

Rule Book



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 acquiring resources. Resources can be offered as bribes to the incoming rescue ship to earn bonus reputation, but unfulfilled bribes will see points taken away. The player with the best reputation 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.

"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, we all remember when this beautiful planet was a place to be revered and celebrated. But for too long now we have lived, as every other bunker colony has, in despair, without faith in 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!

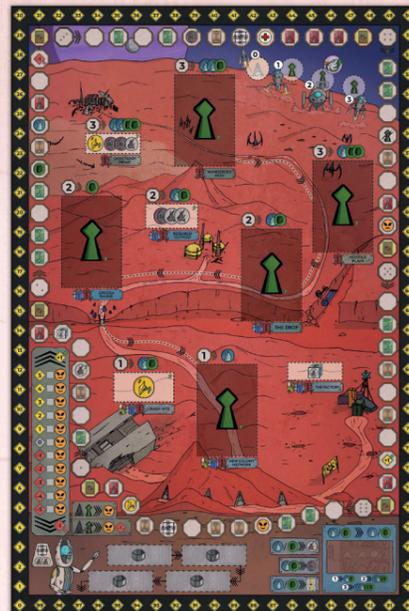
A mining ship returning to the galactic hub with a full load from the nearby astro-belt has received the global distress beacon. They are coming... to rescue us!

One lucky bunker can squeeze aboard the vessel and begin life anew. 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! 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!"



Game Components



1 Game Board



6 Bunker Boards



1 Solo Bunker Board



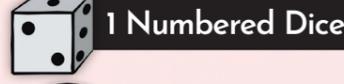
2 Quick Guide Sheets



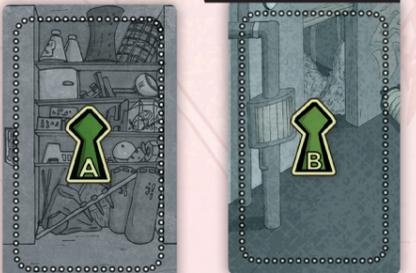
46 Room Tiles
27 x A Rooms
10 x B Rooms
10 x Unique Rooms



