

Biomes - Prototype 5.0

Premise

You are a group of explorers, venturing through biome after biome. Each one has dangers that strive to end your journey. Can you explore this biome, find its secrets, and escape?

Game Components

- 24 standard tiles, 4 of each of the 6 types of standard tiles
- 14 special tiles (1 starting base camp, 1 exit, 1 roaming gang, 4 quest, 7 lake)
- 40 danger cards
- 66 resource cards, 22 of each type
- 30 artifact cards
- 2 dice (1 D12 and 1 directional die)
- 6 characters
- 1 base camp piece
- 1 roaming gang piece
- 4 outpost pieces
- 15 resource pieces
- 20 road pieces

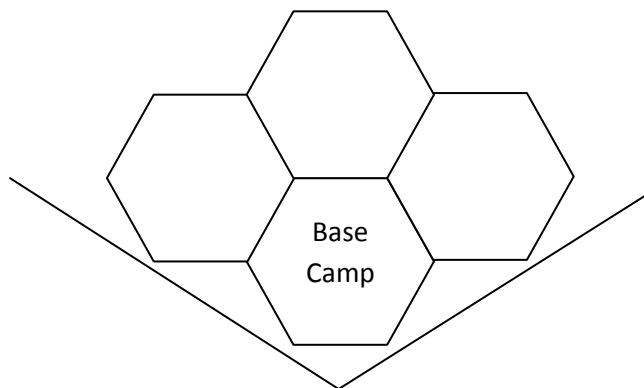
Setup

Tiles

Set aside the base camp tile, exit tile, roaming gang tile, and all but 5 (all but 2) lake tiles. Shuffle the remaining tiles together to form the tile stack and place them face down on the table.

Place the base camp tile in the board with the top three tiles from the tile stack as displayed below.

These tiles form a "V" which determines the side walls of this biome. No tiles may be explored beyond these walls.



Cards

Sort the resource cards into 4 stacks: food, lumber, metal, and artifacts. Shuffle each stack separately and place them face down on the table. These 4 stacks form the bank.

Shuffle the danger cards together and place them separate from the bank.

Each player draws a total of 5 resource cards from the food, lumber, and metal banks. You may mix and match but you may not draw from the artifact bank. Pick 3 of these 5 cards to begin the game with as your hand and discard the remaining 2. Shuffle all of the discarded cards to form your starting resource deck.

Players

Each player begins the game on the base camp tile. Pick a character and place them on the tile along with the base camp piece.

Goal of the Game

Ending the Game

The game ends when either the danger level reaches 11 or you are able to move your base camp to the exit tile.

Win

To win, you must move your base camp to the exit tile. The exit tile is revealed once your base camp reaches level 4. To level up your base camp you will need to find a total of 3 fragments, one for each level up. You can move your base camp at any time but moving the base camp becomes cheaper as you level it up.

Loss

As you play the game the danger level will gradually increase. When the danger level reaches a value of 11 you become overrun and lose the game.

Player Turn

Each player's turn is split into three phases: danger, resources, and action. You begin the game with 2 actions per turn and drawing 1 resource per turn. You gain more of each by upgrading your base camp.

Danger Phase

During the danger phase you simply draw a danger card from the danger deck and apply it. If this fully empties the danger deck then reshuffle the danger deck.

Resource Phase

During the resource phase you draw cards from the resource deck equal to your current base level. If this empties the resource deck then shuffle the resource discard to make a new resource deck.

Action Phase

You begin the game with 3 actions per turn. You can increase the number of actions by upgrading your base camp. During the action phase you may do any of the following actions for the cost of 1 action:

1. Draw 3 resource cards while at base camp or an outpost - no resource cost
2. Use an artifact card - no resource cost - only some artifacts require an action to be used
3. Interact with a quest - no resource cost
4. Move up to 5 tiles away - 0-3 of any resource, depending on danger level, per tile moved
5. Explore an adjacent unexplored tile - 2 food + danger cost of any resource
6. Build a resource - 2 lumber + danger cost of any resource
7. Improve a resource - 3 lumber + danger cost of any resource
8. Excavate an artifact (once per tile) - 4 metal + danger cost of any resource
9. Build an outpost - 4 lumber + 2 food + 2 metal + danger cost of any resource
10. Build a road - 4 food + 2 lumber + 2 metal + danger cost of any resource
11. Level up base camp - 1 fragment + 5 of each resource
12. Move base camp - 6 of any resource

Core Rules

The game of Biomes revolves around 4 core mechanics: resources, the base camp, the danger level, and quests and fragments.

Resources

Throughout the game you will gather and spend resource cards. The resources are split up into 4 types: food, lumber, metal, and artifacts. Food is useful for exploring and building roads. Lumber is useful for building new resources and outposts. Metal is useful for excavating artifacts. Artifacts have special abilities that give you an edge and are required for most of the quests in the game.

