TRANSECOPIA

created by John G Hansen

Rulebook

The Transecopia...

In the deepest trenches of the sea, a sarcophagal, submarinean vessel is suddenly bathed in multi-spectral colors — the brilliant light shimmers from a rift dead ahead.

So, the legends of an interplanetary portal deep beneath the ocean were true. Detectable among the wild bursts of interdimensional energy, the wrecks of both familiar and alien ships are strewn across the ocean floor. Preliminary investigation reveals your vessel won't stand a chance against the might of the portal without the proper equipment and upgrades. Your orders were clear: if it exists, find the portal and perform a preliminary scouting mission into it before your adversaries do.

You task your engineers with assessing the portal and preparing modifications, and you deploy remote drones to survey and salvage the nearby wreckage — just as sonar detects other vessels approaching...

Set in the depths of the ocean of an alien world in the Four Planets universe created by John G. Hansen, Transecopia is a game for 2 to 5 players that takes 45 to 60 minutes to complete. The 2-player mode uses most of the same rules and components with a couple modifications detailed on page 10.

Object of the game

Tranpsecopia is a dice placement game in which players contend for resources without knowing the full extent of each other's intent. It takes calculated risk and a modicum of psychology to decide where you commit your resources.

Choose a character, collect resources, and access the reality-defying elements birthed by the spacetime rift to upgrade your submarine. The first person to finish upgrading their submarine will enter the Transecopia and win the game.

Game overview

In Transecopia, each ship's captain races against the others to salvage resources and upgrade their submarine. There is a cyclical light pulse that emanates from the Transecopian portal, lending clarity to the vessels' captains and greater effectiveness to their drones. The more upgrades the captains build, the closer they can get to the portal, and the more they benefit from the light pulses.

But resources are limited, competition is fierce, and working within the crushing depths makes your efforts unreliable. Each captain must weigh needs, probabilities, and assets to decide where to commit their efforts. Amid the uncertainty of the swirling pulses of energy, scans have detected several alien artifacts that can bend luck to your will and turn misfortune into opportunity — with a few Resources.

Do you commit all your effort to collecting and building? Do you explore the depths, trusting luck to bring you caches of resources and unexpected boons? Do you try to master the tides of fate by tapping into the alien artifacts?

Your choices will either win you glory within the Transecopia or consign your name to oblivion.

Contents

The game box contains the following components:

This rule book
5 Player Mat sets
  5 Submarine inserts
  5 double-sided Abandoned Mine inserts
  5 double-sided Sunken Cargo inserts
  5 double-sided Prismatic Crystals inserts
5 player screens
6 Character cards
30 Submarine tokens in 5 different colors
30 normal dice in 5 different colors
6 Prismatic dice in 3 different colors
21 Upgrade cards
57 Part tokens
  8 Porthole (1) Part tokens
  8 Bolts (2) Part tokens
  8 Pipes (3) Part tokens
  8 Propeller (4) Part tokens
    3 Prismatic Part tokens
  8 Aperture (5) Part tokens
    3 Prismatic Part tokens
  8 Gear (6) Part tokens
    3 Prismatic Part tokens
  16 extra Resources
45 Tech cards
14 Light cards
10 Light tokens
72 Discovery cards
7 Artifact cards
21 Artifact tokens
16 Copper Resource pieces
30 Astatine Resource pieces
36 Iron Resource pieces

Before playing Transecopia for the first time, carefully punch out all cardboard pieces.
Go slowly to avoid tearing pieces.
Remember to keep game parts where children and pets can't snack on them.

COMPONENT OVERVIEW

These descriptions will help you identify each component in the game and make it easier to understand the rules, set up for the first time, and play.

PLAYER MAT

Player Mats have 6 pieces. The image to the right is labeled with numbers corresponding to each element listed below.

Note: Zone inserts numbered 2, 3, and 5 are double-sided with labels showing which side should be used with different player counts. All zones show the number of dice each player can place in each Zone.

1: TOP SECTION

This piece includes the Iron Cluster and Glowing Crater Zones and connects to the Bottom section of the player Mat.

2: ABANDONED MINE INSERT

This piece slides into the Top piece between the Iron Cluster and Glowing Crater Zones.

3: SUNKEN CARGO INSERT

This piece slides into the left side of the board between the Top and Bottom pieces.

4: BOTTOM SECTION

This piece includes the Submarine Graveyard, Alien Vessel, and Light level indicators. It connects to the Top section of the player Mat.

5: PRISMATIC CRYSTALS INSERT

This piece slides into the bottom left corner of the Bottom piece.

6: SUBMARINE SECTION

This piece includes the Acquisition Zone, the Upgrades slot, and 5 Artifact token slots. It sits against the right side of the Player Mat.

7: ZONES

Once assembled, the Player Mat has 8 Zones. During the game, players can Deploy (place) rolled dice on Zones to collect Resources, Parts, cards, and more.
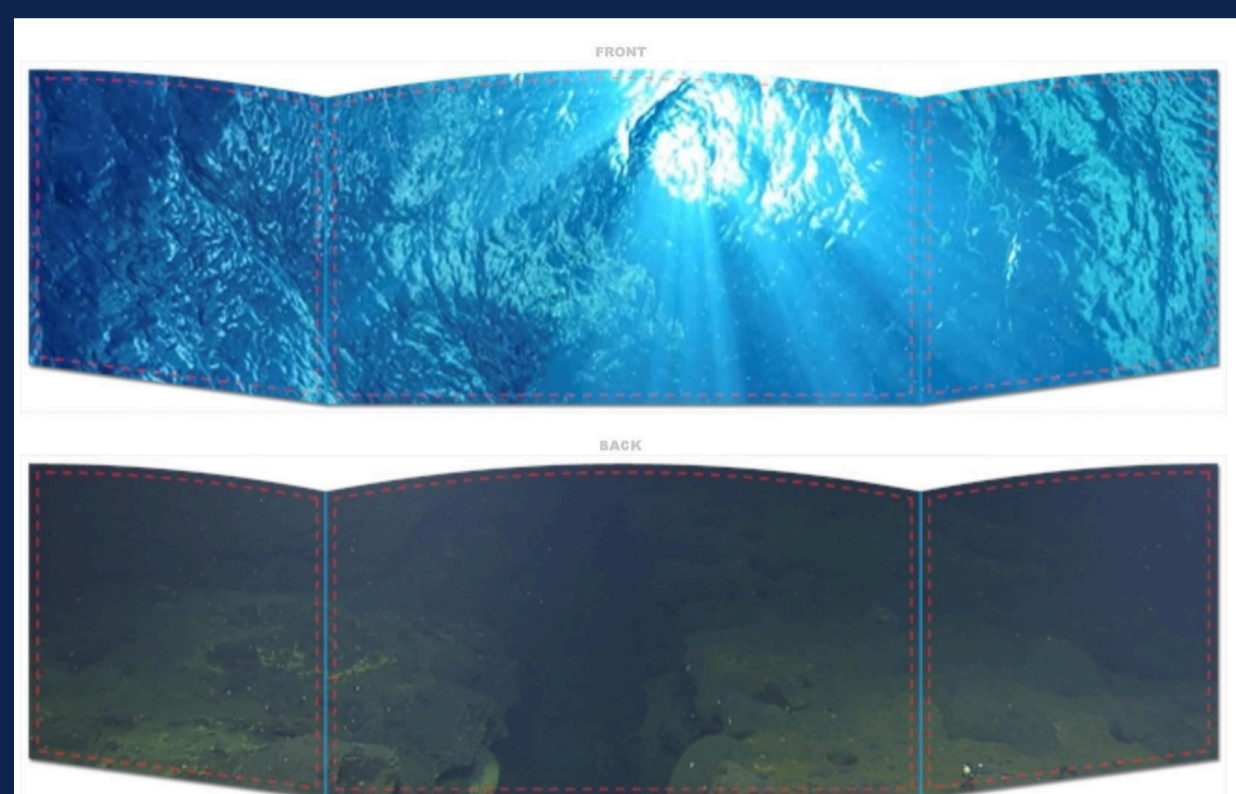
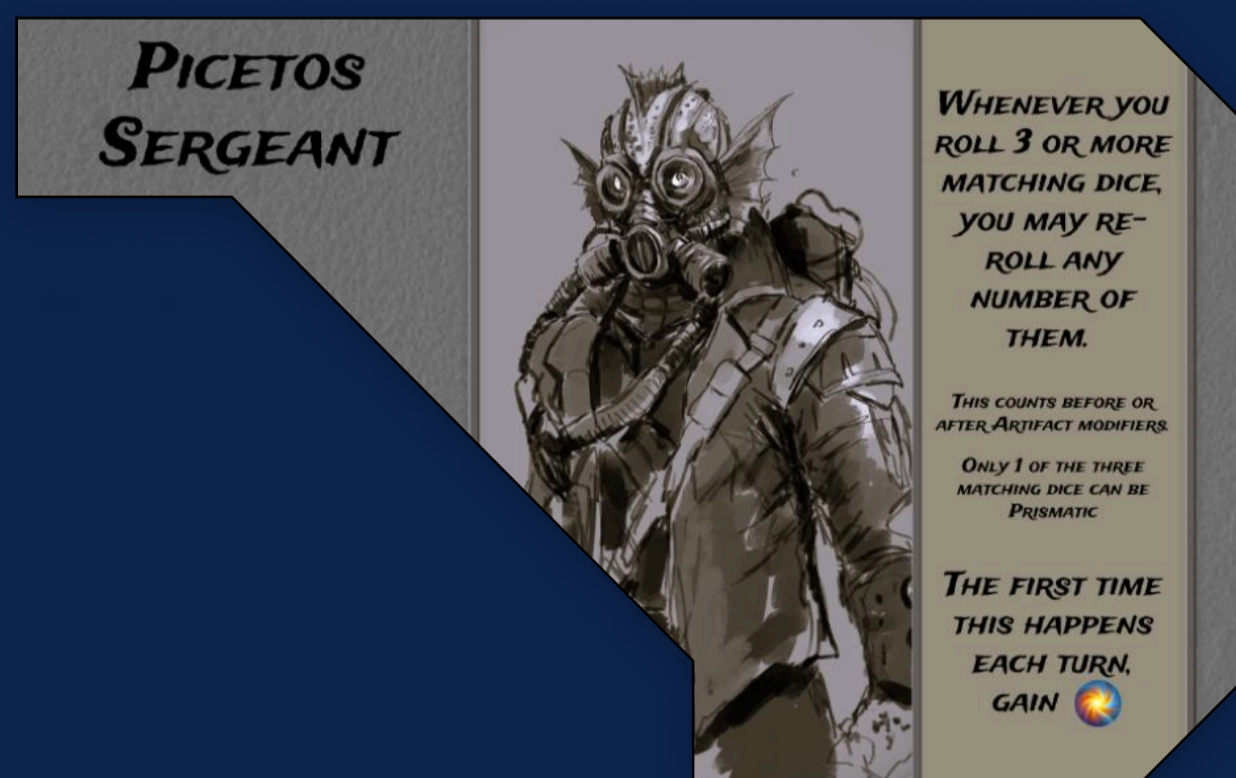Learn more about Zones in the "Phase 3: Resolving" section on page 7.
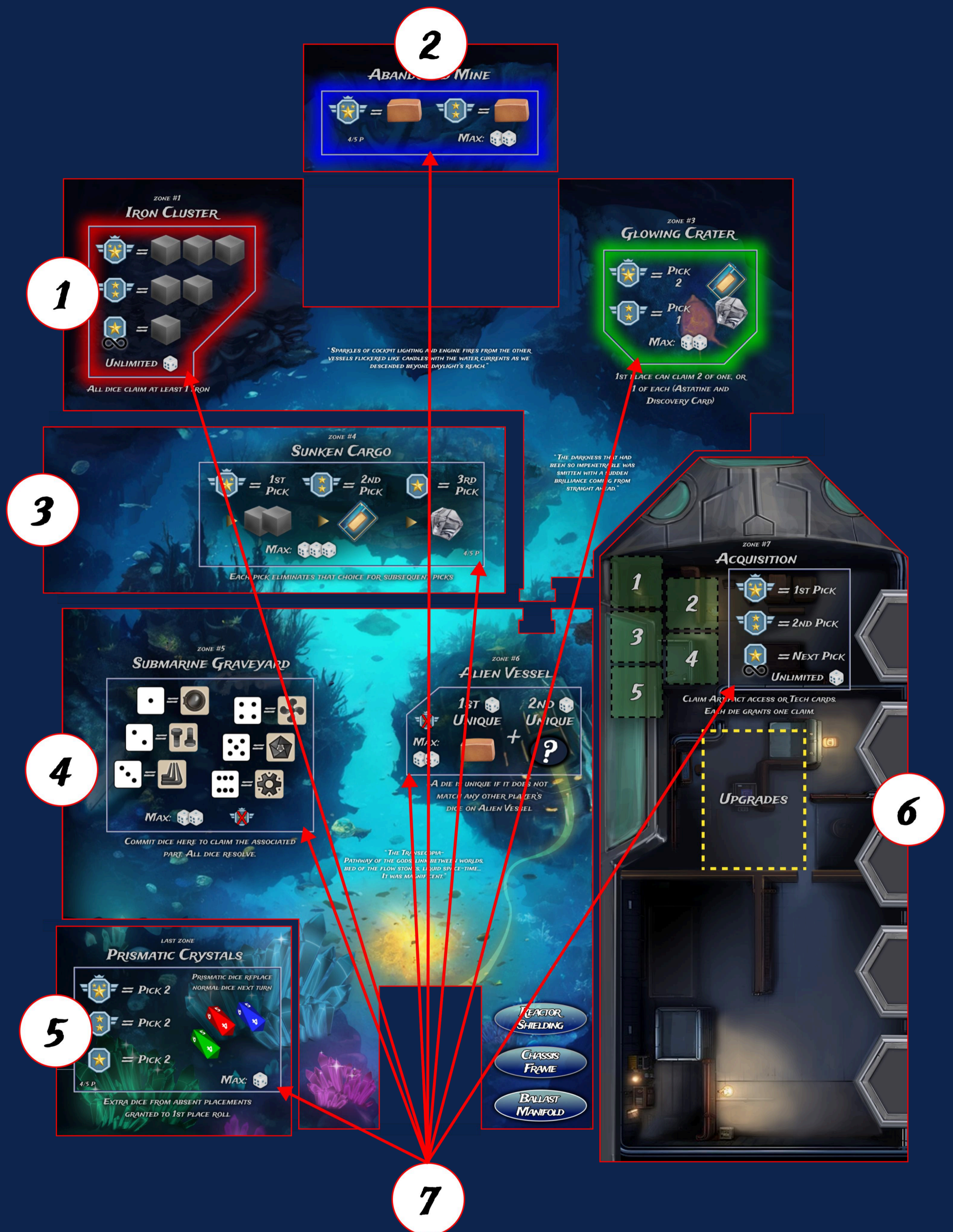
Player Screen