17 Solo Cards



First Player Token



20 B Colonist Cards



28 A Colonist Cards



16 Player Markers
2 x Discs & 2 x Cubes for each of the 4 colours



1 Room Tile Bag



28 Medium Risk Event Cards



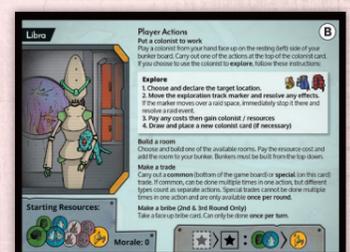
38 Low Risk Event Cards

25 High Risk Event Cards

8 Raid Event Cards



1 Solo Colony Leader Board



7 Colony Leader Boards

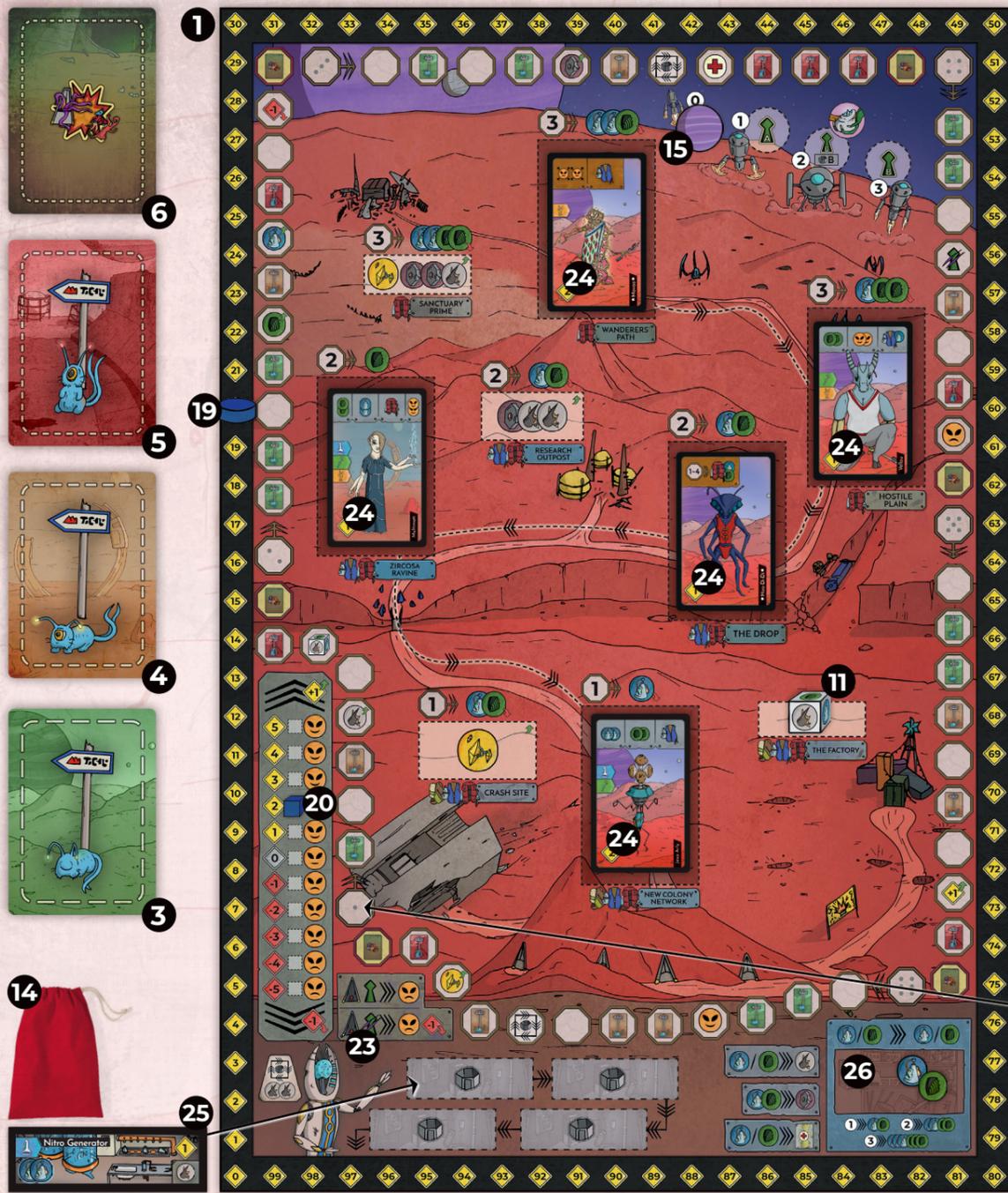


11 Dr. Sawbones Event Cards



20 Bribe Cards

And this Rule Book!



Component Setup

- 1 Place the **game board** in the middle of the table.
- 2 Put the **resource tokens** (food, nitrogen, scrap, magtape and power shards) in a **general supply** in reach of all players.
- 3 Shuffle the following decks of cards and place them near the game board:
 - Low Risk Events
 - Raid Events
 - A Colonists
 - Medium Risk Events
 - Dr. Sawbones Events
 - B Colonists
 - High Risk Events
 - Bribes
- 11 Put the **resource dice** on 'The Factory' location on the game board.
- 12 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.
- 13 Put the **quick guide sheets** near the play area, so all players can reference them.
- 14 Separate the A, B and special room tiles. Add the **A room tiles** to the **room tile bag** and give the bag a good mix.
- 15 Put the **round tracker** on the round 0 space.



Bunker Setup

For your first game of Arkosa, 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 their corresponding playing pieces. For the starter setup, each player will need **2 wooden discs** and **1 wooden cube**.
- Randomly assign each player a **bunker board**. Each player should place their bunker board in front of them on the **(A)** side.
- Give each player a **colony leader board**. Each player should place their colony leader 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**, with the number 1 facing up.
- Place your other disc on space 20 of the **reputation track**.
- Place your **wooden cube** on the corresponding space of the **morale track** according to your colony's starting morale value (see bottom middle of your bunker board).
- Each player takes the **resources** pictured on their bunker board and places them in their supply (somewhere in front of them).
- Each player takes **3 power shards** from the **general supply** and puts them in the slots next to their built rooms. These should be placed with the shard symbol face up.



Setup Continued...

Establish each bunker's **founding colonists** by dealing each player 4 cards **face-down** from the **A colonist**  deck. **9** These cards make up each player's **hand** and should be kept **private** for now. **23**

The first player is the person who was most recently lost on an abandoned 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:

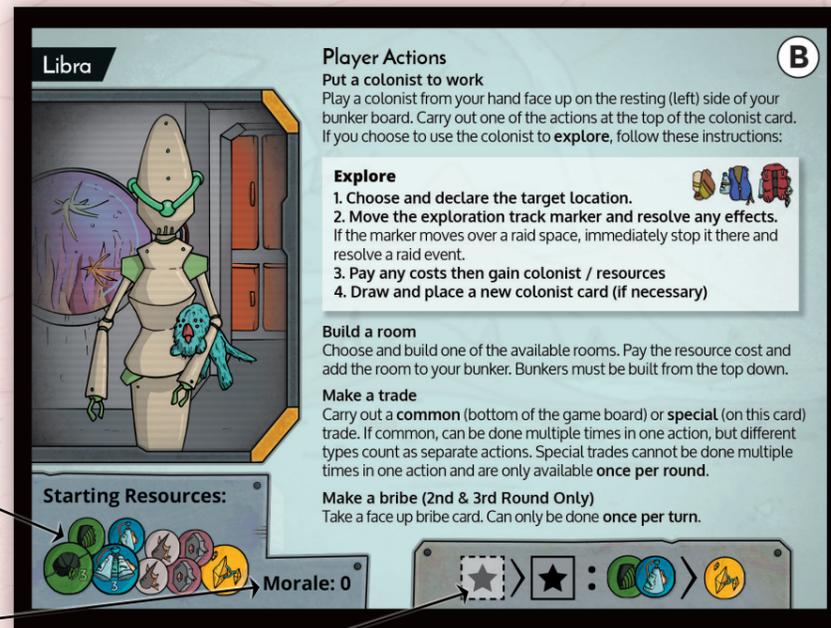
- ➔ Choose a **bunker board** and place it **(B)** side up in front of you. **16**
- ➔ Choose a **colour** to play as and take the corresponding playing pieces (**2 wooden discs** and **2 wooden cubes**). 
- ➔ Place the **disc with numbered sides** on the assigned space in the top left corner of your bunker board, with the number 1 facing up. **18**
- ➔ Place the other disc on space 20 of the **reputation track**. **19**

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 boards** and place it **(B)** side up in front of you. **17**
- ➔ Take the **resources** pictured on the board and place them in your supply (somewhere in front of you). **21**
- ➔ Place one of your coloured cubes on the **morale track** according to the value on the **colony leader board**. **20**
- ➔ Place one of your **wooden cubes** on the special trade space on your **colony leader board**.



