This is a work in progress rulebook and subject to change.

# SATISFACTORY - PREVIEW - RULEBOOK V0.2

TTS LINK

# INTRODUCTION

Welcome, Pioneer.

You have been sent to the planet *MASSAGE-2(A-B)b* on behalf of FICSIT to exploit its natural resources, construct increasingly sophisticated production lines, and deliver the materials required to complete Project Assembly.

In **Satisfactory: The Board Game**, each player develops their own factory network across the planet. Players will explore biomes, exploit resources, and refine the efficiency of their factory to achieve the ultimate goal of being the most productive Pioneer.

Pioneers start with a humble HUB and as more ground is covered, gain access to more efficient production, faster conveyor belts, new buildings, and increasingly complex Blueprints which will aid in completing Project Assembly milestones.

This is a work in progress rulebook and subject to change.

# COMPONENTS

1. Map Board
2. Player Board
3. Player Coloured Building Tiles
4. Space Elevator Track
5. Milestone Cards
6. Blueprint Cards
7. Biome Cards
8. Exploration Tokens
9. Creature Tokens
10. Resource Cubes
11. HUB Cubes
12. Action Tokens

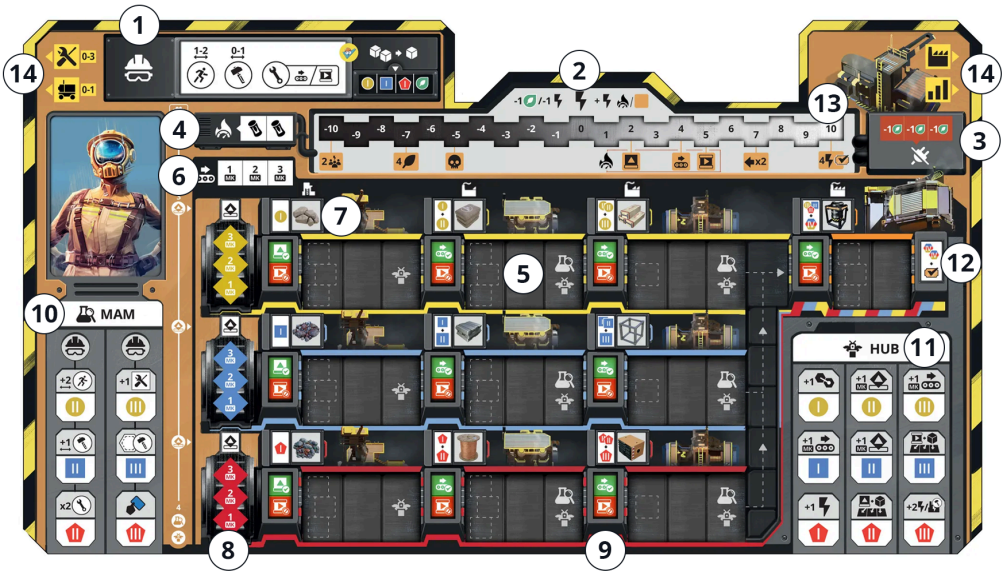
## Game Board

The Game Board represents the planet on which players explore and construct their factories.

The board is divided into hexagons, each represents opportunities and challenges. Each player begins in a different Landing Zone of the map and establishes their **HUB** there.

## Player Boards

Each player uses a Player Board to manage their factory and track important information, including:




**1. Player Actions**
Track the number of actions available to the player during a turn.

**2. Power Management**
Track the power consumption of the factory, gain bonuses for surplus power, and consequences for insufficient power.

This is a work in progress rulebook and subject to change.

**3. Depots**
Track the number of depots in play, affects power consumption and card interactions.

**4. Overclock**
Track the number of power shards in the factory, enabling extra bonuses regardless of power level.

**5. Belts**
Track resource movement through the factory.

**6. Belt Movement Speed**
Track the number of spaces resources move during a belt movement.

**7. Factory Buildings**
Track which production buildings have been built.

**8. Extractors**
Track the extraction levels of each miner. Higher levels means more resources coming into the factory during each Production Phase.

**9. Power Switches**
Track the constructed and powered status of each production building in the factory. Powered off buildings do not activate belts during belt movements, nor refine resources.

**10. MAM Upgrades**
Track MAM upgrades.

These upgrades affect player actions.

Unlocking a MAM upgrade in a column unlocks an additional action token.

**11. HUB Upgrades**
Track HUB upgrades.

These upgrades affect various production abilities of the factory.

**12. AWESOME Sink**
When two Tier-IV resources reach this space, they can be removed from the factory to gain
1 FICSIT point.

**13. Power Sink**
When the power reaches 10 Power, the player may spend 4 Power to gain 1 FICSIT point.

**14. Cards**
Track blueprint cards built and obtained during the game. These cards enhance the capabilities of the pioneer through tool and vehicle cards, as well as the production ability of the factory through production enhancers and additional buildings.

See the **PLAYER BOARD** section of the rulebook for an in-depth explanation of each section on the player board.

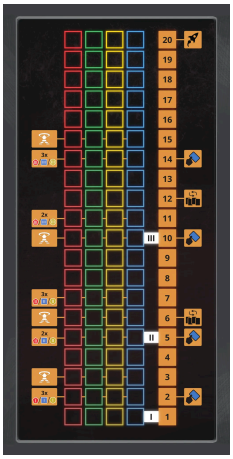
This is a work in progress rulebook and subject to change.

## HUB

The HUB is the headquarters of your factory.

Each player begins the game with two building tokens stacked on top of each other representing the HUB placed in their chosen Landing Zone. It acts as the central point to which all of the player's factory networks connect to.

## Space Elevator

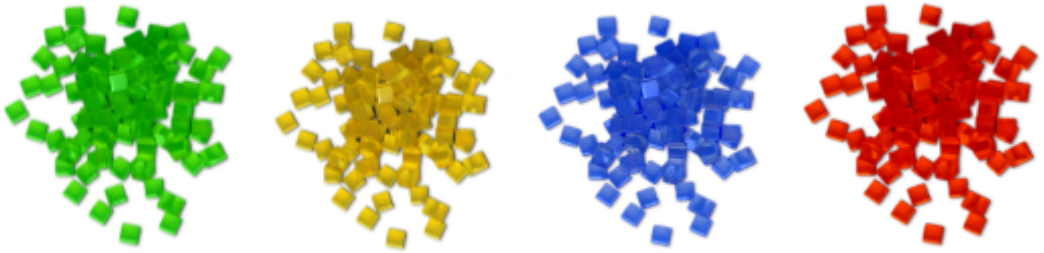


The Space Elevator board represents the different stages of the selected Project Assembly's construction. As the Project Assembly's construction advances players will have access to more advanced blueprints. Once Project Assembly's construction is complete the game ends, and the pioneer with the most FICSIT points wins the game !

The Space Elevator board also serves as a way for pioneers to keep track of their FICSIT points. As pioneers gain FICSIT points they will be granted benefits.

## Resources

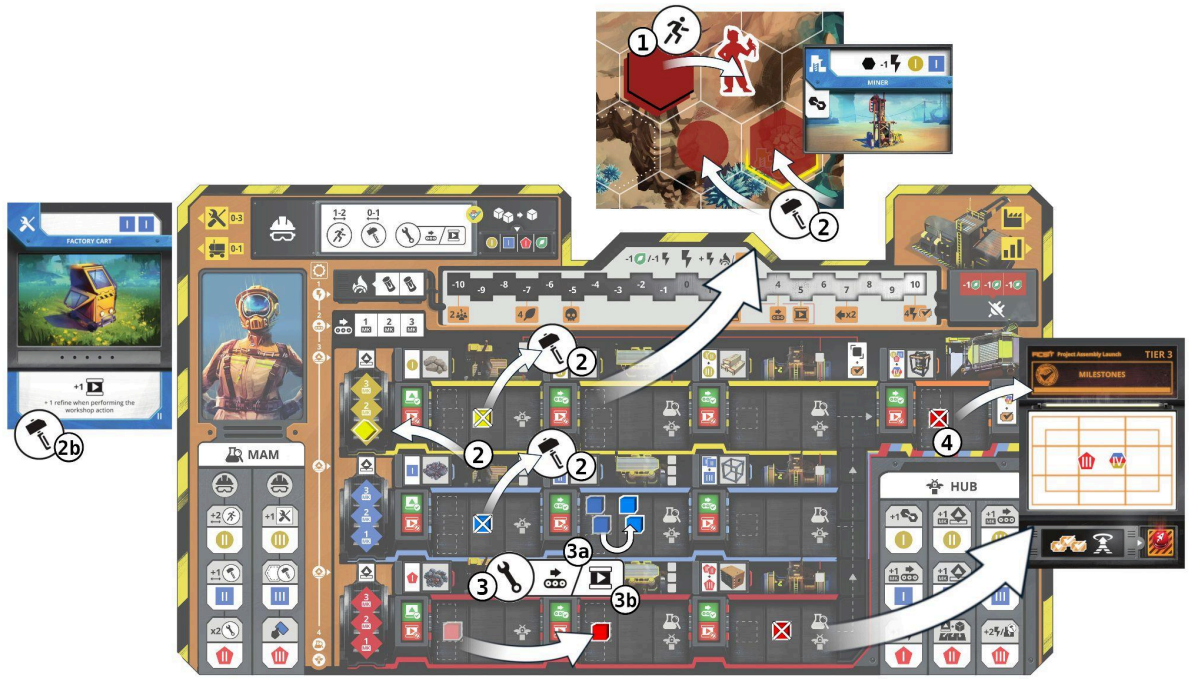
Resources are represented by coloured cubes. The starting resources are:




This is a work in progress rulebook and subject to change.

# OVERVIEW

Each player in turn order will take their Action Phase, performing actions to interact with the planet map and their factory.

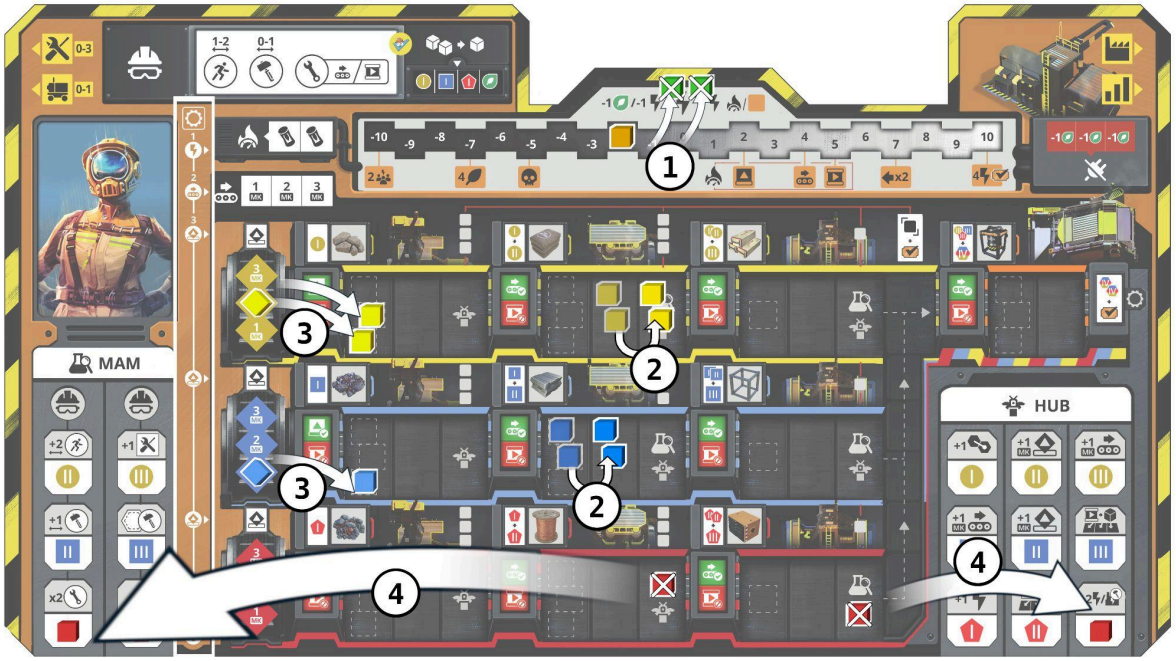



Players can perform many actions:

This is a work in progress rulebook and subject to change.

1. **Movement** - Move their pioneers across the surface of the planet, harvesting resources, dealing with creatures, and discovering secrets hidden within the various biomes of the planet.
2. **Build** - Spend resources from their factory to build buildings, such as the miner to increase their resource extractions, and powerful tools, vehicles and upgrades such as the card displayed in 2b. Which will improve certain actions.
3. **Workshop** - Manually manipulate the resources in their factory.
    a. Moving multiple resources along their belt segments.
    b. Upgrading single resources from one tier to the next.
4. **Free Actions** -
    a. Spend resources to complete Project Assembly milestones and gain FICSIT points.
    b. Exchange any 2 resources for any 1 Tier-I resource.

Once all players have completed their actions, all players will simultaneously perform the Production Phase where their factories come alive !




The Production Phase always follows the same order of operations in your factory:

1. **Power Management -** Pay biomass to contribute to missing power or suffer consequences. Gain bonuses for surplus power.
2. **Belt Movement** - All resources move through the factory, refining into higher tiered resources.
3. **Extraction** - Extract resources from the planet from miners and place them in your factory.
4. **Factory Upgrades** - Spend resources to gain permanent upgrades to your factory.