This tri-fold screen hides your Player Mat from others while you place your dice during the Deployment Phase. The side facing you shows helpful tips and gameplay reminders.

Character cards

Before play starts, each player chooses a Character card. Each one gives unique gameplay bonuses and some offer extra Resources or effects at the start of the game. Read all about each Character in "Appendix B: Characters" on page 12.

Picetos Sergeant

Whenever you roll 3 or more matching dice, you may re-roll any number of them.

This counts before or after Artifact modifiers

Only 1 of the three matching dice can be Prismatic

The first time this happens each turn, gain ⬤

Submarine tokens

These tokens track your Light level and indicate which Artifacts you've purchased.

Dice

In Transecopia, each player's dice compete against each other in Zones to gain Resources, acquire Tech, and access Artifacts. The number of dice a player can roll and deploy depends on their Light level. Higher rolls beat lower ones, and ties are resolved with a roll-off.

Normal dice

Each player gets 6 dice of their player color.

Prismatic dice

Players may temporarily gain Prismatic dice for the following turn by deploying dice in the Prismatic Crystals Zone. Prismatic dice only roll 4, 5, and 6.

Upgrade cards

Building Upgrades gets you closer to entering the **Transecopia** and winning the game. Each upgrade you build lets you move your Submarine token up the Light Track on your Player Mat, giving you access to more Dice on your turn.

Building Upgrades requires Tech and specific Parts, and you can only build one Upgrade at a time. There are three tiers of upgrades to build:

Tier 1: Ballast Manifold
Tier 2: Chassis Frame
Tier 3: Reactor Shielding

When you build your Reactor Shielding, you win the game!

Parts

Parts come in Normal and Prismatic versions and are used to construct Upgrades. Players can either get Parts by deploying dice on the Submarine Graveyard Zone OR by paying for them with 🔷 Astatine — 3 for normal parts or 6 for Prismatic Parts.
Each Part has a physical attribute that corresponds to a number on a die. Prismatic Part tokens have a red, blue, or green glow.

Porthole (1)
Bolts (2)
Pipes (3)
Propeller (4), Prismatic
Aperture (5), Prismatic
Gear (6), Prismatic

Tip: *Prismatic Parts can be used as normal parts.*
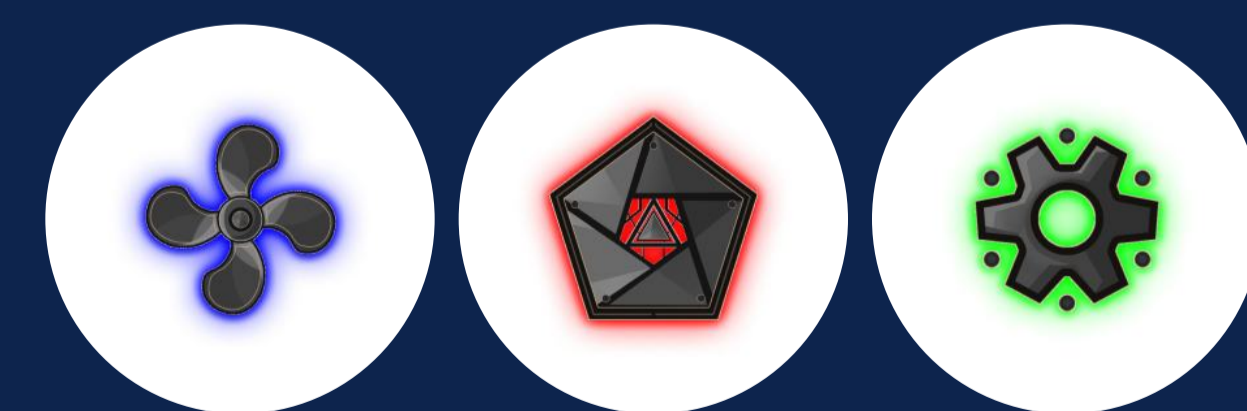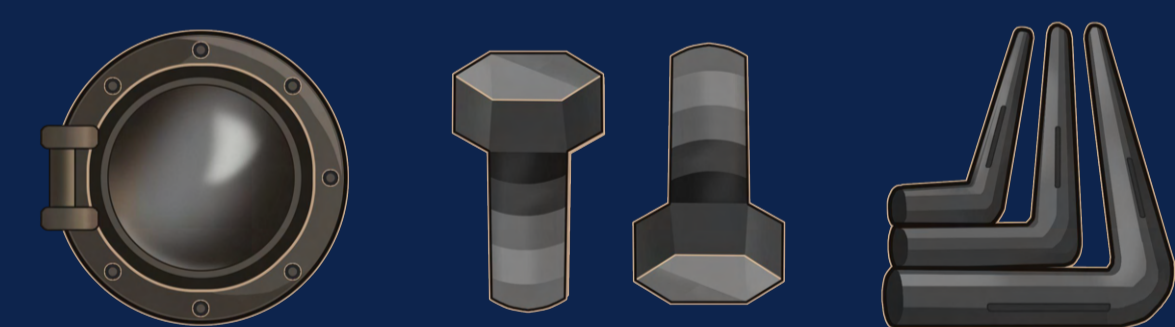
TECH CARDS

Tech cards are used to construct Upgrades. Tech cards can be acquired by deploying dice on the Acquisition Zone and then paying their cost. Some Tech cards have an optional extra cost to increase their value.

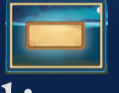Learn more about Tech cards in the "Zone #7: Acquisition" section on page 8.

DISCOVERY CARDS

Players get 🟦 Discovery Cards by deploying dice to certain Zones. Discovery Cards give 🌀 Light tokens, Tech, Resources, or mere Scattered Fragments. Discovery cards can be used any time.

