The year is 2222, and Earth has established floating cities in the clouds of Venus. You are miners sent to the surface by one of the cities to mine the valuable V-nite mineral, a universal power source. Unfortunately, your ascent thrusters fail, and you cannot return to the city. While awaiting your ultimate fate, you notice faint signals on the surface from cryostasis pods that have landed intact. With renewed hope, you are determined to find the survivors, cobble together whatever you can to launch a return vehicle, and get everyone home.

Objective:

Collect 5 Fuel Rods to initiate the ascent vehicle's Launch Sequence. Once this occurs, complete the current turn, then immediately begin the Launch Sequence (Page 6).

Winning Condition:

The player who wins the Launch Sequence is the captain of the ascent vehicle and leads the survivors home. The Launch Sequence uses each player's 4 Power Dice plus 1 Booster Die for each Fuel Rod they collected. These dice may be manipulated with the help of Engineer Survivors rescued during the game, and/or with Black V-nite Ore (which changes the value of a die up or down by 1). The odds of winning the Launch Sequence are greatly increased by having a mix of Booster Dice, Engineers, and Black V-nite Ore.

Player Setup:

Each player takes 1 Mech Control Board, 4 Power Dice, 1 Ready Marker (start with pink side up), and a Starting Terrain Tile. The Starting Tiles only have a terrain grid on one side and have a starting square indicated by an image of a Mining Mech. Place 1 V-naut meeple on the matching image on your Terrain Tile, and place 1 Pink V-nite Crystal on each of the Pink V-nite Crystal spots on your Terrain Tile.
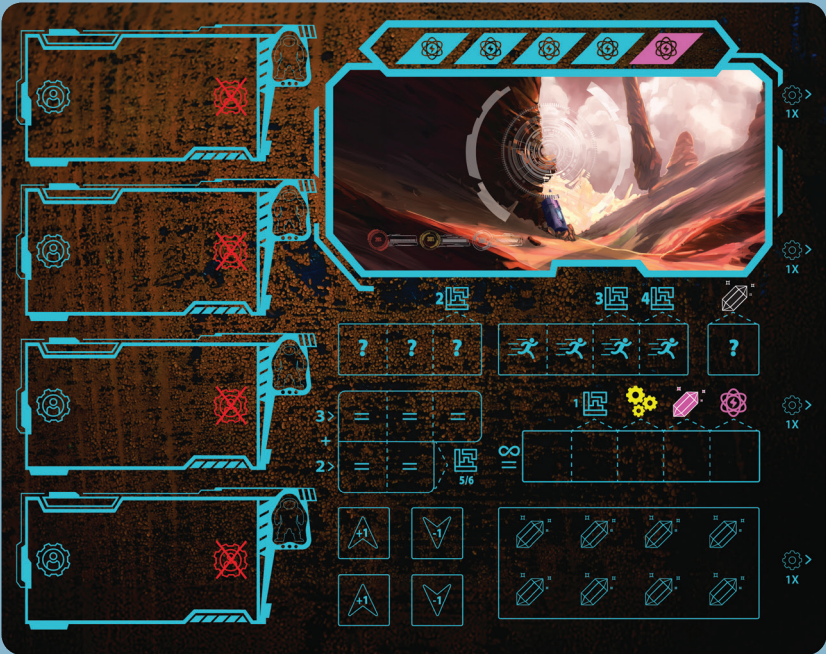
Power Dice

Ready Marker

Starting Terrain Board
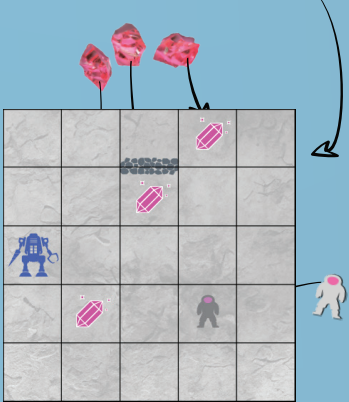

Mech Control Board

Market Setup:

Place the Booster Dice (pink translucent), V-nauts, Fuel Rods, Black V-nite Ore, and Pink V-nite Crystals into the appropriate spots in the resource tray. Place the resource tray in the centre of the table within everyone's reach.
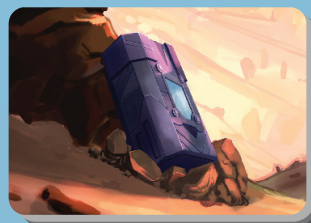

Pink V-nite Crystals

Black V-nite Ore

Fuel Rods

V-nauts

Exploration Tiles

Booster Dice

Shuffle and stack the Terrain Boards in a deck near the resource tray.