You can increase the number of each resource by building a resource of the appropriate type, or by excavating for artifacts to gain additional artifacts. You can also try to improve your resource pool by improving a built resource.

When you use a resource that resource is available for your entire turn until it is used. You may use part of the resource for one action and the rest for another. For example, when the danger level is 3 for 4 you can play a Food 4 card for 4 food to move 1 tile costing 1 food and then explore costing 3 food.

Base Camp

Your base camp is the center of your operations. You start the game at your base camp and the goal of the game is to move your base camp to the exit tile, which is revealed once your base reaches level 4. Each time you level up your base camp you get to choose an upgrade to your team. Each upgrade may be chosen once.

1. Additional Actions - All players get +2 actions per turn for a total of 4 actions per turn
2. More Resources - All players draw +2 resources per turn for a total of 3 resources drawn per turn
3. Cheaper base move - Reduces the movement cost of the base by 2 for a new cost of 4 of any resource

Danger Level

As the danger level increases the game becomes more challenging and you become closer to losing the game. You will lose the game if the danger level reaches a value of 11. There is no way to reduce the danger level. The danger level influences how fast you draw cards from the danger deck and how many resources each action will cost. The following table shows how the danger level impacts the game:

Danger Level	1	2	3	4	5	6	7	8	9	10
Danger cards drawn per turn	1	1	1	2	2	2	3	3	3	4
Danger cost to most actions	0	1	1	1	2	2	2	3	3	3
Cost of movement	0	0	1	1	1	2	2	2	3	3

Quests and Fragments

Quests are the way that you get fragments which are needed to level up your base. There are 4 quests in total and each one rewards you with a fragment upon completion. Each quest has unique rules for how to obtain its fragment. Note that there are 4 fragments in the game but you will only need 3 to fully level up your base camp and win.

Other Rules

Exit Tile

Once your base camp reaches level 4 you reveal the exit tile. When this happens, place the exit tile at a location of your choice that is at least 6 tiles away from the starting base camp location and at least 3 spaces away from the current base camp location. This may place the exit in the middle of unexplored territory.

Hand Limit

You have a hand limit of 10. At the end of your turn, if you have more than 10 cards in your hand, you must discard down to 10 cards.

Roaming Gang

The roaming gang is a special kind of danger that moves around the biome randomly, disrupting whatever tile it is on. At the beginning of the game you do not know where the roaming gang is but it will spawn when you draw the first roaming gang danger card. When this happens, you get to choose where the roaming gang begins but it must be adjacent to an existing tile.

Once revealed, the roaming gang moves 2 movement in a random direction each time a roaming gang danger card is drawn. To determine the direction simply roll the directional die and move the roaming

gang in the direction the arrow is pointing. The roaming gang, like players, cannot move over lakes. The roaming gang cannot move onto the base camp, whatever tile it is on, but can move onto outposts and quests. The roaming gang will usually pass through another tile on the way to its destination, that tile is left unaffected by the presence of the roaming gang.

If the roaming gang lands on a tile containing one or more players then each player on that tile discards 1 card from their hand randomly and is immediately returned to base camp. You cannot move through or onto the tile the roaming gang is currently on. This includes your base camp, you cannot move your base camp onto the tile occupied by the roaming gang. If the roaming gang is on a quest then you cannot interact with that quest.

Quests

There are 4 quests in the game. Each quest grants you a fragment when it is completed and has unique rules for how to complete that quest. Each quest has a unique tile and may only be interacted with once that tile has been revealed via exploration.

Cave

There is a fragment somewhere in the cave and you must search the cave to find the fragment. Each search of the cave costs 1 artifact of any kind plus any resources you choose to spend. When you search the cave roll a D12 and add the value of the resources you chose to spend:

1-6: You suffer a catastrophe; you must discard all of the cards in your hand, move your character to the base camp, and lose the rest of your turn

7-9: Nothing happens

10-12: You find the fragment

13+: You find the fragment and an artifact, draw an artifact from the bank

Once you have found the fragment you may no longer search the cave.

Trader

At the trader you may either buy 2 artifacts of your choice or a fragment, you cannot do both. Buying artifacts cost 10 resources of any kind, this is not impacted by the danger level, and allows you to search the artifact deck for 2 artifacts of your choice and then reshuffle the artifact deck. Buying a fragment costs 3 artifacts which are removed from the game. These artifacts do not go into the discard or back into the bank, but are completely removed from the game. Once you have purchased either 2 artifacts or a fragment the trader goes away and can no longer be used.