RESOURCES

🟦 Iron, 🟫 Copper, and ⬛ Astatine are the main currencies in Transecopia and can be acquired from Zones, 🟦 Discovery Cards, Artifacts, and other players. Throughout the game, you'll spend these Resources to access Artifacts, buy Tech cards, and build Parts.

LIGHT CARDS AND LIGHT TOKENS

Light cards determine how many dice you can roll on your turn, based on how many Upgrades you've built. Each player slots their Light card into the bottom of their Player Mat. At the end of every turn, players pass their Light card to the right during the Rotation Phase.

🟦 Discovery Cards, the Alien Vessel Zone, and some Character abilities can grant 🌀 Light tokens which can be used during the Rolling Phase to roll one additional die per token.

Tip: You can never roll more than 6 dice at a time. Use your Light tokens wisely!

ARTIFACTS AND ARTIFACT HEXES

Artifact cards give you permanent bonuses and opportunities to change your luck — for a price. Artifact cards can be acquired by deploying dice on the Acquisition Zone and then paying their Access Cost. Some Artifacts also have a small additional cost each time you use them.

Learn more about Artifacts in the "Zone #7: Acquisition" section on page 8 and in "Appendix A: Artifacts" on page 11.

GAME SETUP

Now that you know about the game's components and basic gameplay mechanics, you're ready to start setting up! Make sure all cards and Resources are within easy reach for all players.

1. Choose colors and assemble Player Mats

Each player chooses a dice and token color, takes a Player Screen, and assembles their Player Mat as shown on page 2. Remember to flip each Zone insert to the side that matches how many people are playing. Each player places one of their Submarine tokens on their Mat's "Ballast Manifold" spot next to the Light card slot.

2. Choose artifacts

Shuffle the Artifact Cards, draw five of them, and place them in the center of the play area. Make sure the side showing the correct number of players is facing up. Put the rest back in the game box. Sort out the Artifact tokens whose numerals match the selected Artifact cards and place them next to their corresponding cards, one token for each ship slot shown on the card.

Tip: For your first game, we recommend using these: Crystal of Renewal, Cyclical Crystal, Tablet of Change, Derelict Icon, Invigorating Icon.

3. Shuffle and deal Upgrades

Separately shuffle each of the three Upgrade Decks and secretly deal one Ballast Manifold card to each player. Place the Chassis Frame and Reactor Shielding decks face-down within easy reach.

Tip: You may look at your Upgrade card at any time, but it's best to hide it from other players until you construct it.

4. Shuffle Discovery cards

Shuffle the 🟦 Discovery Card deck and place it face-down within easy reach.

5. Shuffle Tech cards

Shuffle the Tech Deck and place it face-down within easy reach. Draw the top three cards and place them face-up in a row next to the deck. This is the Tech Salvage Pool.

6. Set out Parts, Prismatic dice, Light cards, and Light tokens

Set all six of the Part types, the 🌀 Light tokens, and the Prismatic dice within easy reach. Set out the Light cards based on the number of people playing. For example, if there are four players, separate out the cards labeled "4P".

7. Choose first player

Each player rolls a die. The person with the highest roll picks their Character first, then passes the remaining Characters counterclockwise until each player has chosen one. Players slot their Character into their Player Mat above their submarine.

Tip: For your first game, try playing without Characters.

8. Deal Light cards

Give the player who won the roll-off the Light card marked "V Radiant", then give cards "IV", "III", and so on to each player, clockwise from the first player. Players slot the light card into the bottom of their Player Mat.

Tip: The player to the right of the first player should have the card marked "Dim". Labels are not commentary on anyone's character or intelligence.
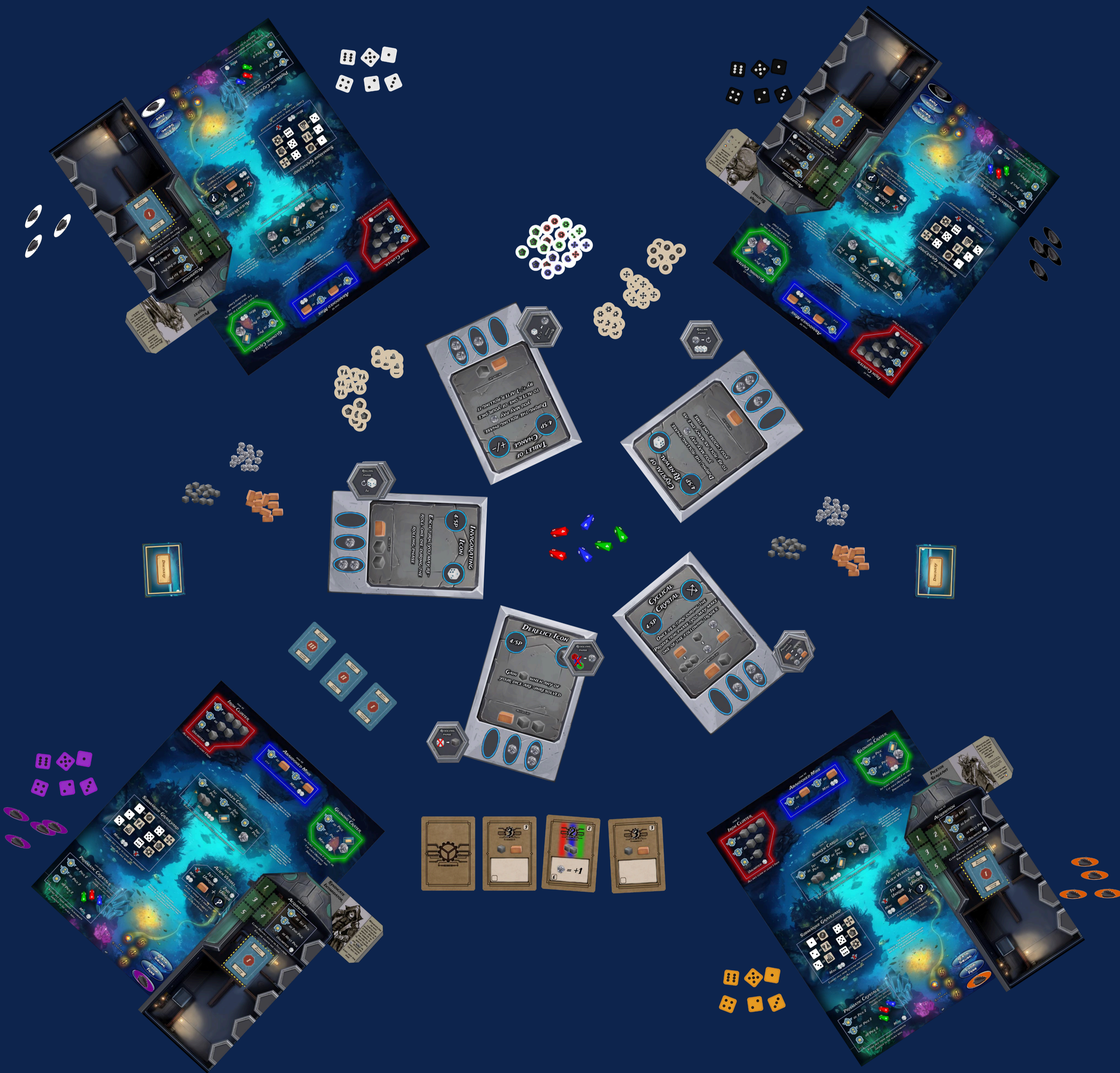
9. Resolve "Start of Game" Character abilities

If any player's chosen Character has a 'Start of Game' effect, resolve those effects.

IF YOUR PLAY AREA LOOKS SIMILAR TO THE PICTURE ON THE RIGHT, YOU'RE READY TO PLAY!

Gameplay

In Transecopia, everyone plays through all five turn phases simultaneously!

Everyone rolls the number of dice indicated by the Light card space their Submarine token is next to plus extra dice for 🌀 Light tokens they use. **Players may never roll more than 6 dice**, even if they are rolling Prismatic dice or using 🌀 Light tokens.

After their initial roll, players may use any "Rolling Phase" Artifact effects they've paid to access. After each player finishes rolling and re-rolling, they declare the values of the dice they rolled out loud. Players must only do this once for each rolled die and aren't required to repeat themselves.

Tip: Peeking is allowed until players raise their Screens.

After declaring their rolls, players hide their Mats with their Screens.

Players secretly place their normal dice and any Prismatic Dice they have access to on any available Zones on their Mat. Pay attention to the dice limit shown at the bottom of each Zone! If you put too many dice, extra dice are unresolved.

Deploying Prismatic dice

When you deploy a Prismatic die, you can place it either in Zones 4-8 or in the Zone that matches its color. Prismatic dice deployed in the Submarine Graveyard Zone may be used for Prismatic or normal Parts. Prismatic dice deployed in the Acquisition Zone may be used to acquire Prismatic or normal Tech.

Example: Holly rolls two normal dice, a green Prismatic die, and a blue Prismatic die. She places the blue die on the Abandoned Mine because the die color matches the Abandoned Mine's outline color. She places the Green die on the Submarine Graveyard to get a Prismatic Part, and she places her normal dice in any zone.

Resolve Zones one at a time in order, starting with Zone #1 (Iron Cluster) and ending with the Last Zone (Prismatic Crystals).

If a zone has at least one of the icons shown below, it's a **competitive Zone**, and ties must be resolved with a roll-off using the dice placed there.

Whichever die has the highest roll gets the top-tier reward. Second place gets the second-tier reward, and so on. When a Prismatic die is part of a tie, the Prismatic die is used for the roll-off.

A die is considered "unresolved" if it didn't claim any reward from the Zone it was deployed to.

Example: In the image below, Mary's white 4 ties with both John's black 4 and John's blue Prismatic 4. John and Mary roll off with all their tied dice at once. John rolls a 6 with his prismatic and a 3 with his normal die. Mary also rolls a 3. John and Mary must now roll off again for the second-place reward, and Mary wins. Since there are only two rewards in this Zone, John's normal die and Daniel's die are unresolved.

Here's how to resolve each Zone:

Zone #1: Iron Cluster

This **competitive Zone** yields 📦 Iron. Players may place as many normal or red Prismatic dice as they like here.

This Zone's 3rd-place spot has the infinity symbol below it, so no rolls can go unresolved. This means all dice placed in this Zone are guaranteed at least 1 📦 Iron.