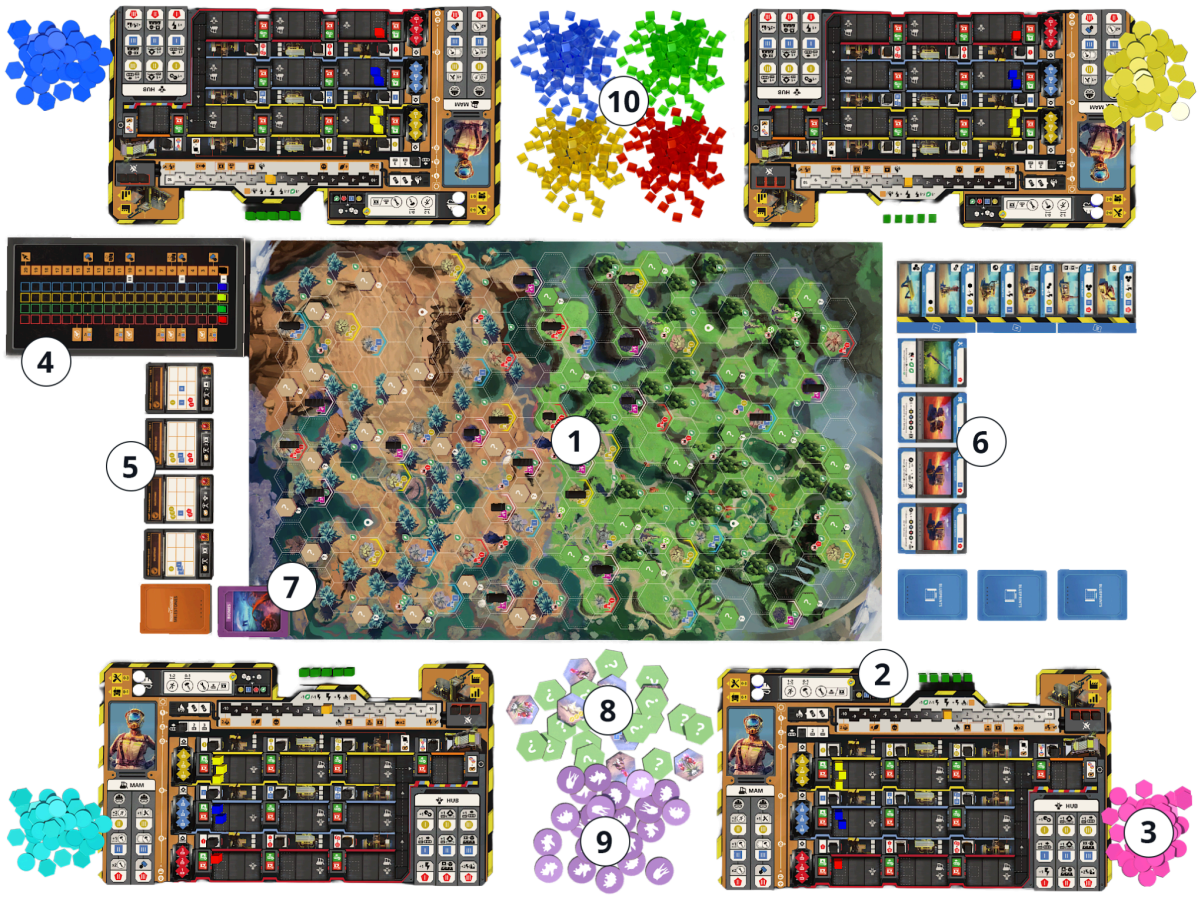
This is a work in progress rulebook and subject to change.

Once the Production Phase is complete players will return to the Action Phase and play continues until one enterprising pioneer achieves
**20 FICSIT points** or when **Project Assembly**'s construction is complete.

The Pioneer with the most **FICSIT points** wins the game !

---

# SETUP




## 1. Place the Game Board

Place the Game Board in the middle of the table.

## 1.1. Place your Player token and your HUB

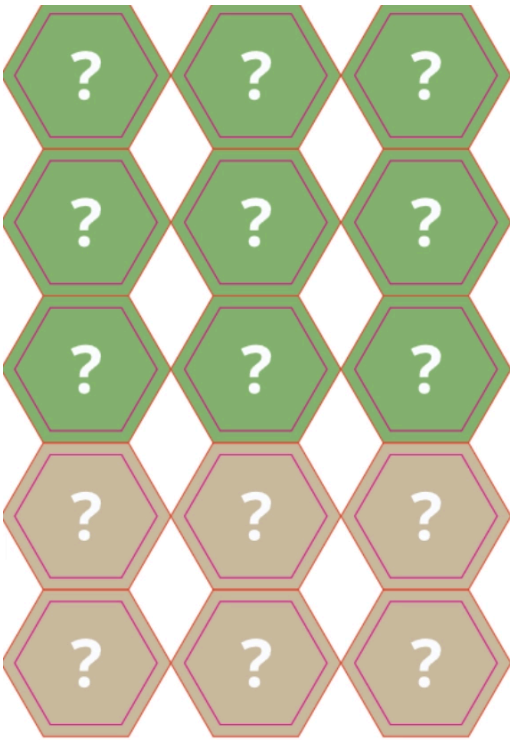
At the beginning of the game, each player chooses a quadrant.

Find the **Point of Interest** space located approximately in the middle of your quadrant. Place your Player token and your **HUB** on this space.

The HUB is your headquarters and the central point to which your production network connects.

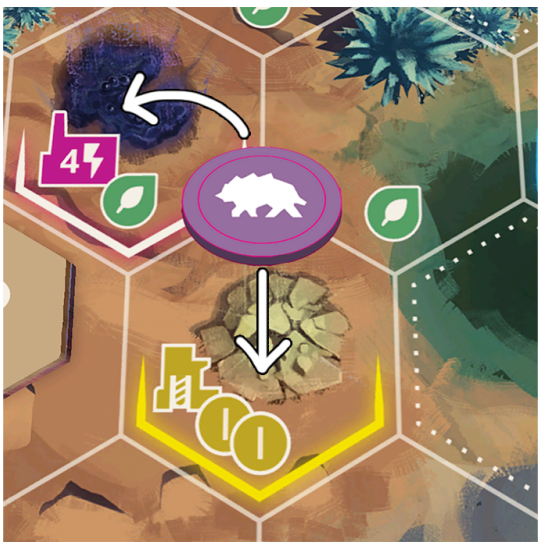
## 1.2. Place the biome tokens

There are hexagon tokens with a ? on the back - shuffle them face down and place them (with the ? facing up) on every map space containing a ? icon (ignore the backside colour of the tokens and place them randomly).



## 1.3. Place the creature tokens

There are three creature types in the game, with different effects They are represented by these tokens. Creatures are selected randomly and placed in specific tile types on the map on the following tiles: Mining node tiles that yield double identical resources and Power source tiles (any tile with a purple power icon).



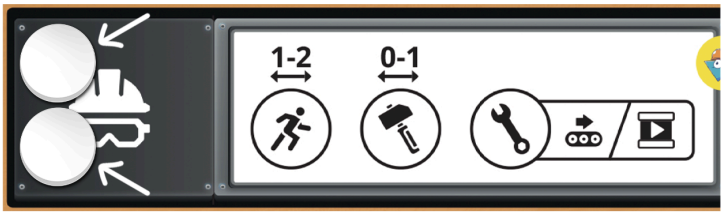
# 2. Take a Player Board

Each player takes a Player Board and places it in front of them.

Before playing, several areas of the board must be prepared as follows:

## 2.1. Prepare Your Actions

Place **2 Action markers** in the Action area in the upper-left section of your Player Board.




These markers represent the Actions available to you during your turn.

When you perform an Action, move an Action marker onto the corresponding circled Action space.

## 2.2. Prepare Power

Locate the Power section of your Player Board.

Place a cube on the **0** space of the power track.

To the right of the Power indicator, place **3 black cubes**, one on each **–1** space.

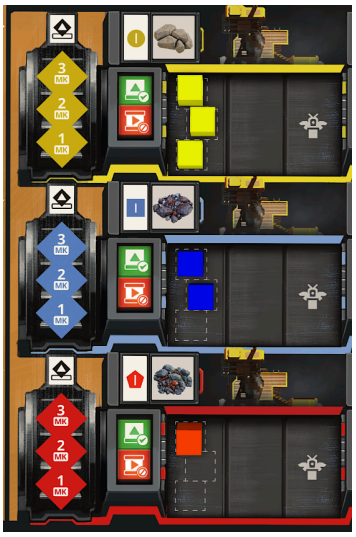
The Power system is explained in detail under **Power**.

## 2.3. Set Your Starting Belt Speed

Find the Belt Speed section on the left side of your Player Board. Place a cube on the **MK1** space.

Your Belt level determines how many spaces each cube will move during the Production Phase.

## 2.4. Place Your Starting Resources



Your factory begins with:

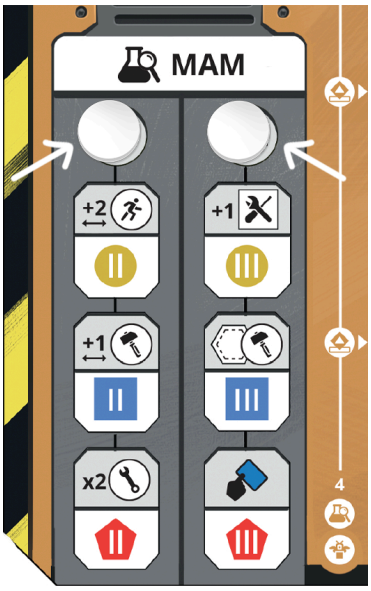
**3 Limestone**
**2 Iron**
**1 Copper**

Place these resources on the leftmost Belt segment of your Player Board as follows:

## 2.5. Set up MAM Upgrade (extra actions)

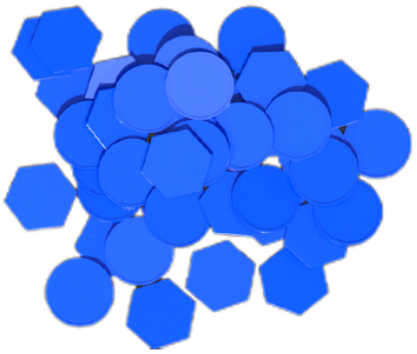
Place one action token on the top spot of each column in the MAM section.

Players can obtain these extra action tokens whenever they unlock any upgrade in its respective column.



### 2.6. Collect building tokens

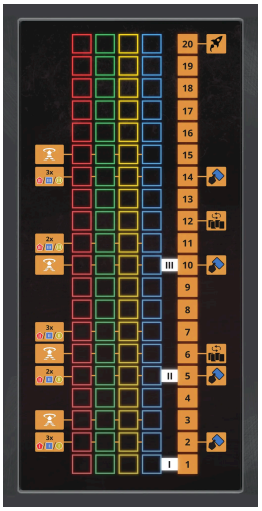
Collect all components of your chosen colour and place them near your player board. These components include buildings (belts and factory pieces) represented by round disk components.

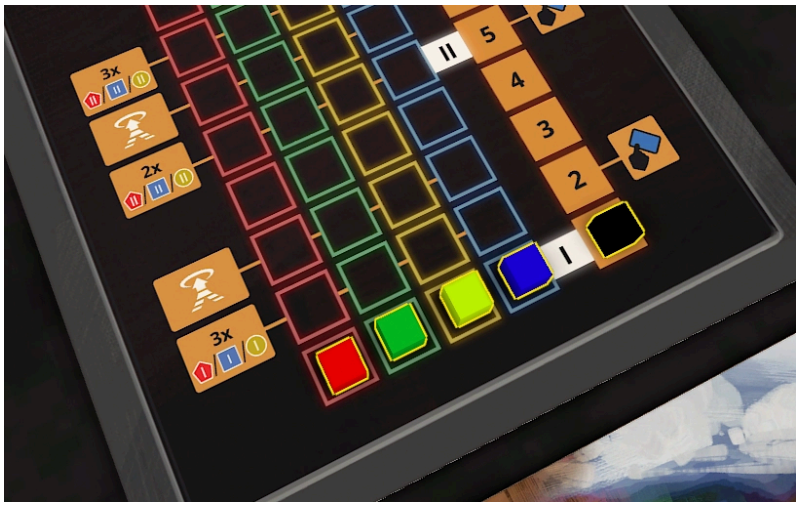


---

## 3. Place the Space Elevator

Place the space elevator board at one end of the map, and each player will place their corresponding coloured cube below the space elevator board track matching their colour. This is the start position (0 points) for the game.






The space elevator board tracks FICSIT (victory) points for each player (coloured cubes), and the progression of Project Assembly's construction (black cube).

This is a work in progress rulebook and subject to change.

# 4. Complete the Shared Setup

## 4.1. Decks

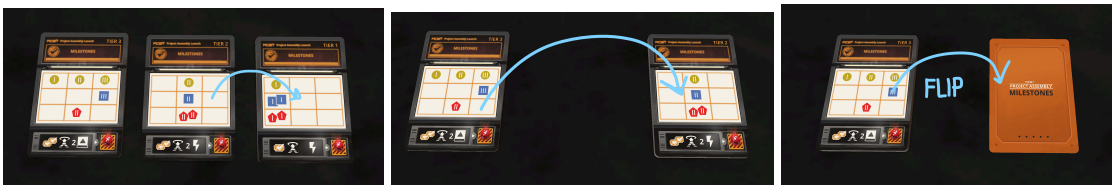
### I. Biome Cards

Shuffle the biome cards, and place them in a deck near the map board.

