



DELTA

RULEBOOK



Greetings and salutations!

It is my pleasure, no it is more than that, it is with extreme gratitude that I welcome you, a fine group of master mechbiologists, to the Kamargo. We put out the call and you have answered - thank you. We're in dire need of your help.

As you know it's been over 150 years since the inventor of the Perpetual Steam Engine (PSE), Louise Delargue, wrote her last diary entry before her disappearance. That someone could create an invention which would seemingly power cities and other technologies forever, without publishing any findings, remains the biggest scientific folly in the era of PSE.

We took the crystals for granted. The supply seemed endless, and their energy unending, but we underestimated the growth of populations and the greed for crystal power. As PSEs across the world try to keep up with demand, the crystals are breaking.

But that's where you come in. We have brought you here, where Delargue learned to harness the energy for her crystals, and yes, where she disappeared. You must walk in her footsteps, explore islands across all regions of the delta, create new inventions, and study her beloved mechanimals. And please publish your scientific findings!

We must solve this energy crisis and develop a more sustainable crystal to power the PSEs of the future.

I leave you now with the final words of Delargue.

*Rhone River Delta — the Camargue
24/9/1843*

It's been 35 years since my time in the Camargue. How my soul rejoices to return to the spectacular array of mechfauna this river delta is host to. I remember all my years of study, with locals and other experts and the first time I listened to the beating of the little mechfauna hearts. Even now the realization that they are hundreds of years old still takes my breath away. I harnessed that energy for external PSEs, but now as I am getting older, I am here to unlock the secrets of their energy for all life forms. Tomorrow, I return to the Delta.

Game Materials



1 Game Board



4 Player Boards



1 Round Marker



11 Turn Order Bonus Tiles



20 Dragonfly Tiles



16 Scientific Paper Tiles



14 Invention Tiles



25 Flasks



25 Crystals



21 Advanced Character Cards



24 Animal Cards



26 Mission Cards



12 Last Round Cards

In Each Player Color



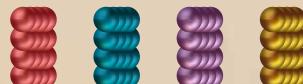
1 Engineering Marker



1 Turn Order Marker



1 Victory Point (VP) Marker



16 Exploration Markers



1 Extra VP Marker



4 Knowledge Markers



3 Card Markers



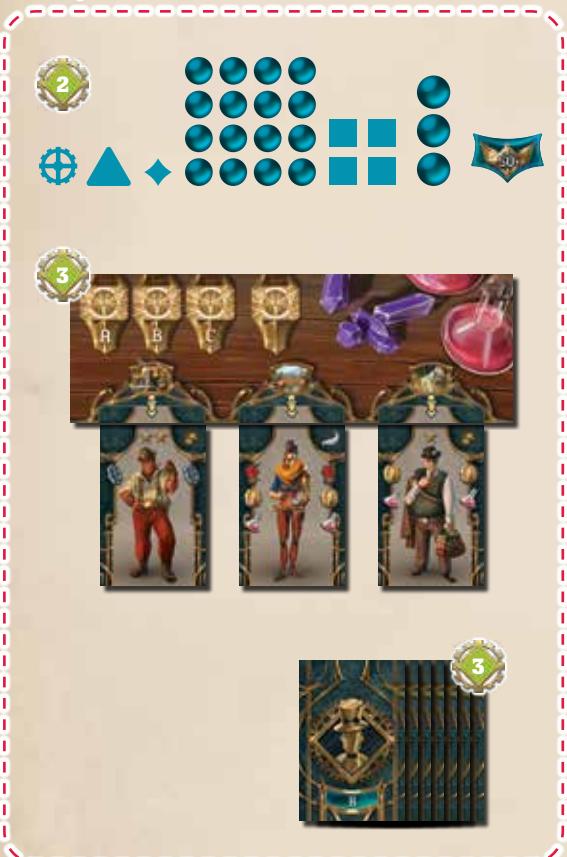
10 Basic Character Cards

Setup

General

- 1** Place the main game board in the center of the table.
- 2** Each player chooses a color and takes the following items in that color: 1 engineering marker, 1 turn order marker, 1 Victory Point (VP) marker, 1 extra VP marker, 16 exploration markers, 4 knowledge markers, 3 card markers, and 10 basic character cards.
- 3** Place a player board in front of you and shuffle your 10 basic character cards. Discard 1 card faceup in each zone at the bottom of your player board. These are your starting discard piles. The remaining 7 cards form your starting hand of cards. **Your player board, as well as each component placed around it, is called your *play area*.**