Libra

Player Actions
Put a colonist to work
Play a colonist from your hand face up on the resting (left) side of your bunker board. Carry out one of the actions at the top of the colonist card. If you choose to use the colonist to **explore**, follow these instructions:

Explore
1. Choose and declare the target location.
2. Move the exploration track marker and resolve any effects. If the marker moves over a raid space, immediately stop it there and resolve a raid event.
3. Pay any costs then gain colonist / resources
4. Draw and place a new colonist card (if necessary)

Build a room
Choose and build one of the available rooms. Pay the resource cost and add the room to your bunker. Bunkers must be built from the top down.

Make a trade
Carry out a **common** (bottom of the game board) or **special** (on this card) trade. If common, can be done multiple times in one action, but different types count as separate actions. Special trades cannot be done multiple times in one action and are only available **once per round**.

Make a bribe (2nd & 3rd Round Only)
Take a face up bribe card. Can only be done **once per turn**.

Starting Resources: 

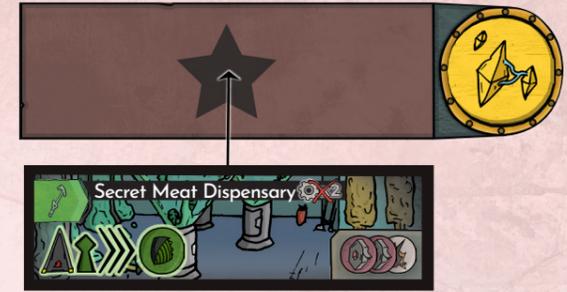
Morale: 0 

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. **22**



When each player has chosen their special room, pass the **first player token** clockwise. The remaining special rooms can be returned to the game box.

4. Draft Founding Colonists

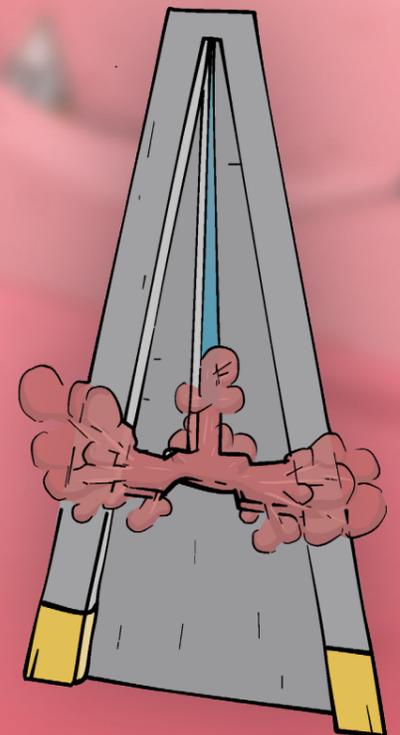
- ➔ Deal each player 4 cards face-down from the **A colonist**  deck. **9**
- ➔ Each player should pick up their cards, look at them, and select one they wish to keep, placing it face-down next to them. **23**
- ➔ Each player should pass their remaining cards to the player on their left.

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!

So it begins... the race for salvation, the struggle to survive. Your bunker has the basic essentials to start this story and tackle the challenges that the great desert planet of Arkosa will throw at you. Let me tell you friend, it's a relentless world out there; the barren desert is a playground for the savage and skittering hostiles that call Arkosa home. They care not for your grand plans of progress and the promise of preservation from the stars.

Keep your wits about you, your schemes secret and reputation spotless. Your colonists will need care and protection... traverse the outlands prudently, disturb as little as possible. Salesmen and Nerffles can be dealt with accordingly, but the hostiles are less amenable. They will rip you and your colony apart with as little interest as a Sandwurm shows the starlight. Be bold, be daring, be vigilant. Arkosa cares not for valour... but that is what it will take to survive its merciless grasp. Salvation is coming... make sure you are first in line.



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 things such as: drawing **bribes**, **colonists** and **rooms**, 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: **make a bribe** (round 2 onwards), **put a colonist to work**, **build a room** and **make a trade**. Players keep taking turns until everyone has **passed**.

3. Rations

Players may pay **food** and **nitrogen** to keep their colony happy and maintain their position on the **morale track**.

4. Morale Points

Each player gains or loses **reputation points** according to their position on the **morale track**.

5. Room Production

Powered rooms in each player's bunker **activate**.

6. Rest Colonists

Players put **non-injured** colonist cards they played in the round back into their **hand**.

1. Preparation

Round 1

Move the round tracker to the next space on the round track.

Colonists 24

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

Rooms 25

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

Trade Pool 26

Place 1 food and 1 nitrogen in the trade pool.

Round 2

Move the round tracker to the next space on the round track, pass the first player token clockwise and reset special trade markers (if applicable).

