the supply, and then do the following based on the value on top of the die:

[ ][ ][ ][ ][ ]: Choose an opponent who must give you their choice of stable [ ] from their Warehouse.
[ ][ ]: Choose an opponent and take stable [ ] from his Warehouse.
[ ][ ][ ][ ][ ][ ][ ]: Gain stable [ ][ ][ ][ ][ ][ ].

An attack takes place when [ ][ ][ ][ ][ ] or [ ] is rolled (this will trigger a Defensive card of the targeted opponent).
Roll a ⚔️ from the supply. Each opponent must give you one stable resource of that value (if they have it in their Warehouse). An attack takes place (for Defensive card purposes) if an opponent has a resource of the value rolled in their Warehouse. The rolled die is returned to the supply.

Choose an opponent and take a stable ⚔️ from their Warehouse, replacing it with one of your stable ⚔️ (the resource values must be different). An attack takes place if and when an opponent is chosen (for Defensive card purposes).

**OTHER CARDS**

These are general purpose cards that provide unusual abilities.

During the Prepare phase, place up to 2 stable ⚔️ on the card from your personal resources. When Scavenging, if any of the ⚔️ matches a ⚔️, gain all matching stable ⚔️ from the supply and keep the ⚔️ from the card. If none of the ⚔️ matches, return the ⚔️ to the supply. Unstable ⚔️ are ignored when determining Gambling Den results.

Reactivate a Production, Attack, Exchange (including your Supply Exchange), or Trade card that you've already activated this turn. May not be used on upgraded (2.0) cards. If you have multiple Reactivator cards, they may target the same card for Reactivation.

During the Cleanup phase, store up to 2 stable ⚔️ on the card (even if the Time-Lock Vault was built earlier that turn). ⚔️ may not be used for trades and cannot be targeted for any attacks. During the Prepare phase, all resources are removed from the Time-Lock Vault. During other players' Scavenge phases, resources may not be placed in the Time-Lock Vault. Resources received from trades on other players' turns may not be placed in the Time-Lock Vault.

Roll two ⚔️ from the supply. Each opponent must give you one stable resource of the value of each rolled die (if they have it in their Warehouse). An attack takes place (for Defensive card purposes) if an opponent has a resource of either or both of the values rolled in their Warehouse. The rolled dice are returned to the supply.

Exchange one opponent's stable ⚔️ or stable ⚔️ from their Warehouse for one of your stable ⚔️ or two of your stable ⚔️ respectively (your resource values must be different than your opponent's resource values). An attack takes place if and when an opponent is chosen (for Defensive card purposes).

During the Prepare phase, place up to 3 stable ⚔️ on the card from your personal resources. When Scavenging, if any of the ⚔️ matches a ⚔️, gain all matching stable ⚔️ from the supply and keep the ⚔️ from the card. If none of the ⚔️ matches, return the ⚔️ to the supply. Unstable ⚔️ are ignored when determining Gambling Den 2.0 results.

Reactivate a Production, Attack, Exchange (including your Supply Exchange), Trade, or a 2.0 version of one of these cards that you've already activated this turn. If you have multiple Reactivator and Reactivator 2.0 cards, they may target the same card for Reactivation.

During the Cleanup phase, store up to 4 stable ⚔️ on the card. ⚔️ may not be used for trades and cannot be targeted for any attacks. During the Prepare phase, all resources are removed from the Time-Lock Vault 2.0. During other players' Scavenge phases, resources may not be placed in the Time-Lock Vault 2.0. Resources received from trades on other players' turns may not be placed in the Time-Lock Vault 2.0.
PARAGON CARDS
These cards are very expensive, but they can provide a lot of VPs.

When built, add 🍀 from the supply to the card. Every turn during your Prepare phase, increase the 🍀 by 1 (up to 🍀). The value of 🍀 is the VPs for this card.

When upgraded, move 🍀 from the basic side of the card to this upgraded card. Every turn during your Prepare phase, increase the 🍀 by 2 (up to 🍀). The value of 🍀 is the VPs for this card.

Every two of your upgraded cards (rounded down) is worth 1 VP.

When built, add 🍀 to the Investment Bank. Pay 🍀 to increase 🍀 by 1 (up to 🍀). You may increase 🍀 as many times as you’d like during a single turn. The value of 🍀 is the VPs for this card.

When upgraded, move 🍀 from the basic side of Investment Bank to this upgraded Investment Bank 2.0 and increase it by 1. Pay 🍀 to increase 🍀 by 1 (up to 🍀). You may increase 🍀 as many times as you’d like during a single turn. The value of 🍀 is the VPs for this card.

When built, roll 🍀 from the supply. Add the lowest value 🍀 to the Prize Safe. The value of 🍀 is the VPs for this card.