Play area



TWorkshop

- 4** Place the round marker on the first space of the round track.
- 5** Place all 11 turn order bonus tiles on the 4 matching spaces.
- 6** Mix all the invention tiles facedown. Place 1 faceup on each of the 3 invention spaces. Place the rest in a facedown stack beside the board.
- 7** Mix all the dragonfly tiles facedown. Put 2 of these facedown on each of the 3 dragonfly locations next to the engineering track.
- 8** Shuffle the advanced character cards and deal a number of cards equal to the number of players, faceup, above this board section. Place the rest in a facedown draw pile beside the board.

Note : in a 2-player game, remove 1 of each type of advanced character from the deck before shuffling the cards



Setup

Map of the Delta



- 9** Place the VP markers on the first space of the VP track.
- 10** Place one of your exploration markers on Boduka.
- 11** Put two dragonfly tiles facedown on each of the dragonfly locations throughout the Delta.
- 12** Shuffle the animal cards and deal a number of cards equal to the number of players, faceup, above this board section. Place the rest in a facedown draw pile beside the board.



17 Randomly choose a start player. They place their turn order marker on an unoccupied turn order track space of their choice and immediately take the corresponding bonus tile (if any). In clockwise order, all other players do the same. This determines the turn order for the first round. The player who selected the topmost space will go first, and so on.

Research Library



- 13** Place 1 of your knowledge markers on the first space of each of the 4 knowledge tracks.
- 14** Mix all scientific paper tiles facedown. Place 1 faceup on each of the 3 scientific paper spaces. Place the rest in a facedown stack beside the board.
- 15** Separate the mission cards into 2 piles based on the round indication on the backs (Rounds 1-3 & 4-5). Shuffle the rounds 1-3 mission cards and deal a number of cards equal to the number of players, faceup, above this board section. Place the rest in a facedown draw pile beside the board. Shuffle the mission cards for rounds 4-5 and also place them in a facedown draw pile next to the board.
- 16** Shuffle the last round cards and place them in a facedown draw pile beside the board.



18 In reverse turn order, place your engineering marker on space 4 of the engineering track, (so the player who is now last in turn order places their marker first, the second to last player places their marker on top of the first one, and so on).

Gameplay



Phase 1: Preparation

Choose turn order and bonus

Skip this phase in round 1 because it was done during setup.

- The player who is highest on the engineering track places **their turn order marker on the turn order track**. In case of a tie, the player whose marker is topmost on the stack gets to place their marker first. They choose which number position they would like. The player who is second highest on the track is next to choose, and so on until all players have selected a space. Each position may only have 1 turn order marker. This order determines the turn order for this round.
- When choosing your position, immediately **receive one bonus tile from that same row (if any)**. The tile remains available to you during this round, but will be returned to the turn order track at the end of the round.

Turn Order Bonuses (specifics will be explained in the appropriate section):

	Position 1. You take the first turn this round, but no bonus tile is awarded.
	Position 2: Airship Tile. Place on a character card <i>in play</i> to add 1 airship toward your total for this round (see "Explore" on page 9).
	Position 3: Initiative Tile. Place on a character card <i>in play</i> to increase its initiative value (see "Phase 3: Resolution" on page 12).
	Position 4: Engineer/Biologist Tile. Place on a character card <i>in play</i> to turn the character into an Engineer (when played in the Workshop, see "Create an Invention" on page 8) or a Biologist (when played in the Research Library, see "Publish a Scientific Paper" on page 11).
	Position 5: Coin tile. Place on a character card <i>in play</i> to receive 2 of the resources that corresponds to that section of the board (see next page).

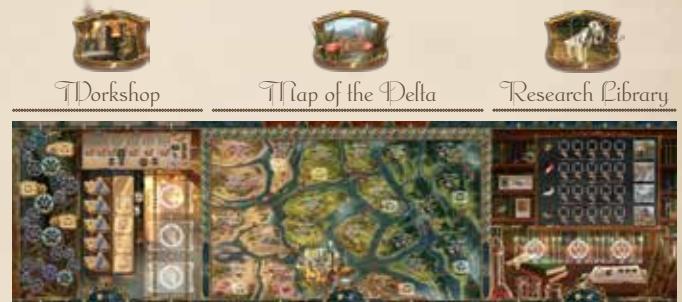
Note: The spaces have more than 1 bonus tile as the Patron card offers you supplemental bonus tiles.



