

TERRAFORMING DARKNESS

3DARTLAB - GAMES IN A BOX SERIES – NR.4

VERSION

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CONTENT

300 acrylic colony and scout ships, 5 colors, 30 of each kind and color

206 orb cores, LV1, LV2 and LV3 tiles, all hex shaped and wooden

15 defence stations, wooden tokens 156 +8x6+2

15 gateways, wooden tiles

1 wooden game box

WARNING! Choking Hazard – not for children under 3 years!

Before the first game please remove the plastic foil on both sides of all laser cutted acrylic glass parts.

ABOUT

After a nuclear war earths biosphere collapsed and each nation sending away their last survivals with a fleet of colony ships to the only system in range with earth like planets. But a hidden system filled with dark matter captured the fleet during flight by gravity. Now there are no other options left as to colonise this system without working scanners because of the nebula all around.

You control one of these fleets and you have to setup coalitions or try to claim entire planets yourself. Every decision you make will influence the survival of all. And take good care while mining deep under the surface something horrifying is lurking...

SETUP

Each player get the same amount of colony and scout ships depending onto the number of players:

1-2 player: 30 colony and 30 scout ships. Colony ships are the big triangles, scouts are the small ones.

3 player: 20 colony and 20 scout ships.

4 player: 16 colony and 16 scout ships.

5 player: 13 colony and 13 scout ships.

Build 4 pools of wooden tiles: one for orb cores (tiles marked with a circle around the text), one for LV1 tiles, one for LV2 and one for LV3 tiles.

The tiles inside each pool have to be placed face side down and have to be mixed randomly.

Lay the gateways and defence station tokens somewhere where all players can reach them.

Decide which player starts.

VICTORY CONDITIONS

Survive after colonization and terraforming by mining and connecting a high level of all resources.

COLONY SHIPS

These ships are the big triangles and are used primary to build bridgeheads or occupy tiles at new discovered orbs no matter if planet or moon. But later on your landed people will need biospheric good conditions to survive.

SCOUT SHIPS

These ships are small and triangle shaped and can be used to fight or to discover new tiles and orbs.

DEFENCE STATIONS

If you not want to share your orb with other players or at least want to control who can share it with you you should buy one of these.

GATEWAYS

Space in this dark system is filled with dark and strange matter and you can only setup supply lines by setting up an entire gateway which guiding your ships safe and sound.

GENERELL RULES

Tiles which are replaced for example by level 2 tiles and player ships which are wasted comes into a pool for wasted game elements and are not used again during this game.

If no more cores are available its impossible to discover new ones. If no LV1 tiles available you have to directly choose to draw a LV2 or LV3 tile instead. If no more LV2 or LV3 tiles are available you cannot draw them.

No player is allowed to build more as 2 gateway sets and more as 2 defence stations.

If a tile gets ownerless it can be recolonised like if you land at a new tile but without drawing a new tile or the option to digging deeper.

Anytime during your turn you allowed to erase scout or colony ships which you already placed as a factory. Erased ships comes into your wasted pool and not back to your fleet.

Anytime during your turn you also allowed to exchange a colony ship at your fleet against a scout ship at your wasted pool.

Team work bonus: If there is at least one other players bridgehead at the orb your discovering a new tile you are allowed to redraw the first LV1 tile once if you wish by draw a new one and put the first tile back into the drawing pool. But you cannot redraw tiles if the other player dosnt allows it or if you draw a vulcano tile.

ORB CORES

Orbs are the biggest objects inside this dark star system, they are hex shaped and marked with a cycle around their text. The number at the right tells how big it is and defines how many tiles can be added. Gateways and defence station don't count at the size calculation. The letter defines if it have a biosphere where humans can life (**A**), at least an atmosphere (**B**) or if it have no atmosphere (**C**). Cores without this letter and number combination are special tiles which effects are explained below. In any case a scout ship which discovered it is lost and gets removed from game otherwise the tiles definition telling something different. A colony ship will build a bridgehead at the orb.

Black holes: Any ship lands on gets destroyed.

Deep thought: This planetary sized super computer gives you tons of useless data. You are suspended for the next two turns.

Gas giant: You cannot land at this kind of orbs but at least you can keep your colony or scout ship and resend them to other orbs but this turn of you is over and the next players acts now.

Galactic network: These civilization of robots sells you once a planetary map. Pay a scout ship and draw 3 orb cores and place one of them at the table and put the other ones back into the draw bag.