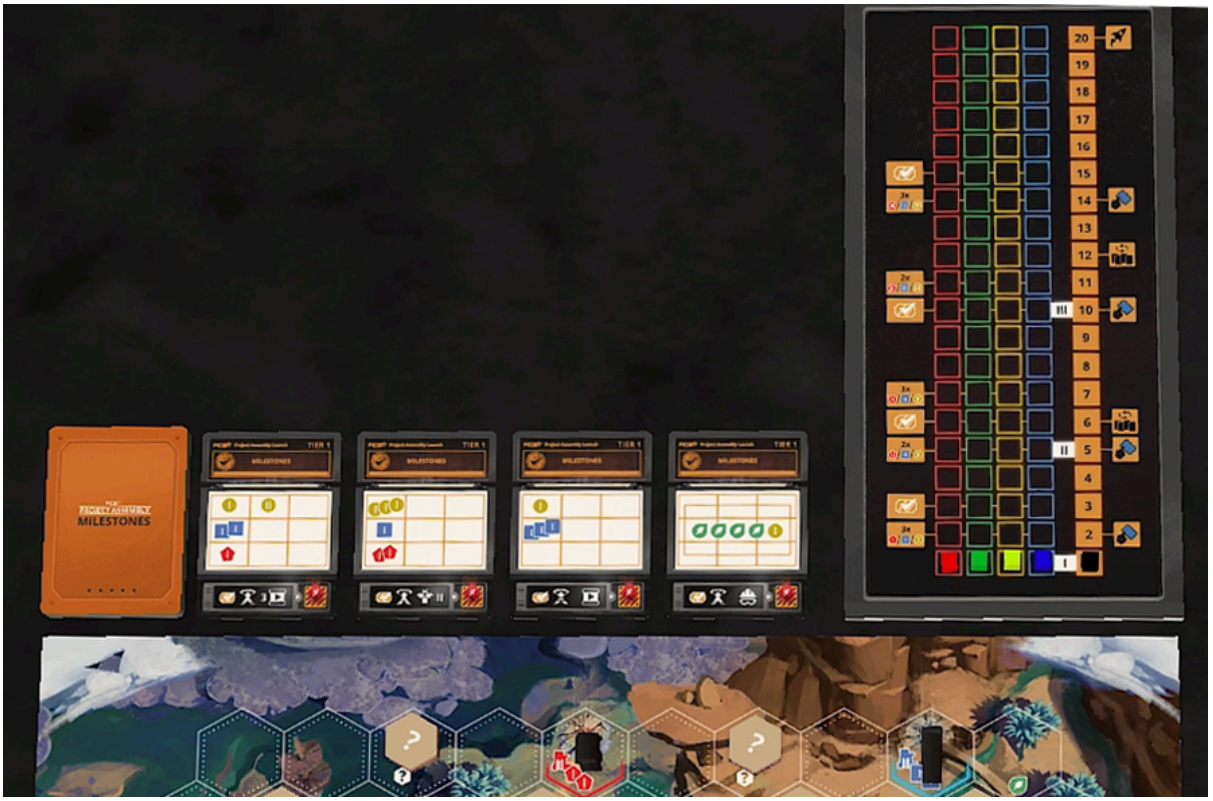
### II. Milestone Cards

Separate the milestone cards into three piles, each containing a different tier. The tier of the card is denoted in the upper right.

Shuffle each  pile and flip them  face down. Place the Tier III pile at the bottom, the Tier II pile in the middle, and the Tier I pile on top. This forms the Milestone Deck.




From the Milestone Deck draw the top four milestone cards, and place them in a row next to the  Space Elevator.



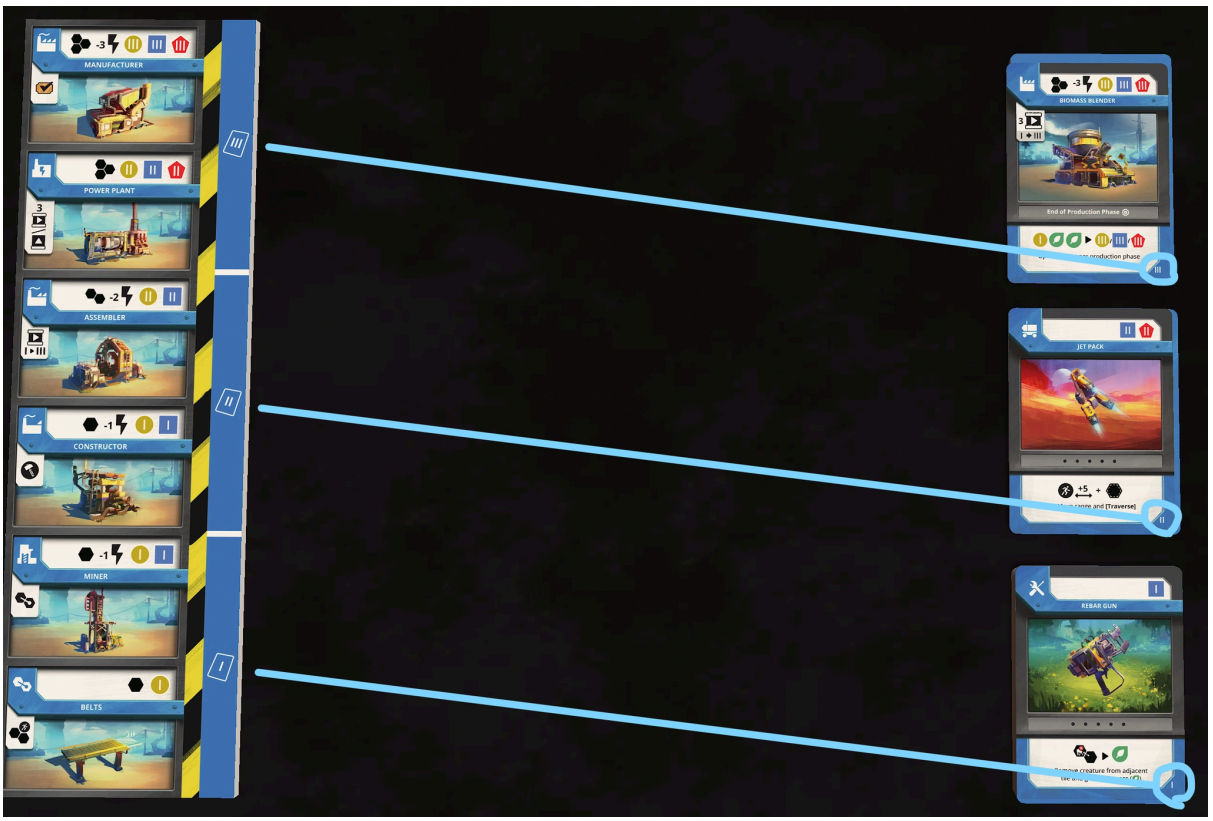

## III. Blueprints

Gather the Build Board and Blueprint Cards.

Place the Build Board on the opposite side of the map board.Separate the blueprint cards into three piles, each containing a different tier. The tier of the cards is denoted in the bottom right.

Shuffle each pile, place them next to the corresponding tier on the Build Board and flip them face down.

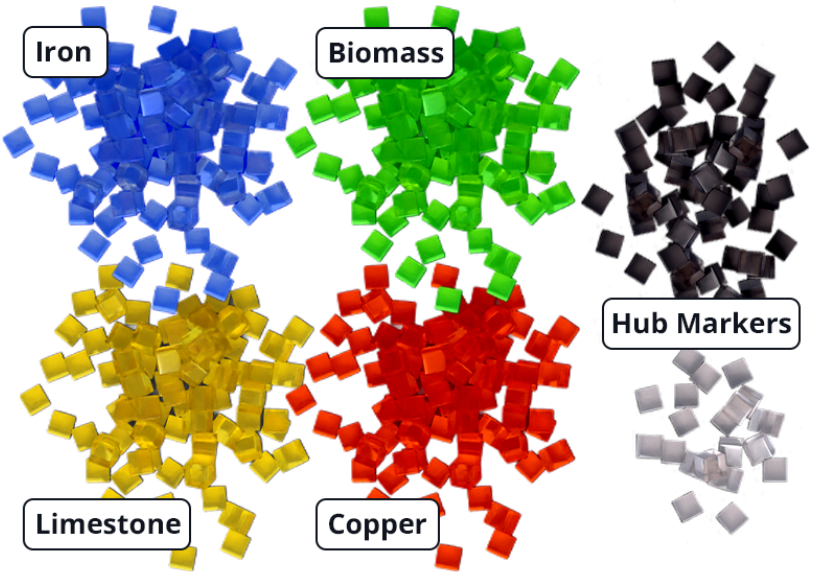
This is a work in progress rulebook and subject to change.




Then draw the top four cards of the Tier I pile and place them face up in a row between the Build Board and the card pile

This is a work in progress rulebook and subject to change.

### 4.2 Shared Resources

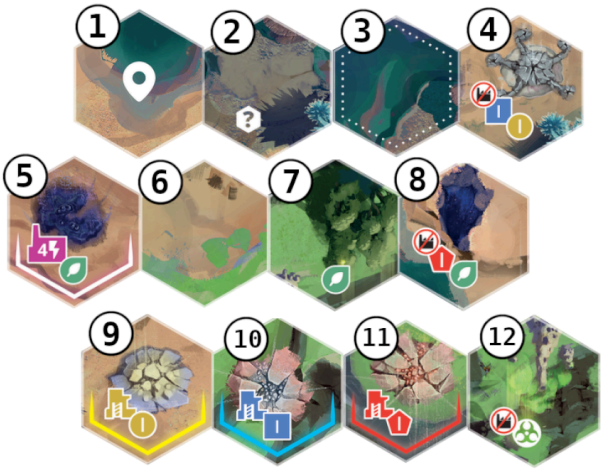



---

# THE GAME BOARD

The Game Board represents the planet that players will explore and build their factory on.

The board contains a variety of icons. Each icon represents a particular feature, restriction, resource, or interaction.




1. **HUB Starting Location**
2. **Biome Token Location**
3. **Non-Traversable**
4. **Resource Well**
5. **Power Source**
6. **Empty**
7. **Biomass**
8. **Non-Buildable**
9. **Lime Mine**
10. **Iron Mine**
11. **Copper Mine**
12. **Radiation**

This is a work in progress rulebook and subject to change.

A complete explanation of these symbols can be found in the **Icon Reference** at the end of this rulebook.

## Biome Tokens

Biome tokens will have been placed face down on biome token spaces during setup.

When players move onto these spaces, they will flip these biome tokens, remove them from the board, place them near their player board and gain their benefits. Players will also draw biome cards when claiming a biome token.

Buildings cannot be placed on tiles containing biome tokens.

## Creatures

Creatures will have been placed on the board during setup. These creatures will hinder pioneers in various ways until removed from the board.

Creatures can be removed if the pioneer moves into a space containing a creature and spends one action token. Removing a creature causes the creature effect to be nullified. Players should place removed creature tokens near their player board. Some game effects care about collected creature tokens.

*The Bean*

**Effect**: Players cannot build in **any adjacent tile** to the creature until it is removed.

*The Hog*

**Effect**: Players ending their movement action on the creature's tile **lose 1 Action.**

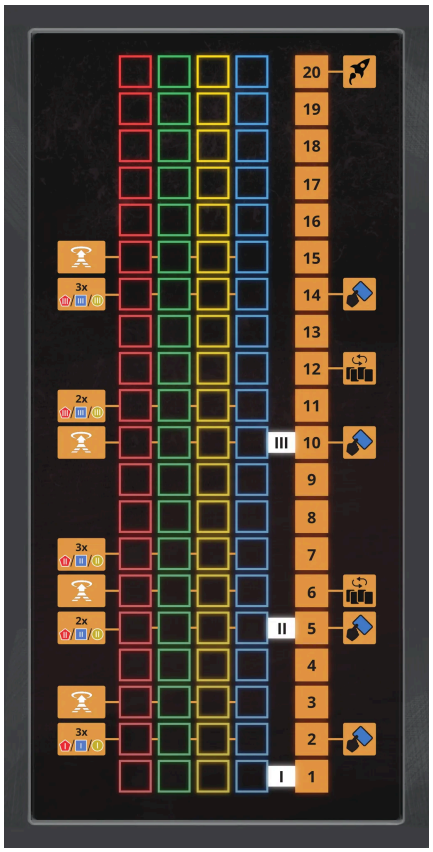
*The Spitter*

**Effect**: Players ending their movement action on the creature's tile or in **any adjacent tile** to the creature **lose 1 Action.**

Buildings cannot be placed on tiles containing creatures.

---

# THE SPACE ELEVATOR




The space elevator contains multiple tracks. The right most track represents the progression of Project Assembly's construction. The left coloured tracks are used to track each player's FICSIT points.

When players gain FICSIT points, they will move their corresponding coloured cube up the track. Once a cube reaches a space with an effect denoted by the icon indicators connected to a row on the left side of the FICSIT track, that specific player will gain that benefit. See the ***Icon Reference*** section of the rulebook for an explanation of each effect.

When players increase the Project Assembly construction level, they will move the black cube up. When the black cube lands on spaces with icons, only the player that caused the Project Assembly construction to increase gains that bonus.
See the ***Icon Reference*** section of the rulebook for an explanation of each effect.

As the Project Assembly track reaches the different tiers, it will unlock these new tiers of blueprint cards, unlocking stronger tools, vehicles, buildings and production enhancements for all players.

This is a work in progress rulebook and subject to change.

I II III

When a new tier of blueprint cards is unlocked, simply draw four face up cards from the appropriate blueprint card pile, and place them face up in the appropriate tiered row.

The primary way the Project Assembly track is increased is through completing milestone cards.

## Milestone Cards

Each milestone cards will have the following:

**1. Tier** - Denotes how challenging the milestone is to complete.

**2. Resource Requirements -** The resources a player must spend from their factory to complete the milestone.

**3. Project Assembly Rewards -** Each milestone card will grant FICSIT points, and increase the Project Assembly construction level on the space elevator.

**4. Rewards -** Each milestone will grant a reward. You may find an explanation of each reward in the ***Icon References*** section of this rulebook.

## FICSIT Points

This icon will appear on different components in the game, it denotes a FICSIT point.

The goal of the game is to accumulate more FICSIT points than the other pioneers. These points are kept track on the Space Elevator board.

## Game End

The game ends when any single pioneer reaches 20 FICSIT points or when the Project Assembly construction track on the space elevator reaches the final space.