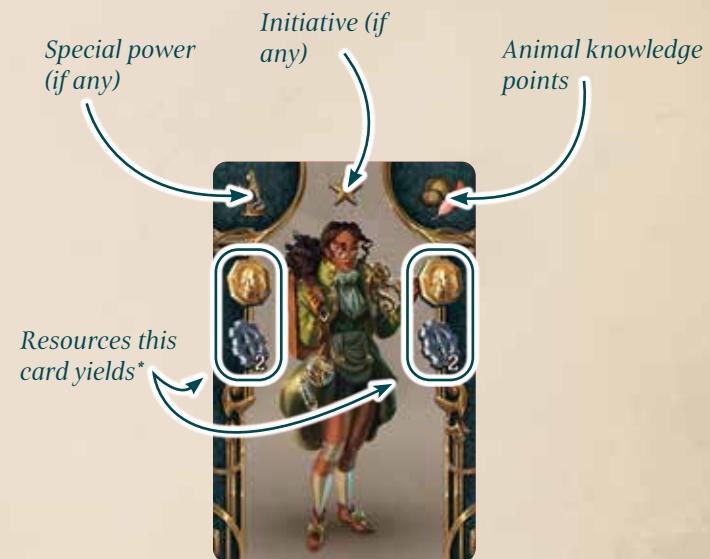
Phase 2: Actions

Play Character Cards

In this phase, players take turns in turn order to place 1 character card in each of the 3 sections of the board: the Workshop, the Map of the Delta, and the Research Library.



The card allows you to take the standard action(s) of each section, but depending on the type of character you play you may also activate certain special actions, or improve the standard action(s). After 3 turns, at the end of the phase, you will have 1 card in each section. In certain very rare situations, you will not have a card in hand to play on your turn, in which case you can only pass (and one or more sections will not contain your cards but they will contain your card marker).



*Resources are duplicated on both sides of the card for ease of play, but only look at 1 side for collection.

How to play a card:

- A. Choose the character card from your hand, and the section where you wish to play it (you may only have 1 card in each section per round). **This card is now considered in play.** In each section cards are placed in the spaces below the board, going from left to right. This order determines the outcome of ties during Phase 3, Resolution.



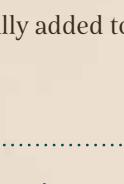
- B. Place 1 of your card markers on the character card to indicate which card you have played. If you can't place a card because you ran out, leave a card marker in the leftmost available space of the chosen section.



- C. At this time, you may place one (or more) of your turn order bonus tile(s) on this character. **This tile is now also considered in play.**



- D. Claim the resources indicated on the side of the card, if applicable. Resources are duplicated on both sides of the card for ease of play, but only look at 1 side for collection. Some resources are not physical components (cogs, coins, airships) and they will be earned by playing this card, but not physically added to your play area.



Resources on cards



Cogs. For each cog, move your engineering marker up on the engineering track 1 space. This may move you past a dragonfly location containing dragonfly tiles (*see page 9*). If you ever score more than 20 Cogs, you immediately receive 1 VP for each obtained cog above 20.



Crystals. For each crystal, take 1 crystal from the supply.



Flasks. For each flask, take 1 flask from the supply.



Airships. Each airship in play is calculated toward the Explore action in the Map of the Delta (*see page 9*).



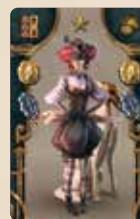
Coins. Coins earn different resources depending on where the card is played: when played in the Workshop earn 1 cog, when played in the Map of the Delta take 1 crystal, and when played in the Research Library, take 1 flask.

- E. Perform one or more actions in the section where you played your card. You may perform as many different actions pertaining to that section as your character card permits. All characters may perform the **standard action** or actions, but certain characters or bonus tiles are required to perform **special actions**. Some actions may be performed as many times as you wish, some are ongoing.

Here is a list of the different advanced characters and what they do so long as they are *in play* in the matching section:



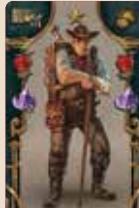
Engineer:
Allows you to Create an Invention when placed in the Workshop (*see page 8*).



