

# Rulebook



"Good morning residents of Bunker '42! And what a glorious morning it is on this fair planet Arkosa. The red mountains stand tall, the moons are shining bright and it has been thirteen days since the last raid! Rejoice!

"We have a special announcement this morning residents of '42. For too long we have lived, as every other Bunker colony has, on this once revered and celebrated world, without hope or faith of a brighter future. We were abandoned! Left isolated in the aftermath of... The Event...

"But no more, dear colonists! No more! For we have received a message from the stars! Salvation is coming!

"A mining ship returning to the galactic hub with a full load from the nearby astro-belt has received the global distress beacon. They are coming to rescue...us!

"One lucky Bunker can squeeze aboard the vessel and begin life anew amongst the rest of the galaxy. And need I say, Bunker '42 has the very best chance of being chosen by the benefactors of this rescue!

"So polish those Nitro tanks! Harvest the bugs for a grand feast! Prepare the entertainment and scour the dunes for more hands and tentacles to put on deck! Our reputation must precede us...we must be chosen! Let these fateful friends find our Bunker worthy of departure into the skies!

## Overview

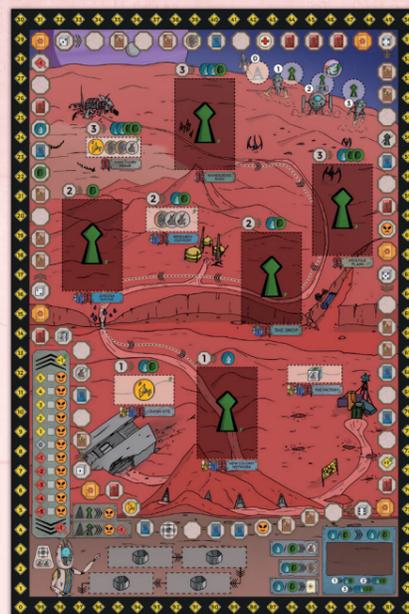
In Arkosa, you'll be developing your bunker, recruiting unique colonists and trying to keep your population happy, fed, rested and breathing.

However, the planet won't make it easy for you. There will be regular attacks from the resident hostiles to contend with, plus a whole bunch of events that can occur while your intrepid explorers are out in the wastelands. In order to claim victory you'll need a well organised, productive and happy bunker. But only one colony will win the grand prize... a ticket off the planet.

## Object of the Game

Each player will build and take charge of their own bunker. They will then compete to have the best reputation over the course of 3 rounds. Players will earn reputation points by recruiting new colonists, building new rooms, keeping their colony happy and making successful bribes. The player with the most reputation points at the end of the game will be rescued from planet Arkosa and declared the winner. In the event of a tie, the colony with the highest morale will take the victory.