Engineer Survivors

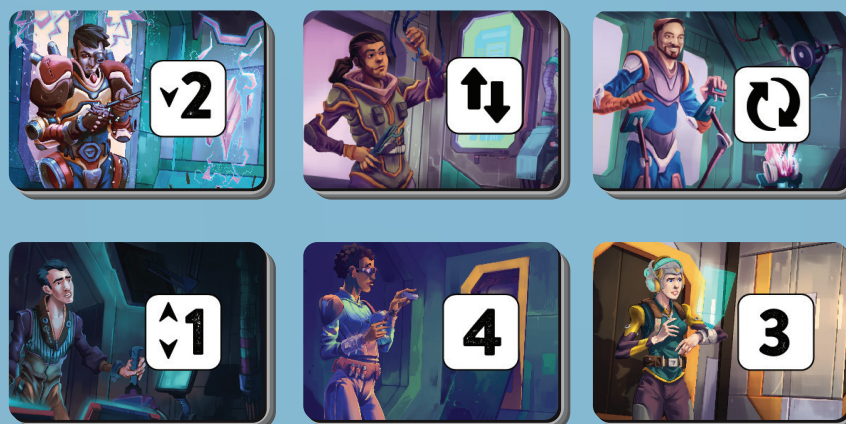*Scavenged Mech Parts*
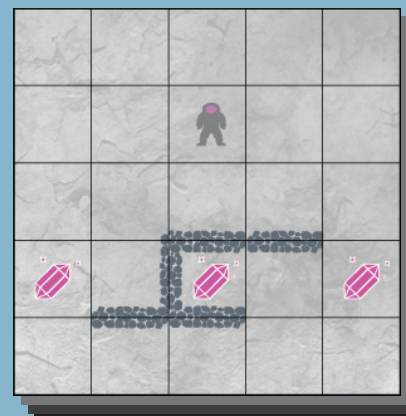
Separate the Engineer Survivor cards from the Scavenged Mech Parts cards.

Deal the Engineer Survivor cards into a tableau, creating equal stacks of each type, then remove cards so that each stack contains one fewer cards than the number of players. For example, for 4 players there should be 3 cards in each stack. Place the extras back in the box; they will not be used in this game.

Shuffle and stack the Scavenged Mech Part cards face down within reach of all players, and deal 4 cards face up to one side of this deck. As these cards are taken, refill the market from the deck.
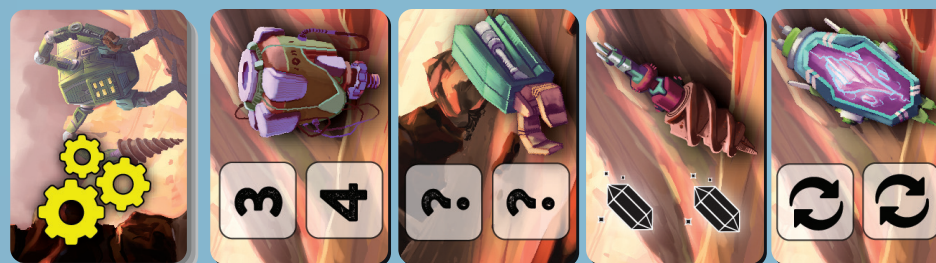
How To Play:

Players will spend most of the game exploring and collecting Fuel Rods. **The first player to collect 5 Fuel Rods triggers the Launch Sequence.**

Main Gameplay:

This game is played simultaneously, and therefore it is not necessary to determine a first player. When you have completed your turn, flip your Ready Marker to its opposite side (on the first turn this will be blue). Once all Ready Markers are showing the same colour, proceed to the next round. This ensures that no player has more or fewer turns than the others.

Throughout the game, you will acquire Exploration Tiles (representing surface exploration), cards, Pink V-nite Crystals, Black V-nite Ore, and Fuel Rods by rolling and manipulating your dice.

Please note the following key rules:

1. Dice in this game do not roll over. That is, if you are manipulating a die, it may not be changed from a 6 to a 1 or a 1 to a 6.

2. The same dice may be manipulated multiple times by cards and/or your Mech Control Board on the same turn.

3. Once a die is placed into your Mech Control Board, it is locked in and may not be reused this turn.

4. You may not have more than 1 of the same Engineer Survivor card, and may carry a maximum of 4 Engineer Survivor cards in your Mech.

5. Engineer Survivor cards may be used during the Launch Sequence.

6. Scavenged Mech Part cards may be used once only. If multiple manipulations are available on one card, that card is expended even if only one manipulation is used on a turn. Expended cards stay in place on the side of your Mech Control Board and are flipped over to indicate they are used. Scavenged Mech Part cards may not be used in the Launch Sequence.