Colonists

Discard all colonists on the game board. Draw 5 **B colonist** cards and place them face-up on the colonist spaces of the game board 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:

→ 1 Player: 3 Cards → 2 Players: 6 Cards → 3 Players: 9 Cards → 4 Players: 12 Cards

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

Round 3

Move the round tracker to the last space on the round track, pass the first player token clockwise and reset special trade markers (if applicable).

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). A player may take as many turns as they are able to. When a player runs out of actions they can take, or does not wish to take any more actions, 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 any more actions in the current round.

When taking an action, players can choose from any of the options below. They can choose to do two different types of action or do the same type of action twice (except for make a bribe).

The actions available are:

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

Put a Colonist to Work

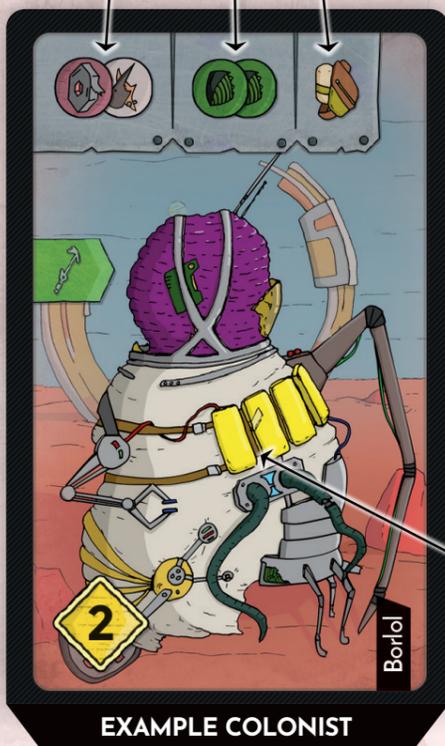
Play a colonist from your hand to the table to put them to work. Each colonist can carry out different types of work. Pictures of **resources** indicate what the colonist can **produce** and pictures of **backpacks** indicate that the colonist can **explore**. You will only select one option when putting a colonist to work (see example pg. 10). If a colonist has a name with ★ symbols around it, this means they have **special rules / actions**. Use the **quick guide sheet** to find out more about a special colonist.

Arkosa was once a bustling intergalactic hub, a bountiful world of opportunity and progress, teeming with life from every race in the known cosmos. But after 'The Event', it was left desolated. The only vestige of the old world is the eclectic mix of survivors, bunkered down and awaiting rescue. To thrive and be first in line for deliverance, it is up to you to make the most of your host planet. Tentacles and antennae, robotic limbs and redundant fins, even the weird and whimsical Nerffle may tip the balance of fortune for your colony. The welfare and fate of this alien smorgasbord is in your hands / paws / suckers / claws... don't let them down!



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. See the glossary (page 17) for a guide to what the symbols on each colonist card mean.



These symbols show what type of colonist Combustible Joe is. The types are (from top to bottom) 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 ★ 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. Colonists which are injured will need to be healed if you want to use them in subsequent rounds (see pg. 15).



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 the name your colonist's **target location**.

2. Move the exploration track marker and resolve any effects

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 (i.e. no effect). If you land on a space with an **event card** you must immediately draw and resolve that type of event card. The player to the **right** of the active player will read the text on the card aloud. **If the exploration 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 resource(s) or colonist on the **target location**. If gaining a **colonist**, put them straight into your **hand**, unless an event says otherwise.



IMPORTANT: If an **event** was resolved during your explore action, you have the option to **change your mind** on the explore action's **target location**. You can choose any other location that requires the exploration track marker to move the **same amount of spaces or fewer**, 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 / resource(s) for that location **instead**.

4. Draw and place a new colonist card (if necessary)

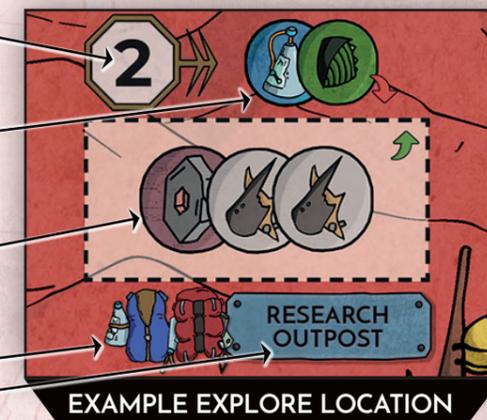
If the player's explore action recruited a new colonist, then do the following: Move any colonists above the vacated location down the path (following the arrows) and draw a new colonist face-up to the 'Wanderers' Path' location. If it is **round 1**, draw the new card from the **A colonist deck**. If it is **round 2 or 3**, draw the new card from the **B colonist deck**. If a colonist deck is ever depleted, then carry on without drawing a new colonist card.

Move the exploration track marker this many spaces.

Pay this cost when going to this location.

Gain the contents 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.



Playing the Game Continued...

Make a Trade

Players can carry out any of the **common** trades pictured at the **bottom of the game board**. They may do the same type of common trade **multiple times in one action**, but different types of trades count as **separate actions**.

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.