Space amoeba: This beast attacks spaceships! Starting with the next player each player have to decide another player who have to destroy a own scout or colony ship. Anytime in game all players can spend a total of 4 scout ships to destroy this space monster.

Space eel: The orb where have placed a colony ship at the core or a tile last time gets besieged by this space monster. If theres no such case the space eel disappears. The only valid action for a player which is available at a besieged orb is to destroy the eel by spending 2 colony or 4 scouts ships.

Space kraken: It will follow you and destroy an entire orb you can choose with a size of 6 or smaller no matter which player holds it. Only a defence station can stop it but will be destroyed during defending it. After attacking it disappears and you get your ship back but If there isn't a orb of that size it will destroy your ship instead and then disappears.

LV1 TILES

These tiles which were marked with "LV1" have the following effects:

Caves: Caves improves the biospheric conditions of this orb by one level. No need to place a factory there to use its effect. You can also draw deeper instead placing this tile.

Deep scan: You lose your scout or colony ship but you take this tile onto your hands and use it later. If you draw a week spot or volcano marker in future you may put that tile back into its pool and draw another tile of the same level instead. Then you have to put the deep scan tile into the wasted pool. You can also use this action to help another player with the same effect. But you may just mine deeper instead.

Lost ship: You managed to repair a crash landed ship. Get the ship spotted this tile back and also another colony or scout ship out of your wasted pool. You can also draw deeper instead placing this tile.

Perfect spot: Draw 2 LV2 or 2 LV3 tiles and choose one of both to replace this tile with it. Then put the other LV2/LV3 tile back to their pool and the perfect spot into the wasted pool.

Water, Iron, Crystals, Food: These are resources you can gather, each tile brings one resource of its kind. You can also draw deeper instead placing this tile.

Resources x2: The same as the standard resources but brings 2 units of each resource each. You can also draw deeper instead placing this tile.

Rocks: Nothing as useless **rocks**. No further effect. You can also draw deeper instead placing this tile.

Supply drop: It counts as a resource tile if you build a factory on it and it can even be space mined but at game phase 5 you can freely choose a single resource you get for free then. You can also draw deeper instead placing this tile.

Tunnels: Searching the tunnels let you find something interesting. Replace this tile with a freely chosen LV1 resource tile from the wasted pool if available. Draw the tunnels tile at the waste pool in that case. You can still mine deeper.

Vulcan: Vulcans lowers the biospheric conditions of this orb by one level. Its impossible to drill deeper at this place so its not allowed in any case to draw a LV2 or LV3 tile to replace this tile.

LV2 TILES

These hexshaped tiles are marked with a "LV2" at their bottom. They can be discovered if you decide drilling deeper after drawing a first tile. Resources and rocks effects at LV2 are the same as usual.

The new LV2 tiles are:

Ancient artefact: Knowledge from ancient writings let you draw 3 orb cores and view them, then lay them unoccupied and hidden somewhere at the game table.

Ancient shield: Mark your ownership with the scout or colony ship which discovered it. It have the same function as a defence station and counts as such.

Alien colony: If players which are present at that orb have eliminated lifeforms once during this game these aliens will instantly eliminating all their ships tokens at this orb at any tile including the

bridgehead and also destroy their gateways and defence station of them and these player will never be allowed to send ships to this orb. All other players which are at game phase 5 present at this orb can choose freely any resource and get 1 unit of it for free.

Drill accident: You can't stop drilling. Draw a LV3 tile instead of this. Put this tile out of the game.

Genetic evolution: If you discover this tile choose if you want to evolve to a new kind of human with the advantage of 1 free resource of each kind for free at game phase 3 but you cannot join any coalition with other players at phase 5. There is no way back.

Larger +3 and Huge +5: The orb is bigger as expected, add this value to the orb cores size value.

Lifeforms: Let them alive without any advantages or eliminate them by drawing a LV3 tile instead. If you eliminate them keep this tile nearby you to remember you did this massacre.

Space pirates: You let them life in peace together with you. The willing to destroy a single colony ship of another player right now if you give the order.

Star map: Next time you discovering a new orb you allowed to draw 4 to choose one out of them, then but the others back into the drawing pool. They are not wasted.

Weak spots: See game phase 3. Bad things happens if 3 are found at the same orb.

LV3 TILES

These hexshaped tiles are marked with a "LV3" at their bottom. They can be discovered if you decide drilling deeper after drawing a first tile. As usual already know tiles like resources have the same effect. The new tiles are:

Alien fleet: Your fleet will be expanded with 4 scout ships or 2 colony ships.