7. You may carry a maximum of 8 gems in your Holding Bay at any time (regardless of colour mix).

8. Pink V-nite Crystals may not be used in the Launch Sequence, but Black V-nite Ore may.

9. If multiple players qualify for an Engineer Survivor or Scavenged Mech Part card in the same round, they each roll a die and the highest number gets first pick.

Roll Dice to Operate Your Mech:

Before rolling, you may acquire temporary Booster Dice by spending Pink V-nite Crystals (see Page 6), then roll all of your dice once.

Both Power Dice and Booster Dice may be manipulated and locked into your Mech Control Board in exactly the same way. The only difference between them is that your 4 Power Dice are permanently yours, whereas your Booster Dice (if any) must be returned to the supply at the end of your turn.

Use any combination of Engineer Survivor and Scavenged Mech Part cards, Black V-nite Ore, and the Mech Control Board to operate your Mech (manipulate your dice). More on the specific actions and the Mech Control Board below.

Card Iconography:

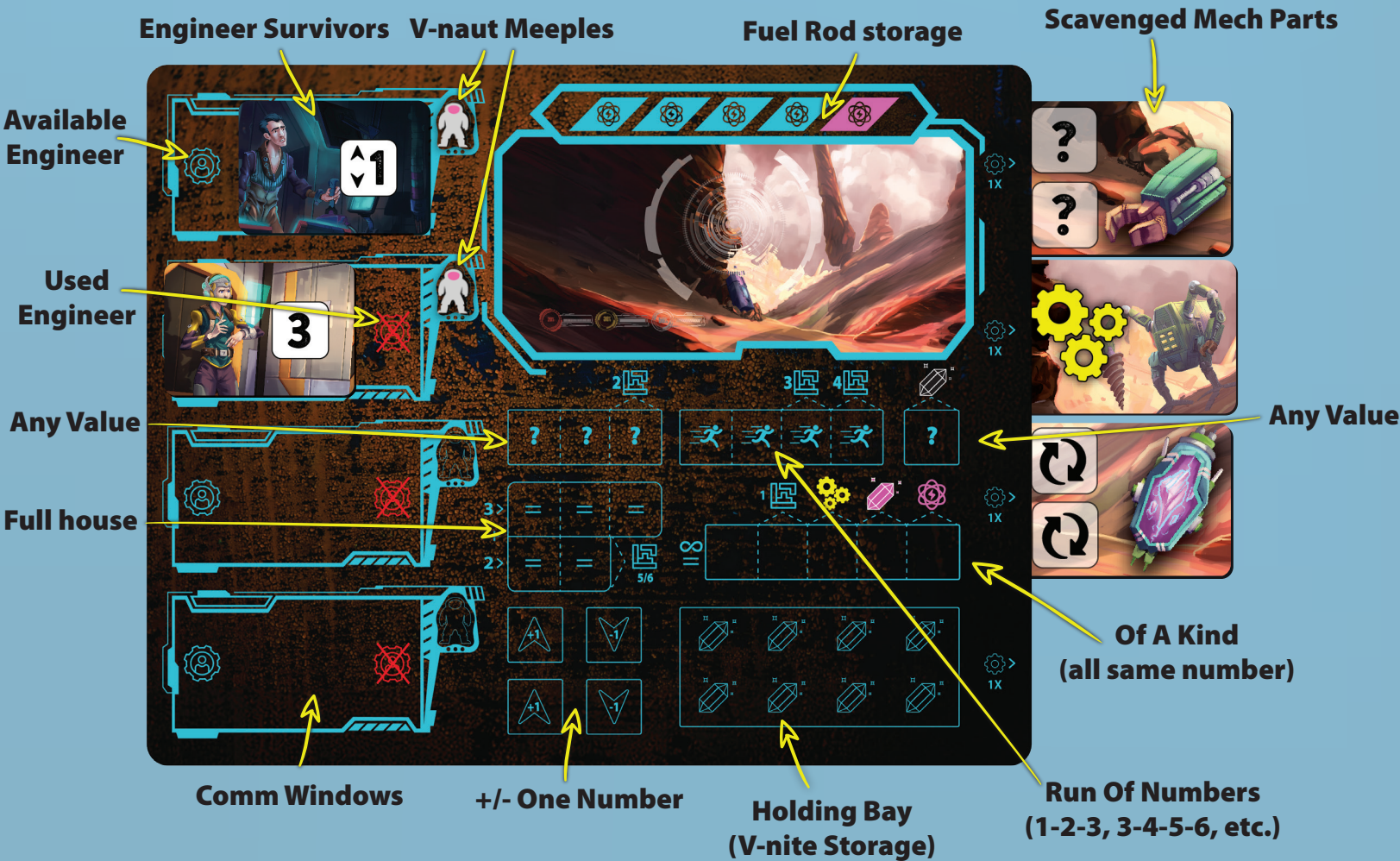|	
↻	Reroll one die
3	Turn one die into a 3
˅2	Reduce a die value by 2
4	Turn one die into a 4
↕1	+1/-1 on one die
↑↓	Flip a die over to its opposite side
?	Choose any value for the die

