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Game: **CIRCADIANS: FIRST LIGHT**

Publisher: **Garphill Games (2019)**

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The Esoteric Order of Gamers



CIRCADIAN'S FIRST LIGHT

SETUP

Place the **planet board** in the middle of the table, either side faceup.

Place 3 **water** or 1 **gem** onto each of the indicated spaces (those with the small icons at the top).

Place all remaining **resources (water, algae, energy and gems)** into a supply. All resources are unlimited; if they run out, use a substitute.

Mix up the 6 **gem cache tokens** and randomly slot 1 into each of the open spaces along the edge of the planet board, with the side showing the gem and die icons faceup. Do not reveal the reverse side of gem caches to any players.

Place the **negotiations board** near the planet board with the side matching the number of players faceup.

Choose either side of each **faction board** and slot them above the negotiations board: *Leyrien* on the left, *Zcharo* in the middle and *Jrayek* on the right.

Place the 12 **incident markers** into the holes on the left side of the negotiations board.

Place the **spaceport board** near the planet board with the side matching the number of players faceup.

Place the *End of an Era* event card facedown on the spaceport board. Shuffle the rest of the **event cards** and place 6 of them facedown on top, to form the **event draw pile**. Return the rest of the cards to the box without revealing them.

Place the 6 **station boards** with the sides matching the number of players faceup.

Shuffle the **farm tiles** and separate them into 3 even stacks, placing 1 faceup onto each of the spaces along the bottom of the **laboratory board**. Shuffle the **ship tiles** and separate them into 3 even stacks, placing 1 faceup onto each of the spaces along the bottom of the **foundry board**.

Shuffle all **contract cards** into a contract draw pile. Allow space for a faceup discard pile nearby. If the draw pile runs out, shuffle the discards to form a new draw pile.

Each player chooses a colour and takes 1 **research base**, 1 **screen**, 13 **dice** in their colour (place 3 on your research base and 10 in a nearby reserve), and 15 water, 4 algae and 2 energy from the main supply. They place 1 **harvester** in your colour on the central space of the planet board.

Randomly determine a **starting player**, who takes the **radio** token.

LEADER SELECTION

Shuffle all **leader cards** and randomly deal 3 facedown to each player. Players choose 1 to keep, placing it faceup alongside their research base (return the rest to the box).

Alternatively, players can choose their leaders. Some leaders come with a tile or other setup bonuses.

CONTRACT CARD DRAFT

Each player draws 4 contract cards from the contract draw pile, selects 1 to keep, and passes the remaining 3 to the player on their left. From the next 3 cards they again select 1 and pass on the remaining cards. From the final 2, they select 1 to keep and place the other in the discard pile.

Each player should now have 3 contract cards in hand.

VARIANT: THE DYAD ALLIANCE

This variant lets players use 2 leader cards each.

When collecting resources during setup, each player should only gain 10 water, 2 algae and 2 energy.

During leader selection:

- Place all leader cards faceup on the table.
- In turn order, each player selects 1 available leader card and places it faceup in front of them.
- In turn order, each player selects 1 of the remaining leader cards and returns it to the box.
- In reverse turn order, each player selects 1 of the remaining leader cards and places it faceup alongside their other leader. Return unselected cards to the box.

For the entire game, players may always benefit from the abilities of both their leaders.

LEADERS

Akira may treat 1s, 2s and 3s as 6s in her farms and at the mining camp.

Bjorg gains the Sal tile during setup. Sal is a 3-valued die, whose value can never be altered. He cannot be sent to the depository or negotiations board. He does not count towards your dice limit.

Dan gains 1 additional reward of a different type when sending dice to the depository.

Jakob : Any time Jakob gains a farm tile, he also gains 1 ship tile for free from the top of any stack.

Lysias may always treat setbacks as if they were positive effects.

Naira ignores all algae costs from garages.

Renzo gains his tile and 6 random event cards in a facedown draw pile during setup. At the beginning of the first 6 rounds, he reveals an event card and selects if he will resolve his event or the global event. If he selects the global event, he immediately gains 2 water. He ignores the effects of whichever event he does not choose.

Roslyn gains 1 die from the reserve at the end of each round if she is not already at her dice limit.

Sable may move her harvester 1 space at the end of each Harvest phase (after producing resources).

Sunari gains her unique farm during setup. This should be placed onto her leftmost empty foundation.

Troy: All negotiations (sending dice to the negotiations board) for Troy require 1 fewer gem, 2 fewer energy and 3 fewer algae.

Ul kah tal gains his unique ship during setup. Place this into his left-most empty garage (the garage that costs 1 algae).

Zapporah may immediately roll and assign any dice she gains during the Execute phase to her farms. After rolling, she may choose not to place them on her farms.