Players can carry out the **special trade** pictured on their **colony leader board** (if playing with the Regular Bunker Setup). Special trades cannot be done multiple times in one action and can only be used **once per round**. Once you have carried out your special trade, move the special trade marker from the left space to the right space to show this trade has been used. At the start of the next round, you will move the marker back to the left space to show this trade is once again available.

Players may **NOT** trade with other players.

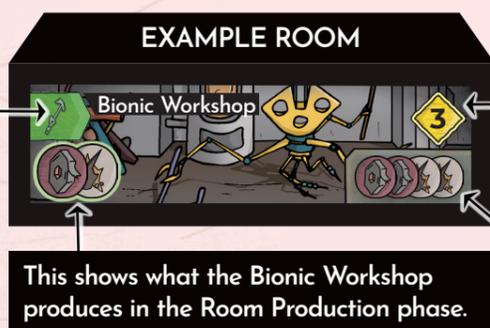


Build a Room

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 will be scored at the end of the game.

The Bionic Workshop is a **labour** (green) type of room. The other room types in the game 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 the Bionic Workshop produces 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 **25**, 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, give the bag a good mix and then 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**.

Room Placement Bonus

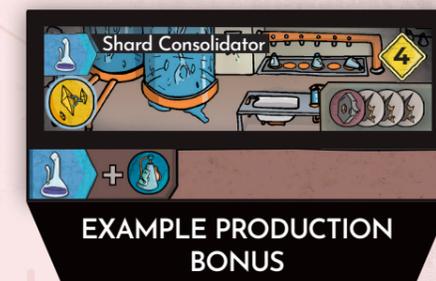
Resources or points that appear in the **middle** of a space are **immediately gained** when a room is first built there. In the example to the right, you would gain 1 scrap.



Room Production Bonus

Resources that appear **under** a space can be gained during each room production phase **IF** the type of room built matches the type displayed before the bonus. **The room must be powered 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.



Room Production Bonus - Double

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. This symbol indicates rooms that are exempt from the double production bonus:

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



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

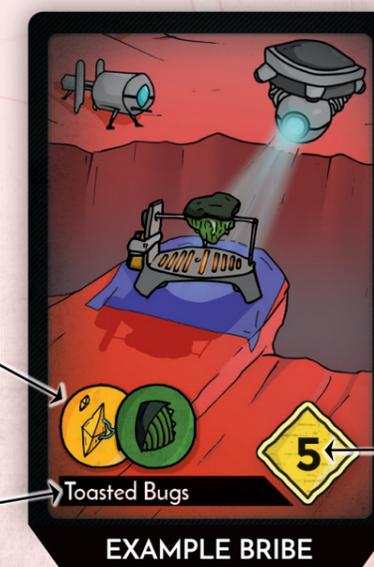
To make a bribe, simply take one of the available face-up bribe cards. You can only do this **once per turn**.

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 name of bribe that you are offering.



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**:



If you exile a colonist from your **hand** or from the **resting (left)** side of your bunker board, **lose 1 morale**.

If you exile a colonist from the **injured (right)** side of your bunker board, **lose 1 morale AND 1 reputation**.

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 their full rations.

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



4. Morale Points

Each player gains or loses reputation points according to their position on the morale track.

The Morale Track 20

The morale of each player's bunker is tracked on the left hand side of the game 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 the opponent'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, move the opponent's marker **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 the 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, the green player gains 1 morale.

5. Room Production

In this phase of the round, the powered rooms in your bunker will activate and produce. A room will only **activate** if it has an active power shard connected to it. If it has a power shard connected but the shard is **deactivated** (i.e. flipped over to the **X** side), the room must instead be **fixed**: Rather than the room producing, flip the power shard back over to the  side instead. See the glossary (page 17) for a guide to what the symbols on each room tile mean.

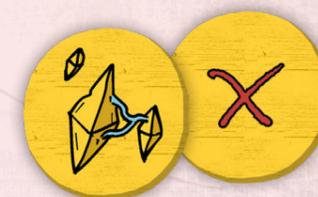
Room production is carried out in **player order**. Each player may choose the order in which their rooms activate.

Some rooms allow you to convert 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**.

At any time, you may choose to **fix** a **deactivated X** power shard by **replacing** it with one from your supply. If you do this, the deactivated power shard must be **returned to the general supply**.



6. Rest Colonists

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

Healing Colonists

There are some rooms and colonists that have the ability to **heal** an injured colonist. If you don't have any of these, your 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 (right)** side of your bunker board to the **resting (left)** side of your bunker board (unless otherwise stated).

After 'The Event', and once the nitro labs and bug farms were set up, life on Arkosa began to stabilise. The basic needs and requirements of bunker life were satisfied. But one vital piece of society was missing.

Who would triage the tentacles? Burst the blisters? Fix the fractured? Salve the scabby? Grease the gears?

Arkosa needed a Doctor. Someone of steady hand, comforting bedside manner and medical experience.

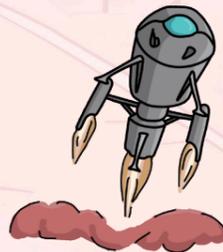
Arkosa got Dr. Sawbones. On his best day his treatments won't completely debilitate you but on his worst... check in with a sore throat and you might just end up with an extra limb! His whimsical nature and clown-like appearance are throwbacks to his esteemed medical career... as a kids TV presenter! His show was an explosion of rainbow, bonkers hijinks and dangerously educational biology. But he did wear a lab-coat... which is apparently enough to certify him as Arkosa's resident MD!