Once the game has ended, additional FICSIT points can be granted to pioneers if the following conditions are met:

**Note**: *If ties occur for any of these conditions, the tied players all gain a point.*

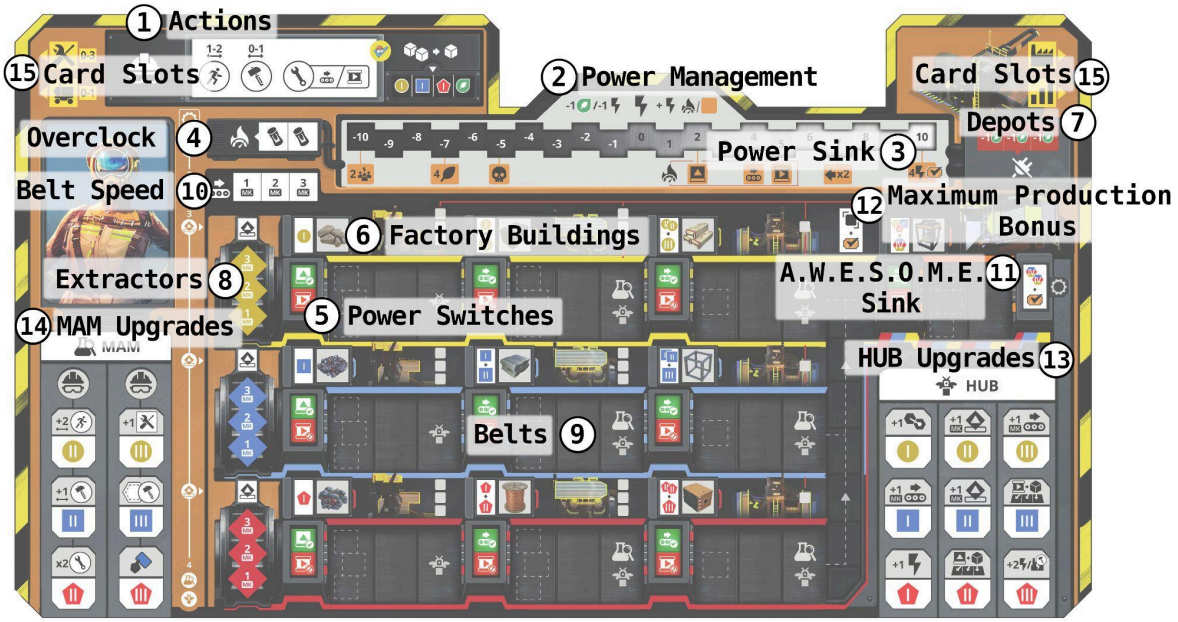
- The player who collected the most exploration tiles gains an additional FICSIT point.
- The player with the most power gains an additional FICSIT point.
- The player who completed the most milestone cards gains an additional FICSIT point.

The player with the most FICSIT points wins the game. If players have the same amount of FICSIT points at the end of the game after gaining additional end game FICSIT points, they share a victory.

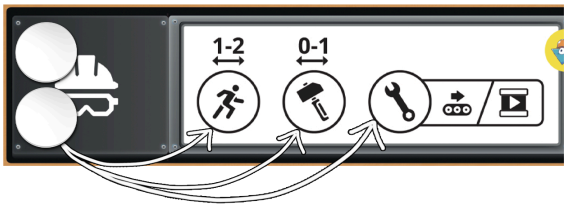
---

# PLAYER BOARD

Your Player Board represents the operation of your factory.




## 1. Actions




Players will track the number of actions they can perform each turn with their action disks.

ebook and subject to change.

This panel displays the available actions that can be chosen. For more information see the **Actions** section of the rulebook.

## 2. Power Management

Players will track the power available in their factory with the power track. Players will gain and lose available power through constructing buildings and other sources. During the Production Phase players will gain benefits for surplus power, and suffer consequences for insufficient power such as spending biomass.

## 3. Power Sink

During the Production Phase, if a player has 10 power, they may spend 4 power to gain 1 FICSIT point.

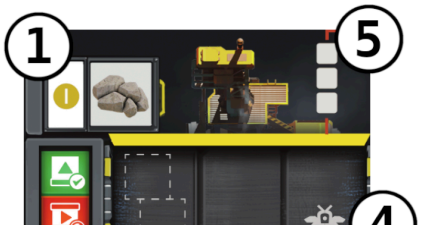
## 4. Overclock

When exploring biome tokens, players may encounter power slugs. These slugs grant power shards that can be added into the Overclock slots of the power track.
When a power shard is slotted into an Overlock slot on the power track, during the Production Phase, it will grant that player additional bonuses.

## 5. Power Switches

HUB markers (black cubes) will be placed on these indicators to communicate if a building is powered on or not. These will be manipulated during the Production Phase.

## 6. Factory Buildings




ulebook and subject to change.

Each playerboard contains ten buildings. Three Miners, three Constructors, three Assemblers, and one Manufacturer. These buildings can be found on the *Building Board*.

Each row corresponds to a single resource. Yellow = Lime. Blue = Iron. Red = Copper. The Manufacturer mixes all three resources together.

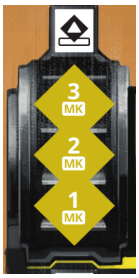
Each building contains similar elements.

1. *Building Indicator*. A HUB marker (black cube) will be placed here, and move to the power indicator once the building has been constructed.
2. *Power Switch*. Indicates the powered status of a building.
3. *Belt Segments*. Each building has three belt segments, each of these segments can only contain a limited number of resources indicated by the square outlines on the left most segment.
4. *Upgrade Icon*. Indicate what kinds of upgrades can be obtained by spending resources on these segments during the Production Phase.
5. *Maximum Production Bonus*. Above each right most belt segment is a visual reminder of how many resources need to be on that belt segment to be granted the maximum production bonus.

## 7. Depots

Reminders of how many depots are in play. Each uncovered depot space costs additional biomass during the Production Phase.

## 8. Extractors




Each row contains an extractor indicator to indicate what MK level the miner on that row is set to. During the Production Phase, the miner will produce as many resources as the MK level is set to.

## 9. Belts

Belts carry resources through your factory from left to right, beginning with the right most resources.

Each building has three belt segments, with some additional information.
The dotted boxes on the left side indicate how many resources can be on each segment of that building.

This is a work in progress rulebook and subject to change.

The icons on the right most segment indicate what kinds of upgrades can be obtained by spending resources on these segments during the Production Phase.

## 10. Belt Speed

Indicates how many belt segments resources will move during a Belt Move.

## 11. AWESOME Sink

When two Tier-IV resources reach this space, they can be spent for 1 FICSIT Point.

## 12. Maximum Production Bonus

When the right most segment of each Tier-I, Tier-II & Tier-III belt segments have maximum resources on them, the player gains a FICSIT Point at the end of their Production Phase.

## 13. HUB Upgrades

Indicates what upgrades the player has unlocked during the game. HUB upgrades provide bonuses to the factory.

## 14. MAM Upgrades

Indicates what upgrades the player has unlocked during the game. MAM upgrades provide bonuses to the pioneer.

## 15. Card Slots

Indicates where to place the various Blueprint card types obtained during the game. Some card types have a restriction on the amount a pioneer can possess at any given time.

---

# BELT MOVEMENT

Your conveyor belts move resources through your factory.

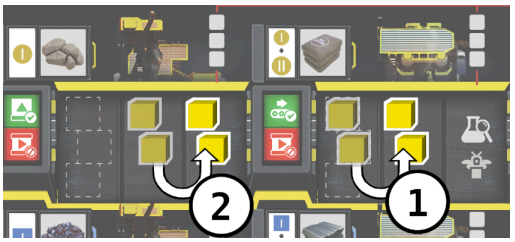
Your current Belt speed is shown on the **Belt Speed** track of your Player Board. This indicates how many belt segments resources will move during a belt movement.

You begin the game at **MK1**.

## Condition for Belt Movement

### Order

During a Belt Movement, resources will move from left to right, starting with the right most segments of built and powered segments.




### Belt Speed

Your Belt speed determines how many belt segments resources may advance when taking the ‘Workshop - belt movement’ action or during the ‘Belt Movement’ Production Phase.

Example: MK 1 Belts

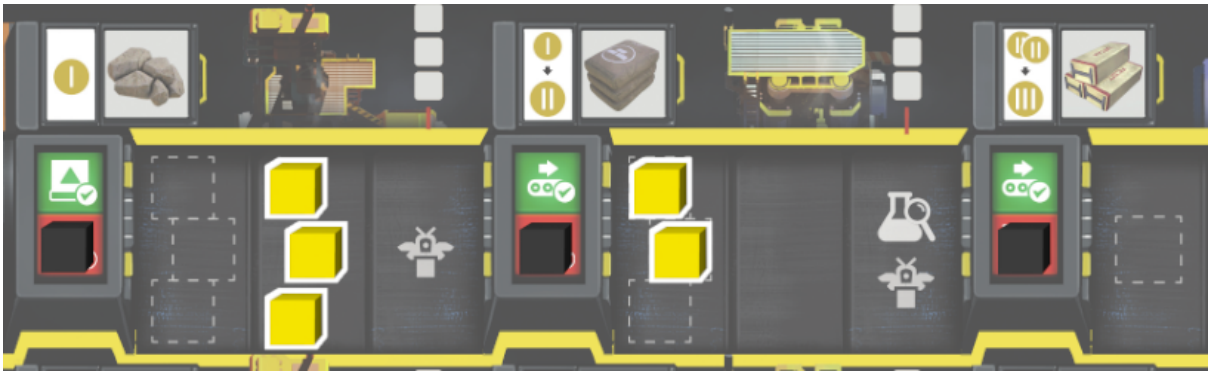
Example: MK 2 Belts

This is a work in progress rulebook and subject to change.

### Choice

Players can choose to not move the resources the full amount denoted by the MK level of the belts.

*Example*: Starting Positions



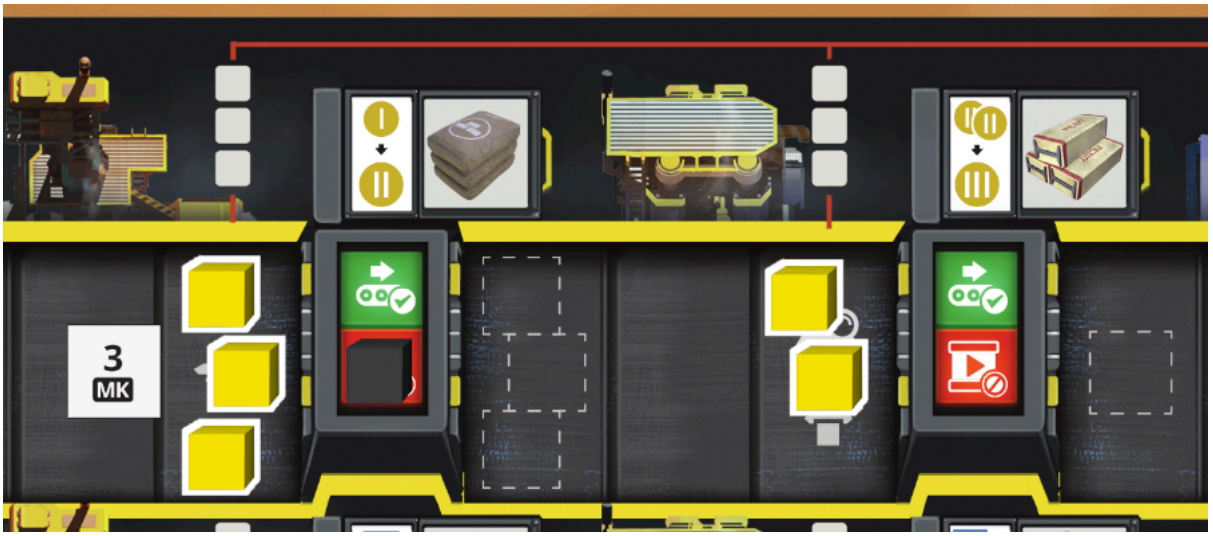
The player has MK3 belts, but chose the Tier-II resources to move 2 spaces, stopping on the last Tier-II space instead of refining into the next machine.

This is a work in progress rulebook and subject to change.

## Blocking

Resources on the right, will block resources on the left.

Example: Player has MK3 belts, Tier-I & Tier-II machines are built and powered, Tier-III machine is not built. Resources on the right most space of the Tier-II machine will not move during belt movement.




Tier-I resources move into the Tier-II machine, but can only move 2 spaces as there are already resources on the right most space of the Tier-II machine. However the bottom slot is vacant, allowing one of the resources to move a third space into that slot.

## Power

For resources to move, the particular machine that contains the belt segments must be built and powered on.

## Capacity

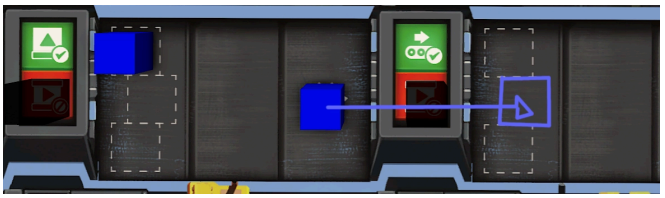
Each column cannot have more resources than the number of slots shown on the left most column of each segment.
Tier-I: 3 resources.
Tier-II: 3 resources.
Tier-III: 1 resource.
Tier-IV: 3 resources.

When resources from from left to right, they will fill any available slots of the right column if those slots are empty.

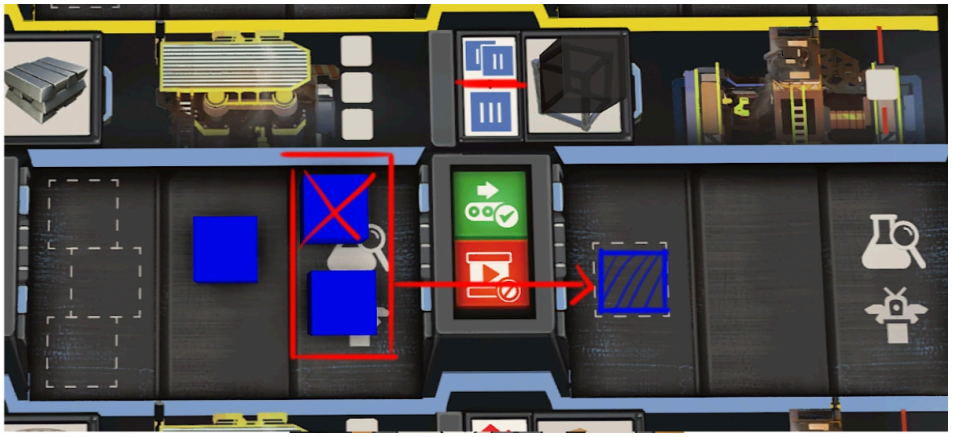
## Automatic Refinement

If a resource crosses a threshold into the next machine you may choose for that resource to be refined into the next tier, provided that the next machine is built and turned on, and the leftmost column of that machine has slots open.