Zoey gains 3 more contract cards from the top of the draw pile after all players have drafted their starting hand. When fulfilling a contract, she may pay to fulfill a second contract at the same time.

ROUND STRUCTURE

The game is played over 7 **rounds**, each consisting of 4 **phases**.

PLAN

REVEAL EVENT

Reveal the top event card and place it faceup in the space above the draw pile. The player holding the radio reads the text aloud.

ROLL DICE

All players simultaneously roll all their available dice behind their screens. Players are not allowed to physically alter the values of their dice in this phase.

ASSIGN DICE

Behind their screens, players assign their rolled dice to the various spaces on their research bases. Once all players have finished, move on to the Execute phase.

Players can assign dice to their **garages** or **farms**.

Garages

Garages are used for sending dice to other locations. **You must always fill the spaces directly above the garages from left-to-right.**

The first garage (ship) allows dice sent from this garage to be increased or decreased by 1. 6s cannot become 1s, or vice versa. It also has no algae cost attached to it.

All other garages (rovers) can be upgraded during the game by installing ships. They are considered empty for game purposes. They all have an **algae cost** printed above them, which must be paid when sending out dice during the Execute phase.

Farms

Farms are used to gain resources during the Harvest phase. **You may freely assign dice to any available farm.**

The leftmost farm does not produce any resources. Assigning a die of any value here increases the value of dice in all other farms by 3 (to a maximum of 6).

The other 2 farms produce either of their indicated resources, in an amount determined by the value of the dice assigned to them, according to the table below these farms.

All dice assigned to farms are returned during the Rest phase.

The 3 spaces to the right of the farms are **foundations**. You can build additional farms on these spaces during the game.

EXECUTE

REMOVE SCREENS

All players remove their screens to reveal their assigned dice. Players cannot make any changes to these assignments.

SEND DICE FROM THE HEADQUARTERS

Regardless of the current round's turn order, all dice at the **headquarters** are sent out in the order they were placed. This does not take place in the first round and may not happen in all future rounds.

Dice sent from the headquarters cannot be sent back to the headquarters.

The first die in the headquarters may optionally be flipped to its opposite side when being sent out (as indicated).

In other respects, sending dice from the headquarters functions in the same way as sending dice from garages.

SEND DICE FROM GARAGES

Once there are no dice remaining in the headquarters, in clockwise turn order beginning with the player holding the radio, players start sending out all dice assigned to their garages.

Players takes turns sending 1 die (or 2 if sent to the laboratory), until there are no longer any dice remaining in garages. If a player has no dice to send out on their turn, they must pass.

You must always send dice from your leftmost garage.

Most garages have an **algae cost** which must be paid when sending out dice. If you cannot pay, or wish not to pay, that die and *all other dice* in your garages are immediately sent to the

cantina space of your research base. You immediately gain 2 water from the main supply for each die sent to your cantina.

VARIANT: THE IRENIC UNION

This variant lets players send dice from garages in any order, rather than always from left-to-right.

HARVEST/REST

HARVEST

All players resolve this phase simultaneously. All resources produced from the planet and players' active farms are collected from the main supply.

The planet

Based on the position of their **harvesters** on the **planet board**, players may gain water, algae, energy, gems or dice. Multiple players may harvest from the same space.

Harvesters produce nothing if they are on a revealed gem cache.

Farms

Some farms require dice to be activated, while others passively produce resources each round. Players may resolve their farms in any order.

REST

After harvesting all their resources, players simultaneously return all their dice to their supply from the 6 station boards, their farms, and their cantinas. **Dice on the spaceport board and negotiations board stay where they are.**

The player holding the radio passes it to the player on their left, who becomes the first player in the next round.

Players now check they have no more than 5 dice in their supply or 8 contract cards in hand. Excess dice must be returned to the reserve, and excess contract cards must be discarded (player's choice). **Dice at the headquarters count toward the limit of 5, but those at the depository and negotiations board do not.**

LOCATIONS

Each space at these locations may only contain a single die. You may send multiple dice to the same location in the same round.

HEADQUARTERS

Sending dice here allows you to resend them in the next round, ahead of the usual turn order. Dice must be placed onto the highest available space (1st > 2nd > 3rd > 4th).

All spaces immediately reward either 2 contract cards from the top of the draw pile or 5 water from the main supply.

MINING CAMP

Sending dice here allows you to collect gems. Dice may be placed onto any 1 of the available spaces. Each space shows a sum (x=?) with a number. You must spend water equal to this number, minus the value of your die, to collect the indicated gems.

LABORATORY

Sending dice here allows you to build new farms. Dice sent here must be placed together as a pair of equal values. The second die of the pair must be your next available die. Then, you must pay either 3 algae or 10 water to build a new farm.