Zone #2: Abandoned Mine

This **competitive Zone** yields 🟧 Copper. Each player may place up to 2 normal or blue Prismatic dice here in 4-5 player games, or 1 die in 2-3 player games.

There's no roll-off for 1st and 2nd place because the reward is the same for both.

Zone #3: Glowing Crater

This **competitive Zone** yields either 🟨 Discovery Cards or 🪨 Astatine. Each player may place up to 2 normal or green Prismatic dice here.

The 1st-place player chooses two of one reward or one of each. The 2nd-place player chooses one of either reward.

Zone #4: Sunken Cargo

This **competitive Zone** yields 🪨 Iron, 🟨 Discovery cards, or 🪨 Astatine. Each player may place up to 3 dice here in 4-5 player games or 2 dice in 2-3 player games.

The 1st-place player chooses from all available rewards, 2nd place chooses from whatever the 1st-place player didn't pick. Last place gets what's left.

Note: Players may only receive one reward per die from this Zone.

Zone #5: Submarine Graveyard

This **non-competitive Zone** yields Parts that correspond to the die rolls placed here. Each player may place up to 2 dice here.

Prismatic dice deployed in the Submarine Graveyard Zone may be used for Prismatic or normal Parts.

Example: Mary places a normal 1 and a Prismatic 4 here. She receives a Porthole (1) part and chooses a normal Propeller (4) part since she doesn't need a Prismatic part.

Zone #6: Alien Vessel

This **non-competitive Zone** yields rewards for all unique dice. Each player may place up to 2 dice here.

If a single player has two unique dice, they get 1 🟫 Copper and the reward shown on their current Light card.

If one player places two of the same number here, both rolls are still considered unique if no other player's dice match. However, a single die from another player would negate both matching dice.

Example: Anna deployed two 4s on the Alien Vessel Zone. No other player deployed a 4 on that Zone, so Anna gets 1 Copper and her Light card's reward. John deployed two 3s, but Brandon's matching 3 negates both of them. Neither Brandon nor John receive anything.

Zone #7: Acquisition
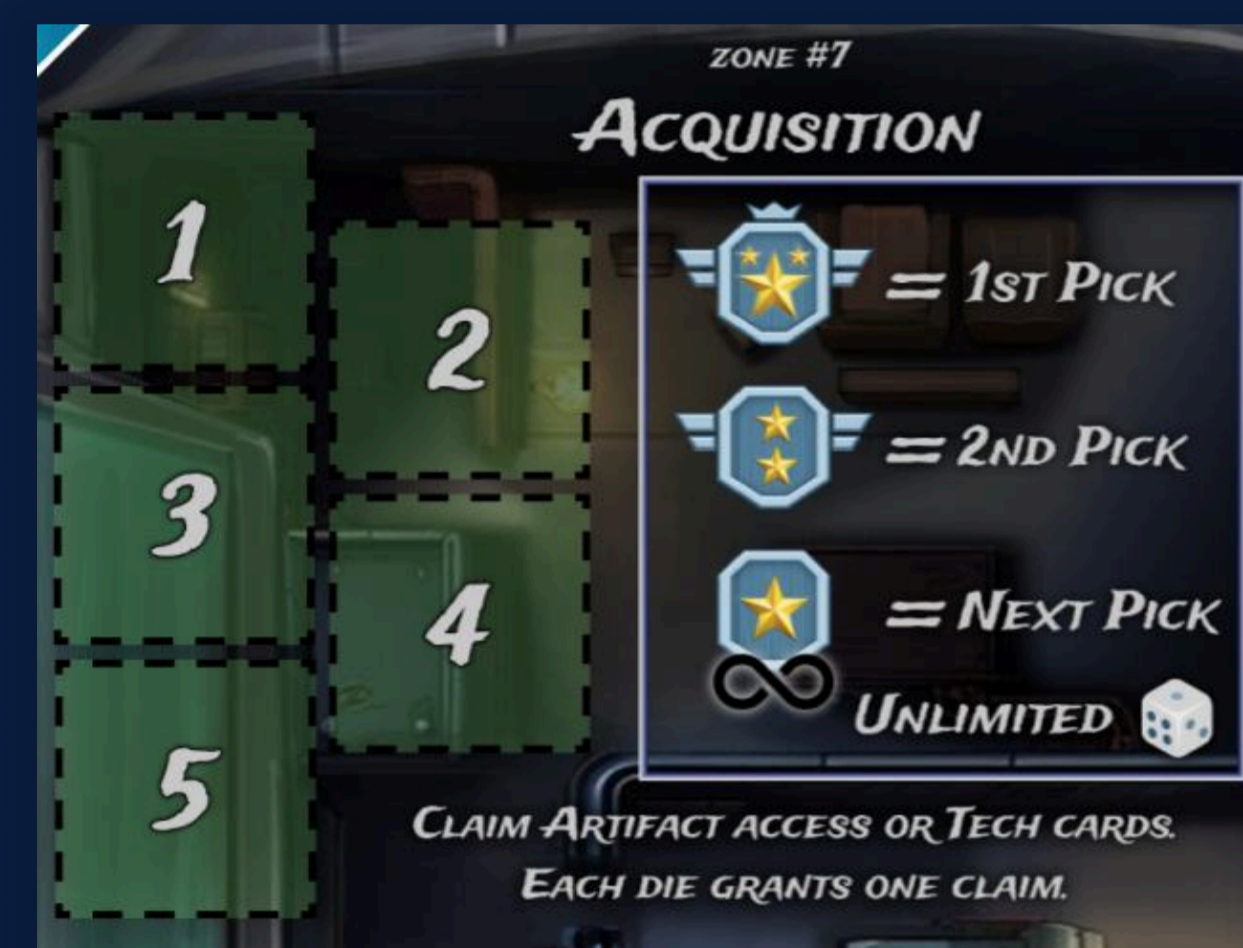
This **competitive Zone** determines the choice order for buying Tech cards or accessing Artifacts.

This zone's 3rd-place spot has the infinity symbol below it, indicating that no rolls go unresolved. Players may deploy as many dice as they like to this Zone.

After all ties are resolved, players place their dice in the Acquisition order spots to the left of the Zone. This helps keep track of whose turn it is to choose.

In roll order, players may choose to either buy a Tech card OR pay to access an Artifact. Players may make one choice per die they deploy to this Zone.

Example: John deployed two dice to this Zone and won 2nd and 5th place. When it's his turn to resolve his 2nd-place die, he chooses to buy a Tech card. When it's his turn to resolve his 5th-place die, he accesses an Artifact.

GAMEPLAY, CONTINUED

ZONE #7: ACQUISITION, CONTINUED

Here's how acquiring Tech and accessing Artifacts work:

ACQUIRING TECH

Players must pay the Resource cost noted on a Tech card in the Tech Salvage Pool to buy it. Some Tech cards may only be acquired with a Prismatic die and/or offer an additional bonus to their value for an additional Resource payment. If players choose to pay for the bonus, they place the Tech card upside down in their play area so that the upgraded value is shown.

Whenever someone buys a Tech card, draw a new Tech card from the deck to fill its spot in the Tech Salvage Pool.

ACCESSING ARTIFACTS

To gain access to an Artifact's effects, you must pay the Access Cost noted on the Artifact Card. If another player already accessed the Artifact, you must also pay the extra cost shown in the next unoccupied Submarine token slot.

Example: Mary wants to access the Cyclical Crystal Artifact which John has already accessed. Mary pays the Access Cost and an additional Astatine.

Once you've paid the correct Resources, place one of your Submarine Tokens in the next unoccupied Submarine token slot on the Artifact, and take one of the matching Artifact hexes. Slot the hex into a spot on the right side of your Player Mat. This hex serves as a reminder that you purchased the Artifact and of what the Artifact does.

Note: You may choose not to buy a Tech card or access an Artifact. In this case, any die a player chooses not to use is considered unresolved.

LAST ZONE: PRISMATIC CRYSTALS
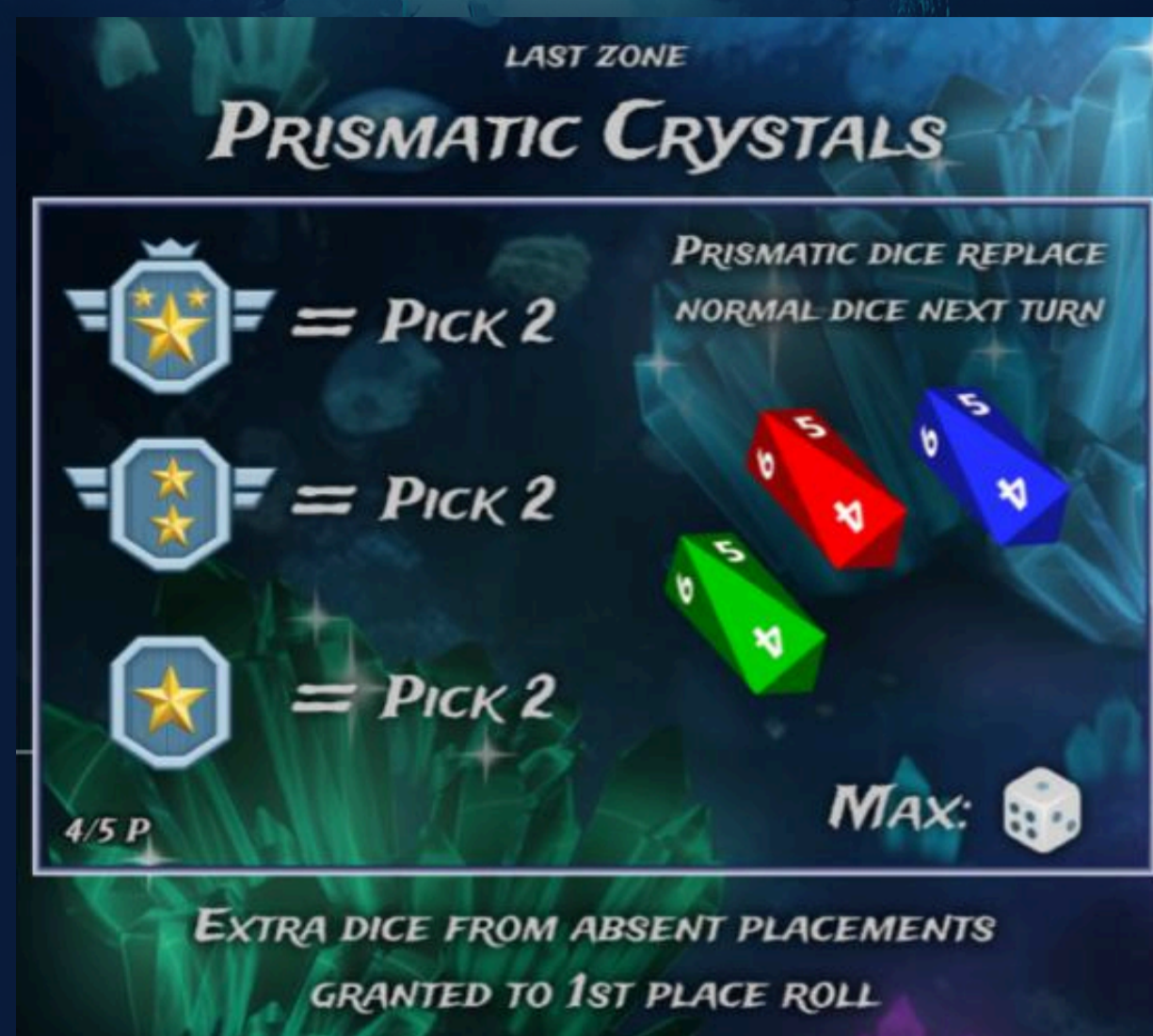
This is a **competitive Zone**. Each player may only place one die here.