Mech Control Board:

Engineer Survivor and Scavenged Mech Part cards, as well as the "+1" and "-1" spaces on your Mech Control Board, allow you to manipulate your dice. You then place your dice into your Mech Control Board, locking them in for that particular turn. *Note that dice used on the "+1" and "-1" spaces are considered locked in and may not be reused on that turn. The +1/-1 manipulation is then applied to a different die.*

Your Mech Control Board is activated by placing dice into the available spots in various combinations such as "of a kind" (i.e. 3-3-3, 4-4-4-4), runs (i.e. 1-2-3, 2-3-4-5), a full house (i.e. 2-2-2-3-3, 4-4-4-5-5), or three of any number.

Engineer Survivors   **V-naut Meeples**   **Fuel Rod storage**   **Scavenged Mech Parts**

Available Engineer

Used Engineer

Any Value   **Any Value**

Full house

Of A Kind (all same number)

Comm Windows   **+/- One Number**   **Holding Bay (V-nite Storage)**   **Run Of Numbers (1-2-3, 3-4-5-6, etc.)**

A number before a ⌖ symbol indicates the size, measured in squares, of the Exploration Tile you collect to explore the Venusian surface for survivors. Below are all of the shapes and sizes available:
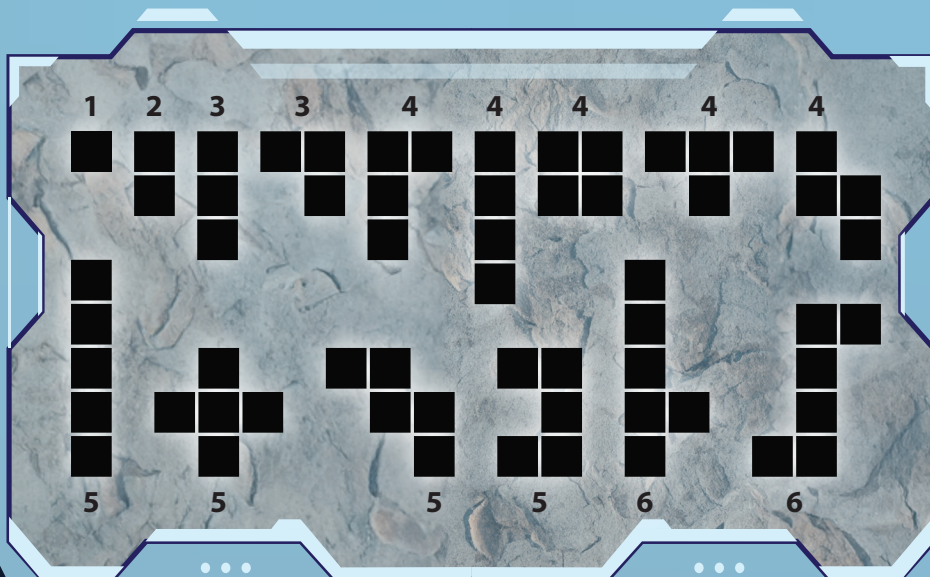
Run spots are indicated by the running person icons: 🏃

Of a kind spots are indicated by the equal signs: ═

A die with any number is indicated by the question mark: **?**

There is a single **?** spot on the Mech Control Board where you can place a die of any number to unlock a Black V-nite Ore (indicated by the 💎 icon). This can be a good spot for a leftover die that can't be used anywhere else.

In the bottom-left of the Mech Control Board, you may lock in a die to change the number on one of your other dice that has not yet been locked. The up arrow indicates increasing a die by 1. The down arrow indicates decreasing a die by 1.

⬆+1 ⬇-1

When adding any number of dice to a track in the Mech Control Board, **you only take the item above the die furthest to the right in your combination of dice.**

In the 🏃🏃🏃🏃 track:
- Place a run of three, take any 3-square Exploration Tile.
- Place a run of four, take any 4-square Exploration Tile.