Choose any 1 farm from the top of the 3 available stacks, and place it onto your left-most empty foundation. You may destroy a previously built farm tile (remove it from the game) to place the new tile in its place.

In 4 player games, 2 pairs of dice may be sent to the laboratory each round. **In 3 or less player games**, only 1 pair of dice may be sent each round. If a stack of farm tiles is fully depleted, it remains that way for the rest of the game.



Requires 1 die and produces a number of algae or energy based on the research base table.



Allows players to make any 2 trades, using the options shown on the market board.



Requires a 6 and produces the indicated items.



Passively produces the indicated resources.



3 points at the game's end.

FOUNDRY

Sending dice here allows you to upgrade your garages with ships.

This costs either 2 energy or 10 water. Gaining a ship from the left stack requires a 1 or 2 value die, the middle stack a 3 or 4, and the right stack a 5 or 6. Only the top ship tile from each stack is available.

Place newly acquired ship tiles on the left-most garage not already containing a ship. You may destroy a previously built ship tile (remove it from the game) to place the new tile in its place.

If a stack of ship tiles is fully depleted, it remains that way for the rest of the game.



Dice sent from this garage may be flipped to their opposite side.



Dice sent from this garage may be increased by up to 2.



Ignore this garage's algae cost.



Dice sent from this garage may be increased or decreased by 1. 6s cannot become 1s, or vice versa.



Ignore this garage's algae cost. Dice sent from this garage may pay up to 5 fewer water for their action, and may optionally be flipped to their opposite side.



Dice sent from this garage may pay up to 5 fewer water for their action.



Dice sent from this garage may pay 1 fewer energy for their action.

MARKET

Sending dice here allows you to trade resources with the main supply. Dice sent here may be placed onto any 1 of the available spaces. The chosen space indicates what trades are available, while the die's value governs the maximum number of individual trades that may be made.

ACADEMY

Sending dice here allows you to gain additional dice from the reserve. Dice sent here may be placed onto any 1 of the available spaces, as long as the die matches 1 of the printed values above the space.

Then, pay the indicated resources to gain either 1 or 2 dice. The resource type required is specific to the space where you placed your die. You can choose whether to pay for 1 or 2 dice.

Take newly acquired dice from the reserve and place them at the bottom area of your research base. Dice added here only become available in future rounds, but they can still be lost through setbacks or other effects.

While you may never exceed your dice limit (usually 5) during the Rest phase, you may go above this during the Execute phase. Dice are a limited supply. Once players have no dice remaining in the reserve, they cannot gain more.

CONTROL ROOM

Sending dice here allows you to move your harvester on the planet board at the cost of 2 energy or 10 water.

After paying, you must move your harvester to an adjacent space, in a direction governed by the value of the die you sent to the control room.

Ensure the planet and control room boards are always positioned in the same orientation.

If your harvester moves onto a space containing a gem or 3 water, immediately remove these from the planet board and add it to your supply. There is no limit to how many harvesters may occupy or harvest from the same space.

You may use the 6 arrows at the edge of the planet board to move your harvester to the opposite side of the board. When doing so, you must move in a direction that would have your harvester 'step off' the side of the planet board in the direction of the arrow. Your harvester should then immediately appear on the opposite side of the board.

You may move your harvester onto a gem cache. This *does not* allow you to flip or look at the other side of the tile. Unrevealed gem caches produce 1 gem and 1 die during the Harvest phase. If revealed, they produce no resources.

NEGOTIATIONS BOARD

Sending dice here is a primary way for players to score points. Dice sent here may be placed onto any 1 of the available spaces, if you can pay the resources required by that space.

Dice sent to the negotiations board remain there for the rest of the game. After sending a die, and paying the required resources, follow these steps:

1. Contract card abilities

Some contract cards have abilities specific to the negotiations board, or to a specific faction. These may be resolved immediately after paying the cost to negotiate. This is only for fulfilled contract cards (not those held in hand).

2. Faction ability

Each faction has a unique ability. Resolving a faction ability is always optional.

3. Advancement

The first die of a unique value sent to the negotiations board gains an advancement.

To claim an advancement, move the incident token specific to your die value from the left side of the negotiations board to the right side (staying in the same row). You may move it to any available slot on the right side.

Above your chosen slot is a reward you must resolve immediately.



Gain the resources from your harvester's current position on the planet board.



Gains a ship tile from the top of any stack for free.



Gain a new die from the reserve.



Gain a farm tile from the top of any stack for free.



You may move your harvester 1 space on the planet board.



Gain 1 gem from the main supply.