The 1st-place player gets first choice of two Prismatic dice. If one or more rank slots are unoccupied, the first player gets all remaining dice. Players may roll their chosen Prismatic dice only on their next turn.

Example: John, Mary, Holly, and Daniel all played a die on the Prismatic Crystals. John gets first pick and chooses a red die and a green die. Mary gets second and chooses a green die and a blue die. Holly gets third and get the remaining red and blue dice. Since all three available rewards were taken, Daniel's roll is unresolved.

Players aren't required to roll all Prismatic dice they won, and they can't ever roll more than 6 dice.

Example: Anna was the only person who deployed a die to the Prismatic Crystals Zone. This means she gets all the Prismatic dice. However, since her Light card only lets her roll three dice on her next turn, she may only roll three of them. Because Anna wants to get a Bolts (2) Part from the Submarine Graveyard, she chooses to roll one of her normal dice and two of the Prismatic dice since prismatic dice can't roll 2s.

*Note: All six Prismatic dice are available to choose from, no matter how many people are playing. However, if the Player Mat has only two competitive icons for this Zone, it means there are only a total of 4 **claimable** Prismatic dice.*

PHASE 4: PRODUCTION

After all Zones are resolved, players may discard the required Parts and Tech to construct their current Upgrade.

When a player builds an Upgrade, they move the Submarine token next to their Light card up one level and draw a new Upgrade card from the next tier's deck. Players may leave the Upgrade they built on their Mat, or place it off to the side.

Some upgrade cards require two different Tech amounts which aren't totaled. These amounts must be met **separately**. However, you can add multiple Tech cards together to reach a given total.

Example: Mary has the Chassis Frame Upgrade shown below and two Tech cards worth 3 and 8 respectively. Even though the total shown on her Tech cards matches the total shown on her Upgrade card, she can't build her upgrade because she can't split value from the 8 and give it to the 3. She needs one more Tech point to add to the 3.
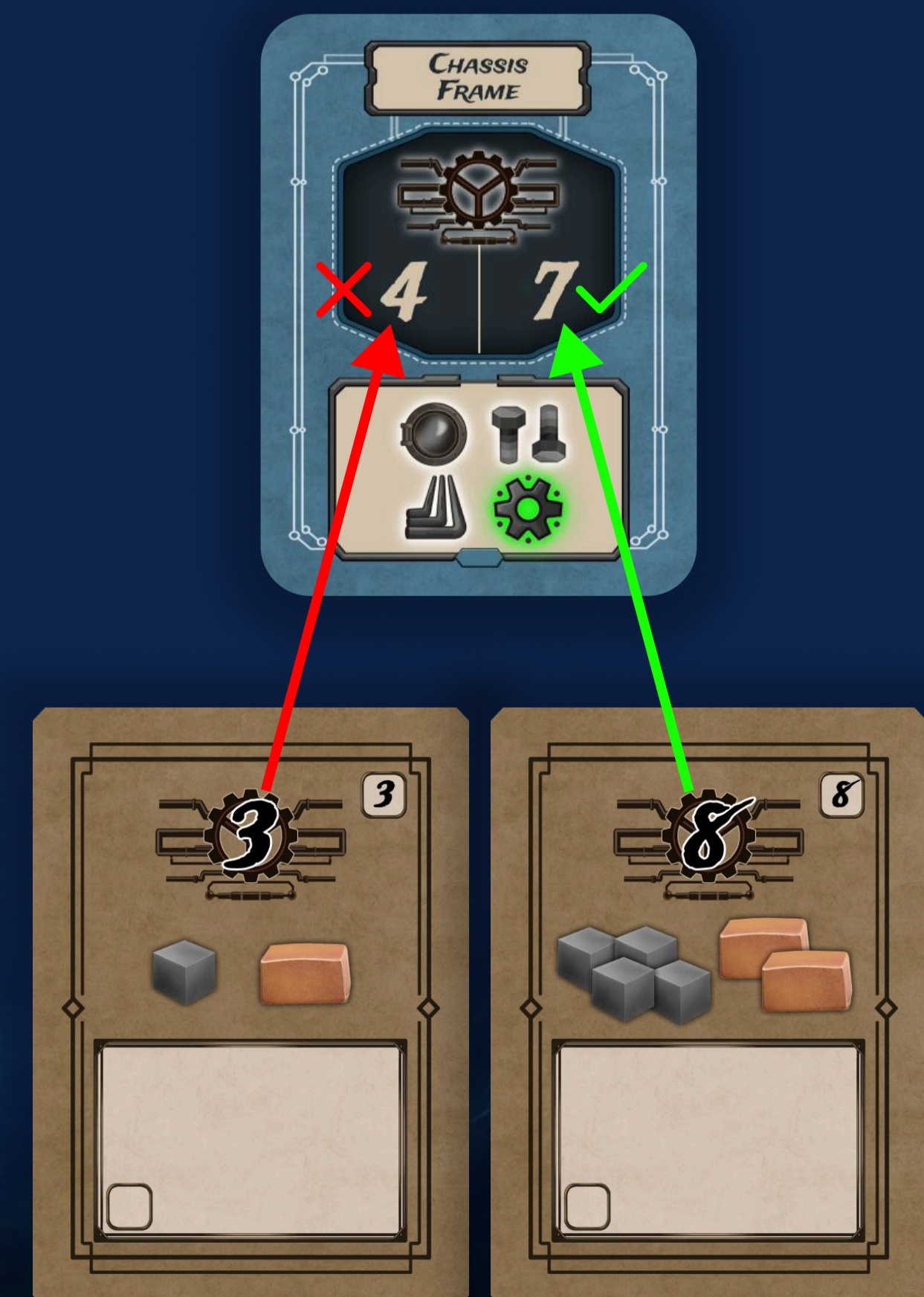
Phase 5: Rotation

Each player passes their Light card to the player on their right.

2-Player Rules

Dice stacking

Players are allowed to stack dice on top of each other in a single Zone to add the dice totals together. Players can exceed a roll of 6 in this way.

Example: Reid stacks a 3 and a 4 on a zone for a single deployment of 7.

If players tie using stacks of dice, the top die is used for the roll-off.

Alien Vessel Zone

A roll is considered unique here if it is the only odd- or even-numbered roll. So a 4 from one player and a 2 from another would cancel each other out, and both rolls are unresolved.

A player may still place 2 dice of the same value here, but both dice will be cancelled out if the other player deploys even one matching die here.

Example: Reid deploys two 4s on the Alien Vessel Zone. Brandon deploys a 2. All dice are cancelled out because all dice are even.

Winning the game

When a player builds the Tier III upgrade (Reactor Shielding), that player's submarine is fully-upgraded and may enter the Transecopia, giving them the win!

Tie-breakers

If more than one player builds their Reactor Shielding on the same turn, the tied players add the number of Artifacts they accessed to the number of "Scattered Fragment" [icon] Discovery Cards they have. Whoever's total is highest wins.

If the tied players have the same Artifact and "Scattered Fragment" totals, whoever has the most [icon] Astatine wins.

If by some twist of spacetime the players also have the same amount of Astatine, they resolve the tie with a best-of-five roll-off!

# Appendix A: Artifacts

General notes

- You may use the Crystal of Renewal, Tablet of Change, and Gem of Purity as many times as you want during a single turn as long as you have the 🪨 Astatine to pay for each time you use it.
- The Derelict Icon and Derelict Gem have no effect when resolving the Iron Cluster and Acquisition Zones.
- You can gain the benefits from both the Derelict Icon and the Derelict Gem with the same unresolved Prismatic die.
- When using the Gem of Purity, you **must** change all rolled dice by +1.

Example: Daniel rolls 1, 3, and 5. He wants to improve his 3 and 5, but he also needs to get a Porthole (1) part, so he decided not to use the Gem of Purity because it would change his 1 to a 2.

Derelict Gem

Gain 1 🪨 Astatine when any of your Prismatic dice are unresolved.