## Game Components



1 Game Board



6 Bunker Boards



11 Dr. Sawbones Cards



2 Quick Guide Sheets



46 Room Tiles  
27 x A Rooms  
10 x B Rooms  
10 x Unique Rooms



1 Room Tile Bag



27 Food Tokens  
15 x 1 Food & 12 x 3 Food



27 Nitrogen Tokens  
15 x 1 Nitrogen & 12 x 3 Nitrogen



60 Power Shards Tokens



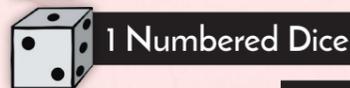
20 Magtape Tokens



20 Scrap Tokens



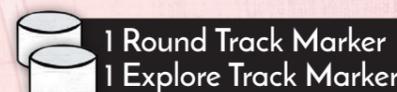
1 Resource Dice



1 Numbered Dice



15 Player Markers  
2 x Discs & 1 x Cube for each of the 5 colours



1 Round Track Marker  
1 Explore Track Marker



28 A Colonist Cards

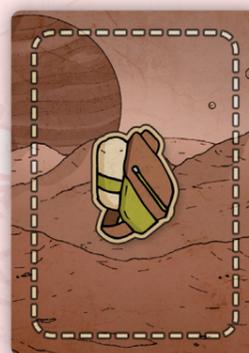


20 B Colonist Cards



7 Colony Leader Cards

28 Medium Risk Event Cards



38 Low Risk Event Cards



25 High Risk Event Cards

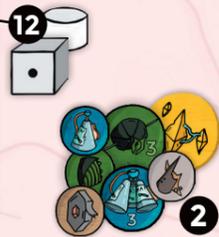
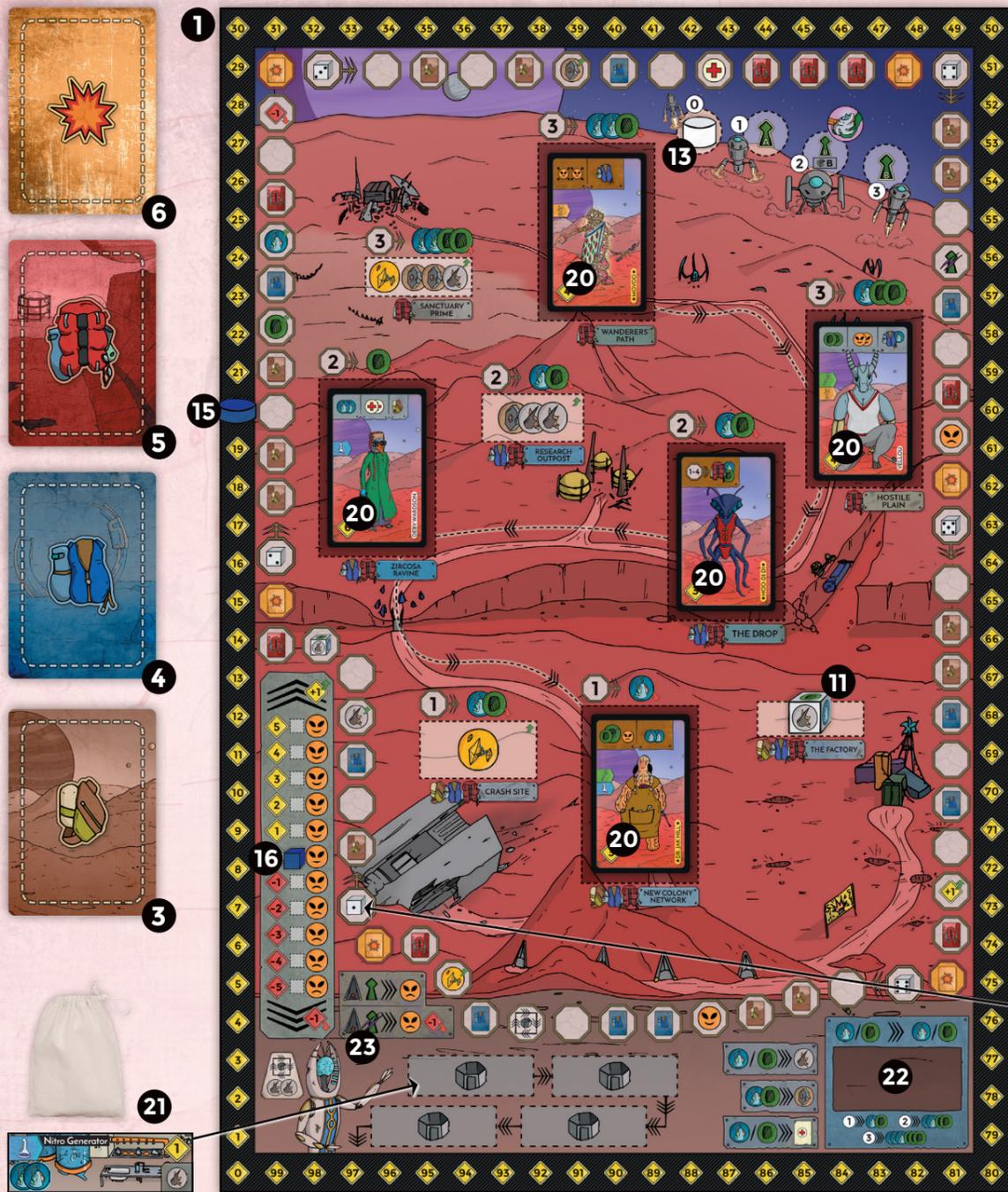


10 Raid Event Cards



20 Bribe Cards

And this rulebook!



## Component Setup

Place the **game board** in the middle of the table. **1**

Put the **resource tokens** (food, nitrogen, scrap, magtape and power shards) in a **general supply** in reach of all players. **2**

Shuffle the following decks of cards and place them near the game board:

- Low Risk Events **3**
- Raid Events **6**
- A Colonists **9**
- Medium Risk Event **4**
- Dr. Sawbones Events **7**
- B Colonists **10**
- High Risk Events **5**
- Bribes **8**

Put the **resource dice** on 'The Factory' location on the game board. **11**

Roll the **numbered dice** and then place the **exploration track marker** on the corresponding number of the **exploration track**. Then put the numbered dice to one side. **12**



Put the **quick guide sheets** near the play area, so all players can reference them. **13**

Put the **round tracker** on the round 0 space.