4. Setback

If the sum of all dice in the column where you sent your die reaches or exceeds a particular sum, or if 1 or more dice in the column are of the same value as the die being placed, a setback may be incurred.

Along the bottom-left of the negotiations board are 6 incident tokens, each with a numerical condition printed above them. The first 4 refer to the total sum, while the last 2 are concerned with dice of the same value. If you qualify for more than 1 setback, only choose 1 setback to resolve.

When resolving a setback, you must move the incident token specific to your condition from the left side of the negotiations board, to the right side (staying in the same row). You may move it to any available slot on the right side. Above your chosen slot is a punishment you must resolve immediately.

If you can resolve a punishment, you must. But if none of the available punishments affect you, you must still select 1.



You must discard 2 contract cards from your hand.



You must destroy a ship tile from your research base.



You must return 1 of your dice to the reserve (from your research base, the headquarters, or a station board).



You must destroy a farm tile from your research base.



You must move your harvester 1 space backwards on the planet board (closer to the centre).



You must pay 1 gem to the main supply.

DEPOSITORY

Sending dice here is a primary way for players to score points. Dice sent here may be placed onto any 1 of the available spaces, if their value matches the chosen column.

You may place dice in any 1 of the 3 available rows, and you *must* be able to fulfill a contract.

Dice sent to the depository remain there for the rest of the game.

Fulfill a contract

After sending a die to the depository, you *must* fulfill a single contract. Place the contract card faceup alongside your research base for the rest of the game. You must then pay all resources shown in the top-left of the card to the main supply.

While some contract card rewards have in-game abilities, like the aqua cannon, others provide end-game scoring bonuses. A full list of all contract card rewards can be found on page 20 of the rules.

Delivery reward

After fulfilling a contract, you gain the delivery reward associated with the row where you placed your die (shown to the right of each row): move their harvester 1 space on the planet board; gain 1 die from the reserve; or draw 2 contract cards.

END OF GAME

The game ends immediately after the Rest phase of the seventh round (all 7 event cards will have been revealed). Players add up their point and the player with the most points is the winner.

On a tie, the tied player with the most dice left in their supply wins. On a further tie, the tied player with the most energy, algae and water still in their supply wins. On a further tie, all tied players share the victory.

SCORING

Each player scores points in these areas:

- 1. Dice on the negotiations board:** Printed values next to each of their dice.
- 2. Fulfilled contracts:** Both the set values and any end-game scoring bonuses from specific contract cards.
- 3. Harvester:** If on a gem cache.
- 4. Research base:** Printed values on specific ships and farms, as well as printed values on their left-most empty garage and farm/foundation.
- 5. Remaining gems in their supply:** 1 point each.

CIRCADIAN'S FIRST LIGHT

SPECIALISTS EXPANSION

SETUP

Shuffle the 6 new **event cards** into the event deck, the 26 new **contract cards** to the contract deck, and the 12 new **leader cards** to the leader deck. Add the new **farm** and **ship** tiles to those tiles.

Set up as normal, with these additions:

Place the **negotiations board extensions** at each side of the negotiations board (*Oxataya* on the left and *Ahzuri* on the right) with the sides matching the number of players faceup.

Choose either side of the *Oxataya* and *Ahzuri* **faction boards** and slot them above the associated negotiations board extension.

Place the additional 4 **incident tokens** into the holes on the left negotiations board extension.

Place the **temple board** near the other 6 station boards with the side matching the number of players faceup..

Each player also takes 1 **outpost board**, 2 **outposts tiles**, and 3 **specialists** in their chosen colour.

Place your outpost board to the left of your research base and screen, and the 3 specialists onto the indicated spaces of their outpost board.

Each player selects 1 of their outpost tiles to place above their outpost board, and returns the other to the box.

Players may select their chosen leader card and outpost tile together at the same time.

If *Tariq* is one of the leaders being used, give the radio (first player marker) to the player seated to the left of the player using him.

LEADERS

Amos starts with 1 additional die in his supply, and 2 fewer algae. He must use 1 of his turns in the Execute phase to start all his farms: instead of sending out a die, he flips over his tile, harvesting all his farms and also gaining an additional 3 water. He does not harvest his farms a second time during the Harvest phase, but he does harvest from the planet board, then flips his tile back to its other side.

Britta gains 1 energy and 1 algae during the Rest phase for each die she lacks from her limit.

Charlene may increase 1 die by up to 2, or 2 dice by 1 each, in the Planning phase (behind her screen). Her special board is placed below the mining camp with the side matching the number of players faceup. When Charlene (not other players) sends dice to the mining camp, she gains gems normally, and may also benefit from the abilities on her board in the same column where she placed her die (before or after gaining gems). All abilities are optional. If she wishes to use the right-most ability to move her harvester, she must also discard 2 contract cards.