Access Cost: 1 🟧 Copper
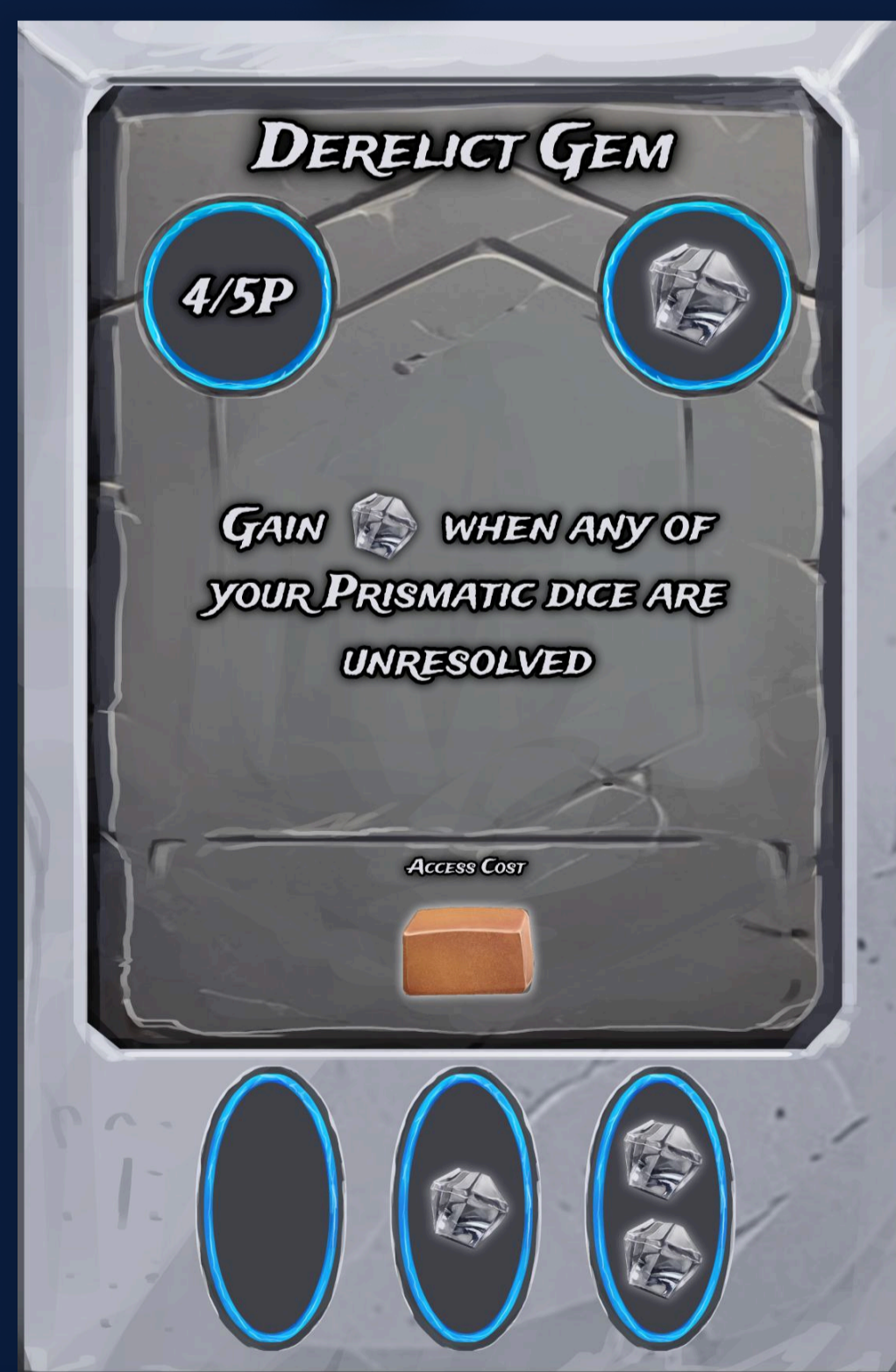
Gem of Purity

During the Rolling Phase, you may pay 1 🪨 Astatine to alter all rolled dice by +1.

Access Cost: 6 ⬛ Iron

Cyclical Crystal

Once per turn during the Production Phase, you may make one of the following trades:

    1 🟧 Copper for 3 ⬛ Iron
    1 Iron ⬛ for 1 🪨 Astatine
    1 🪨 Astatine for 1 🟧 Copper

Access Cost: 1 🟧 Copper, 1 ⬛ Iron
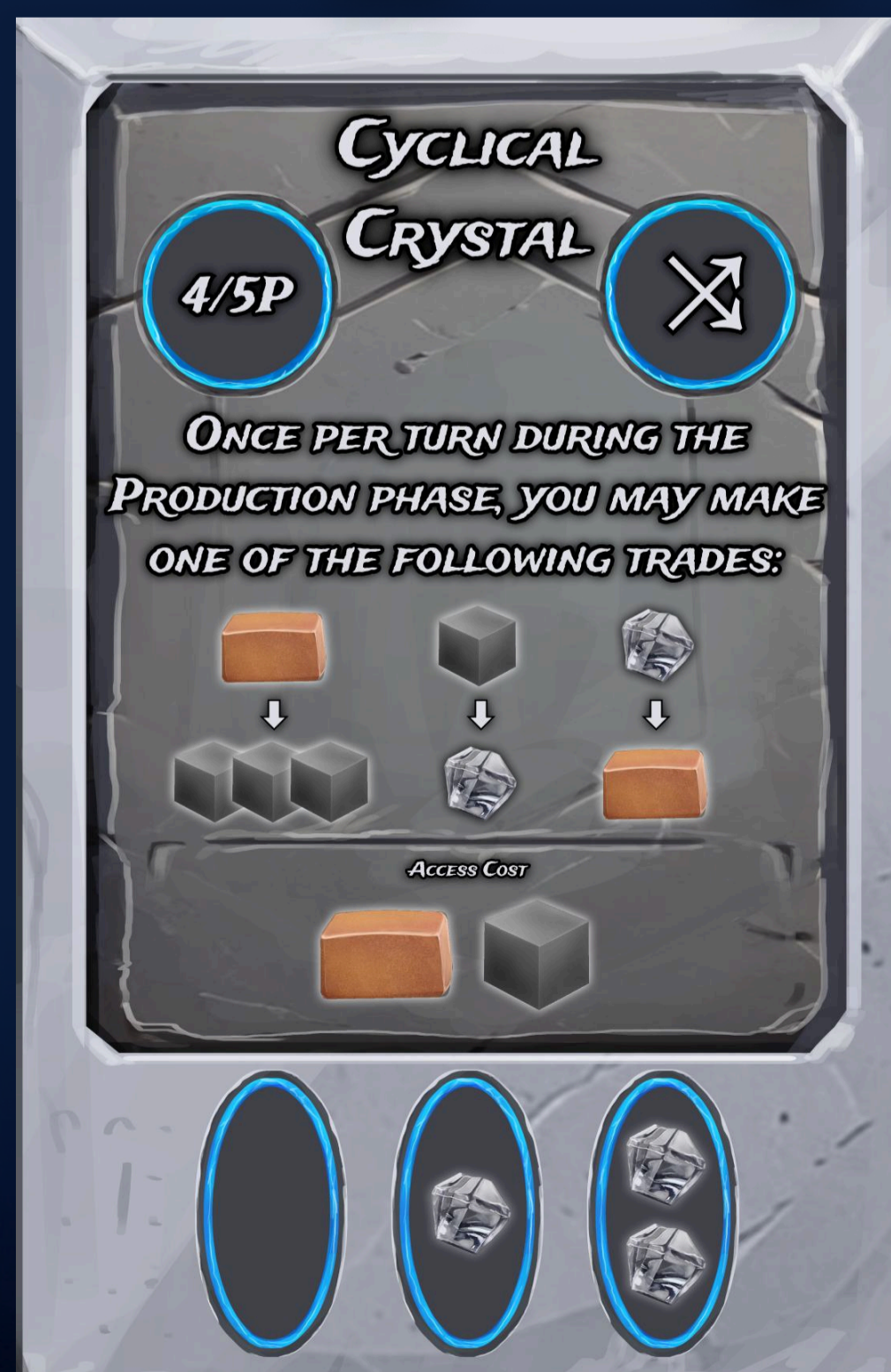
Crystal of Renewal

During the Rolling Phase, you may pay 1 🪨 Astatine to re-roll any of your dice one time each.

Access Cost: 1 🟧 Copper
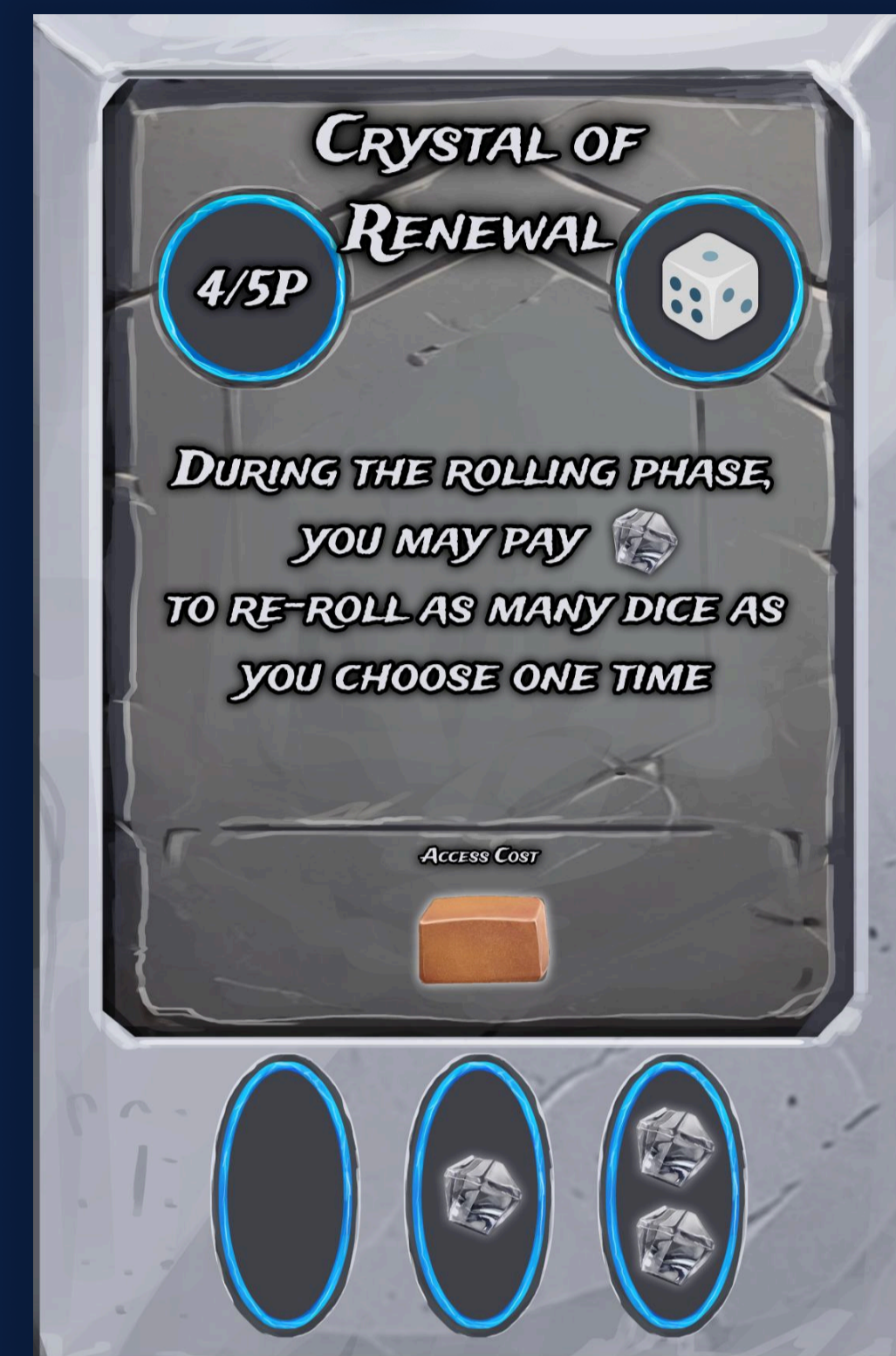
Tablet of Change