The game ends after the Room Production phase in the third 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.** N.B. Injured colonists should also be scored but **subtract 1 point** for the injury.
- ➔ **Points on any successfully completed bribe cards.** For **failed** bribes, **subtract these points instead.** Resources cannot be shared across multiple bribe cards, each individual bribe requires its own set of resources. Make sure to return the resources used for each **successful** bribe **back to the general supply.**
- ➔ **Points for leftover resources:** 1 point for every 2 nitrogen, food or scrap (any combination). 1 point per magtape. 2 points per power shard in your supply (not on your bunker board).

The player with the **most reputation points** is the winner! If any players are **tied** on 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). See below for how to resolve each side of the dice for both suffering damage and gaining resources.

SUFFERING DAMAGE EXAMPLE

- ➔ Lose 1 food
- ➔ Lose 1 nitrogen
- ➔ Lose 1 magtape
- ➔ Lose 1 scrap
- ➔ Lose 1 power shard from your supply OR deactivate 1 power shard in your bunker
- ➔ Injure 1 colonist

GAIN RESOURCES EXAMPLE

THE FACTORY

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

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 determines which locations they can go to.
- Backpacks with resources give a discount to the explore cost.
- Heal a colonist. Move them from the injured (right) side to the resting (left) 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.
- Gain 1 power shard.
- Gain 1 morale.
- Gain 1 reputation.
- Heal a colonist. Move them from the injured (right) side to the resting (left) side of your bunker board.
- 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 aloud.
- 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 16.
- Heal a colonist. Move them from the injured (right) side to the resting (left) 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

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. Follow the instructions on the card - you may have a decision to make. Some events require all players to make individual decisions.



Item Events

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

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.

N.B. If an event ever instructs you to do something you cannot do (e.g. lose a resource you don't have), simply skip the instruction. However, if you are presented with two options, one you can't do and one you can, you must choose the option you can carry out.

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%

The great desert lands of Arkosa are a turbulent place for intrepid explorers. One indigenous creature of this hostile planet deserves its own special note of caution for would-be travellers; the mythical Nerffle. These chaotic blue furry balls strike uncertainty into anyone they come across. If a Nerffle doesn't like the cut of your jib, or the contents of your lunchbox, then you can be sure your luck will change for the worse! Sandstorms, power outages, even hostile raids are all consequences of a discontented Nerffle. If you happen upon these fate-twisting deities, you must appease them as best you can with an offering - for the wrath of a brood of Nerffle is legendary!



Overview

The solo variant of Arkosa provides two 'Bot' opponents for you to challenge yourself against. If you are new to the game or just the solo variant, then play against **Bot A** first. Bot A is easy to predict but also easy to automate, therefore they make for a good introductory opponent. **Bot B** has more to keep track of but is a more realistic adversary! Each bot has 5 levels of difficulty for you to try out.

Setup

Before you start, remove the following special colonists and rooms from the game: **Hoo-di-di (A)**, **Z0-E (B)** and **The Vault (Room)**. Then follow the Component Setup (pg. 5) instructions as normal.

Player Bunker Setup

You may use the Starter or Regular Bunker Setup (pg. 5-7) when playing against Bot A. However if you are playing against Bot B you should always use the **Regular Bunker Setup**.

Follow the bunker setup steps as normal (with the exception of establishing founding colonists). Ignore instructions to pass the first player token. Take and keep the first player token and consider yourself the first player when carrying out each step. Once bunker setup is complete, give the **first player token** to the bot.

When establishing your bunker's founding colonists, do as follows: Draw 5 cards from the **A Colonist deck**. Choose 3 to keep and give the other 2 to the bot. If playing against **Bot A**, put the bot's cards face-up on the resting (left) side of their bunker board. If playing against **Bot B**, shuffle the two cards and place them face down in a draw pile near their bunker board.

When choosing colonists, it is worth noting that Bot A will not put colonists to work but Bot B will.

Bot Bunker Setup

Choose which bot to play against and place the **solo colony leader board** on the appropriate side, somewhere you can reference it.

Give the bot player the **solo bunker board**. If playing against **Bot A**, this should be placed with the **(A)** side face-up. If playing against **Bot B**, this should be placed with the **(B)** side face-up.

Choose a colour for the bot to play as and give them **1 wooden disc** and **1 wooden cube**. Place the disc on space 20 of the **reputation track** and the cube on the **morale track** according to the value on the **solo colony leader board**. (N.B. If you are playing as Libra against Bot B, Bot B's morale starts on 1 instead of 0.) **19 20**