If playing solo, she may use the optional alternative ability on her board instead of the ability below where she placed her die.

Corey gains 1 gem if there are no dice at his outpost during the Harvest phase (no players would have sent dice there during the Execute phase). He has his own unique outpost board that replaces the standard board. On this board, up to 2 dice can be sent to Corey's outpost, and any time a player (including Corey) sends a die to his outpost, that player immediately gains 1 algae before resolving the outpost tile's ability.

Eden starts with 1 more gem, 2 more energy, and 4 more algae. Once per round she may discard 1 contract card to draw 2 new contract cards in the Planning phase.

Garmon starts the game with an additional 5 water. He may always spend 6 water in place of 1 gem (any number of times). He also gains 6 water each round during the Harvest phase if he harvests no water from the planet or his farms.

Hikaru may resolve a second faction's ability when negotiating. He may do this before or after resolving the faction ability from where he sent his die.

Luna gains 1 gem when she negotiates with *Ahzuri*, and 3 water when her opponents do. During setup she must move her harvester 1 space on the planet board in any direction (this may be done after the contract card draft).

Melvan starts with 1 active specialist (this may be any 1 of the 3 available specialists and counts as 1 of his starting dice) and his specialist limit is increased to 2 (so he may have up to 2 active specialists in his supply). If Melvan unlocks the ability where active specialists no longer count towards his dice limit, it applies to all of his active specialists.

Michela starts the game with 5 fewer water. During setup, place her unique tile to the right of the negotiations board; this provides 2 new advancements for all players to benefit from.

Michela's dice limit is reduced by 2, so she is usually limited to 3 dice (effects may increase this). She may also benefit from an unclaimed advancement each Harvest phase (before or after harvesting): resolving any 1 advancement that does not have an incident token below it (she does not move an incident token).

Peyton gains 2 more contract cards from the top of the draw pile after all players have drafted their starting hand during setup. When sending dice to the market or laboratory, before or after resolving the station's ability, Peyton may either draw 2 contract cards, or discard 1 contract card to gain 1 gem.

Tariq: During setup, 1 of Tariq's dice from his supply should be rolled and placed in the first space of the headquarters, gaining the normal rewards. Each round Tariq may resolve the action of the first die he sends from the headquarters twice. If he has fulfilled contract cards that benefit from his action, they would also activate twice (once per action he resolves).

SPECIALISTS



Players can now access **specialist dice**.

Specialists count as dice in a player's supply. **When used in place of a regular die, you may treat them as any value between 1-6.** Anything that would affect a regular die may also affect a specialist.

Gaining a regular die by any means does not allow you to instead gain a specialist; they can only be gained when explicitly specified.

Assigning specialists in the Planning phase

During the Planning phase, players must assign any active specialists they have to garages and farms, as they do with regular dice. You may only ever have a single *active* specialist.

Screens are not intended to cover outposts. Dice and specialists cannot be assigned to outposts during this phase.

Sending specialists from garages

Specialists sent from garages follow the same rules as regular dice, however:

- Specialists may be sent out in any order;** ahead of other dice, or skipped to be placed later. When sending a die from a garage (or when sending their last die in the headquarters) to the laboratory, you may send it alongside a specialist, regardless of which garage that specialist came from.

- Specialists may be sent to farms on players' own research bases.** You must still pay any algae costs. Specialists sent to farms still only activate during the Harvest phase, as if they had been assigned there during the Planning phase.

- Specialists may be sent to outposts belonging to any player.**

Sending specialists to and from the headquarters

These function just like any other dice sent there. All specialists and dice at the headquarters must be sent out in the normal order (1st-4th).

These may be treated as any value from 1-6.

Sending specialists to the negotiations board

These do not have a value, so do not contribute to any of the advancements or setbacks from the base game. There are 2 new advancements and 2 new setbacks specific to specialists:



The first 2 specialists sent to the negotiations board gain an advancement.



If a player places a specialist in a column where there is already 1 or more specialists, they will need to resolve 1 of these setbacks.

Sending specialists to the depository

These may be treated as any value from 1-6 and placed onto any available space.

Harvesting farms with specialists

Specialists on farms are always treated as value 6.

Rest phase

All specialists on the 7 station boards (including the new temple board) and any sent to outposts are returned to players' supplies just like regular dice. Specialists, including those at the headquarters, count towards each player's dice limit. If you need to return dice to get below your limit, always return regular dice.

Gaining specialists

Anytime you gain a specialist you must carry out this step, depending on the situation. If you already have 3 specialists, gaining more has no effect.