During the Rolling Phase, you may pay 1 🪨 Astatine to alter one of your dice by +/-1 after rolling it.
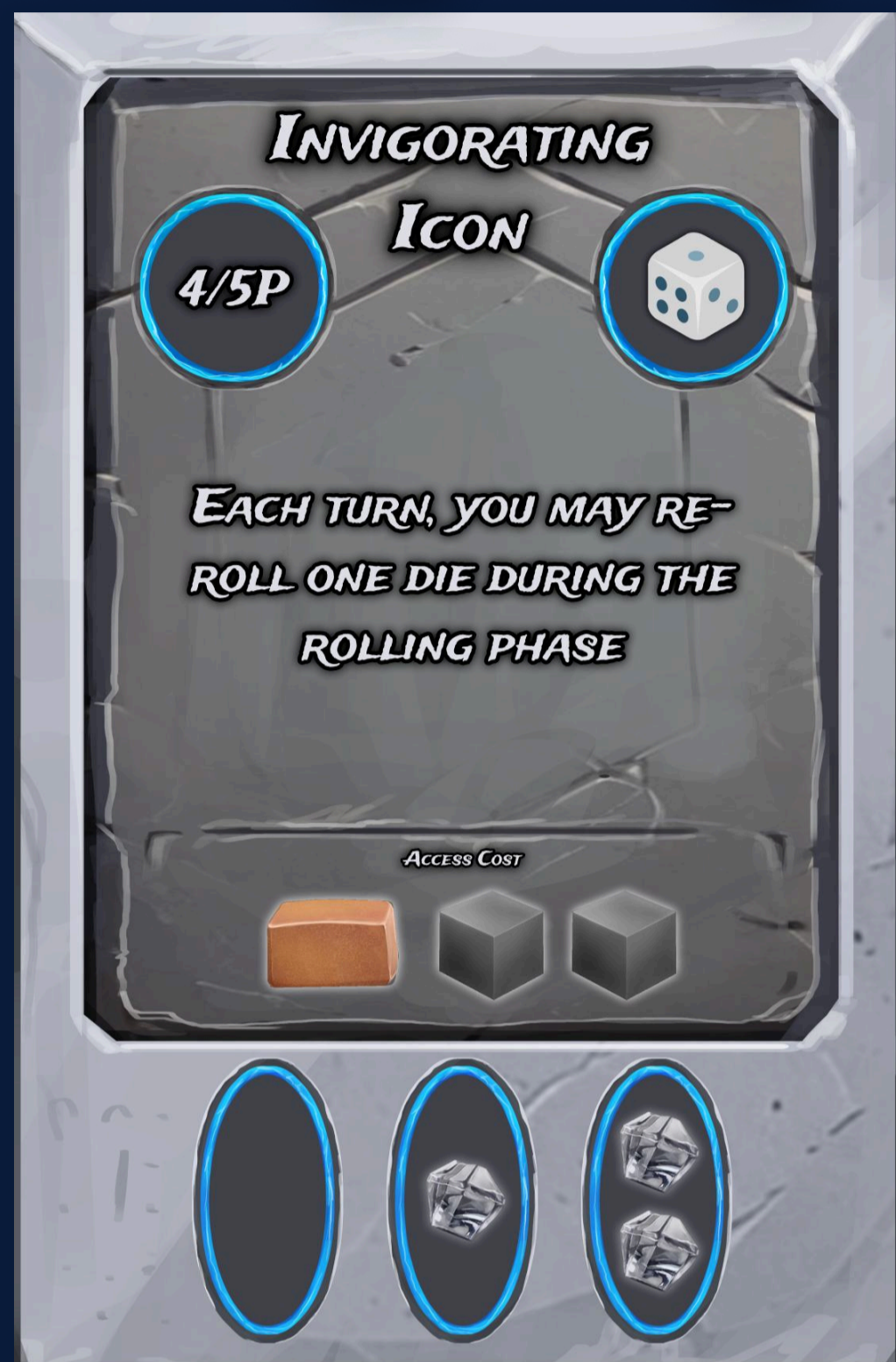
Access Cost: 1 🟧 Copper, 1 ⬛ Iron
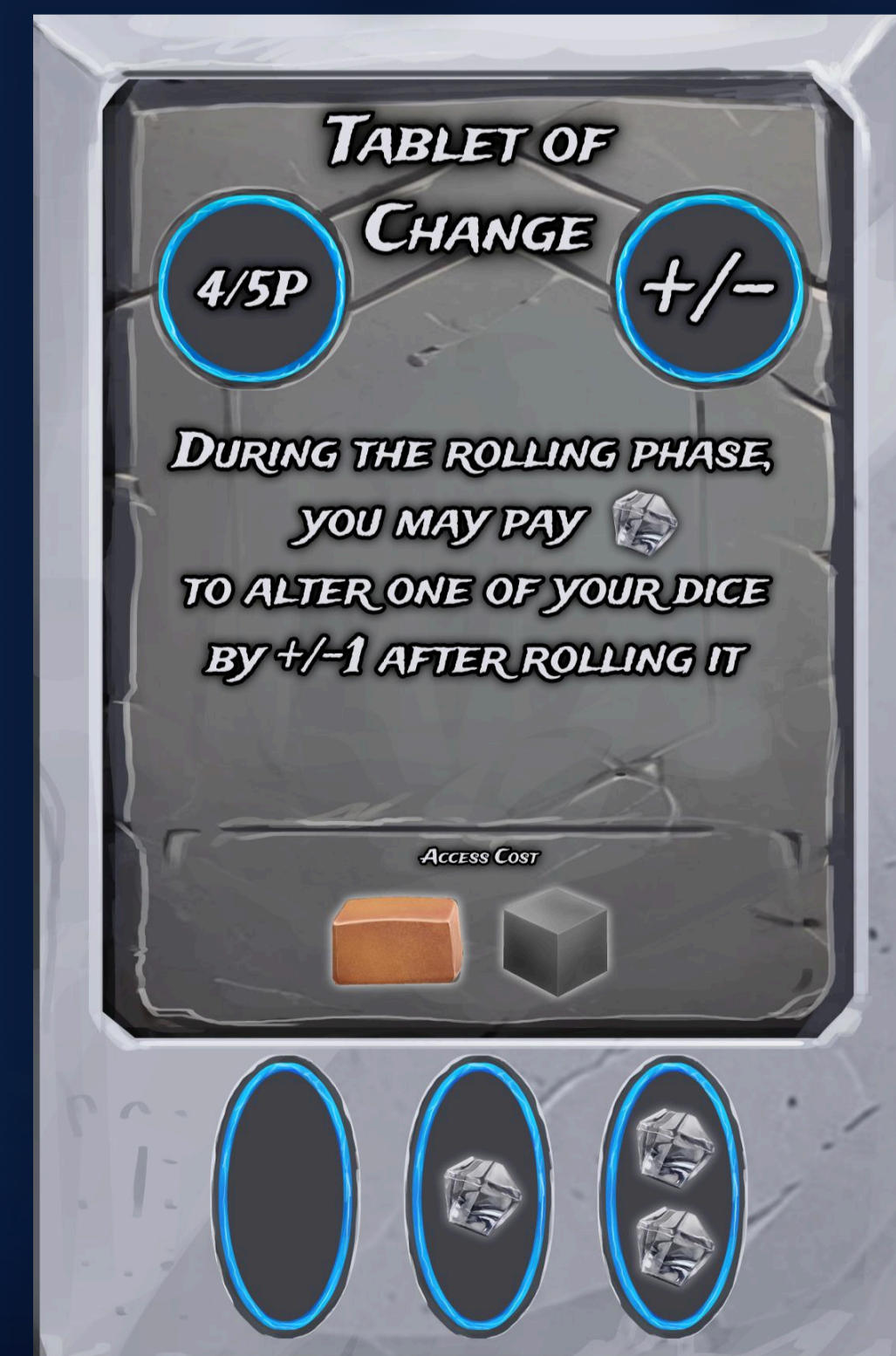
Appendix A: Artifacts, continued

Invigorating Icon

Each turn, you may re-roll one die during the Rolling Phase.

Access Cost: 1 🟧 Copper, 2 ⬛ Iron

Invigorating Icon

4/5P 🎲

Each turn, you may re-roll one die during the rolling phase

Access Cost

Derelict Icon

Gain 1 ⬛ Iron when any of your dice are unresolved.