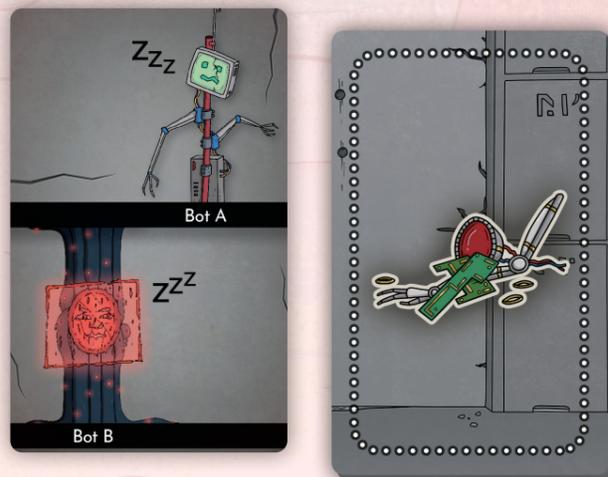
If playing against **Bot B**, take **3 power shards** from the **general supply** and place them in the slots next to the three built rooms on their **bunker board**. These should be placed with the shard symbol  face-up. **22**

Take the **resources** pictured on the **solo colony leader board** and place them in the bot's supply (somewhere near their bunker board). **21**

Take the **solo cards** and remove all of the **idle cards** from the deck. Add the following amount back in to set the difficulty level of the bot:

Very Easy: **4 cards** Hard: **1 card**
 Easy: **3 cards** Very Difficult: **0 cards**
 Normal: **2 cards**

Then shuffle and place the solo deck face-down to create a draw pile.



Playing The Game

Rules For BOTH Bots

- Bots must take **at least 6 turns per round**. If you pass before this happens, draw and resolve solo cards until the bot has taken 6 turns. Create a separate discard pile for each round so you can keep track of the number of turns the bot has taken.
- Bots ignore any **events** that target 'ALL PLAYERS'.
- Bots are **immune to raid events**. All raids target the solo player **but only at the round 1 level** (regardless of what round you are in).
- Bots will never replace a deactivated **power shard** with one from their supply.

Rules For Bot A

- Bot A does **NOT** trigger any **effects** on the **exploration track** (with the exception of raid events).
- Bot A obeys the maximum population limit (6) but they **ignore exile penalties** and the **rations** phase of each round.
- Bot A's **colonist cards** are kept face-up in a pile on the resting (left) side of their bunker board. The solo player can look through these at any time.
- Bot A does **NOT** pay resources when recruiting **colonists** or building **rooms**.

Rules For Bot B

- Bot B does **NOT** trigger any **events** on the exploration track (with the exception of raid events), but other effects **DO** apply.
- Bot B obeys the maximum population limit (6), they **suffer exile penalties** and participate in the **rations** phase of each round.
- Whenever you need to look through Bot B's colonist draw pile (e.g. when choosing which colonist they should exile), shuffle the cards before putting them back.
- Bot B will power rooms as they gain power shards. They will prioritise powering the rooms with the most **reputation points** first. If the decision is tied then randomise the choice.
- Bot B does **NOT** pay resources when recruiting **colonists** but **DOES** pay when building **rooms**.

1. Preparation

Follow instructions as per normal (pg. 8 & 9).

2. Player Actions

Carry out your actions as per normal (pg. 9-14). On the bot's turn, draw a **solo card** and resolve the actions for the bot you are playing against. The **solo colony leader board** will give you a summary of what each symbol means. Bots will keep taking turns until you decide to pass (as long as they have taken at least 6 turns). If you ever run out of **solo cards**, collect and shuffle the cards in the previous rounds' discard piles to create a new draw pile.

How bots build rooms:

- Bots will always build the room worth the most **reputation points** that they can afford.
- **Bot B** will automatically trade nitrogen and/or food for scrap and/or magtape using the **common trades** at the bottom of the game board. When trading for **scrap**, Bot B will use the resources it has the most of. If there is a tie, the player chooses which resource they use. If they can use the trade pool to afford a better room, then they will.
- Bots build their bunker from **left to right** then **top to bottom**. When their bunker is full they will **overbuild** the room worth the least **reputation points**, but only if it will give them more points overall. If the decision is tied on which room to overbuild on then randomise the choice.

Resolving Bot B's colonist actions:

When choosing what to do with a colonist, the bot will follow the **priority order** stated on the **solo card**. From left to right, starting with 1 and continuing sequentially, give each action available a number. If the first number stated does not exist or does not have any effect then carry on to the next action. Do this until one number applies. This is the action of the colonist that the bot will carry out.



EXAMPLE:

The bot puts a colonist to work with the priority order '2 3 4 1'. They draw the colonist card: Deby Wardson (pictured left). Their first priority is to carry out Deby's second action: heal 2 colonists. However, what if no colonists are injured? In this case the bot would instead try to do Deby's fourth action. Deby does not have a fourth action so they carry on to the next action in priority order: action 1. Deby is able to produce 2 nitrogen so this is the action the bot chooses.



Resolving Bot B's explore actions:

- When exploring with a colonist, Bot B will always target **resources**. They always target the most resources they can afford and reach with their **backpack** type (their location priority order is Sanctuary Prime, Research Outpost, Crash Site, The Factory). If they can use the **trade pool** to afford a higher priority target then they will.
- They **MUST** move the exploration track the required amount of spaces.
- They **MUST** pay any nitrogen and/or food costs.
- They do **NOT** trigger any events (with the exception of raid events) but do resolve other **effects** on the **exploration track**.

EXAMPLE:

The bot puts a colonist to work with the priority order '2 3 4 1'. They draw the colonist card: Deby Wardson (pictured left). Their first priority is to carry out Deby's second action: heal 2 colonists. However, what if no colonists are injured? In this case the bot would instead try to do Deby's fourth action. Deby does not have a fourth action so they carry on to the next action in priority order: action 1. Deby is able to produce 2 nitrogen so this is the action the bot chooses.