- If you do not have an active specialist, take any 1 of the 3 specialists placed on your outpost during setup, and replace any 1 regular die in your supply with that specialist. Return the regular die being replaced to the reserve. Replacing a regular die with a specialist at a station board or the headquarters has no immediate benefit.
- If you already have an active specialist, move any 1 of the 3 specialists placed on your outpost during setup, to 1 of the lock spaces at the bottom-left of your outpost board.

Unlocking specialists

Specialists can sometimes be moved to lock spaces. If you take an action which sees an active specialist leave your supply, this immediately **unlocks** 1 specialist from a lock space. If you do not have any specialists on a lock space, this has no effect.

When unlocking a specialist, you must replace any 1 regular die in your supply with that specialist. Return the regular die being replaced to the reserve.

'Active' terminology

Specialists are considered **active** only when they are in a player's supply. Specialists and regular dice are only considered to be in a player's supply while on their research base, at the headquarters, or at any of the station boards.

Specialists on outpost boards are not active, except for those sent there during the Execute phase.

While replacing regular dice with specialists at research bases is often more beneficial, you can still replace them at the headquarters or at station boards if you wish.

OUTPOSTS

You may send specialists to any player's outpost, including your own: place them onto the top die space showing the **outpost icon**, as long as it is not already blocked by another specialist.

You must then carry out the action shown on the outpost tile above. If your specialist was sent to an opponent's outpost, that player also gains a benefit (1 contract card and 2 water, but this may be improved). You do not get this extra benefit when using your own outpost. Specialists sent to outposts are always returned during each Rest phase (they are not spent).

Oxataya faction ability

This allows players to use an unoccupied outpost without sending a specialist. While a specialist is not placed, if the owner of the chosen outpost is an opponent, they still gain the rewards as if someone had used their outpost.

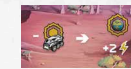
Specialist abilities

As you gain specialists, you unlock additional benefits for your active specialists and your outposts, which become immediately available regardless of whether a specialist was added to your supply, or moved to a lock space.

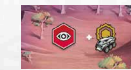
- Any time an opponent uses an outpost, the owner gains either 2 algae or 1 energy, in addition to the usual 1 contract card and 2 water. This is also worth 2 points at game end.
- Active specialists do not count towards the owner's dice limit.
- Spend 1 fewer algae (from the cost of the garage, or another part of the action) when sending out specialists from garages.

If the 2nd and 3rd specialist are unlocked, they are worth 5 points at game end. If only 1 of them is unlocked, no points are gained.

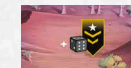
OUTPOST TILES



Move your harvester 1 space backwards on the planet board (closer to the centre). You then gain the resources from their harvester's current position, plus an additional 2 energy. You cannot use this outpost if your harvester is already at the centre of the planet board.



You may peek at any 1 gem cache, then must move your harvester 1 space in any direction on the planet board.



Immediately take 1 die of your colour from the reserve, roll it, and place it on the first available space at the headquarters. This is treated like sending a die there normally, so you get 2 contract cards or 5 water. You cannot use this outpost if the headquarters is full.



You must spend 5 water. After doing so you gain 1 ship tile from the top of any stack for free, and gain 1 algae.



You must discard 1 contract card from your hand and spend 1 energy. Then you gain 1 farm tile from the top of any stack for free.



You must fulfill an end-game-focused (red flag) contract card. When doing so, you may spend up to 1 fewer gem and up to 2 fewer water.



You must fulfill an in-game-focused (blue circular arrow) contract card. When doing so, you may spend up to 1 fewer energy, up to 2 fewer algae, and up to 3 fewer water.



You must spend 2 algae. After doing so, you draw 2 contract cards into their hand and gain 2 gems into your supply.

THE TEMPLE

Sending dice to the temple allows you to gain specialists and other benefits. Dice sent here may be placed onto any 1 of the available spaces, with the die value governing which of the 3 actions you resolve. The cost for this action is 1 gem or 10 water.

The 3 possible actions are:

- 1: Gain 1 specialist and optionally fulfill any 1 contract card, paying its full costs.
- 2-3: Gain 1 specialist and draw 3 contract cards to hand.
- 4-6: Gain 1 specialist and 1 die.

TILES

FARM TILES



Passively produces 1 contract card, and is 1 worth point at the end of the game.



Requires a 6 to gain 1 specialist.

SHIP TILES



Sending dice from this garage allows you to make 1 trade using the options shown on the market board. This trade may be done either before sending the die, or after resolving its action.



Dice sent from this garage may be sent to outposts. This is the only way that regular dice may be sent to outposts, and follows all the same rules as when a specialist is sent to an outpost.