## Bunker Setup

For your first game of Arkosa, it is recommended that you follow the **Starter Bunker Setup** instructions. This will give you a predetermined set of starting rooms, bonuses, resources and morale, plus a random selection of founding colonists. In subsequent games, follow the **Regular Bunker Setup** to give you more control of your starting bunker and its inhabitants.

## Starter Bunker Setup

Each player must choose a **colour** and take the corresponding **wooden discs** and **morale tracking cube**.

Randomly assign each player a **bunker board**. Each player should place their board in front of them on the **(A)** side.

Place the disc with **numbered sides** on the assigned space in the top left corner of your **bunker board**. **14**

Place your other disc on space 20 of the **reputation track**. **15**



Place your **morale tracking cube** on the corresponding space of the **morale track** according to your colony's starting morale value. **16**

Each player takes the starting **resources** pictured on their bunker board and places them in their supply (somewhere in front of them). **17**



## Setup Continued...

Each player takes **3 power shards** from the **general supply** and puts them in the slots next to their starting rooms. These should be placed with the shard symbol  face up. **18**

Establish each bunker's **founding colonists** by dealing each player **4 cards face-down** from the **A colonist**  deck. These cards should be kept in each player's **hand**. Players should keep these cards **private** for now. **19**

The first player is the person who was **most recently lost on a deserted alien planet**. Failing that, each player rolls the **numbered dice**. The player who rolled the highest number gets the first **player token**. Re-roll for any ties.

### Regular Bunker Setup

Each player rolls the numbered dice to determine who gets first pick in the first stage of setup. Give the player who rolled the highest number the **first player token**. Re-roll for any ties.

#### 1. Choose Bunker Foundations & Player Colour

Take the following actions, starting with the player with the **first player token**, and then proceeding **clockwise**:

- ➔ Choose a **bunker board** and place it **(B)** side up in front of you.
- ➔ Choose a **colour** to play as and take the corresponding coloured **wooden discs**.
- ➔ Place the disc with **numbered sides** on the assigned space in the top left corner of your bunker board. **14**
- ➔ Place the other disc on space **20** of the **reputation track**. **15**

When each player has chosen their bunker foundations and colour, **pass the first player token clockwise**.

#### 2. Choose Colony Leader

Take the following actions, starting with the player with the **first player token**, and then proceeding **clockwise**:

- ➔ Choose one of the **colony leader** cards. 
- ➔ Place your **morale tracking cube** on the **morale track** according to the value on the card. **16**
- ➔ Take the starting **resources** pictured on the card and place them in your supply (somewhere in front of you). **17**
- ➔ You can keep this card in front of you to remind yourself of your persona, or you can return it to the game box.

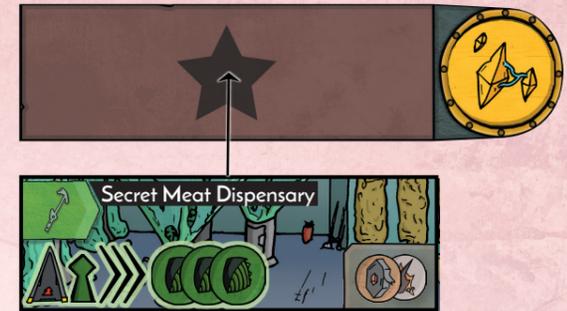


When each player has chosen their colony leader, **pass the first player token clockwise**.

#### 3. Choose Special Room

Take the following actions, starting with the player with the **first player token**, and then proceeding **clockwise**:

- ➔ Look at the **quick guide sheet** and select a **special room** from the options available. Find the room tile for your chosen room and place it on the **★** space on your bunker board.
- ➔ Take **3 power shards** from the **general supply** and place them in the slots next to the three built rooms on your bunker board. These should be placed with the shard symbol  face up. **18**



#### 4. Draft Founding Colonists

- ➔ Deal each player **4 cards face-down** from the **A colonist**  deck.
- ➔ Each player should pick up their cards, look at them, and **select one they wish to keep**, placing it **face-down** next to them.
- ➔ Each player should pass their remaining cards to the player on their **left**.

**Repeat the process above 3 more times** so that each player has drafted **4 colonists**. These cards make up each player's **hand**. Players' should keep these cards **private** for now.