In the ═════ track:
- Place two of a kind, take a 1-square Exploration Tile.
- Place three of a kind, take 1 Scavenged Mech Part card.
- Place four of a kind, take 1 Pink V-nite Crystal.
- Place five of a kind, take 1 Fuel Rod. ⚛

In the **???** track:
- Place three dice of any number, take a 2-square Exploration Tile

In the ≡≡≡ section (above the +1/-1 spots):
- Place 3 of a kind plus 2 of a kind (a Full-House), take any 5-square or 6-square Exploration Tile.

V-nite (Gems):

There are 2 types of gems: Pink V-nite Crystal and Black V-nite Ore. You may carry a maximum of 8 total gems in the Holding Bay area of your Mech Control Board at any given time. Discard any extra gems at the end of your turn.

Pink V-nite Crystal:
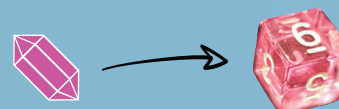
At the beginning of your turn, before rolling your dice, you may exchange 1 Pink V-nite Crystal for 1 Booster Die, as many times as you want, to temporarily boost power to your mech. Booster Dice may be used **on that turn only**. One Booster Die costs one Pink V-nite Crystal. Pink V-nite Crystals may not be used during the Launch Sequence. Return all Booster Dice to the general supply at the end of your turn.

You may collect Pink V-nite Crystals by covering them up on your Terrain Board(s) or placing 4 of a kind on your Mech Control Board.

Black V-nite Ore: ⟶ **+1 / -1**

Return one Black V-nite Ore to the general supply to manipulate one die up or down by one. Multiple Black V-nite Ore may be used on a single die. You may use any/all of your Black V-nite Ore in this manner during your turn.

Black V-nite Ore may be collected by placing a die of any value into the single **?** spot on the Mech Control Board.

Fuel Rods (need 5 to initiate Launch Sequence)
There are three ways to acquire Fuel Rods:

1. **Five of a kind on your Mech Control Board = 1 Fuel Rod.**

2. **Fully exploring a Terrain Board (all squares are covered with Exploration Tiles) = 2 Fuel Rods.**

3. **Collecting four Scavenged Mech Part cards = 1 Fuel Rod.**

Hint: You will likely need to fully explore at least one Terrain Board to initiate the Launch Sequence.

Exploring the Surface of Venus:

Placing Exploration Tiles:

When you acquire an Exploration Tile, place it onto your Terrain Board. The first tile placed must overlap the Mech image on your starting Terrain Board. **1**

Each subsequent tile placed must connect orthogonally (flat side to a flat side) to another tile you have placed. **2**
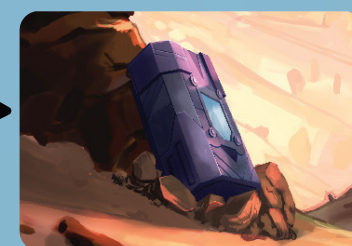
Tiles may not cross over barriers on Terrain Boards, **3** and may not overlap each other. Tiles may be rotated or flipped as needed.
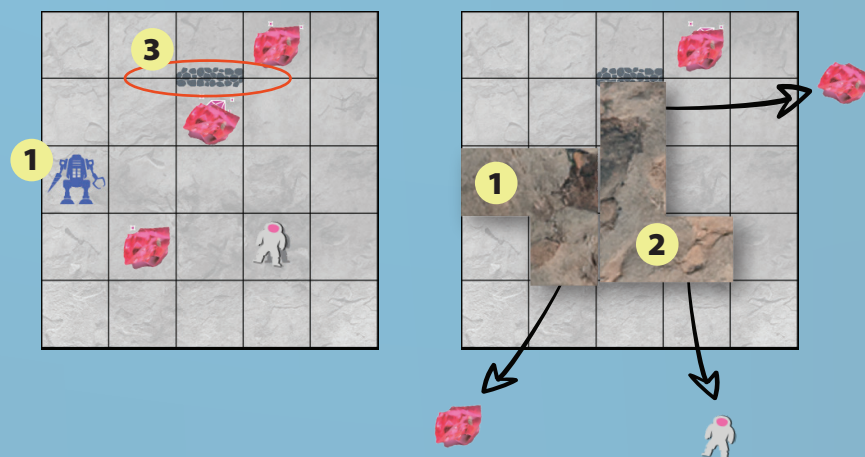
Collect Pink V-nite Crystals:

If a placed tile covers a Pink V-nite Crystal, take the Crystal and add it to the Holding Bay on your Mech Control Board.