When upgraded, roll 🍀 from the supply. Add the highest value 🍀 to the Prize Safe 2.0. The value of 🍀 is the VPs for this card.

Every set of stable 🍀 that you have at the end of your turn is worth 1 VP. The resources must fit in your Warehouse or Time-Lock Vault at the end of your turn in order to count for your Stockpile.

Every set of stable 🍀 (the resources do not need to match each other) that you have at the end of your turn is worth 1 VP. The resources must fit in your Warehouse or Time-Lock Vault at the end of your turn in order to count for your Stockpile 2.0.
**DEFENSIVE CARDS**

If an opponent you attack has a Defensive card, that Defensive card activates automatically when the opponent is attacked. Missed attacks (such as a player’s Robber rolling a number that the opponent does not have) do not result in activation of that opponent’s Defensive card. When a Defensive card is activated during an opponent’s attack, tilt the card to show it has been activated; each card can only be activated once when it is not your turn. Activated (already-used) Defensive cards are not re-activated when attacked. Defensive cards are reset to their unactivated, vertical orientation during the Cleanup phase of a player’s turn.

If the opponent has multiple Defensive cards when attacked, that opponent chooses which unactivated Defensive card will activate. Players may not opt to not activate a Defensive card if they are attacked.

Ignore one attack. Tilt the card after the attack to show that Barricade has been activated. Reset the card vertically during your Cleanup phase.

Ignore one attack from each opponent. The 2nd (3rd, 4th) attack from the same opponent is not ignored. Tilt the card after the attack to show that Barricade 2.0 has been activated. Reset the card vertically after every player’s turn.

When attacked, roll a stable 4. If the resource is , , , or , ignore that attack and keep the stable . Tilt the card after the attack to show that Chain Link Fence has been activated. Reset the card vertically during your Cleanup phase.

When attacked, roll a stable 4. If the resource is , , , or , ignore that attack and keep the stable . Tilt the card after the attack to show that Chain Link Fence 2.0 has been activated. Reset the card vertically during your Cleanup phase.

When built, place a from the supply on the card. When attacked, the is reduced by 1 and the attack is ignored. Tilt the card after the attack to show that Force Field has been activated. If the is when attacked, the attack is ignored and the is removed from the card. If there is no on the card, the attack is successful. Reset the card vertically during your Cleanup phase.

When upgraded, place a from the Supply onto the card. When attacked, the is reduced by 1 and the attack is ignored. Tilt the card after the attack to show that Force Field 2.0 has been activated. If the is when attacked, the attack is ignored and the is removed from the card. If there is no on the card, the attack is successful. Reset the card vertically during your Cleanup phase.

When attacked, place a stable from the supply on the card (the attack is successful) and tilt the card to show it has been activated. During the Activity phase, gain the stable from the card. When a stable is on the card, attacks are not ignored, and no new stable is placed on the card. Reset the card vertically during your Cleanup phase.

When attacked, place 2 stable from the supply on the card (the attack is successful) and tilt the card to show it has been activated. During the Activity phase, gain the stable from the card. When 2 stable are on the card, attacks are not ignored, and no new stable are placed on the card. Reset the card vertically during your Cleanup phase.
ABOUT THE DESIGNERS
Ted Alspach is the designer of several games, including One Night Ultimate Werewolf, Castles of Mad King Ludwig, America, and Suburbia.

Toryo Hojo is based in Osaka and during his 15 years as an indie board game designer, he has released over 70 different titles and occasionally designs war games. His most famous design is Three Kingdoms Tactical Warfare (boryaku sangokushi).

Yoshihisa Nakatsu is based in Nara and is the head of Chicken Dice games. He started out as a figure modeler, and via miniature games entered the world of board games, preferring historical and science fiction themes. Among his designs are Acapulco.

ABOUT THE ARTISTS
Ollin Timm has created artwork for several games, including Castles of Mad King Ludwig, Favor of the Pharaoh, Terra, and Suburbia.

Stephanie Gustafsson has provided graphic design for several games, including One Night Revolution and America.

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ABOUT BEZIER GAMES, INC.
Bezier Games, Inc. publishes great party and strategy games, including America, Castles of Mad King Ludwig, Favor of the Pharaoh, One Night Ultimate Werewolf, One Night Ultimate Vampire, Suburbia, and many more.

THANK YOU
Big thanks to everyone who has playtested this game in all its incarnations, with a special shout out to Doug Garrett, who not only playtested, but was instrumental in having Bezier Games publish this game. Likewise, extra special thanks to Joe Huber, Mikko Saari, and Lorna Wong, all of whom provided an enormous amount of detailed feedback throughout development.

PLAYTESTERS