**You are now set up and ready to play! It's time to lead your colony to salvation... good luck!**

# Playing the Game

Arkosa is played in rounds. After **3 rounds** the game is over. Here is a summary of the phases of each round:

## 1. Preparation

Prepare the game board for the upcoming round. This includes: **drawing new colonists, rooms and bribes** (round 2 only), refreshing the **trade pool**, moving the **round tracker** and passing the **first player token**.

## 2. Player Actions

Players take it in turns to carry out **2 actions** each. Available actions are: **put a colonist to work, build a room, make a trade** and **make a bribe** (round 2 onwards). Players keep taking actions until everyone has **passed**.

## 1. Preparation

### Round 1

Move the round tracker to the next space on the round track and pass the first player token clockwise.

#### Colonists **20**

Draw 5 A colonist  cards and place them face-up on the colonist explore spaces on the game board in a random order.

#### Rooms **21**

Draw 4 rooms from the room tile bag and place them face-up on the production line in a random order.

#### Trade Pool **22**

Place 1 food and 1 nitrogen in the trade pool.

### Round 2

Move the round tracker to the next space on the round track and pass the first player token clockwise.

#### Colonists

Remove all colonists on the game board from the game. Draw cards from the **B colonist**  deck and place them face-up on each of the colonist explore spaces in a random order.

#### Rooms

Add all the **B rooms** to the room tile bag and give the bag a good mix. The room at the end of the production line is removed from the game and the rest of the rooms are moved along (following the arrows). A new room is drawn to fill the space.

#### Trade Pool

Remove all food and nitrogen from the trade pool and replace it with 2 food and 2 nitrogen.

#### Bribes

Draw bribe cards and place them face up in view of all players. Depending on your player count, draw the following amount:

- ➔ 2 Players: 6 Bribe Cards
- ➔ 3 Players: 9 Bribe Cards
- ➔ 4 Players: 12 Bribe Cards

Return the rest of the bribe cards to the game box.

### Round 3

Move the round tracker to the next space on the round track and pass the first player token clockwise.

#### Colonists

The colonist in the 'New Colony Network' location is removed from the game and the rest of the colonists are moved down the path (following the arrows). A new colonist is drawn from the **B colonist**  deck to fill the space.

#### Rooms

The room at the end of the production line is removed from the game and the rest of the rooms are moved along (following the arrows). A new room is drawn to fill the space.

#### Trade Pool

Remove all food and nitrogen from the trade pool and replace it with 3 food and 3 nitrogen.

## 2. Player Actions

Player actions make up the bulk of each round. Going in **clockwise** order, players take it in turns to carry out **2 actions** each (you can use your **numbered disc** to track these actions). When a player runs out of actions they can do, or does not wish to take anymore actions this round, they must declare that they **pass**. When all players have passed, the remaining stages of the round are carried out. **Once a player has passed they cannot take anymore actions this round.**

Players have the following options when choosing which actions to take:

- ➔ Put a colonist to work
- ➔ Build a room
- ➔ Make a trade
- ➔ Make a bribe

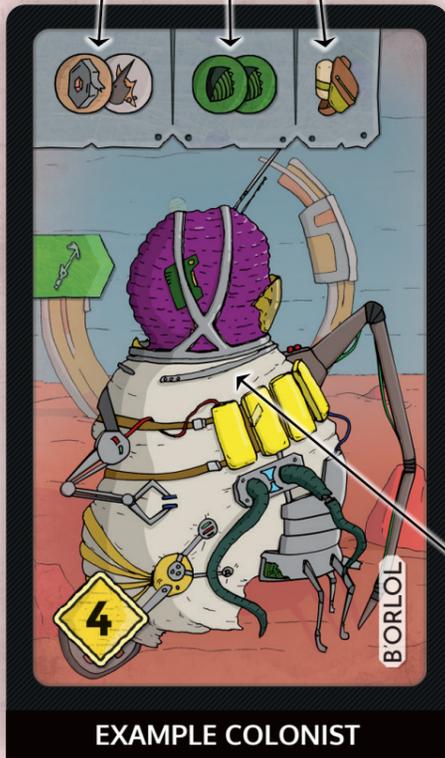
### Put a Colonist to Work

Play a colonist from your hand to the table in order to put them to work. Each colonist will have different options of what actions they can take. Pictures of **resources** indicate what the colonist can **produce** and pictures of **backpacks** indicate the colonist can **explore**. If a colonist has a name with a **yellow background** and **★** symbols around it, this means they have **special rules / actions**. Use the **quick guide sheet** to find out more about a special colonist.