Rescue an Engineer Survivor:

If a placed tile covers a V-naut, take the V-naut meeple and place it onto your Mech Control Board on one of the four available spaces. Then choose a Engineer Survivor card from the market and place it next to the V-naut in an available Comm Window. Slide the card fully to the right.

You may rescue a maximum of four Engineer Survivors per game.

Adding More Terrain Boards:

Adding a new Terrain Board has two steps. First, take the top Terrain Board from the Terrain Board deck, choose either side to use. Place it above, below, to the left or right of one of your previously placed Terrain Boards (shown by the dotted lines in figure **A** below) oriented with the V-naut icon standing up.

Then, place a Exploration Tile that you collected on this turn onto your new Terrain Board. As noted above, this tile **must** connect to a previously placed Terrain Board (**B** or **C** at right). The new tile may overlap both Terrain Boards. **D**

Then, place a V-naut meeple and Pink V-nite Crystals from the general supply onto the spots indicated on your new Terrain Board.

- You may have a maximum of 4 Terrain Boards, placed in any configuration.

- You do not have to completely fill a Terrain Board before adding a new one.

- If you cover all squares of a Terrain Board with Exploration tiles, acquire 2 Fuel Rods from the supply. 🔋 🔋
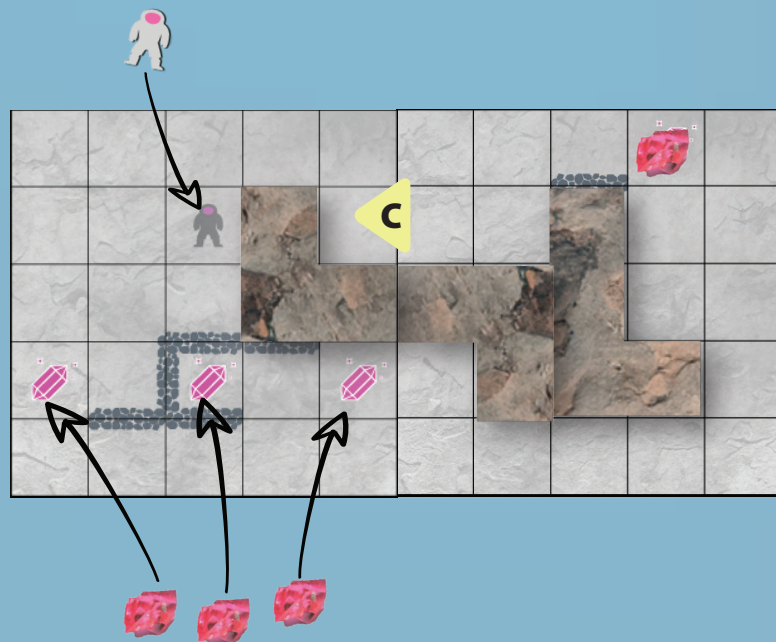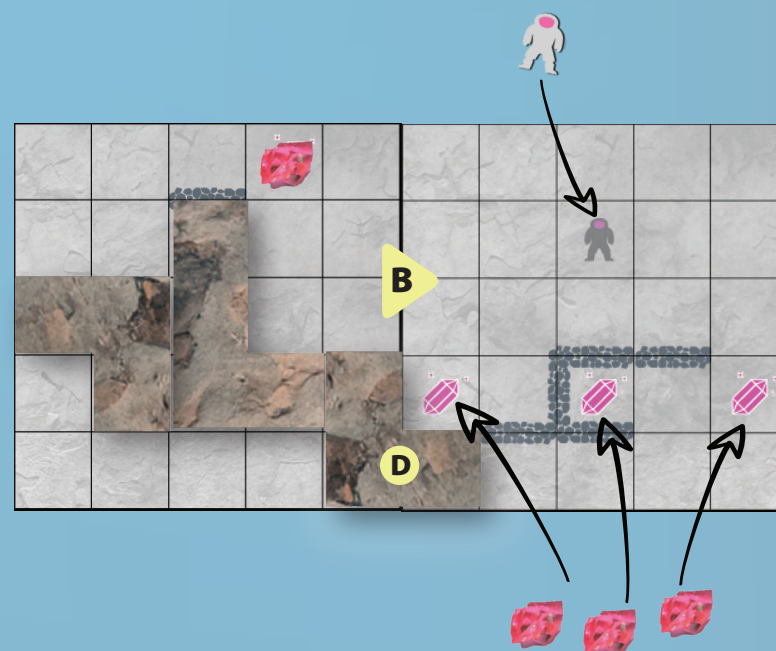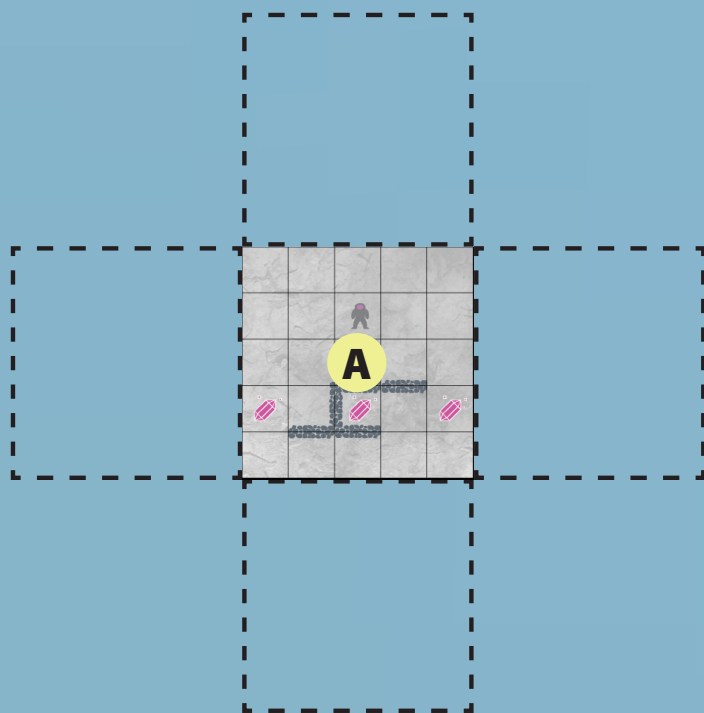
Engineer Survivor cards:

Each Engineer Survivor card allows you to manipulate a single die on your turn (including the Launch Sequence). Slide an Engineer Survivor card to the left in its Comm Window, exposing the red "X" icon, to indicate that it has been used. Once your turn ends, reset all Engineer Survivor cards by sliding them back to the right.
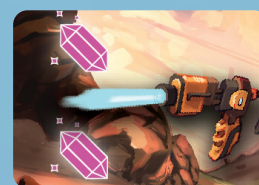
Scavenged Mech Part Cards:

Throughout your search for survivors, you will come across parts that you can scavenge to temporarily upgrade your Mech. These upgrades are represented by the Scavenged Mech Part cards.

To acquire a Mech Part from the market, place three of a kind onto your Mech Control Board during your turn. Then take any one Scavenged Mech Part card from the market and place it on the right side of your Mech Control Board in one of the four available gear spots. Immediately replace the taken card in the market with a new Mech Part from the top of the deck

Scavenged Mech Part cards may be saved and used at any time during any turn (but not during the Launch Sequence).

Each card may only be used **once**, and must be flipped over once used.

Scavenged Mech Parts cards that provide Pink V-nite Crystals or Black V-nite Ore may be redeemed at the beginning of any turn. Since the cards do not count toward your V-nite Holding Bay limit, you may consider holding onto them until needed.

Once you have collected four Scavenged Mech Part cards, acquire 1 Fuel Rod from the general supply.

Ending Your Turn:

Return all Booster Dice to the supply. Keep your Power Dice.

Once you have completed your turn, flip over your Ready Marker to the opposite side so that all other players know you are ready to move to the next round. Once all players have flipped their Markers over to the same colour, another round begins, following the steps above.
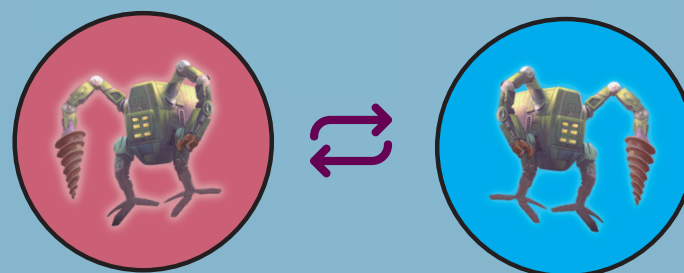
THE LAUNCH SEQUENCE:

As soon as any player collects their fifth Fuel Rod, that turn is completed and players immediately move into the Launch Sequence, beginning with the player who collected the least Fuel Rods, and ending with the player who initiated the launch sequence. If more than one player collected their fifth Fuel Rod on the same turn, the player with the most Engineer Survivors goes last. If there is still a tie, they each roll a die to determine who goes last.

THE LAUNCH SEQUENCE IS NOT SIMULTANEOUS. Beginning with the first player, players complete their turns in clockwise order.

Items allowed in the Launch Sequence:

Only your 4 Power Dice, Engineer Survivors cards, Black V-nite Ore, and 1 Booster Die per Fuel Rod collected may be used during the Launch Sequence.