Ancient altar: At the moment of discovering it you may sacrifice a colony ship as blood offering and get up to 5 new scouts ships from your wasted pool.

Hyper Laser: The first player who send a colony ship here will reactivate this ancient weapon system. Now he may destroy a single LV1 tile at another orb but no vulcano as an action at any further turn instead of doing another action. The tile gets turned and still count as planet tile but without further usage. Other players can spend 4 scout ships immediatly after the weapon was used to destroy it and the ship occupied it. In that case it cannot be rebuilt.

Iron, crystal, water and eden core: These are resources which deliver 4 times the quantity. Eden core are food resources.

Planetary portal: At game phase 3 you can use it like a gateway from this to another orb for free use this tile if you have occupied it with a colony ship before. You don't need gateway markers and can even build it if you already have two other gateways.

The cube: Assimilate as most other player tokens at this planet as you have enough colony and scout ships available to replace them. You may also move your colony ships from other tiles at this orb to do so. Then the cube is deactivated.

Ultra virus, frozen demons, planet eater: Are explained under Bad things happens at game phase 3.

GAME PHASE 1 - COLONISING

Each player starts an action then the next player do so. A player with no more colony and scout ships don't act any more and have to wait until gamephase 2. If no more player can act gamephase 2 starts.

Discover a new orb:

Sending a scout or a colony ship to discover a new orb and randomly draw a new orb core to represent it. Only you are allowed to view it and then place it face down at the table. Then if it's a

colony ship you must place it on top of it as your bridgehead. If it was just a scout ship its lost.

Land on an existing orb:

If you land a scout or colony ship on an existing orb core you allowed to see what kind of core it is, then place the core face side down again if it was hidden before. If you've send a scout ship nothing more happens. If it was a colony ship you can let it there as bridgehead additional to other players bridgeheads there just staple them.

Discover or occupy a new tile:

By spending a colony or scout ship of your fleet to a orb where you have a bridgehead and the maximum tile limit of this orb isn't reached you can draw a new random LV1 tile and add it at that orb. You may decide digging deeper into the planets crusts if the tile isn't a volcano. In that case draw a new random LV2 tile to replace the LV1 tile you already have had occupied or you may decide to draw a LV3 instead of a LV2 tile but be warned the effects can be dramatically. If you send a colony ship the ship will mark this tile as occupied with a factory and you can mine the resources in gamephase 5. A scout ship can only discover, dig deeper and causes effects of special tiles but then disappears. If a first tile is placed at a Orb the orb will be now face side up so every body can see it and stays like that for the entire game.

Space mining:

Spend a scout ship to move a unoccupied resource tile from an orb with no atmosphere C and a size of 4 or less to another orb. Its also allowed to move a resource tile with a own factory that way. You need brideheads at both orbs and you only allowed to move resource tiles that way.

Build a terraforming station:

Send two colony and a single scout ship to a tile where are no other ships are placed. You also allowed to send one colony ship less and use a already existing colony ship to build the terraforming station. The terraforming station will increase the terraforming level of the planet to the next better or worse level whatever you will decide later on. Mark it by placing the scout ship on top of one colony ship there the other colons ship are lost and comes into the waste pool. The kind of tile doesn't matter and if there are resources the terraforming station don't deliver any resources from it.

Building a gateway:

Spend a colony and a scout ship to build a gateway somewhere at the outside of two orbs. You need to control at least one tile at both orbs and if theres a defence station you need the allowance of its owner. Mark that gateways ownership by using your both spendes ships and place them at the gateways. Existing gateways cannot be sold, or changed after on. You allowed to build two couples of them.

Build a defence station:

Spend one colony and one scout ship to build a defence station protecting a single orb which have had no defence station before. Its not required to have any tile or the orb core occupied. Every player can build up to two defence stations. Place one of your spendes ships on top of a defence station to mark it. From now on you can decide to destroy any incoming colony or scout ship after a player

announce any action which want to bring his ships onto this orb. You may allow him landing but its also possible to lie and shoot him after he initiate any landing action.

Destroy a defence station:

Spending two a colony ships or 4 scouts ships allows you to destroy a existing defence station. After this action you allowed to send a colony or scout ship to land at a tile of this orb or the core itself as free action.