Patron:
Allows you to Receive a Sponsorship when placed in the Workshop (*see page 8*).



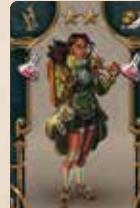
Pilot:
Allows you to Explore Islands requiring a Pilot when you perform the Explore action (*see page 9*).



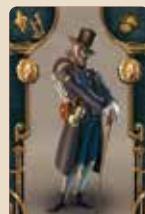
Explorer:
Gives you 1 extra VP when you perform the Explore action (*see page 9*).



Leader:
Gives you a discount of 1 flask when you perform the Study Animals action (*see page 11*).



Biologist:
Allows you to Publish a Scientific Paper when placed in the Research Library (*see page 11*).



Robot:
This basic character can be used as either an Engineer or Biologist when placed in the appropriate section of the game board.

Workshop



Standard Action

None. You may play a card to this section but you take no action. You still claim resources and have initiative in that region for phase 3.

Special Actions

Create an Invention

Requires an invention symbol (*) in play*



It was through the trial and error of invention that Delargue harnessed the energy for her crystals.

If you have an invention symbol *in play* in this section, you may create **one** invention. Pay cogs - by moving your engineering marker down the engineering track - equal to the cost of the invention tile you wish to create. Take the invention tile and keep it near your player board until you want to use it. Slide the remaining inventions up in the direction of the arrows, and refill with an invention from the stack next to the board.

Inventions will either add animals to your collections or grant you additional actions later in the game (see the Appendix on page 15 for invention tile details).



Receive a Sponsorship

Requires Patron in play (*) in play*



Scientific discovery takes education, time, and money. Finding a patron who believes in your research is paramount!

If you play a Patron character card in this section, take 1 turn order bonus tile from the position above or below your turn order marker. It is only available to be used for the remainder of **this round**.

EXAMPLE

Matthew has his turn order marker on the 4th row of the turn order track **1**. He places a Patron card with an Engineer turn order bonus tile in the Workshop **2**. He decides to Receive a Sponsorship and takes the initiative turn order bonus tile **3**. Since he has an invention symbol *in play*, he can Create an Invention. He pays 4 cogs **4** and takes the invention tile of his choice **5**, placing it near his player board. He slides the remaining invention up and adds a new one to the bottom.



Map of the Delta



Standard Action

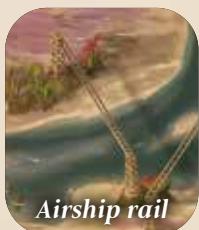
Explore

Follow in the footsteps of Delarque – with a little help from her technology to get you there faster.

First of all, let's take a closer look at the map and its regions. The Map of the Delta shows many different islands, connected either by bridges or airship rails:



Bridge



Airship rail

The Islands are divided into 3 different regions (**saltern**, **swamp**, **forest**) of the Delta. Boduka and Terapa are considered islands **outside** a region.



With any card played to this section, you may Explore **one** new island in the Delta by respecting the following rules:

- The explored island must be **adjacent** to one that already has one of your exploration makers. At the start of the game, you have 1 marker in Boduka. Adjacent islands are connected by a bridge or an airship rail.
- You **can't** Explore an Island **that you already explored**.
- Some islands require one or more **airships** (available to enter. The number of airships required to reach a specific island is depicted on the Airship rail that connects to it. "Available" means:



On character cards in play. Each airship symbol on your character cards *in play* counts as an available airship, **no matter in which section of the board it has been played**.



On this horse animal card in play. This counts as an available airship, as long as the card is *in play* (see *Study Animals* on page 11).



On this turn order bonus tile in play. This tile counts as an available airship, as long as the tile is *in play*.

Note: There is a dragonfly tile (see next page) and a mission card that also display an airship, but those get immediately discarded after use.



- Some islands require one **Pilot** (available to enter. "Available" means:



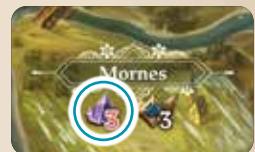
On a Pilot character card in play. This counts as an available Pilot, as long as the card is *in play* in this section.



On this horse animal card in play. This counts as an available Pilot, as long as the card is *in play* (see *Study Animals* on page 11).