Pink V-nite Crystals and Scavenged Mech Part cards may **not** be used, and must be set aside.

How to perform the Launch Sequence:

Beginning with the first player, on your turn take 1 Booster Die from the dice pool for each Fuel Rod you have collected. The player(s) who collected the most Fuel Rods will likely have an advantage, as they will roll more dice during the Launch Sequence.

The goal of the Launch Sequence is to create the longest sequence of the same number, but at the highest value possible. Your sequence may contain a maximum of 8 dice. (Any leftover dice that cannot be used in your sequence may be used on the +1/-1 spots on your Mech Control Board.)

Roll your dice, then manipulate them using Black V-nite Ore, Engineer Survivor cards, and/or your Mech Control Board.

As before, return one Black V-nite Ore to the general supply to manipulate one die up or down by one. Multiple Black V-nite Ore may be used on a single die.

As before, you may use Engineer Survivor cards to manipulate your dice, but since this is your final turn each card may only be used once. More than one Engineer Survivor card may be used on the same die.

Once you have achieved your best possible sequence of matching dice, place your sequence in the centre of the table.

In turn order, the remaining players also perform the Launch Sequence as above. Then, players compare their sequences. For example:

If two players have same number of dice in their sequences, the **higher number** wins.

6 6 6 6 6 vs. 3 3 3 3 3

Winner

If two players have different numbers of dice in their sequences, the player with the **higher number of dice** wins.

6 6 6 6 6 vs. 3 3 3 3 3 3

Winner
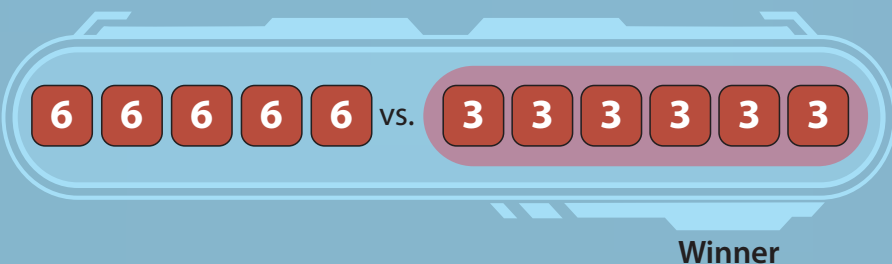
The player who has the longest sequence of the highest value wins, and is the captain of the ascent vehicle. You are a

hero! Your name will be spoken for generations!

SOLO MODE:

To play the Cities of Venus: Survivors Solo Mode, use the multiplayer rules along with the following changes:

Winning Conditions:

- 4 Mech Part Cards on your Mech Control Board
- 1 Terrain Board fully explored (all squares covered)
- 4 Engineers rescued
- 8 dice locked in during the Launch Sequence

While all 4 Winning Conditions must be achieved in order to successfully complete the Solo Mode, your Pilot Ranking is based on the Launch Sequence number achieved plus the number of Engineers you rescued.

Player Setup:

- Use only 5 unique Mech Part Cards from the Deck. Do not use the Pink V-nite Crystals or Black V-nite ore cards. Shuffle these 5 cards, place in a face-down pile, and flip over the top card. As each card is taken, flip over the next, so only 1 is available at a time.

- Deal 1 of each Engineer Survivor cards out into a tableau. You can rescue all 6 Engineers. When rescuing the fifth and sixth Engineers, remove the first and second Engineers respectively and place them to the left of your board, flipping them over to indicate they have returned to cryostasis.
- You **must** explore **6 Terrain Boards** in order to reach all Engineers.
- You **must** use a **maximum of 3** of each polyomino Exploration Tile shape.

To Initiate the Launch Sequence:

- You **must** have **5 Fuel Rods**.
- You **must** have **4 Mech Part Cards** on your player board.
- You must fully explore (cover all the squares of) at least **1 Terrain Board**. (Note: You do not receive any Fuel Rods for doing so.)

Fuel Rods:

- Your 4 Mech Part Cards will provide you with 1 Fuel Rod.
- All other Fuel Rods must be unlocked with five-of-a-kind.
- Fully exploring a Terrain Board **does not** provide you with any Fuel Rods.

Launch Sequence:

- You must have an eight-of-a-kind Launch Sequence to win. Otherwise, you lose.

Pilot Ranking:

★★★★

Eight 6's and 6 Engineers rescued

★★★

Eight 6's and 5 Engineers rescued

★★

Any other eight-of-a-kind
and 5 Engineers rescued

★

Any other eight-of-a-kind and 4 Engineers rescued

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