NEW ADVANCEMENTS/SETBACKS

There are 2 new rewards added to the right side of the negotiations board: the first is to draw **2 contract cards**; the second is to **gain a specialist**.

There are 2 new punishments added to the right side of the negotiations board: the first **rewards all other players with 1 gem** (solo mode: you lose 2 algae and 1 energy). The second **rewards all other players with 5 water** (solo mode: you lose 5 water).

For lysias, 'all other players' also includes himself when resolving these punishments.

NEGOTIATING WITH AHZURI

Oxataya require players to spend water, but to negotiate with *Ahzuri* you must meet the requirements shown on the specific space where you wish to place your die, before you send it:

1. Have 4 or more fulfilled contracts.
2. Have 4 or more dice (may include specialists) on the negotiations board.
3. Have your harvester on a gem cache.
4. Have 4 ship tiles or 3 farm tiles.
5. Have 3 specialists at the negotiations board or depository (in any combination across 1 or both areas).

SCORING

In addition to the normal scoring areas, **players also score their outposts**: 2 points if they unlocked their top specialist; 5 points if they unlocked both their bottom specialists (7 points if they unlocked all 3).

FIRST LIGHT

PLAN

Reveal event

Place the top event card faceup in the space above the deck.

Roll dice

All players simultaneously roll all their available dice behind their screens.

Assign dice

Behind their screens, players assign their rolled dice to the various spaces on their research bases.

You must always fill the spaces directly above the garages from left-to-right. The first garage (ship) allows dice sent from this garage to be increased or decreased by 1.

You may freely assign dice to any available farm. Assigning a die of any value to the leftmost farm increases the value of dice in all other farms by 3 (max 6).

EXECUTE

Remove screens

All players remove their screens to reveal their assigned dice.

Send dice from the headquarters

All dice at the headquarters are sent out in the order they were placed. This does not take place in the first round and may not happen in all future rounds.

Dice sent from the headquarters cannot be sent back to the headquarters.

The first die in the headquarters may optionally be flipped to its opposite side when being sent out (as indicated).

In other respects, sending dice from the headquarters functions in the same way as sending dice from garages.

Send dice from garages

Once there are no dice remaining in the headquarters, in clockwise turn order beginning with the player holding the radio, players start sending out all dice assigned to their garages.

Players takes turns sending 1 die (or 2 if sent to the laboratory), until there are no longer any dice remaining in garages. If a player has no dice to send out on their turn, they must pass.

You must always send dice from your leftmost garage.

Most garages have an **algae cost** which must be paid when sending out dice. If you cannot pay, or wish not to pay, that die and *all other dice* in your garages are immediately sent to the **cantina** space of your research base. You immediately gain 2 water from the main supply for each die sent to your cantina.

HARVEST/REST

Harvest

All players resolve this phase simultaneously.

Based on the position of their **harvesters** on the **planet board**, players may gain resources.

Some farms require dice to be activated, while others passively produce resources. Players may resolve their farms in any order.

Rest

Players simultaneously return all their dice to their supply from the 6 station boards, their farms, and their cantinas. **Dice on the spaceport board and negotiations board stay where they are.**

The player holding the radio passes it to the player on their left.

Players now check they have no more than 5 dice in their supply or 8 contract cards in hand. **Dice at the headquarters count toward the limit of 5, but those at the depository and negotiations board do not.**

LOCATIONS

HEADQUARTERS

Sending dice here allows you to resend them in the next round, ahead of the usual turn order. Dice must be placed onto the highest available space (1st > 2nd > 3rd > 4th).

All spaces immediately reward either 2 contract cards from the top of the draw pile or 5 water from the main supply.

MINING CAMP

Sending dice here allows you to collect gems. Dice may be placed onto any 1 of the available spaces. Each space shows a sum (x=?) with a number. Spend water equal to this number, minus the value of your die, to collect the indicated gems.

LABORATORY

Sending dice here allows you to build new farms. Dice sent here must be placed together as a pair of equal values. The second die of the pair must be your next available die. Then, you must pay either 3 algae or 10 water to build a new farm.

Choose any 1 farm from the top of the 3 available stacks, and place it onto your left-most empty foundation. You may destroy a previously built farm tile to place the new tile in its place.

In 4 player games, 2 pairs of dice may be sent to the laboratory each round. **In 3 or less player games,** only 1 pair of dice may be sent each round. If a stack of farm tiles is fully depleted, it remains that way for the rest of the game.



Requires 1 die and produces a number of algae or energy based on the research base table.



Allows players to make any 2 trades, using the options shown on the market board.



Requires a 6 and produces the indicated items.



Passively produces the indicated resources.



3 points at the game's end.

FOUNDRY

Sending dice here allows you to upgrade your garages with ships.