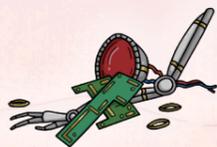




IMPORTANT: At the end of the player actions phase, bots will use food and nitrogen to resolve Dr. Sawbones cards in an attempt to heal any injured colonists. They will do this until all colonists are healed or until they run out of resources to do the trade anymore.

Special Colonists:

On the quick guide sheet, some special colonists have the solo symbol next to them. This means they have rules that apply to them specifically for solo play. See below for what those rules are:



Beren Whaller (A)

If the bot selects action 1: If they can remove a power shard and instead use it to power a room worth more reputation points, then they do so.



Kronch (A)

If the bot is the target of an attack, the bot will injure their lowest reputation colonist. If the decision is tied then randomise the choice.



Lee-Roi (B)

If the bot is the target of an attack, roll for the bot. If the bot must deactivate a room or injure a colonist, they choose the one with the lowest reputation. If the decision is tied then randomise the choice.



Oran (A)

The bot will prioritise the resource they steal in this order: magtape, food, nitrogen then scrap.



Patrea Partay (B)

If the bot selects the party action but has insufficient nitrogen, go to the next action in priority order.

3. Rations

The player carries out the rations phase as per normal (pg. 14). Bot A ignores this phase but Bot B will always pay as many rations as they can. If they can use the trade pool to feed more pairs of colonists, then they will.

4. Morale Points

Follow instructions as per normal (pg. 14).

5. Room Production

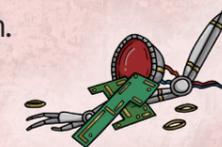
The player carries out the rations phase as per normal (pg. 15). Bots activate their rooms from left to right then top to bottom. They will always convert as many resources as they can when using conversion rooms and always activate conversion rooms last.

The solo bunker boards have room production bonuses with this symbol. It means no matter what type of room is built in these positions, if the room is powered they will get the bonus production.



Special Rooms:

On the quick guide sheet, some special rooms have the solo symbol next to them. This means they have rules that apply to them specifically for solo play. See below for what those rules are:



If able to, bots will always use the gamblers' den.



The bot will choose to activate the adjacent room worth the most reputation points again. If the decision is tied then randomise the choice.



The bot will always activate this room last and try to make an equal amount of food and nitrogen.

6. Rest Colonists

The player rests colonists as per normal (pg. 15). Bot A's colonist cards remain where they are but Bot B's non-injured colonist cards are shuffled into a face-down draw pile.

Other Game Variants

The Network Harmony Variant

There are some **colonists** and **rooms** in the game that can be used to **sabotage** your opponents' plans. Some players may prefer to play without these for a more peaceful game (at least as far as your opponents go). **Remove** the following colonist cards and room tiles from the game before you begin...

Room tiles: Secret Meat Dispensary and Space Pirate Radio.

Colonist cards: Kronch, Lee-Roi, Movoo, Oran, Peregrine Peremo and Ruein.

The Secret Promises Variant

In this variant, **bribes** are made at the **start** of the game and kept **secret** until the end. Before any bunker setup occurs, deal each player 4 bribe cards. Each player must then choose 3 to keep.

More bribe cards do **NOT** become available in the second round and the **make a bribe** action is **NOT** used during the game.

Usual point scoring occurs at the end: successfully completed bribes score points and unsuccessful ones lose points.

Advanced Game Variant

Once you are an Arkosa veteran, you can give this **advanced game variant** a try.

Follow the **Regular Bunker Setup** instructions, but after each player has chosen a special room, **add the remaining special rooms to the room tile bag.**

You can mix up any of the above variants in any way you choose. Tailor your game of Arkosa to the way you like to play!

During raid events, when calculating who has the 'best' of something, should colonists that get points per type of room in your bunker be included (e.g. Tann)?

Yes. Calculate how many reputation points they are worth based on the amount of that type of room you have at the current point in the game.

Can I use Hoo-di-di to skip over raids?

No. The exploration track marker will stop when it moves over a raid event regardless of the number steps you choose to move it with Hoo-di-di's special ability.

What happens when the exploration track marker lands on one of these spaces? (see image on right)

These spaces are purely for determining where the exploration track marker starts during setup. Consider them blank spaces.



What happens if I roll  when using the Gambler's Den?

You must injure 1 of your colonists (if able to).

If I do not convert any resources with my conversion room, do I still get the room production bonus?

Yes, but only if the room has an active power shard next to it.

Can I use Beren Whaller to remove a deactivated power shard and then plug it back in activated again?

Yes!

Can I overbuild the rooms printed on the bunker boards?

Yes!

If Parallel Dynamics re-activates a powered room with a production bonus, does the bonus also trigger again?

Yes!

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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 Mech Arena 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.

Credits

The background of the page is a hand-drawn illustration in a light, sketchy style. It depicts a landscape with rolling hills and mountains in the distance. A winding river or path flows through the middle ground. In the foreground, there are some simple, rounded shapes that could represent rocks or small structures. The overall color palette is muted, with soft pinks, greys, and earthy tones.

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