This is a work in progress rulebook and subject to change.



When Tier-II resources cross to the Tier-III threshold, two Tier-II resources must be present.



When Tier-III resources cross to the Tier-IV threshold, all three different types of Tier-III must be present.

---

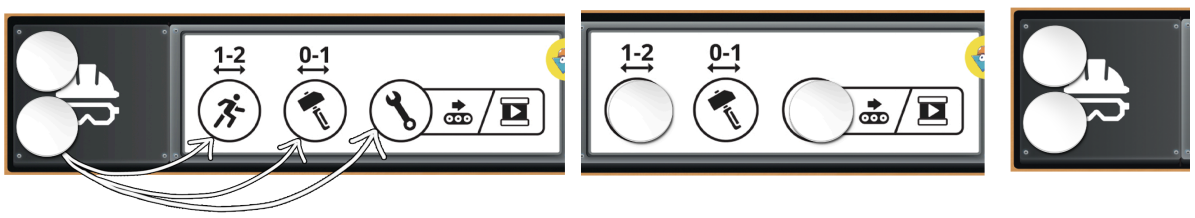
# PLAYER TURN

On each player's turn, that player will perform actions.

At the beginning of the game, each player will start with **2 Action markers** available, with more **Action markers** obtainable from upgrades.

With each action a player performs, they do the following:

1. Choose any Action on their Player Board.
2. Move one of their Action markers onto that Action.
3. Resolve the Action completely.



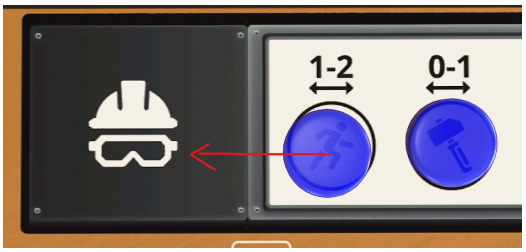

This is a work in progress rulebook and subject to change.

After all Action markers have been used—or when you are otherwise finished with your turn—your turn ends.

### LOSING ACTIONS

Players can lose an action from creature effects or from hazard tiles such as the Poison Pillars.

If a player loses an action at the end of their turn, when all action tokens have been used. That lost action carries into the next turn. Take one of the used action tokens and place it on the Pioneer portrait. This indicates the lost action in the following turn.
At the end of the player's turn, return all action tokens to the action starting slot

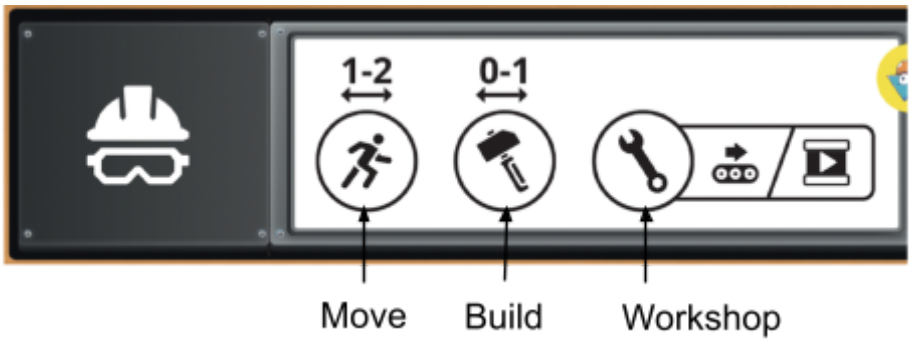



Once all players have completed their turn, all players simultaneously proceed to the **Production Phase**.

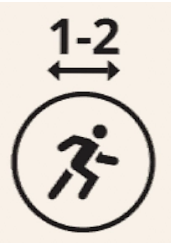
---

# ACTIONS

During the action phase, a player may choose the same action multiple times as long as they have action tokens available.




### MOVE




*Allows the player to navigate on the map board.*

When choosing this action players may move 1-2 tiles on the map board.

When players end their movement on spaces with symbols, various effects can occur.

## I. Resources

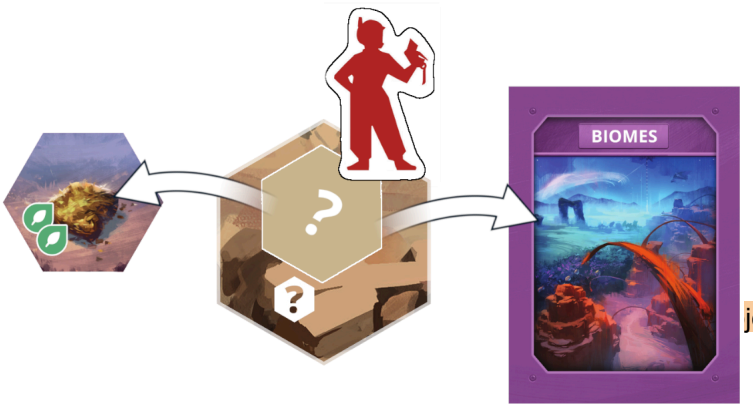
When a player ends their movement on a space containing resource symbols, that player will gain the resources shown on that tile.

Biomass symbols will grant as many biomass cubes as there are biomass symbols. These are placed in your supply near your player board.

Resources symbols grant the corresponding resource. This resource is then placed on the left most slot of your Tier-I machine corresponding to that resource.

If the left most slots of the corresponding Tier-I machine are full, you must place the corresponding resource in your supply near your player board.

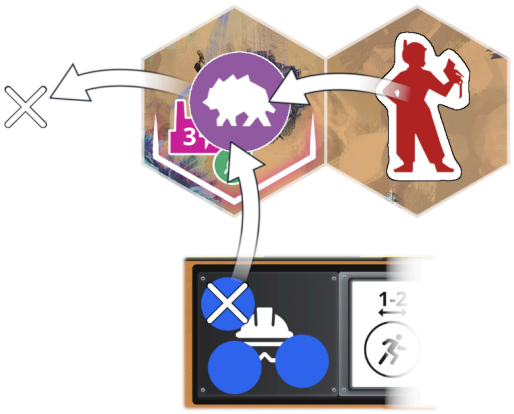
## II. Biome Tokens




When a player ends their movement on a space containing a biome token, that player will flip the biome token, and gain its rewards. This token is removed from the board and placed near the

ject to change.

player's player board. Additionally that player gains a biome card.



### III. Creatures

When a player ends their movement on a space containing a creature, that player may spend an action token to remove that creature from the board, nullifying any effect that creature would have applied.

The creature token is placed near that player's board. Some effects in the game care about collected creatures.

**Restrictions**

Players may not end their movement on a space containing another player.

Players can move through other players and creatures.

Players can move through radiation tiles, but will lose an action token if doing so.

Players may not move through or end their turn on Traverse tiles, without a Blueprint card containing the **[Traverse]** keyword.

## BUILD

*Allows the player to construct buildings, tools, vehicles and factory enhancements*.

When choosing this action players choose a building on the **Build Board**, or a face up **Blueprint Card**, and pay its cost. If players choose a **Blueprint Card** the slot that card was in is immediately filled with another face up **Blueprint Card** from the same tier.

If the Blueprint card is not a building, the player will place it in the corresponding slot next to their player board and gain its benefits.

If the Blueprint card is a building, the player will place the building on the Map board 0-1 spaces from their player character.

**Restrictions**

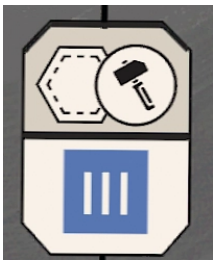
All tiles of a building's footprints must be placed on valid tiles.

Players may not place buildings on spaces containing other player buildings.

Players may not place buildings on spaces containing their own buildings - belts excluded.

Players may not place buildings on spaces containing the ‘no building’ icon.

Players may not place buildings on Traverse tiles, without obtaining the MAM upgrading to build on traverse tiles.



## BUILDINGS

Buildings allow your factory to extract and refine resources, manage power, and enhance production.

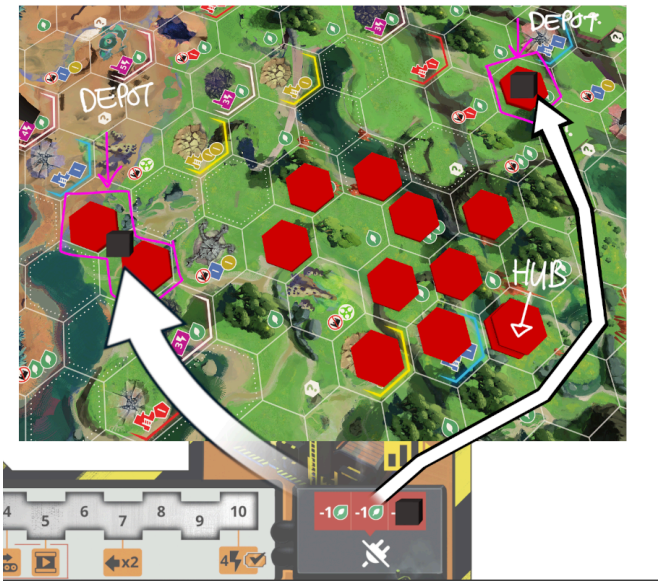
Buildings are placed on the Game Board and form your production network.

Your **HUB** acts as the central point of that network.

## Depots

If building clusters are not connected to the HUB, they are considered as Depots.

Depots cause power drain to the system. When players build buildings that are not connected to the HUB they must take one of the HUB indicator cubes from the Depot section of their power track, and place it on the newly created Depot. If a Depot already has a HUB indicator cube, no additional cubes are placed on that Depot.




Once a Depot is reconnected to the HUB network, that player may return the HUB indicator cube back onto the Depot section of their power track.

## Blueprint Anatomy

1. **Name & Icon**
   The icons denote what category the blueprint card belongs to. They denote where on your player hub to place these cards.

2. **Resource Cost, Power Cost & Footprint**
How many resources the player must spend to construct the blueprint, the power cost, and the size of the blueprint.

3. **Construction Bonus**
Immediate bonus the player will gain upon constructing the blueprint

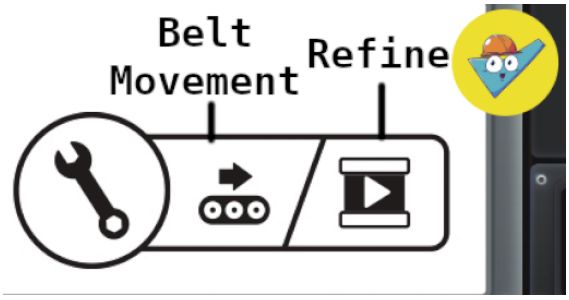
4. **Effect**
   Ongoing effect the blueprint will provide.

This is a work in progress rulebook and subject to change.

5. **Effect Timing**
   When the ongoing effect is applied.

6. **Technology Tier**
   What tier of technology this blueprint belongs to. Higher tiers are unlocked as the Project Assembly progresses.

## WORKSHOP



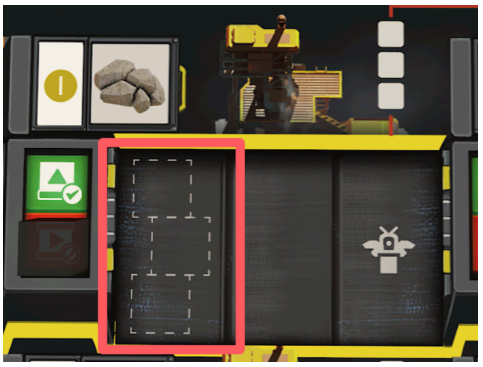

Allows the player to manipulate resources in their factory.

When choosing the Workshop action, players can either choose Belt Move, or Refine.

### Belt Move

Perform a belt move for a **single segment**. Following all of the rules and restrictions of **Belt Movements**.

A segment refers to a single vertical section on a belt.



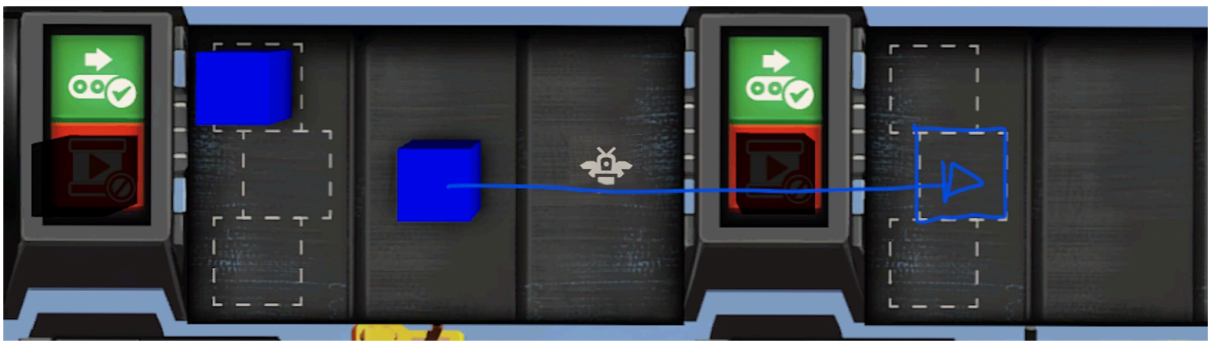
*Example*: Starting position, two Tier-I lime on the second segment of the miner.

With MK3 belt movement, the player chooses the segment with the two Tier-I lime resources, and moves them up to three spaces. In this example the next tiered machine is built and powered. The player chooses to move the resources the full three spaces into the next machine, refining the resources into Tier-II.

*Note*: If there are resources ahead of the segment chosen, those resources are not moved, and can block the full movement. In this example, the two Tier-I lime resources in the miner, only move one space, as there are resources filling every slot on the left most segment of the Tier-II machine.