This costs either 2 energy or 10 water. Gaining a ship from the left stack requires a 1 or 2 value die, the middle stack a 3 or 4, and the right stack a 5 or 6. Only the top ship tile from each stack is available.

Place newly acquired ship tiles on the left-most garage not already containing a ship. You may destroy a previously built ship tile (remove it from the game) to place the new tile in its place.

If a stack of ship tiles is fully depleted, it remains that way for the rest of the game.

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If a stack of ship tiles is fully depleted, it remains that way for the rest of the game.



Dice sent from this garage may be flipped to their opposite side.

Dice sent from this garage may be increased by up to 2.

Ignore this garage's algae cost.

Dice sent from this garage may be increased or decreased by 1. 6s cannot become 1s, or vice versa.

Ignore this garage's algae cost. Dice sent from this garage may pay up to 5 fewer water for their action, and may optionally be flipped to their opposite side.

Dice sent from this garage may pay up to 5 fewer water for their action.

Dice sent from this garage may pay 1 fewer energy for their action.

MARKET

Sending dice here allows you to trade resources with the main supply. The chosen space indicates what trades are available, while the die's value governs the maximum number of individual trades that may be made.

ACADEMY

Sending dice here allows you to gain additional dice from the reserve. A die sent here must match 1 of the values above the space. Then, pay the indicated resources to gain either 1 or 2 dice. You can choose whether to pay for 1 or 2 dice.

Take newly acquired dice from the reserve and place them at the bottom area of your research base. Dice added here only become available in future rounds.

You may exceed your dice limit during the Execute phase.

CONTROL ROOM

Sending dice here allows you to move your harvester on the planet board at the cost of 2 energy or 10 water. Move your harvester to an adjacent space, in a direction governed by the value of the die you sent to the control room.

If your harvester moves onto a space containing a gem or 3 water, immediately remove these from the planet board and add it to your supply. There is no limit to how many harvesters may occupy or harvest from the same space.

You may use the 6 arrows at the edge of the planet board to move your harvester to the opposite side of the board.

Moving your harvester onto a gem cache *does not* allow you to flip or look at the other side of the tile. Unrevealed caches produce 1 gem and 1 die during the Harvest phase.

NEGOTIATIONS BOARD

Sending dice here is a primary way for players to score points. Dice sent here may be placed onto any 1 of the available spaces, if you can pay the resources required by that space.

Dice sent to the negotiations board remain there for the rest of the game. After sending a die, and paying the required resources, follow these steps:

1. Contract card abilities

Contract cards with abilities specific to the negotiations board, or to a specific faction, may be resolved immediately after paying the cost to negotiate. This is only for fulfilled contract cards (not those held in hand).

2. Faction ability

Resolving a faction ability is always optional.

3. Advancement

The first die of a unique value sent to the negotiations board gains an **advancement**. Move the incident token specific to your die value from the left side to any available slot on the right side (in the same row). Above this is a reward:



Gain the resources from your harvester's current position on the planet board.



Gains a ship tile from the top of any stack for free.



Gain a new die from the reserve.



Gain a farm tile from the top of any stack for free.



You may move your harvester 1 space on the planet board.



Gain 1 gem from the main supply.

4. Setback

If the sum of all dice in the column where you sent your die reaches or exceeds a particular sum, or if 1 or more dice in the column are of the same value as the die being placed, a setback may be incurred.

Move the incident token specific to your condition from the left side of the negotiations board, to any available slot on the right side (in the same row). Above this is a punishment (if none of the available punishments affect you, you must still select 1):



You must discard 2 contract cards from your hand.



You must destroy a ship tile from your research base.



You must return 1 of your dice to the reserve (from your research base, the headquarters, or a station board).



You must destroy a farm tile from your research base.



You must move your harvester 1 space backwards on the planet board (closer to the centre).



You must pay 1 gem to the main supply.

DEPOSITORY

Dice sent here may be placed onto any 1 of the available spaces, if their value matches the chosen column. You may place dice in any 1 of the 3 available rows, and you *must* be able to fulfill a contract.

Dice sent here remain here for the rest of the game.

You *must* fulfill a single contract. Place the card faceup alongside your research base for the rest of the game and pay all resources shown in the top-left of the card.

Delivery reward

After fulfilling a contract, you gain the delivery reward associated with the row where you placed your die (shown to the right of each row): move their harvester 1 space on the planet board; gain 1 die from the reserve; or draw 2 contract cards.



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Dice sent from this garage may be increased by up to 2.

Ignore this garage's algae cost.

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Gains a ship tile from the top of any stack for free.



Gain a new die from the reserve.



Gain a farm tile from the top of any stack for free.



You may move your harvester 1 space on the planet board.



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