Note: "available" means that you **do not spend the airship or Pilot symbols required**, they have to be on cards or turn order bonus tiles that are *in play*.

Once all conditions are met, you must first **pay** the number of crystals shown on the island (img alt="crystal symbol"). If there are already 1 or more markers from other players on the same island, you must pay 1 extra crystal. Then, place an exploration marker on the island you just explored.



Then, if there are dragonfly tiles in your new island, take a reward (see next page).

Finally, you immediately gain the indicated amount of VP.



If you perform this action with an **Explorer character card** you gain 1 extra VP.



Note: If you ever gain more than 50/100 VP, place your extra VP marker near the end of VP track with the appropriate side up (50+/100+).



Dragonfly Tiles



When you reach dragonfly tiles (either by moving your engineering marker or exploring an island), you may look at all tiles on that space/island (if more than 1). Choose 1 to keep and place it faceup on the appropriate space of your player board. Put the other tile back facedown.

- » Dragonfly Tiles acquired from the **Map of the Delta** are stored on the right-most space of your player board (no limit on the number of tiles).
- » For dragonfly tiles from the **Workshop**, you **may only have 1 tile from each space (A/B/C)**; The first time you pass a big green cogwheel (spaces 9, 13 and 17) take a Dragonfly tile and place on the matching space of your player board (A/B/C).

Your tile may be saved for later use or used immediately. If saved, it is stored **faceup** on your player board. Once used, claim the bonus, and then **flip the tile facedown** (see the Appendix on page 16 for tile details).



EXAMPLES

Leo places his Explorer in the **Map of the Delta** section **1**. He receives 2 crystals. He decides to Explore Salama, which does require an available Pilot **2**. Since he has a horse card in play with a Pilot symbol **3**, he's allowed to do so. Salama doesn't require any crystals, but **Emma** and **Kate** already have an exploration marker there **4** so he pays 1 Crystal, and he places his exploration marker on the island **5**. He gains 5 VP (4 + 1 for his Explorer).



In a future round, **Leo** performs his standard Explore action and wants to Explore Tellina, but exploring this island would require 2 available airships **6**. He only has 1 available through a character card he played earlier in the Workshop **7**. But he then realizes he can use a Dragonfly tile he acquired previously to get the second airship he needs. He flips the tile facedown **8**, pays 7 crystals, adds his exploration marker to the island **9**, and gains 10 VP. Finally, he takes one of the two dragonfly tiles present on the island **10**.



Research Library



Standard Actions

Gain Knowledge

Studying the mechanisms is the best way to piece together Delarque's unwritten findings.



With any card played to this section, you may choose to discard **one** character or mission card from **your hand** to increase your knowledge of the animal(s) depicted on the card. Remove the card from the game. Move your knowledge marker 1 space to the right on the relevant knowledge track(s).



If you perform this action with a **Leader character card**, you receive a **total** discount of 1 flask (no matter how many animals you study this turn).

Special Action

Publish a Scientific Paper



Requires a scientific paper symbol () in play

For the love of science, publish your findings! We must pass on our discoveries for the future!

If you have a scientific paper symbol *in play* in this section, you may Publish **one** Scientific Paper. To do so, pay the number of flasks indicated on the paper (). Take the scientific paper tile and place it next to your player board until the end of the game. Immediately replace the scientific paper tile with a new one from the stack.

Scientific papers give you VP during final scoring (see the Appendix on page 16 for scientific paper details).

EXAMPLE

Kate visits the Research Library and decides to discard her Pilot. The card has a flamingo and a horse symbol. She removes the card from the game and moves her marker one space to the right on the flamingo and horse track.



EXAMPLE

Emma visits the Research Library with her Leader **1** and decides to Study Animals. She receives 3 flasks (two as indicated on the Leader + 1 extra for playing a coin in this section) **2**. She decides to play two animal cards from her hand. The total cost would normally be 6 flasks **3**, but because she placed her Leader, the total flask cost is reduced by 1, and she pays 5 flasks. She places both cards next to her player board, and immediately receives 5 crystals from her flamingo **4** and 2 flasks from her bull **5**. Her bull will yield her 2 more flasks at the beginning of each subsequent turn (see page 15).



Study animals

If you can get close to the mechanisms, you may find they can't help unlocking their secrets.