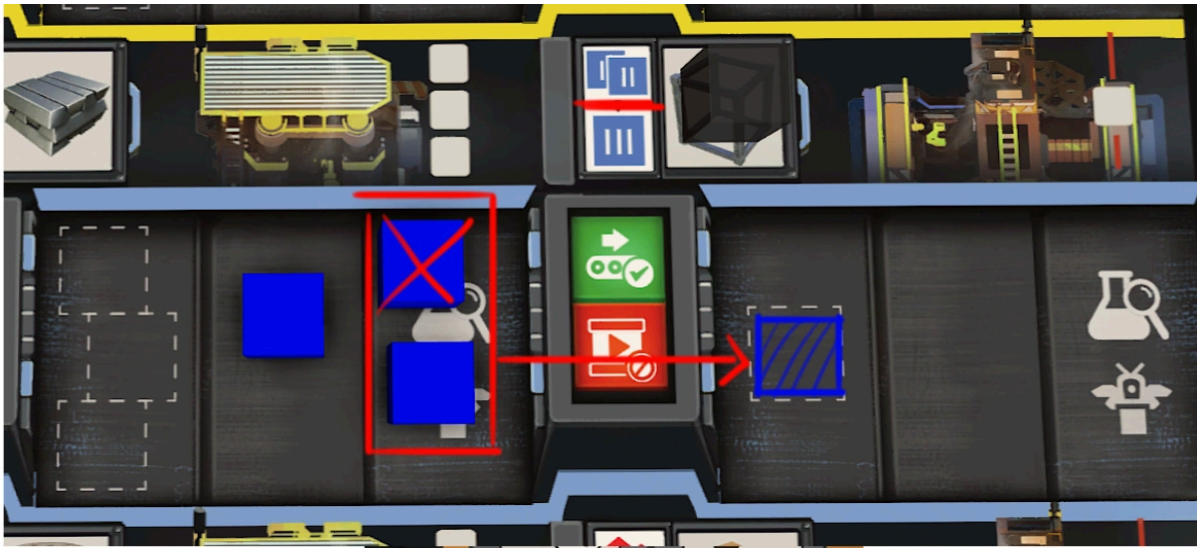
## Refine

Gain a single resource of any Tier-II or Tier-III resource.
Place it in the left most column of the appropriate tier.
The target tier does not need to have the appropriate building built nor powered.



### Restrictions

Note: When refining a Tier-II resource to a Tier-III resource, a single Tier-III requires two Tier-II cubes. The player can only refine resources from a single belt segment, thus must have at least two cubes available in a belt segment. When refining to Tier-III, take the two cubes, discard one and place the other into Tier-III.



Tier-IV resources cannot be refined through this action.

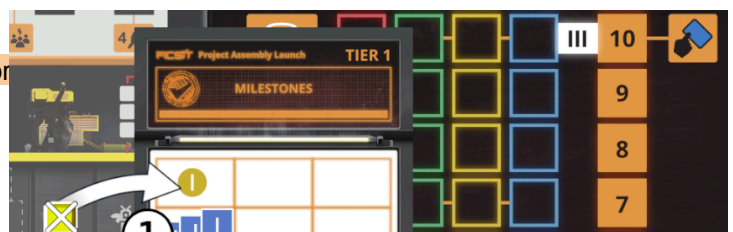
## FREE ACTIONS

### Exchanging Resources

At any time during their turn, a player may exchange any two Tier-I resources (or biomass)  for any one Tier-I resource (or biomass).

### Claiming Milestone Cards

This is a work in pr



At any time during their turn a player may claim as many milestone cards as they can afford by doing the following:

**1.** The player must spend the appropriate resources required by the milestone card from their factory.

**2.** The player moves their coloured cube on the space elevator FICSIT track up by the number of FICSIT tickets shown on the milestone card, gaining any bonuses denoted by the space the cube lands on.

**3.** The player moves the black cube up the Project Assembly track on the space elevator, gaining any bonuses denoted by the space the cube lands on.

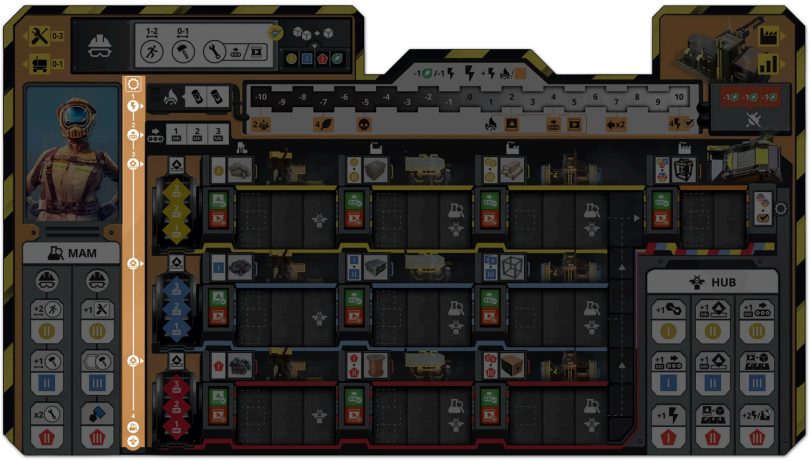
**4.** The player gains any rewards listed on the milestone card. In the example image, the player would gain a free refine action, which they must perform immediately.

**5.** Replace the claimed milestone card with a new one, face up, from the milestone deck.

---

# PRODUCTION PHASE

Once all players have completed all of their actions, all players will then perform the production phase at the same time, following the order of icons on the production phase indicator on their player board.




## 1. Allocate Power

This is a work in progress rulebook and subject to change.

## Depot Upkeep

The player must first spend the amount of biomass indicated by the Depot Section of the Power Track for every biomass symbol revealed.

If the player cannot pay for the depot cost with biomass, they must switch off a Miner. Switching off one miner for each unpaid Depot.

## Power Sink

If the power tracker cube is on the right most space of the power track at the beginning of the 'Allocate Power' phase, the player may choose to reduce their Power by four to gain 1 FICSIT point.

## Power Management

Then the player must resolve any icons the power tracker cube may be on.
See the ***Icon References*** section for a full breakdown of icons.

If a player's power cube is in the negative on their power indicator on their player board they must spend an equal amount of biomass to account for the negative value.

Example: A player has a power deficit of -3, they must spend 3 biomass cubes in order for all factory tiers to function for the remainder of the production phase. Note: the power cube is not moved during this process.

If the player does not have enough biomass cubes, that player must choose a factory tier segment on their player board to shut off, shutting down one factory tier segment per

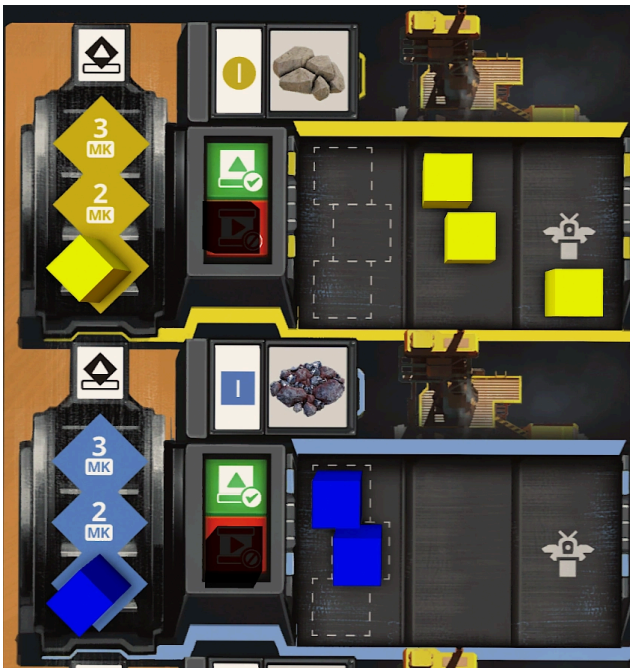
This is a work in progress rule

negative power they are unable to offset with biomass.

To turn off a machine the player will move the hub indicator cube onto the green power indicator revealing the red power indicator.

Turning off a machine will disable any function of that segment, including extraction and / or belt movement.

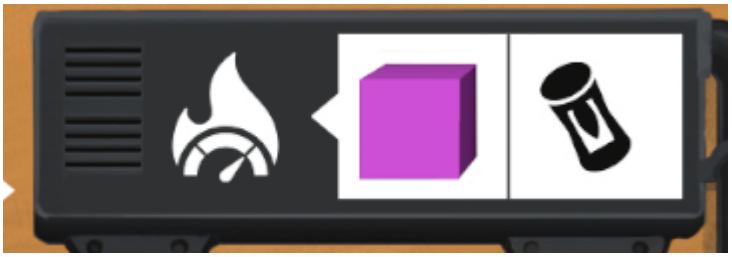
*Example*:




The example player has -2 power, but no biomass to supplement their power, this means they must shut down two machines for this production phase. They choose to shut down their lime (yellow cube) miner. This means during the belt movement any resources on the miner Tier-I section would not move (if there were any resources on the Tier-II machine and the machine was not shut off the belts would still move those resources). During the extraction portion of the production phase, the lime Tier-I resource would not be extracted as the miner is shut off.

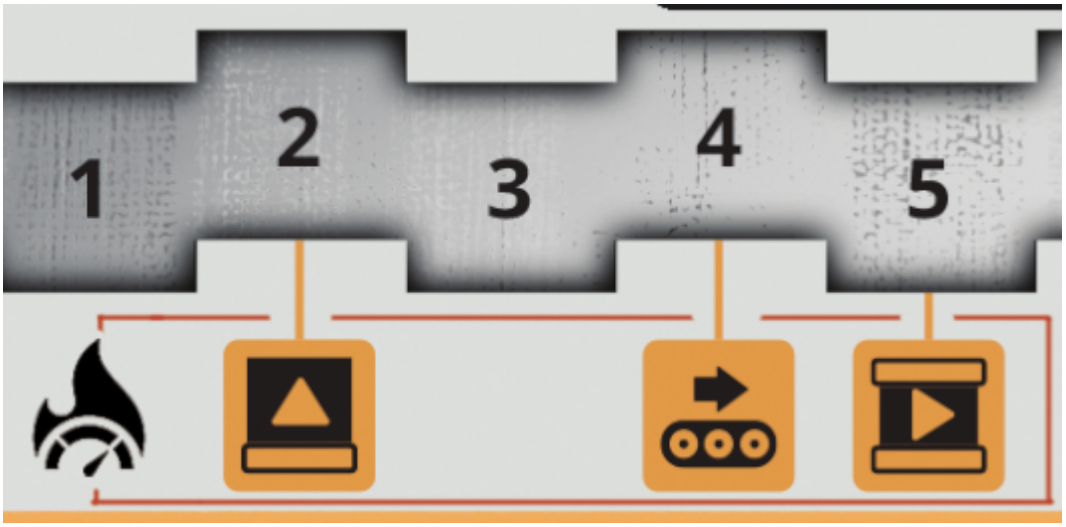
Additionally the example player decided to shut off their Tier-II iron constructor, thus during the belt movement portion of the production phase, any resources on that belt segment would not move.

## Overclock



If the player has discovered any power shards on the map, and placed them in their factory, they may gain an ‘Overclock’ bonus each production phase per power shard they have placed in their factory.

This allows the player to gain one of the benefits in the overclock segment of their power




## 2. Belt Move

Perform a belt move for all powered on constructed buildings in your factory following the **Belt Movement** rules and restriction.

## 3. Extract

Add new resource cubes on the left most space of your player board for the corresponding resource. Consult the MK of your extractor for that resource and add that many new cubes to the left most space of your player board.

*Example*:

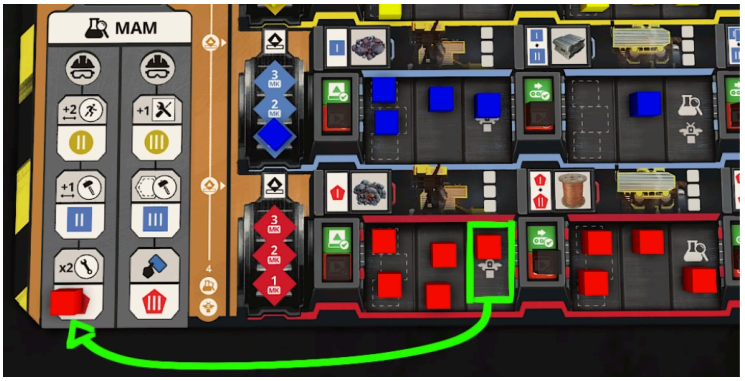
Before Extraction

After Extraction

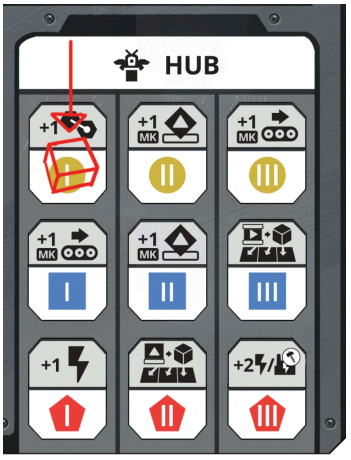
*Note*: If all the slots on the left most space of a miner are full, no extraction can occur. Those resources must be moved first.

## 4. Upgrade

The final step of the production phase, If a resource is on a space with a MAM or HUB icon, the player may choose to spend those resources for upgrades. Moving the allocated resource from that belt segment and placing it on an upgrade spot corresponding to that tier of resource, unlocking that upgrade.



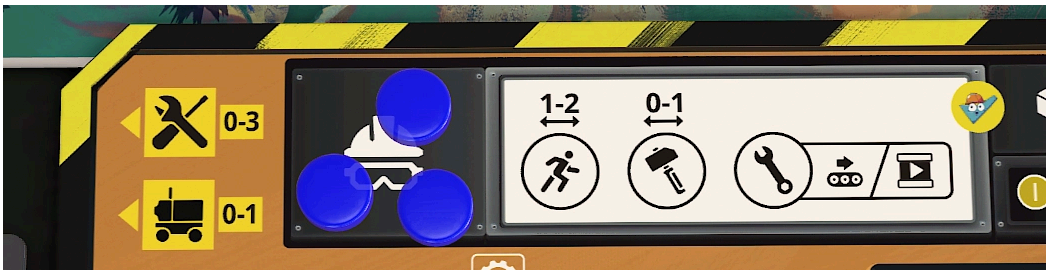

*Note*: Tier I only has the HUB symbol, Tier II belts and onward contain both the HUB and MAM symbols. Resource cost for each upgrade is shown in the tech tree sections on the HUB board. Players pay the required resource and place the cube on the MAM/HUB board space to indicate which upgrade has been achieved.