# Playing the Game Continued...

B'Orlol can take 1 of 3 different actions. They can either produce 1 magtape and 1 scrap, produce 2 food or explore. If exploring, they can only go to locations that have the brown backpack symbol on them.



These symbols show what type of colonist Combustible Joe is. The types are (from top to bottom) a scientist, labourer and entertainer.

This number shows how many reputation points Combustible Joe will be worth if they are in your colony at the end of the game.

This is a picture of your devilishly handsome colonist.

This tells you the name of your colonist. The yellow background and ★ symbols indicate they are a special colonist. You should consult the quick guide sheet to find out more.



Once you have used a colonist place them **face-up** on the 'resting' (left) side of your bunker board. If your colonist is **injured** whilst completing their action, place them **face-up** on the **injured** (right) side of your bunker board:



'Resting' (left) side.

'Injured' (right) side.

## Exploring

If a colonist has one of the 3 types of **backpack** symbols, you can choose to use them to **explore**. Exploring allows you to either gain resources or recruit new colonists into your bunker. When you recruit new colonists, **do not score the points straight away** - these are scored at the **end of the game**. Look at the **backpack** symbols next to each **location name** to determine where your explorer is allowed to go.



Follow these steps in **this order** when sending your colonist out exploring:

- 1. Choose your target location** - Declare your explorer's **target location**.
- 2. Move the exploration track marker and resolve any effects** - If required, move the **exploration track marker** the number of spaces stated (see example at the bottom of the page). Some spaces on the **exploration track** have immediate effects and some are blank. If you land on a space with an **event** card you must immediately resolve that type of **event**. The player to the **right** of the active player will read this out. **If the explore track marker ever moves over a raid event space, it immediately stops there and a raid event is resolved, do not continue moving the marker any remaining spaces.** After resolving any event, put the card in a discard pile.
- 3. Pay any costs then gain colonist / resource(s)** - Pay any **food and/or nitrogen costs**, making sure to apply any **discounts** that your explorer might have. Then gain the resources or colonist on the **target location**. If gaining a **colonist**, put them straight into your **hand**, unless an event says otherwise.



**EXAMPLE RAID EVENT SPACE**  
For explanation of all symbols on the exploration track, see the glossary (page 18)

**IMPORTANT:** If an **event** was resolved during your explore action, you have the option to **change your mind** on the **target location**. You can choose any location that requires the exploration track marker to move the **same amount of spaces or lower**, but do **NOT** move the exploration track marker again. Pay the food and/or nitrogen costs (if any) for the **new location** and receive the colonist / resources for that location **instead**.



**EXAMPLE EXPLORE DISCOUNT**  
Backpacks with resources give a discount to the explore cost.

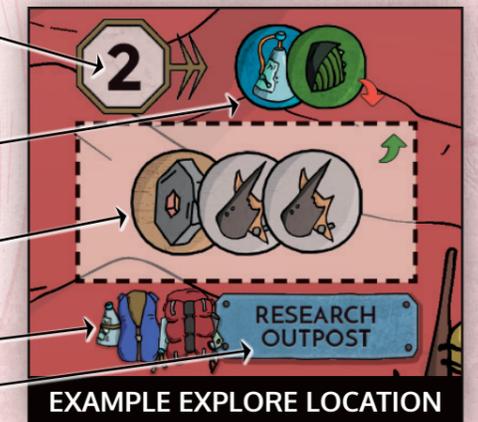
- 4. Draw and place a new colonist card (if necessary)** - If the player's explore action recruited a new **colonist**, then do as follows: Move any colonists above the vacated location down the path (**following the arrows**) and draw a new colonist **face-up** to the 'Wanderers' Path' location. If it is **round 1**, draw the new card from the **A colonist** deck. If it is **round 2 or 3**, draw the new card from the **B colonist** deck.

Move the exploration track marker this many spaces.

Pay this cost when going to this location.

Gain whatever is in the dashed box. This could be resources or a new colonist. In this example it is resources (1 magtape and 2 scrap).

This is the location name and the types of backpack that allow a colonist to explore there.



**EXAMPLE EXPLORE LOCATION**

## Playing the Game Continued...

### Make a Trade

Players can carry out any of the trades pictured at the bottom of the game board. They may do the same type of trade **multiple times in one action**, but **different types of trades count as separate actions**. Players may **NOT** trade with other players.

Trade 1 nitrogen OR 1 food for 1 scrap.

Trade 1 nitrogen AND 1 food for 1 magtape.

Trade 1 nitrogen OR 1 food to resolve 1 Dr. Sawbones event.