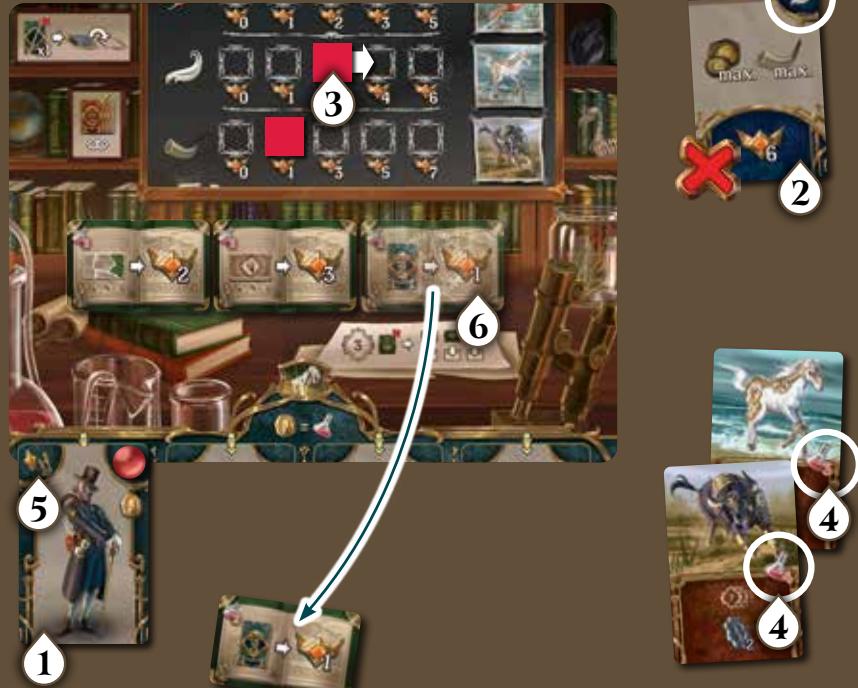
With any card played to this section, you may play animal cards **from your hand** to obtain benefits. You may play as many cards as you can afford.



Choose the animal card(s) you wish to play. Pay the cost in flasks () as depicted on the card. Put the card next to your player board. **This card is now considered in play** and the benefit depicted on the lower half of the card is immediately available (see the Appendix on page 15 for animal card details).

E X A M P L E

Matthew plays a Robot card in the Research Library **1**. He gains 1 flask, and then Gains Knowledge by discarding a mission card with a horse symbol on it **2**. He moves 1 space to the right on the horse knowledge track **3**. Then, he decides to Study Animals and places 2 animals from his hand next to his player board by paying 7 flasks **4**. Lastly, because he has a scientific paper symbol in play **5**, he can perform the Publish a Scientific Paper action. He pays 2 flasks to publish the scientific paper of his choice, placing it next to his player board **6**. This tile will yield him 1 VP for each character card he owns at the end of the game.



Phase 3: Resolution

Acquire New Cards

Evaluate each of the 3 board sections from left to right, starting with the Workshop. Each player will acquire 1 card from each section.

- In each section, determine who has the most initiative (★) (including turn order bonus tiles). In case of a tie, the player whose character/card marker is leftmost in the section goes first.
- In initiative order, take a card from the top of that board section. These are:
 - Advanced character cards when resolving the Workshop.
 - Animal cards when resolving the Map of the Delta.
 - Mission cards when resolving the Research Library.
 - In round 6, these will all be last round cards.
- Acquired cards go into your hand, **except for the last round cards**: you immediately play those when you obtain them.

E X A M P L E

Emma and **Matthew** both have 2 initiative in the Workshop, but **Matthew's** character card is further to the left, so he gets first pick. He selects an advanced character card above that section, followed by **Emma**. **Kate** and **Leo** follow in that order with 1 and 0 initiative, respectively.



1.

4.

2.

3.



Phase 4: Upkeep

Prepare for the next round

- A. Above each section of the board, **refill the cards** by dealing a number of cards faceup equal to the number of players. Use the advanced character draw pile for the Workshop, the animal draw pile for the Map of the Delta, and the mission draw pile for the Research Library. **Remember to use the mission cards appropriate to the upcoming round.** At the end of round 5, refill all spots with the last round cards.
- 
- B. **Remove the topmost invention tile**, back to the bottom of the stack, move the other tiles up, and refill the last spot with 1 invention tile from the stack.
- 
- C. **At the end of round 3, remove all 3 scientific paper tiles**, back to the bottom of the stack. Then, refill the display with 3 new scientific paper tiles from the stack.
- 

- D. Choose one of the 3 discard piles from the bottom of your player board and **take all cards in that pile back into your hand**. Then, **discard the played character cards** from each section of the board (left, center, right) to the corresponding left, center, and right discard piles on your player board, 1 per discard location.