Fountain

The fountain holds a fragment but you must perform a ritual to obtain it. To complete the ritual you need several unique artifacts equal to the number of players. If there are 5 players in the game then you need 5 different artifacts. If there are 3 players then you need 3 different artifacts. Each player may only place one artifact. This means that each player will need to place an artifact to complete this quest. Once all players have placed a unique artifact remove all of the placed artifacts from the game in

exchange for the fragment. These artifacts do not go into the discard or back into the bank, but are completely removed from the game. Once you have obtained the fragment from the fountain you cannot do so again.

City

The citizens of the city seek knowledge but are too afraid to leave the city. They will grant you their fragment in return for exploring every tile in the game for them. Once you have run out of tiles to explore you obtain the fragment from the city.

Player Actions

Players have several core actions to choose from during their turn.

Draw Resource Cards

Whenever you are at base camp or an outpost you may spend 1 action to draw 3 additional resource cards. This costs no resources no matter the danger level. You may only do this once per turn.

Use an Artifact

Some artifacts cost actions to be used. Refer to the specific rules of each artifact to see if it costs any actions to be used.

Movement

You may move to an adjacent tile for 1 action and 0 to 3 resources of any kind, depending on the danger level. You may move up to 5 tiles away per movement action but you must make all of the movement at once. For example, you can spend 1 action, 2 food, and 3 metal to move 5 tiles away and then perform another action. However, you may not spend those resources to move 3 tiles away, perform another action, and then move 2 more tiles. The second movement would cost an additional action and 2 resources.

Movement between tiles with roads is free of all resource costs. Destination tiles also count as roads for the purposes of movement costs. Destination tiles are your current base camp location, outposts, and quest tiles. For example, you may spend 1 action and 5 resources to move 3 tiles onto a road, then onto and along any distance of road for free, and then 2 more tiles away from the road.

Exploration

You may explore any adjacent unexplored tiles for 2 food. If the danger level is higher than 1 you must pay additional resources of any kind equal to the danger cost. When you explore you draw a random tile and place it face-up at the adjacent unexplored location of your choice. You may only explore new tiles that are in-between the arms of the "V" formed by the starting tiles.

Building Resources

You may build a resource on your current tile for 2 lumber. If the danger level is higher than 1 you must pay additional resources of any kind equal to the danger cost. You can only build resources on farmland,

forest, and quarry tiles that have no other buildings on them. When you build a resource you put a resource building on that tile and draw 1 card of the appropriate resource from the bank and add them to your hand. This effectively increase the pool of resources your team has access to. When building on farmland you draw food cards, on a forest you draw lumber cards, and on a quarry you draw metal cards.

Improving Resources

You may improve a resource building on your current tile for 3 lumber. If the danger level is higher than 1 you must pay additional resources of any kind equal to the danger cost. When you improve a resource tip the resource building on its side to indicate that it has been improved, pick a resource card of the appropriate type, remove it from the game, draw 2 replacement resource cards of the same type and add them to your hand. The removed card does not go into the resource discard or the bank but is removed from the game entirely. You may not choose to remove one of the cards you are using to pay the cost of this action. You may only improve an existing resource building and each resource building may be improved once per game.

Excavation

You may excavate the non-lake tile you are currently on, including quest tiles, for 4 metal. If the danger level is higher than 1 you must pay additional resources of any kind equal to the danger cost. When you excavate a tile mark that tile to indicate that it has been excavated and draw 1 artifact card from the bank and add it to your hand. Each tile may only be excavated once.

Build an Outpost

You may build an outpost on any non-lake and non-quest tile that for 4 lumber, 2 food, and 2 metal. If the danger level is higher than 1 you must pay additional resources of any kind equal to the danger cost. You can only build an outpost on a tile that has no other buildings on it. When you build an outpost place an outpost building on the tile you are currently on. An outpost allows you to draw additional cards from the resource deck for free and to build roads to and from it.

Build a Road

You may build a road between any two destinations that are within 5 tiles of each other (movement distance) for 4 food, 2 lumber, and 2 metal. If the danger level is higher than 1 you must pay additional resources of any kind equal to the danger cost. A road can only be formed between two destinations. Destinations are the currently location of your base camp, an outpost, and a quest. You cannot build roads to or from a resource building. If you move your base camp after roads have been built to it then the roads remain where they were, they do not move and they do not go away. To build a road you must be on one of the two destinations and the destinations may be up to 5 tiles apart, including the two destination tiles. This means the road can cross over up to 3 non-destination tiles. When you build a road place a road piece on each non-destination tile.

You can move for free, both free of actions and resources, on any road tile. Destination tiles also count as roads for the purposes of movement costs.

Level Up Base Camp

You may level up your base camp for 1 fragment and some amount of each resource depending on the current level of your camp. The danger level does not impact the cost of upgrading your base camp. To level up your base camp you must be on your base camp.