The MAM upgrade track contains two additional action tokens. Players gain these action tokens whenever they unlock their first upgrade in each corresponding column.

a work in progress rulebook and subject to change.

Adding the gained action token to their action pool, ready to use during their turn.




---

# ICON REFERENCE

The Game Board, Player Boards, Buildings and other components communicate much of their information through icons.

## Resources

**Tier**: I
**Type**: Lime
**Main Source**: Miner

**Tier**: II
**Type**: Lime
**Main Source**: Constructor

**Tier**: III
**Type**: Lime
**Main Source**: Assembler

**Tier**: I
**Type**: Iron
**Main Source**: Miner

**Tier**: II
**Type**: Iron
**Main Source**: Constructor

**Tier**: III
**Type**: Iron
**Main Source**: Assembler

**Tier**: I
**Type**: Copper
**Main Source**: Miner

**Tier**: II
**Type**: Copper
**Main Source**: Constructor

**Tier**: III
**Type**: Copper
**Main Source**: Assembler

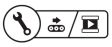
Type: Biomass
**Main Source**: Map

**Tier**: IV
**Main Source**: Manufacturer

## Actions

**Name**: Move
**Effect**: Allows play to traverse the map.
**Range**: 1-2

**Name**: Build
**Effect**: Allows players to obtain blueprint cards, and place buildings on the map
**Range**: 0-1

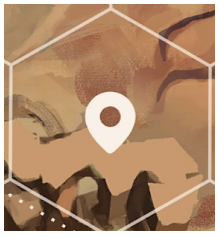


**Name:** Workshop
**Effect**: Allows players to manually manipulate resources in their factory.

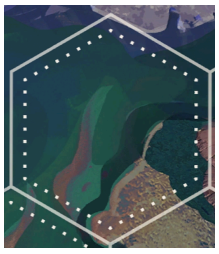
**Name:** Workshop - Belt Move
**Effect**: Player chooses one machine in their factory and triggers a ‘Belt Move’ for that machine.

**Name:** Workshop - Refine
**Effect**: Player chooses a resource to upgrade to the next tier.

## Map



This icon represents the starting area players will place their player token on at the beginning of the game, there is one in each quadrant of the map.



Impassible terrain, requires **[Traverse]** keyword blueprint card to move through or onto.

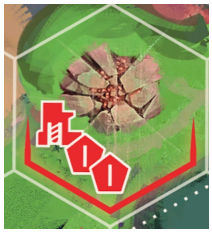
Requires the Tier-III blue resource upgrade on the MAM to be able to place buildings on these spaces.

Biomass spaces - when a player ends their movement on these spaces, they may choose to gain one biomass token.

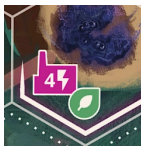
Lime miner spaces - players may only build miners on this space - when a miner is built on this space, increase the MK level of the extractor for the yellow (lime) resource by the number of resources indicated on this space.

This is a work in progress rulebook and subject to change.

Iron miner spaces - players may only build miners on this space - when a miner is built on this space, increase the MK level of the extractor for the blue (iron) resource by the number of resources indicated on this space. .



Copper miner spaces - players may only build miners on this space - when a miner is built on this space, increase the MK level of the extractor for the red (copper) resource by the number of resources indicated on this space.



Power plant icons indicate how much power the player will gain when they place a power plant onto this space.

Factory icon crossed out means that players cannot place any buildings on these spaces. If a player ends their movement on this space, and resources are marked on this space, such as this example, where there is one Tier-I blue and one Tier-I yellow resource marked, the player will gain those resources. These resources are placed on their belts on the left most space of the appropriate tier. Biomass will be placed to the side of the playerboard.

Radioactive icon

Effect: Player ending their movement on or moving through this tile will lose 1 Action

Exploration spaces - during setup a biome token will be placed on this space face down. When a player moves their character token to this space, they will flip the biome token and obtain it's rewards.

## Biome Tokens

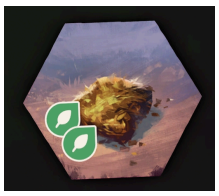
Gain three Tier-I yellow (lime) resources. Place them on the furthest left space of your belts if the spots are available.

Gain three Tier-I blue (iron) resources. Place them on the furthest left space of your belts if the spots are available.

Gain three Tier-I red (copper) resources. Place them on the furthest left space of your belts if the spots are available.

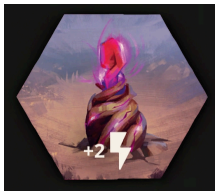
This is a work in progress rulebook and subject to change.

Gain 4 Tier-I resources in any combination of your choice.



Gain two biomass tokens. Place them near your player board

Gain four biomass tokens. Place them near your player board.

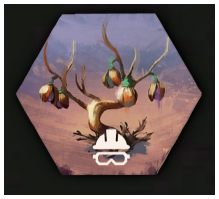



Increase your power by two, by moving your power cube on your power indicator two spaces to the right.

Power Shard: Limit 2 per player - if a player flips this token while already in possession of two power shards they must leave the token flipped up on the board for others to take.

Effect: Can allocate power shards to the overclock slot and boost production.

Effect: Player gain a one use Action. Players can use immediately or bank the effect to use later



Effect: Player gain a one use Action. Players can use immediately or bank the effect to use later

This is a work in progress rulebook and subject to change.

Effect: Player gain a one use Action. Players can use immediately or bank the effect to use later

Effect: The player who flipped this token loses one action.

## Space Elevator

When your player colour token on the space elevator track reaches this space, gain three Tier-I resources of any combination listed.

When your player colour token on the space elevator track reaches this space, gain two Tier-II resources of any combination listed.

When your player colour token on the space elevator track reaches this space, gain three Tier-II resources of any combination listed.

When your player colour token on the space elevator track reaches this space, gain two Tier-III resources of any combination listed.

When your player colour token on the space elevator track reaches this space, gain three Tier-III resources of any combination listed.

In the Preview sample this icon is incorrect: when your player colour token on the space elevator track reaches this space, the black cube on the Space elevator track moves up one space.

This is a work in progress rulebook and subject to change.

Reserve a blueprint card. Player draws the card and keep in hand until it is built.

Player picks a Phase line of blueprint cards and discards the whole row and redraw from the deck four new cards

If the black cube on the space elevator track reaches this space, the end game triggers. Players complete one last round and proceed to tally final score.

Every milestone card has this symbol on the bottom - this means once the milestone card requirements have been met, you can move the space elevator black cube up one level to increase the space elevator level. If any special icons are present on the space you land on, trigger those effects.

Every milestone card has this symbol, upon completing the requirements of the milestone card, the player will gain as many FICSIT points as is shown on the card.

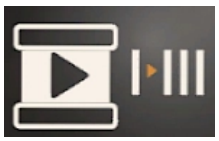
Upon completing a milestone card with this symbol listed in the rewards, the player will gain an extra action this turn.

This is a work in progress rulebook and subject to change.

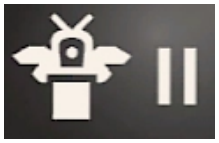
Upon completing the requirements of a milestone card with this symbol listed in the rewards, the player may choose to extract two resources on any active miners

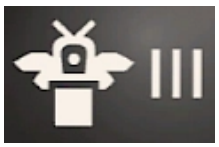
Upon completing the requirements of a milestone card with this symbol listed in the rewards, the player may choose to move resources on a belt segment two spaces.

Upon completing the requirements of a milestone card with this symbol listed in the rewards, the player may refine as many resources as is listed in the reward (no number listed means one resource) from one tier to the next tier.



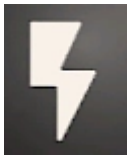

Upon completing the requirements of a milestone card with this symbol listed in the rewards, the player may refine a single resource from Tier-I to Tier-III.




Upon completing the requirements of a milestone card with this symbol listed in the rewards, the player may immediately unlock an upgrade on the HUB based on the tier shown on the icon.

Upon completing the requirements of a milestone card with this symbol listed in the rewards, the player may choose one extractor to increase its MK level by one.



Upon completing the requirements of a milestone card with this symbol listed in the rewards, the player will gain as much power as is listed. If no number is listed the player will gain one power.

# Blueprints

## Resource Costs

In the upper left of each blueprint, a cost will be displayed in resources, they will show how many of each resource and which tier.

example: Tier-I yellow, Tier-I blue

example: Tier-II yellow, Tier-III blue

example: Tier-III yellow, Tier-III blue, Tier-III red

## Power Costs

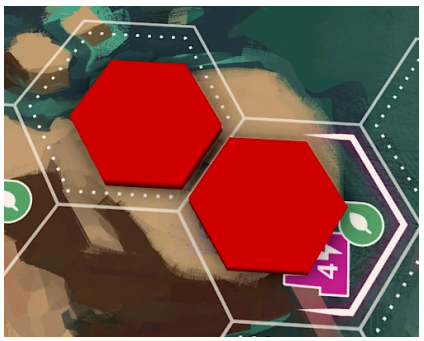
Some buildings will have a power cost denoted by the -x power icon.
This means that when the player builds that building they must move their power cube that many spaces to the left on their power track.
If the player can't move the cube that many spaces, they cannot build that building.

## Size Costs

All buildings will take space on the map. Some buildings will take up multiple spaces as denoted by the hex icons on the building information.

Note: For larger buildings, all spaces must be built on empty spaces, without other buildings, or ‘non-buildable’ spaces, or dotted line / traverse spaces.

Invalid placement example - as the 2 hex building is on top of one of the ‘non-buildable’ spaces.



Note: Dotted line spaces can be built on if the player has the upgrade that allows buildings to be placed on dotted line spaces.

## Build Bonus

Belt Bonus

Move player standee up to two tiles as a free movement.

Miner Bonus

When building a building, place a belt connected to this building free of cost.

This is a work in progress rulebook and subject to change.

Constructor Bonus

Players gain 1 extra action this turn.

Assembler Bonus

Allows one Tier-I resource to be immediately refined to a Tier-III resource.

Power Plant Bonus

Refine 3 resources (move any resource to the next tier) or extract 3 resources.

Manufacturer Bonus

Immediately move your corresponding coloured cube on the space elevator board up one.

## MAM Upgrades

Unlock: Tier-II Yellow resource

Effect: Allows players to move two additional spaces.

Unlock: Tier-II Blue Resource

Effect: Increased build range, allows players to build one additional space further than base building range (on the player character or adjacent).

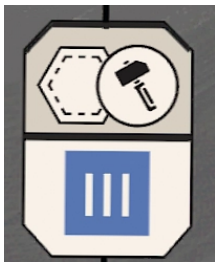
This is a work in progress rulebook and subject to change.

Unlock: Tier-II Red resource.

Effect: Allows player to double workshop actions.

Unlock: Tier-III Yellow Resource

Effect: gain one additional tool slot. The player is able to have one more tool than is written on the player board




Unlock: Tier-III Blue Resource

Effect: Allows placement of buildings on dotted line map hexes. **[Traverse]** still required to move onto or through these spaces.

Unlock: Tier-III Red resource

Effect: Reserve a blueprint card. Player draws the card and keep in hand until it is built.

## HUB Upgrades

Unlock: Tier-I yellow resource

Effect: Place one additional belt whenever players build belts or miners.

This is a work in progress rulebook and subject to change.

Unlock: Tier-I Blue resource

Effect: Increase MK of belts by one. Allows for greater resource movement during ‘Production phase - belt movement’ phase.

Unlock: Tier-I Red resource

Effect: Increase power by one.

Unlock: Tier-II Yellow resource.

Effect: Choose an extractor to increase MK by one. Allows for greater resource extraction during ‘Production phase - extraction’ phase.

Unlock: Tier-II blue resource.

Effect: Choose an extractor to increase MK by one. Allows for greater resource extraction during ‘Production phase - extraction’ phase.

Unlock: Tier-II Red resource.

Effect: When the player extracts they can choose which Tier-I belt segment of that resource the resource is placed on. (instead of the default left most space).

This is a work in progress rulebook and subject to change.

Unlock: Tier-II Yellow resource.

Effect: Increase MK of belts by one. Allows for greater resource movement during ‘Production phase - belt movement’ phase.

Unlock: Tier-III blue resource.

Effect: When the player refines a resource, they can choose which belt segment of the next tier of that resource the resource is placed on. (instead of the default left most space).

Unlock: Tier-III red resource

Effect: Gain additional two Power, whenever you now build a new power plant.

This is a work in progress rulebook and subject to change.

# CARD REFERENCES

## Blueprint Cards

Cost is in the upper right of the card displaying how may of each tiered resource is required.

Some cards are buildings that follow the same placement rules as other buildings, as well as power costs.

Card effects are labelled in the bottom of the card.

**Blender**

Cost to Build: 1x Tier III yellow resource, 1x Tier III blue resource, 1x Tier III red resource. 3 Power.

Size: 3 hexes.

Build Bonus: The player may refine any 3 Tier-I resources into Tier-III resources.

Effect: At the end of the production phase, the player may convert any 3 Tier-II resources into any 3 Tier-III resources.

Note: These newly converted resources are placed on the left

most belt of the chosen Tier-III machine, there must be slots available for the conversion to succeed.

**Biomass Blender**

Cost to Build: 1x Tier III yellow resource, 1x Tier III blue resource, 1x Tier III red resource. 3 Power.

Size: 3 hexes.

Build Bonus: The player may refine any 3 Tier-I resources into Tier-III resources.

Effect: At the end of the production phase, the player may convert 1x Tier-I yellow resource, and 2x biomass into any single Tier-III resource.

Note: These newly converted resources are placed on the left most belt of the chosen Tier-III machine, there must be slots available for the conversion to succeed.