- E. **Return your turn order markers to your play area and return any turn order bonus tiles you may have** to the 4 matching spaces in the Workshop.
- F. If you have not yet played Round 6, **move the round marker** 1 space to the right. After round 6, instead proceed to the end game scoring.

End Game Scoring

At the end of the game add the following VP to the VP you earned during the game.



- A. Gain 3/6/10/15 VP if your engineering marker has reached or passed the cog space 5/9/13/17. This is indicated on the engineering track.
- 

Example: Leo has 15 cogs, which earns him 10 VP.

- B. Gain the VP indicated on each mission card (from rounds 1-3) if you have met the requirements (see the Appendix on page 14).
- 

Example: Kate managed to meet the requirements of 2 of her 3 mission cards. She gains 5 + 6 VP for a total of 11 VP from her 2 cards.

- C. Gain VP according to your scientific papers. Scientific papers earn you VP for certain elements you acquired or goals you achieved in the game (see the Appendix on page 16).
- 

Example: Matthew has a scientific paper tile that grants him 2 VP for each dragonfly tile he collected. He collected 6 of them during the game, so he gains 12 VP.

- D. Gain VP for each animal you have collected. For each type of animal, gain VP for each picture that you have on the faceup cards and invention tiles in your play area, based on the position of your corresponding knowledge marker.
- 

Example: Emma has 3 flamingos and 5 horses in her play area. According to the position of her markers, each flamingo earns her 3 VP, and each horse 2 VP. She gains a total of 9 VP + 10 VP = 19 VP.



- E. Gain 1 VP for every 3 leftover crystals and flasks you have. They may be combined.

Example: Leo still has 2 flasks and 2 crystals left at the end of the game, which earns him 1 VP.



The player with the most VP wins the game! In the event of a tie, the player who scored the most round 1-3 mission cards wins. If there is still a tie, players rejoice in their shared victory.

Appendix

Missions cards

Missions rounds 1-3

	Gain 5 VP if you Explored 5 or more islands in the saltern region.
	Gain 5 VP if you Explored 5 or more islands in the swamp region.
	Gain 5 VP if you Explored 5 or more islands in the forest region.
	Gain 6 VP if you Explored at least 2 islands in each region.
	Gain 5 VP if you created at least 3 inventions.
	Gain 5 VP if you have reached 16 or more cogs on the engineering track.
	Gain 6 VP if you have reached 18 or more cogs on the engineering track.

	Gain 5 VP if you have published 2 or more scientific papers.
	Gain 6 VP if you have reached the end of both the flamingo and horse knowledge tracks.
	Gain 6 VP if you have reached the end of both the turtle and bull knowledge tracks.
	Gain 5 VP if you advanced 8 or more steps on the knowledge tracks (combined).
	Gain 5 VP if you have at least as many advanced character cards as basic character cards.
	Gain 4 VP if you have 3 or more dragonfly tiles.
	Gain 6 VP if you have 5 or more dragonfly tiles.

Missions rounds 4-5

These cards are designed to help you in your adventure. Hold onto and use these cards in your turn. Remove from the game immediately after use (back to the box).

	Gain 2 crystals.
	Gain 1 coin. (Resource of your choice: cog, crystal, or flask).
	Play whenever you need this airship to Explore an island.
	Gain 2 flasks.
	Gain 2 cogs.
	Remove a card from your hand (back to the box) and advance on the animal track(s) shown on that card.

Last Round Cards

	Place an exploration marker on any island of the Map of the Delta. You don't need to be adjacent, have the required airships or Pilot available, or pay crystals, but you also don't gain any of the VP or dragonfly tiles.
	Remove a card from your hand (back to the box) and advance on the animal track(s) shown on that card.

	Advance 1 step on 1 of the depicted animal knowledge tracks.
	Adds 1 turtle/flamingo/horse/bull to your collection for end game scoring.