Reset the production line. Pay 2 scrap, discard all rooms from the production line, then draw and place 4 new ones.

Trade 1 nitrogen for 1 food or vice versa. You may only do this trade within the trade pool space, not from the general supply.

### Build a Room

Choose and build one of the rooms available on the production line. Pay the appropriate resources and add the room to your bunker. Do **not** score points as rooms are built - these are all scored at the **end of the game**.

The Bionic Workshop is a **labour (green)** type of room. The other types are: **Science (blue)**



**Entertainment (orange)**



This number shows how many reputation points the Bionic Workshop is worth at the end of the game.

This shows what you gain from the Bionic Workshop in the Room Production phase.

Pay these resources to build the Bionic Workshop.

Bunkers must be built **from the top down**. There **must** be a room **above** the location of your new room in order for you to build there. You may **overbuild** on previously existing rooms, but keep in mind, any **point scoring rooms that are covered up will not score at the end of the game**.

When a room is taken from the production line, it is **immediately replaced**: move the remaining rooms according to the **arrows** and place a new room from the bag into the first space. **If you run out of room tiles, place any that have been discarded back into the bag and draw from those.**

### Room Bonuses

Each empty space on your bunker board has a bonus for the room you build there. This will either be a **placement bonus**, **production bonus** or **double production bonus**.

#### Placement Bonus

Resources or points that appear in the **middle** of a space are **immediately gained** when the room is first built. In the example to the right you would gain 1 scrap.

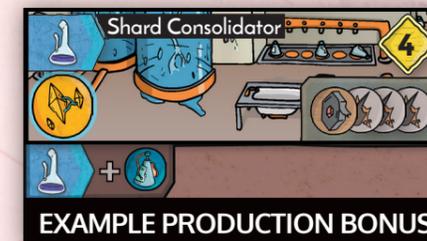


EXAMPLE PLACEMENT BONUS

#### Production Bonus

Resources that appear **under** a space can be gained during each **room production phase**, as long as the type of room built matches the type displayed before the bonus. **The room must activate to receive the bonus production.**

In the example to the right you would gain 1 bonus nitrogen in the room production phase because a **science** room was correctly built. If a **different** (i.e. **labour** or **entertainment**) type of room was built there, the bonus would not be gained.



EXAMPLE PRODUCTION BONUS

#### Double Production Bonus

Each bunker board has a space that will **double** the production of the room built there. This bonus will not apply to some types of room, look out for this symbol to determine which: 

In the example to the right you would gain 6 food instead of the usual 3.



EXAMPLE DOUBLE PRODUCTION BONUS

### Make a Bribe (2nd & 3rd round only)

To make a bribe, simply take one of the available face up cards. You can only do this **once per two actions**.

Do **not** score points as bribes are completed, these must be completed and scored at the **end of the game**.

When a bribe card is taken, do **NOT** draw a new one to replace it.

The resources required at the end of the game to complete the bribe.

The bribe that you are offering.



EXAMPLE BRIBE



The reputation points you will receive for successfully completing the bribe **OR** the reputation points you will lose if you don't complete the bribe.

## Playing the Game Continued...

### After Every 2 Actions

Once a player has taken 2 actions, they **must** check to see if they have exceeded their **maximum population** of 6 colonists. If they have, they must **exile** colonists until they are down to their limit.

### Exiling Colonists 23

When you exile a colonist, **remove the card from the game** and **pay the appropriate penalty**. Lose 1 morale if you exile a colonist from your **hand** or from the **resting (left)** side of your bunker board. Lose 1 morale **AND** 1 reputation if you exile a colonist from the **injured (right)** side of your bunker board.

### 3. Rations

Each round, your colony will demand **food** to eat and **nitrogen** to breathe. To avoid your colony becoming unhappy, you will need to pay 1 food and 1 nitrogen for every 2 colonists (**rounded up**).

Your bunker will **lose 1 morale** for every pair of colonists that do not get rations.

Rations are resolved in **player order** and are always **optional**.



### 4. Morale Points

Add or subtract reputation points from each player as indicated by their space on the morale track.

#### The Morale Track 16

The morale of each player's bunker is tracked on the left hand side of the board. **Players cannot share the same morale track space**. Whenever you gain morale, add each morale point **one step at a time**. If you move up into a space occupied by an opponent, move that player's marker down one space.

*Your opponent's colony doesn't like to see your colony happy, it makes them worry!*

Similarly, whenever you lose morale, subtract each morale point **one step at a time**. If you move down into a space occupied by an opponent, bump that player up one space.