**Biomass Burner**

Cost to Build: 1x Tier I yellow resource, 1x Tier I blue resource.

Size: 1 hex.

Build bonus: The player gains two Power.

Effect: At the end of the production phase, the player may choose to spend 4 biomass to gain 1 power.

**Chainsaw**

Cost to Build: 1x Tier I blue resource.

Effect: When the player end their moves onto a space containing a printed biomass symbol, that player gains two additional biomass.

This is a work in progress rulebook and subject to change.

**DNA Capsule**

Cost to Build: 1x Tier I yellow resource.

Effect: At the end of the production phase, the player may choose to spend 3 collected creatures to gain 1 FICSIT Point.

Creatures are collected when removed from the map board.

**Depot Tractor**

Cost to Build: 1x Tier I blue resource, 1x Tier I red resource.

Effect: When the player chooses a ‘move’ action, they may move up to one additional space.

and

The player may perform one belt movement per depot they have.
Note: Belt movement is affected by MK level.

**Explorer**

Cost to Build: 1x Tier II blue resource.

Effect: When the player chooses the ‘move’ action they may move up to three additional spaces, and move onto and through dotted line spaces.

**Factory Cart**

Cost to Build: 2x Tier I blue resource.

Effect: The player may perform one additional refine action when choosing the ‘refine’ option on a workshop action.

**Jump Pad**

Cost to Build: 1x Tier I yellow resource.

Effect: When the player chooses the ‘move’ action they may move one additional space, and move onto and through dotted line spaces.

**Jet Pack**

Cost to Build: 1x Tier II blue resource, 1x Tier II red resource.

Effect: When the player chooses the ‘move’ action they may move up to five additional spaces, and move onto and through dotted line spaces.

**Terrain Scanner**

Cost to Build: 1x Tier I red resource.

Effect: When the player ends their move on a space containing a ‘non-buildable’ icon the player gains one resource of their choice (Tier-I yellow, blue, or red, or a biomass).

Note: Gained resources are placed on the left most side of the Tier-I belts.
If no space is available on these belts, the player may store these resources next to their playerboard and place these resources on the left most side of the Tier-I belts when space is available.

**Pioneer Tractor**

Cost to Build: 1x Tier I blue resource, 1x Tier I red resource.

Effect: When the player chooses a ‘move’ action, they may move up to one additional space, and if the player finishes their move on a space with resources printed on that space, they may gain one additional resource of that printed resource.

or

The player may perform a belt movement.
Note: Belt movement is affected by MK level.

**Portable Miner**

Cost to Build: 1x Tier I blue resource.

Effect: When the player ends their moves onto a space with a printed resource (yellow, blue or red), they may gain one extra of that resource.

or

The player may choose one of their powered active miners to perform an extraction action with +1 MK on the extraction for that single action.

*Note*: Gained resources are placed on the left most side of the Tier-I belts.

This is a work in progress rulebook and subject to change.

If no space is available on these belts, the player may store these resources next to their playerboard and place these resources on the left most side of the Tier-I belts when space is available.

**Power Storage**

Cost to Build: 1x Tier I yellow resource, 1x Tier I blue resource.

Size: 1 hex.

Build bonus: The player gains two Power.

Effect: If the power storage is placed next to an opponent's structure, the player who builds the power storage will gain two additional power.

**Rebar Gun**

Cost to Build: 1x Tier I blue resource.

Effect: When the player ends their move on a space containing or adjacent to a creature, they may remove that creature from the game, ignoring that creature's effect, and gain one biomass.

Note: If there are more than one adjacent creature to the player at the end of their move, they can only choose one creature to remove with the rebar gun, and the other creatures will perform their applicable effects.

Note: The rebar gun can be used while the pioneer is on the same tile as a creature.

Note: When removing creatures from the board, place them near your player board.

**Solid Biofuel**

Cost to Build: 1x Tier I yellow resource.

Effect: Whenever the player spends / pays two or more biomass, they gain 1 biomass token.

**Truck**

Cost to Build: 1x Tier II blue resource, 1x Tier II red resource.

Effect: When the player chooses a ‘move’ action, they may move up to two additional spaces, and if the player finishes their move on a space with resources printed on that space, they may gain one additional resource of that printed resource.

or

The player may perform a refinement.

**Turbo Fuel**

Cost to Build: 1x Tier II red resource.

Requirements: The player must have built a power plant in order to build this card.

Effect: The player immediately gains 2 power.

**Xeno Basher**

Cost to Build: 1x Tier I red resource.

Effect: When the player ends their moves onto a space containing a creature, remove that creature from the board, ignoring its effects, and gain 2 biomass.

Note: When removing creatures from the board, place them near your player board.

**Zapper**

Cost to Build: 1x Tier I red resource.

Effect: When the player ends their moves onto a space containing a creature, they may remove that creature from the game and gain 1 biomass tile.
or
The player may move the creature up to two tiles away.

Note: When removing creatures from the board, place them near your player board.

# Biome Cards

When a player uncovers a Biome tile, they draw a Biome card from the Biome card deck. These cards have one time, benefits or upgrades to the HUB. Or contain missions and end game scoring conditions.

**Note**: All biome cards are one time use - including alternate recipes. **Exception**: Lizzard Doggo.

**Bauxite Deposit**

Effect: When the player obtains this card they may choose one of two effects:

- Immediately build a power plant for the cost of 1x Tier-II red, then discard the card.

or

- Keep the card for the alternate recipe. This allows the player at any time to exchange a biomass for 1x Tier-III red resource.

**Caterium Deposit**

Effect: When the player obtains this card they may choose one of two effects:

- Immediately gain a Tier-I HUB upgrade, to do so simply grab the corresponding Tier-I resource from the supply matching the chosen upgrade and place it on this upgrade to denote it has been unlocked. Gain the upgrades effect. Discard the card.

or

- Use the card for the alternate recipe. This allows the player at any time to exchange: 1x Tier-I blue and 1x Tier-I red resources for 1x Tier-III blue and 1x Tier-III red resources (once).

**Collect Creatures**

Condition: A Player can choose to remove 5 creatures they have collected (by removing them from the board with blueprint cards) from the game.

Reward: Gain 1 FICSIT point.

**Crash Site (Alternate Recipe)**

Effect: The player keeps the card and can use it as one of two alternate recipes:

- At any time exchange:
    - 1x Tier-I lime AND 1x Tier-I iron → 1x Tier-III lime OR 1x Tier-III Iron.
- or
    - 1x Tier-I iron AND 1x Tier-I copper → 1x Tier-III iron OR 1x Tier-III copper.

**Crash Site (Blueprint Card)**

Effect: Immediately obtain any face up Tier-I blueprint card free of cost.

Note: If this card is a building, the player still gains the build bonus and immediate bonus effects.

**Crash Site (Resources)**

Effect: The player immediately gains 1x Tier-II yellow, 1x Tier-II blue resources.

Note: These resources must be placed on the left most belt of their Tier-II machines. If these slots are already full the player does not gain any resources.

**Crash Site (Upgrades)**

Effect: The player may immediately unlock a Tier-II HUB or Tier-II MAM upgrade.

The player simply takes the matching resource of the upgrade of their choice from the supply, and places it on the upgrade to denote it has been unlocked.

**Exploit Coal**

Condition: The player must build power plants on three or more coal nodes. Coal nodes are rocky in appearance and grant 3 Power when a Power Plant is constructed on these spaces.

Reward: At the end of the game, if the player who meets the condition gains 1 FICSIT point.

This is a work in progress rulebook and subject to change.

**Exploit Oil**

Condition: The player must build power plants on three or more oil nodes. Oil nodes are oily in appearance and grant 4 Power when a Power Plant is constructed on these spaces.

Reward: At the end of the game, if the player who meets the condition gains 1 FICSIT point.

**Field Research**

Effect: At any time the player with this card may spend 1x Tier-I yellow resource, 1x Tier-I blue resource, 1x Tier-I red resource, and 1x biomass to gain 1 FICSIT point.

**Lizzard Doggo**

Permanent upgrade. (Not one time use)

Effect: At the end of each production phase, gain 1 biomass.

This is a work in progress rulebook and subject to change.

**Maximum Resources**

Condition: When the player obtains MK III on all miners (yellow, blue and red), the condition is met.

Reward: At the end of the game, if the player meets the condition, they gain 1 FICSIT point.

**Raw Quartz Deposit**

Effect: When the player obtains this card they may choose one of two effects:

- Immediately gain a Tier-I HUB upgrade, to do so simply grab the corresponding Tier-I resource from the supply matching the chosen upgrade and place it on this upgrade to denote it has been unlocked. Gain the upgrades effect. Discard the card.

or

- Keep the card for the alternate recipe. This allows the player at any time to exchange: 1x Tier-I yellow resource and 1x biomass for 1x Tier-III yellow or 1x Tier-III blue resources. (once).

**Sulfur Deposit**

Effect: When the player obtains this card they may choose one of two effects:

- The player may immediately spend 1 biomass to gain 1 power, or any vehicle card the player has in their tableau will be granted +1 movement range.

or

- Keep the card for the alternate recipe. This allows the player at any time to exchange 1x Tier-I yellow resource and 1 biomass into 1x Tier-III yellow resource.

# GLOSSARY

**Action** — One of the game operations a player may perform using an Action marker.

**Action Marker** — A marker used to track the Actions performed during a player's turn.

**AWESOME Sink** - Spend two Tier-IV resources to gain 1 FICSIT point.

**Belt** — Part of a player's factory system used to move resources.

**Belt Speed** — The current movement capability of a player's Belts, tracked by the Belt Movement track.

**Belt Move** - Move resources from left to right beginning with the right most resources.

**Biomass** - Organic materials primarily found on the map. Used to offset power deficiencies, and trigger blueprint effects.

**Biome Token** - Placed on the map during setup. Players flip these over when moving their pioneer onto these spaces and gain the benefits shown on the biome token.

**Biome Cards** - Cards gained from flipping biome tokens.

**Building** - A building placed on the map. Buildings have sizes, costs, and effects.

**Build Action** - Allows construction of blueprints.

**Build Range** - The distance from the pioneer token a building can be placed.

**Creature** - Hostile creatures native to the planet. Provide hindrance to player movement and building placement. Can be removed using blueprints.

**Depot** - A cluster of buildings not connected to the HUB network. Costs biomass every Production Phase.

**Extractor** - MK ranks denoting how many resources of a specific resource will be placed in that player’s factory during the Production Phase.

**FICSIT Point** - Accumulating FICSIT points is the Goal of the Game. Points obtained from completing milestones, sinking excess power, sinking Tier-IV resources, maximizing production, biome cards, and other sources.

**HUB** — A player's headquarters and central connection point for their production network.

**HUB Markers** - Cubes on the player board to track various factory conditions.

**HUB Upgrades** - Upgrades that boost the productivity of the factory.

**MAM Upgrades** - Upgrades that boost player actions.

**MK1** — The starting Belt level.

**Mine** - Spaces on the board denoting a ***miner*** icon, and resource type. Players who place ***miners*** on these spaces gain ranks in that specific resource type's ***extractor***.

**Milestone Card** - Cards containing resource goals. Players can complete these cards to gain benefits and increase the **Project Assembly** construction level on the **Space Elevator**.

**Movement Range** - The distance a player's pioneer token can move on the map board.

**Overclock** - Grants surplus power bonuses from power shards placed in the factory.

**Point of Interest** — A marked Game Board space used during setup for the initial placement of a player's HUB and Player token.

**Power** - Tracked by the 'Power Track' in the player's factory. Buildings require power to operate.

**Power Shard** - Purple cubes found on 'Power slug' exploration tiles. Placed in the factory grants surplus power bonuses.

**Power Source** - Spaces on the map denoting how much power a player will gain if that player builds a ***Power Plant*** on these spaces.

**Project Assembly** - The specific space elevator benefits and milestone targets chosen during setup.

**Production Phase** - All machines in the factory activate, resources move, resources get refined, extractors place new resources in the factory, and upgrades are obtained.

**Radiation** - Players moving onto this space lose one action.

**Refine** - Upgrade a resource to the next tier.

**Resource Well** - Space on the map board, where only Pressurized Resource wells can be placed.

**Segment** - A single vertical section on a belt.

**Tier** - Resource and Technology tiers.
Higher tier resources require lower tiered resources to be refined.

**Traverse** - Dotted line spaces on the map board. These spaces prevent players from moving through or onto these spaces unless the player possesses a blueprint with the **[Traverse]** keyword. These spaces prevent players from placing buildings onto these spaces unless that player possesses the Tier-III blue MAM upgrade.

# RULES REFERENCE

Each player in turn order will spend all of their action tokens performing actions, then passing to the next player. The game ends when a player reaches 20 FICSIT points, or when project assembly is completed.

## Actions

**Move**: Move your pioneer token on the map a number of spaces based on your movement range.

**Build**: Construct buildings or blueprint cards, paying their cost, and placing buildings on the board and cards in your card slots.

**Workshop - Belt Move**: Choose a single powered and built machine in your factory. Resources on this segment move to the right based on belt speed.

**Workshop - Refine**: Choose a resource and pay the cost to refine it to the next tier.

## Free Actions

**Exchange:** Exchange two of any resource to gain any single Tier-I resource or biomass.
**Milestone Cards:** Complete a milestone card from the face up milestone card row.

Once all players have completed their actions, every player performs a Production Phase at the same time.

## Production Phase

### Allocate Power

*Depot Upkeep*: Pay biomass for every depot you have in play.
*Power Sink*: If at 10 power, pay 4 power to gain 1 FICSIT point.
Power Management: Pay biomass for insufficient power, toggle power for buildings, trigger power effects.
*Overclock*: If a player has a power shard, choose a single overclock effect and trigger it.

**Belt Move:** All resources on built and powered factory buildings move to the right based on movement speed.

**Extract:** Left most slots on every built and powered miner in the factory gains resources based on the extractor MK. These resources are placed on the left most slots.

**Upgrade:** If resources are on upgrade symbols, you may spend them to gain upgrades.

This is a work in progress rulebook and subject to change.