Animal cards

The cost to play is shown in flasks. When played, the reward on the bottom is available immediately. The animal shown on the top will gain VP at the end of the game.

Turtle. Pay 1 flask

	Take all cards from 1 of your discard piles back into your hand (1x use).
	Place an exploration marker on any island of the Map of the Delta. You don't need to be adjacent, have the required airships or Pilot available, or pay crystals, but you also don't gain any of the VP or dragonfly tiles. (1x use).

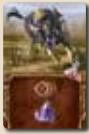
Flamingo. Pay 2 flasks

	Gain 5 crystals (1x use).
	Gain 5 cogs (1x use).
	Advance 1 step on a knowledge track of your choice (1x use).

Horse. Pay 3 flasks

	1 permanent available airship (ongoing).
	1 permanent available Pilot (ongoing).
	Advance 1 step on 2 different animal knowledge tracks of your choice (1x use).

Bull. Pay 4 flasks

	Immediately gain 2 crystals. At the start of each subsequent round, in Phase 1, you gain 2 more crystals.
	Immediately gain 2 flasks (note: these cannot be used to pay for the card). At the start of each subsequent round, in Phase 1, you gain 2 more flasks.
	Immediately gain 2 cogs. At the start of each subsequent round, in Phase 1, you gain 2 more cogs.

Invention tiles

The cost is shown in cogs.

	Adds 1 turtle to your collection for end game scoring.
	Adds 1 flamingo to your collection for end game scoring.
	Adds 1 horse to your collection for end game scoring.
	Adds 1 bull to your collection for end game scoring.

	At any time on your turn, you can perform an additional Explore action as if you have a available Pilot (1x use. Flip after use.).
	At any time on your turn, you can perform an additional Explore action as if you had one airship and 2 crystals (1x use. Flip after use.).
	At any time on your turn, you can perform an additional Explore action as if you had 4 crystals (1x use. Flip after use.).

Note: when you perform an additional Explore action with an invention tile, you may spend extra crystals, and use any available airships or Pilots if needed.

Scientific papers

The cost is shown in flasks.

	Gain the end of game VP you received from the engineering track a second time.		Gain 2 VP for each island you Explored in the saltern region.
	Gain 1 VP for each character card you have (basic and advanced, in hand and in discard piles).		Gain 2 VP for each island you Explored in the swamp region.
	Gain 1 VP for every airship you needed to Explore the islands.		Gain 2 VP for each island you Explored in the forest region.
	Gain 2 VP for each dragonfly tile you have.		Gain 3 VP for each set of 2 islands you Explored in the saltern and swamp regions.
	Gain 3 VP for every invention you have created.		Gain 3 VP for each set of 2 islands you Explored in the saltern and forest regions.
	Gain 3 VP for each scientific paper you have published, including this one.		Gain 3 VP for each set of 2 islands you Explored in the swamp and forest regions.
	Gain 1 VP for each leftover crystal and/or flask at the end of the game instead of the regular 1 VP for every 3 leftover crystals and flasks you have.		Gain 5 VP for each set of 3 islands you Explored in each of the 3 regions. For instance, if you Explored 4 islands in the saltern region, 2 in the swamp and 3 in the forest, you have 2 complete sets of 3 islands and gain 10 VP.
	Gain 1 VP for each step your knowledge markers have moved. For instance, if your markers collectively advanced 8 steps, you gain 8 VP.		Gain 3 VP for each island you Explored that contains a Pilot symbol.

Dragonfly Tiles

Once acquired, a dragonfly tile should remain faceup in its storage space until it is used.

	Play with a character card in a section of the board to receive 2 of the local resources (cogs, crystals or flasks). Do not forget to place it back after usage on the space it came from.		Receive 2 of the indicated resource.
	Play with a character card in a section of the board to get one more initiative at the end of the round. Do not forget to place it back after usage on the space it came from.		Advance on the indicated knowledge track.

Credits

GAME DESIGN: Franz Couderc · **ARTWORK:** Nastya Lehn · **PROJECT MANAGER:** Rudy Seuntjens ·
GAME DEVELOPMENT: Seb Van Deun · **ART DIRECTION:** Rafaël Theunis · **EDITOR:** Amanda Erven ·
PROOFREADERS: Simon Weinberg · **QUALITY CONTROL:** Eefje Gielis · **LOGISTICS:** Wim Goossens

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