*When your colony is feeling down the other colonies feel much better about themselves!*

If you ever **exceed** the **maximum** amount of morale on the track, **add** the **excess** to your **reputation points** instead. Similarly, if you ever move below the **minimum** amount, **subtract** the **excess** from your **reputation points** instead.



**EXAMPLE 1:** Grey player gains 1 morale and moves up into blue player's space. Blue player therefore loses 1 morale.

**EXAMPLE 2:** Purple player loses 3 morale. The morale is subtracted one space at a time. As purple moves into the green player's space, green player gains a morale.

### 5. Room Production

During this phase your bunker will produce the resources depicted on the bottom left of each powered room. A room will only **activate** if it has a working power shard connected to it. If it has a power shard but the shard is **broken** (i.e. flipped over to the **X** side), the room must be **fixed**: Instead of gaining the resources indicated on the room, flip the power shard back over to the side.

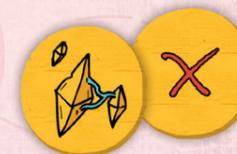
Room production is carried out in **player order**. Each player may choose the order in which their rooms **activate**.

Some rooms allow you to convert a resource / resources into something else. This conversion can be done multiple times when the room activates. Conversion rooms are exempt from the double production bonus:



You may add a **power shard** to your bunker at **any time**. There should always be a **built room** where the power shard is placed. Once a power shard is in position it **cannot be moved**.

You may choose to replace a **broken X** power shard with one from your supply. If you do this, the broken power shard must be **returned to the general supply**.



### 6. Rest Colonists

Pick up any colonists on the **resting** side of your board and put them back in your **hand**. Colonists on the **injured** side must stay where they are. If you want to use an injured colonist in the next round, you must **heal** them **before** this stage.

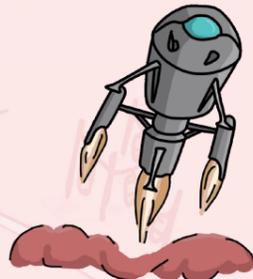
#### Healing Colonists

There are some rooms and colonists that have the ability to **heal**. If you don't have any of these, you're best option is to make a trade to resolve a **Dr. Sawbones card** (see page 12). Whenever you are told to **heal** an injured colonist, this always means move the colonist from the **injured** side of your bunker board to the **resting** side of your bunker board (unless otherwise stated).

The game ends after the Room Production phase in the last round. At this point, scoring occurs. Add on the following points to each player's current position on the **reputation track**:

- ➔ **Points on rooms.** N.B. Points on rooms covered up by other rooms do **not** count. Rooms do not have to be powered to score.
- ➔ **Points on colonist cards, subtracting 1 point** for each card on the **injured** side of your bunker board.
- ➔ **Points on any successfully completed bribe cards.** N.B. For **failed** bribe cards, **subtract these points instead.**

The player with the **most reputation points** is the winner! If any players are **tied** on reputation points, the player whose bunker has the highest **morale** breaks the tie.



## Rolling the Resource Dice

At certain points in the game you may be told to roll the **resource dice**. With this roll, you will either be **suffering damage** (e.g. from an attack) or perhaps trying to **gain resources** (e.g. exploring 'The Factory' location). The below shows how to resolve each side of the dice for each example:

### SUFFERING DAMAGE EXAMPLE

- ➔ Lose 1 food
- ➔ Lose 1 nitrogen
- ➔ Lose 1 magtape
- ➔ Lose 1 scrap
- ➔ Lose 1 power shard OR flip 1 power shard
- ➔ Injure 1 colonist

### GAIN RESOURCES EXAMPLE

- ➔ Gain 1 food
- ➔ Gain 1 nitrogen
- ➔ Gain 1 magtape
- ➔ Gain 1 scrap
- ➔ Gain 1 power shard
- ➔ Injure your explorer

## Advanced Game Variant

Once you are an Arkosa veteran, you can give this **advanced game variant** a try. Follow the **Standard Setup** instructions, but after each player has chosen a special room, **add the remaining special rooms to the room tile bag.**

## Symbols

A guide to the symbols in the game, and what they mean.