GAME PHASE 2 – BUILDING COALITIONS

Bound coalitions:

You have to decide now if you want to build coalitions between various numbers of players but you may also want to fight on your own for survival at phase 3. Coalitions can share their resources to survive later on. It is not possible to split or make new coalitions later on so plan and decide wisly. All players inside a coalition will win or lose together. Gateways will support any player of that coalition but not any other player.

GAME PHASE 3 – Bad things happens

Handle effects of special tiles:

First revealing all tiles of all orbs cores. Some tiles have special effects which is getting handled now. Start with the tiles at the biggest orb and handle effects at the order they are listed and explained below. If multiple tiles of the same types are present at a single orb the player with the most occupied tiles on it may decide which to handle firs.

Planetary portals:

The owner now have to choose any orb to connect it with. It acts now like a usual gateway. A defence station is able to protect a orb against this new connection if the owner decides against it.

Ultra Virus:

These ancient virus deep from the planets core will spread and kill the population of an entire orb. The owner must choose a single via gateway connected orb which gets unpopulatet entirely. If theres no gateway your own orb gets unpopulated instead. Remove all player ships from the hidden orb.

Frozen demons: These frozen demon like creatures will come out and destroy any life on this orb. Remove all player ships from that orb.

Planet eater: You've accidentally unchained a planet eater. It will wake up and destroy this orb and any via gateway connected orb as well but it will not follow further gateways from the second to third orbs. Remove the entire orbs with all tiles and player ships from game.

Weak spot:

This tectonic weak spots are able to let an entire planet collapse. If you find three of them in a single orb they destroy it. Remove the entire orbs with all tiles and player ships from game.

GAME PHASE 4 – BIOSPHERIC CONDITIONS

Check any orb from big to small if they don't have a "A" type biosphere. No life will be possible there because of this. In this case the cores biosphere letter plus modifications of tiles like terraforming station and volcano tiles effects is crucial. The owner of terraforming stations have to decide if they want to increase or decrease the biosphere level. All player ships have to be removed now except:

-The orb have a B biosphere status and a friendly gateway connects it to a type A biosphere orb with at least double as much tiles and at least one of them occupied by a friendly player.

-The orb have a C biosphere status and a friendly gateway connects it to a type A biosphere orb with at least 3 times as much tiles and at least one of them occupied by a friendly player.

GAME PHASE 5 – SURVIVAL

Each coalition have to choose their stronghold orb. This orb's friendly gateways will connect them with other orbs if they also have friendly bridgehead. It's also possible that these orbs have friendly gateways as well and expand the network again and so on.

Finally each player counts if they have enough resources by counting the number of them at any resource tile their coalition owns all over their entire network. Orbs which have occupied resource tiles but without any connecting chain of gateways doesn't bring any resources and counting as lost colonies. You only need to remember two numbers, the highest and the smallest value of your resources. To simplify the process of counting you can disassemble all orbs and collect the different resources and resource relevant tiles like support drops which your opposition have had occupied in front of you sorted by its kind. You can also remove the ships on it.

The resource which a coalition have the fewest of is counting as victory points. For example a coalition having 5 iron, 5 water, 5 crystals but only 2 water will only get 2 victory points and lose against a coalition with 3 iron, 3 water, 3 crystals and 3 water which gives 3 victory points. But if no player reaches at least 4 as minimal resource value all player lost the game and do not survive in this strange and dark star system. In case of a draw the coalition with the highest value of a single kind of resource wins. If this is still a draw both coalitions wins in a tie.

SOLO MODE

Place the tiles always face side up otherwise play as usual and try to get a high as possible rating at game phase 5. If your purest resource value only reaches 0-3 your entire race will not be able to survive and die, 4-5 will grant you a hard and distressing survival, 6 and more will be a path-breaking victory!

EXTRA RULES

Call it out: Call out the name for orbs at the moment the first bridgehead is placed at them.

ADDITIONAL ACCESSORIES

4 black or non transparent cotton bags like the bags from game Nr.1 of his series can be used to store and randomly draw tiles. Use them for cores, tiles, and lv1 and lv2 tiles.

UPDATES AND FEEDBACK

Still more and more player all over the world playing this game and a lot of feedback still improve the rules. There's no reason to close developing and we decided to make this game even better. So check out the newest Rules at WWW.3DARTLAB.DE/GAMESINABOX.HTML to get the newest version.

Any feedback, suggestions, fixes, house rules, or grammar corrections? Please let me know!

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CREDITS

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