Resource Cards

Each resource card has a resource type and an amount. The 3 resources are food, lumber, and metal and each come with amounts of 1, 2, 3, and 4. There are 6 cards for each of 1, 2, and 3 of all three resources but only 4 cards each that grant 4 of the given resource.

Artifact Cards

Each artifact card has a special effect when used. Some artifacts can be used for free while others require actions to be able to be used.

Food Cache - free - 4 cards

The food cache artifact grants you 5 food when used.

Lumber Cache - free - 4 cards

The lumber cache artifact grants you 5 lumber when used. This artifact costs no actions to use.

Metal Cache - free - 4 cards

The metal cache artifact grants you 5 metal when used. This artifact costs no actions to use.

Treasure - free - 2 cards

The treasure artifact grants you 6 of any resource when used. These resources can be of any type and can be mixed and matched. For example, you can use the treasure artifact as 2 food and 4 lumber or 5 metal and 1 food. This artifact costs no actions to use.

Weapons - 1 action - 4 cards

The weapons artifact allows you to move the roaming gang to the tile of your choice when used. This artifact costs 1 action to use.

Pottery - 1 action - 4 cards

The pottery artifact allows you to search the resource deck for 2 cards of your choice when used. When you do this, search through the resource deck, not including the discard, for the 2 cards of your choice, add them to your hand, and reshuffle the deck. This artifact costs 1 action to use.

Jewelry - 1 action - 4 cards

The jewelry artifact cuts all resource costs for the remainder of your turn in half, rounded up, when used. Action costs are unaffected. For example, if exploration were to cost 2 food then it now costs 1

food. If exploration were to cost 3 food then it now costs 2 food because the cost is rounded up from 1.5. This is particularly useful when upgrading your base camp. This artifact costs 1 action to use.

Relic - free - 2 cards

The relic artifact allows you to cancel the effect of any basic danger card when used. You may also use the relic to cancel a super danger card but this removes the relic from the game. You may not cancel Danger Level cards. The relic may only be used, for either use, during the danger phase of a player's turn in response to a danger card being played. Any player may play a relic to cancel a danger card even if it is not their turn. When played, whatever danger card was just drawn is canceled and goes straight into the danger discard pile. This artifact costs no actions to use.

Map - 1 action - 2 cards

The map artifact allows you to explore 2 adjacent tiles for free. You may also use the map to place the tile of your choice at the location of your choice, but this removes the map from the game. To do this, search the remaining tiles for the tile of your choice, place it at the location of your choice, and reshuffle the remaining tiles. You can place the tile anywhere you want, it does not need to be adjacent to your current location, but it does need to be an unexplored location adjacent to an explored tile. This artifact costs 1 action to use.

Danger Cards

Each danger card has a special effect when drawn.

Danger Level - 4 cards

Increase the danger level on the danger board by 1. All changes from the danger level increase take effect immediately. If this causes the number of danger cards drawn per turn to go up then draw an extra danger card.

Roaming Gang - 10 cards

Move the roaming gang 2 spaces in a random direction. Determine this random direction using the directional die. If the roaming gang cannot move 2 spaces in the rolled direction then move it as far as it can go, even if that means it does not move at all.

Resourceless - 10 cards

You cannot draw resources this turn. This includes resources drawn during the resource phase and resources drawn while at base camp or an outpost.

Impaired Movement - 10 cards

Adds 1 to the current movement costs.

Impaired Discovery - 10 cards

Costs for exploring and excavating are doubled for this turn.

Impaired Construction - 10 cards

Costs for building resources, camps, and roads are doubled this turn. Costs for improving resources and upgrading your base camp are unaffected.

Robbed - 2 cards

Discard all of the cards in your hand. You still draw resource cards during the resource phase.

Resource Decay - 2 cards

Draw 2 cards from the resource deck and remove them from the game. If one or more of the cards is an artifact then discard them and draw replacement cards. The removed cards are not discarded or returned to the bank but completely removed from the game.

Flood - 2 cards

Pick a random tile adjacent to you using the directional die, that tile becomes a lake tile. If the direction rolled contains no tile, contains the base camp, or contains a quest then roll again. If there are no valid tiles, such as being in a corner next to your base camp, then pick any valid tile on the map to become a lake tile instead. If the chosen tile contains a resource or outpost that building is also destroyed. If you become trapped as a result then you may choose to be immediately returned to base camp.

Tiles

There are 4 tiles for each of the 6 kinds of standard tiles: grassland, forest, farmland, quarries, mountains, and desert. There are also 7 lake tiles, a base camp tile, a roaming gang tile, an exit tile, and one tile for each quest.