

# Post Preview Copy Changes

When review copies of Arkosa were sent out into the wild, we endeavoured to put out as complete a game as possible. However, Arkosa is a game with a lot of variables, so we have continued to playtest, take on board feedback and improve the game to make it as balanced and fun as possible.

Below details the ways we have improved Arkosa post manufacturing the preview copies:

## Raid Events

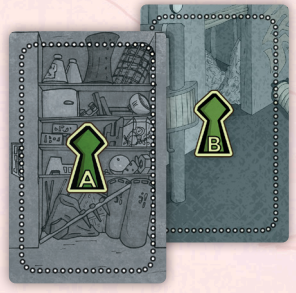
Raid events provide an appropriate amount of thematic dread and also function as a catch up mechanic in the game. Their aim is to target a player who is doing particularly well in one area of the game, and they do this by targetting certain metrics (player with the best type of colonists / rooms, most active power shards etc.).



**Changes:** A couple of raid cards have been removed from the game because they didn't accurately target a player doing well. Also the raid effects have been slightly nerfed, so they are a little less destructive (but still hold an appropriate amount of dread!).

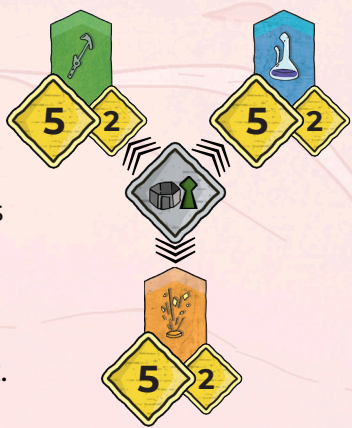
## Colonist Cards & End Game Scoring

Arkosa should give you tricky decisions on what colonists to recruit with a wide variety of different characters with different abilities and benefits.



**Changes:** Some balancing tweaks have been done on quite a few colonists in the game. Colonists with overly good abilities have had their points slightly nerfed and some of the 'take-that' orientated characters have had their abilities slightly nerfed.

With explorers, there is more variety in the discounts some of them have when exploring. Explorer colonists that have 1 resource explore action discount would always have 1 nitrogen discount, now there are some that have 1 food discount. This leads to more interesting decisions with what to do with each explorer colonist (e.g. is it worth changing your explore target location to get the correct discount?).



The introduction of end game specialisation bonuses has increased the relevance of the types of colonist you recruit. Bonus points are now available for players with the best overall rooms and colonists of each type: **science**, **labour** and **entertainment**. In turn, colonist types have been looked at more carefully, and less colonists now span multiple categories. This leads to further trickier decisions when deciding which colonists and thus end game bonuses to target.

## The First Player Token - 'Luck of the Nerffles'

**Change:** It's always frustrating in a game when you feel like you're behind and can't find a way to catch up. The raids exist to help combat this but we also made an interesting change to how the first player token works. It's likely if you are passing early in a round that you could need to catch up. So the token is no longer passed clockwise at the end of each round, instead the first player to pass receives it, and they also receive 2 resources of their choice. This is called 'Luck of the Nerffles'.



## Reset Room Trade

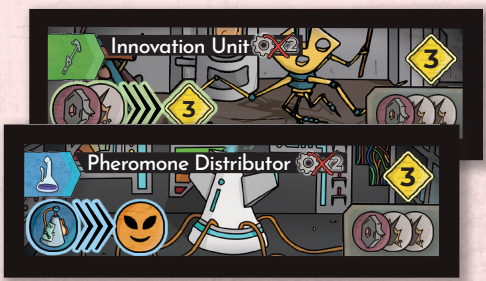
There is a trade available in the game that allows players to remove the rooms which are currently available to buy, and then draw 4 new ones. This is useful when you are looking out for a particular type of room.



**Change:** This trade used to cost 2 scrap, however, being able to pay 2 scrap and then have leftover resources to buy the room you were looking for has proved difficult. Therefore this trade is now done by reducing your reputation by 1 to make this more feasible.

## Rooms

**Change:** The balance of rooms has been further looked at and it was discovered that there was a bias towards the amount of **entertainment** type rooms available in the game. To even this out, the 'Shisha Spa' (**entertainment**) is now a Pheromone Distributor (**science**). Also the innovation unit has been slightly buffed. A magtape and a scrap is now converted to 3 points rather than 2.



# Changes That Can Be Applied To Review Copies

While not all the changes talked about on the previous page can be applied to review copies, there are a few that can! See below:



## Raid Events

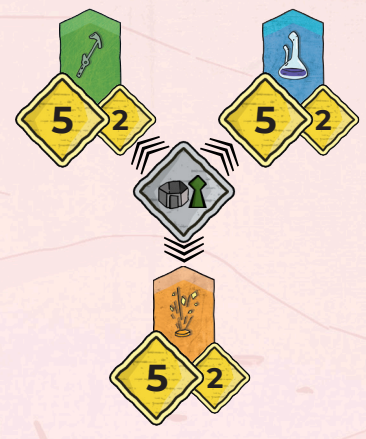
Remove the raids 'Promises Promises' (RE-8) and 'Supplies' (RE-6). Do not use them in the game.

## End Game Scoring

Add in the following when calculating the final scores:

➔ **Points for specialisation bonuses.** For each category (**labour**, **science** and **entertainment**) give the player with the best\* rooms and colonists **5 points** and the runner-up **2 points**. Skip the runner-up points in a 2 player or solo game. Players tied at the same level get the same points for 1st or 2nd place.

\*Worth most reputation points (combined total)



## The First Player Token - 'Luck of the Nerffles'

Ignore instructions to pass the first player token in the preparation phase of each round. Instead follow this rule:

The **first** player to **pass** is granted the 'luck of the Nerffles'. They take the **first player token** and two resources of their choice (power shards included).



## Reset Room Trade

If using the reset room trade, pay 1 reputation instead of 2 scrap.