### Action symbols on basic colonist cards

- Resource symbols on their own mean gain the resource(s) pictured
- Gain 1 morale
- Lose 1 morale
- Backpacks mean a colonist can explore. The type of backpack indicates which locations they can go to
- Backpacks with resources give a discount to the explore cost
- Heal a colonist. Move them from the injured side to the resting side of your bunker board

**For special colonists, refer to the quick guide sheet.**

### Production symbols on basic rooms

- Resource symbols on their own mean gain the resource(s) pictured
- Heal a colonist. Move them from the injured side to the resting side of your bunker board
- Gain 1 morale
- Gain 1 reputation
- Gain 1 power shard. This may be immediately plugged in to activate a room in the room production phase
- Convert 1 nitrogen into 1 morale. This conversion can be done multiple times when the room activates
- Convert 1 food into 1 morale. This conversion can be done multiple times when the room activates
- Convert 1 magtape and 1 scrap into 2 reputation. This conversion can be done multiple times when the room activates

**For special rooms, refer to the quick guide sheet.**

### Symbols on the exploration track

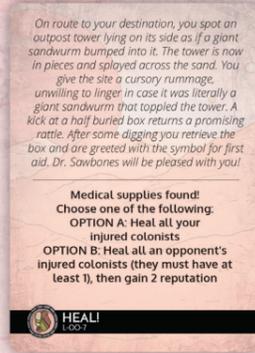
- Resource symbols on their own mean gain the resource(s) pictured
- Gain 1 morale
- Lose 1 morale
- Resolve a low risk event. The player to the right of the active player will read this out.
- Resolve a medium risk event. The player to the right of the active player will read this out.
- Resolve a high risk event. The player to the right of the active player will read this out.
- Resolve a raid event. The player to the right of the active player will read this out.
- Attempt to gain a resource by rolling the resource dice. Further explanation on page 15
- Heal a colonist. Move them from the injured side to the resting side of your bunker board
- Injure your explorer
- Gain 1 reputation
- Lose 1 reputation
- Reset the production line. Discard all rooms from the production line, then draw and place 4 new ones

### Other symbols

- 2 reputation points per labour type room you have in your bunker
- 2 reputation points per entertainment type room you have in your bunker
- 2 reputation points per science type room you have in your bunker

## Events

There are four different types of events that you can encounter whilst out exploring Arkosa:



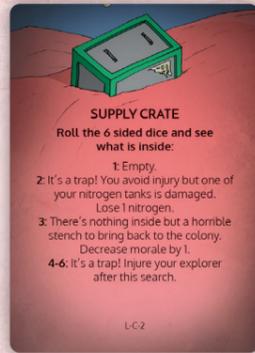
### Story Events

A great many events can befall an intrepid explorer in the Arkosa dunes. Story events contain some narrative to let you know what has happened; you will then have to resolve each event as the card tells you - this may involve a decision, and it may affect all players.



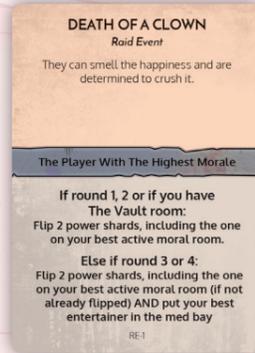
### Item Events

If you find an item whilst out exploring, you can keep the card and use it when you see fit. The card will always explain the conditions of when the item can be used. Using an item does NOT count as an action, unless stated otherwise.



### Crate Events

The resident hermit hoarder of Arkosa has buried crates in various places on the planet. If you find one, you'll be required to roll the numbered dice to see what's inside. Resolve the outcome based on the result.



### Raid Events

Raid events can be quite painful, so watch out! Simply follow the instructions on the card to resolve the raid. Some raids require you to roll the resource dice and suffer the damage. See page 15 for further explanation on this.

## Event Probability

Events will either have positive, negative or mixed consequences. For those who like to crunch the numbers, here's the odds of each outcome for each type of event:



### Low Risk Events

Positive: 50%  
Mixed: 11%  
Negative: 39%



### Medium Risk Events

Positive: 37%  
Mixed: 17%  
Negative: 46%



### High Risk Events

Positive: 12%  
Mixed: 8%  
Negative: 80%

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## Nitrogen

Fresh air for residents of Arkosa. Used for feeding colonists and exploring. Can be converted into morale with the Shisha Spa room. Required for some bribes.



## Food

Delicious bugs. Used for feeding colonists and exploring. Can be converted into morale with the Cyber Diner room. Required for some bribes.



## Scrap

The bricks of Arkosan bunkers. Used for building rooms. Can be converted into morale with the Innovation Unit room and Scrap Central special room. Required for some bribes.



## Magtape

The mortar of Arkosan bunkers. Used for building rooms. Can be converted into morale with the Innovation Unit room. Required for some bribes.



## Power Shard

Arkosa's most precious resource. Used to power rooms and required for some high value bribes.