Access Cost: 1 🟧 Copper, 2 ⬛ Iron

Derelict Icon

4/5P ⬛

Gain ⬛ when any of your dice are unresolved

Access Cost

Appendix B: Characters

Field Researcher

Parts cost 1 less 🪨 Astatine to produce using the alternate method. Whenever you spend 🪨 Astatine at the Acquisition Zone, gain that much ⬛ Iron.
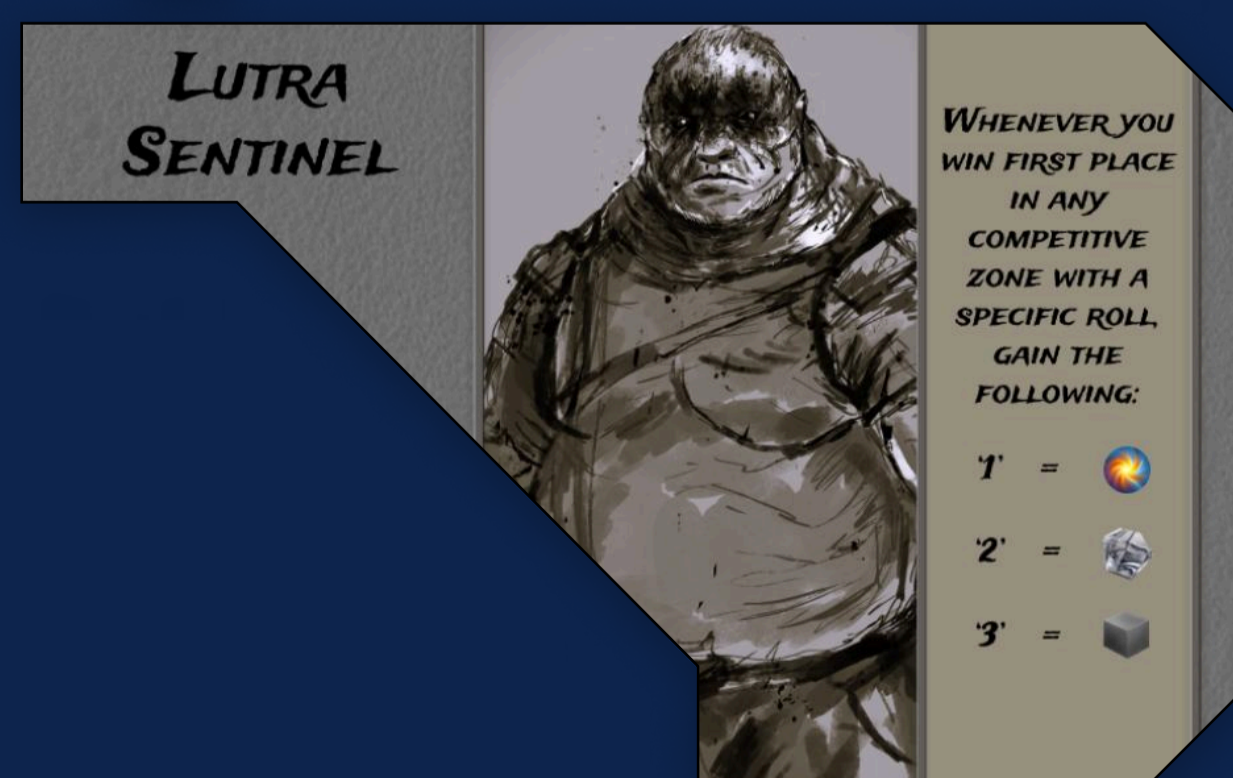
Start of Game: Gain 1 🪨 Astatine.

Field Researcher

Parts cost -1 🪨 to produce using the alternate method.

Whenever you spend 🪨 at the Acquisition zone, gain that much ⬛

Start of game:
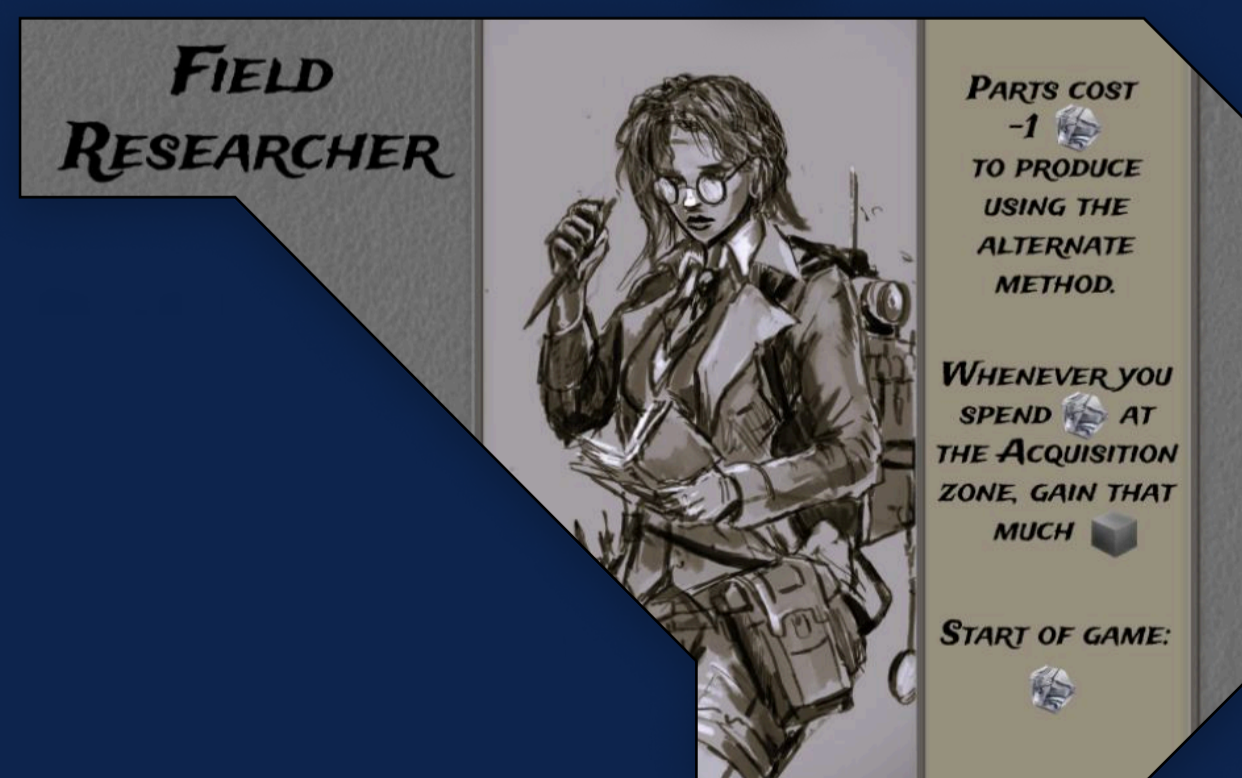
Lutra Sentinel

Whenever you win 1st place in any competitive Zone with a specific roll, gain the following:

- 1 🔆 Light token if you deployed a 1
- 1 🪨 Astatine if you deployed a 2
- 1 ⬛ Iron if you deployed a 3

Lutra Sentinel

Whenever you win first place in any competitive zone with a specific roll, gain the following:

'1' = 🔆
'2' = 🪨
'3' = ⬛

Naga Agent

Draw a Tech card from the deck and place it face-up near you. You alone can purchase this Tech card. Whenever you purchase this Tech card, draw one from the Tech deck to replenish it.

Start of Game: Gain 1 🔆 Light token.

Naga Agent

Draw a tech card from the deck and set it face-up near you. You alone can purchase this tech from the Acquisition zone.

Whenever you purchase this, replenish it from the tech deck.

Start of game: 🔆

Note: You must deploy an appropriate die to the Acquisition Zone to buy your reserved Tech card.

Peggon Priest

You may not produce Parts using the alternate method.

Start of Game: Gain access to the Artifact of your choice for free. Other players must pay you the additional 🪨Astatine cost to access this Artifact.

PEGGON PRIEST

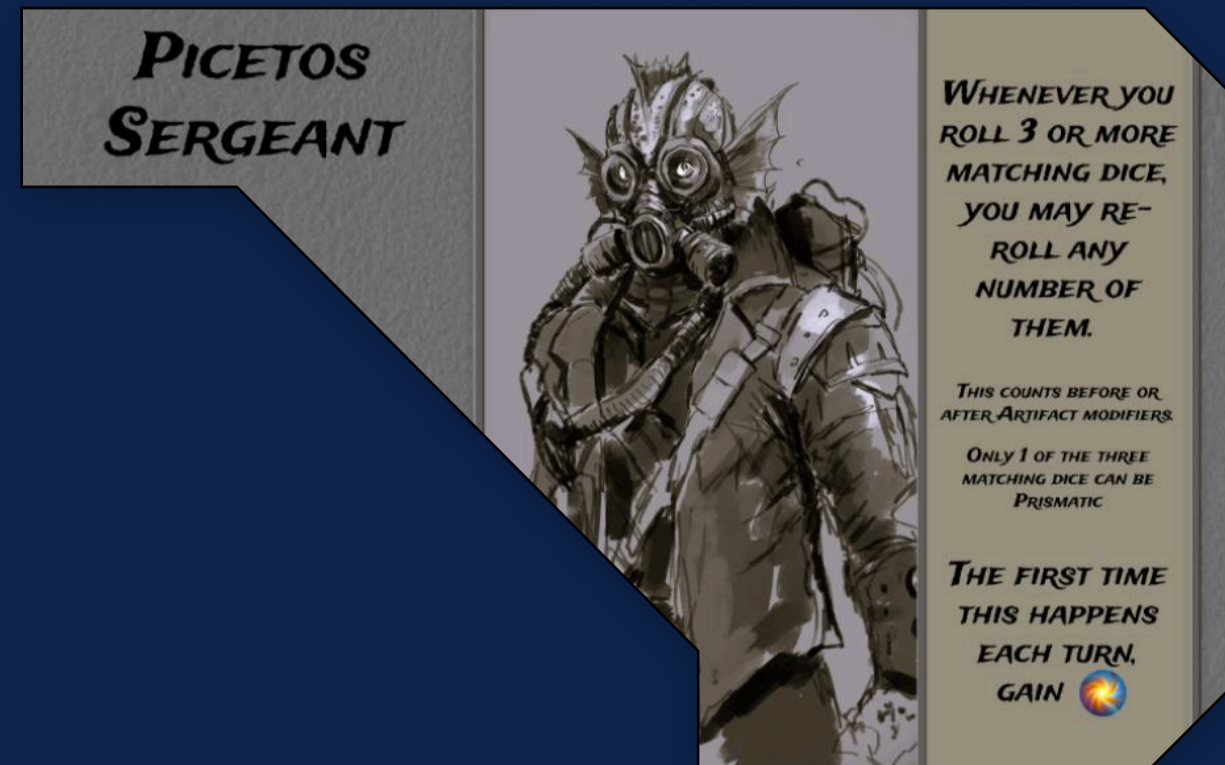*You may not produce parts using the alternate method.*

Start of game: Gain access to the artifact of your choice for free. Other players must pay you the additional cost to access this artifact.

Picetos Sergeant

Whenever you roll 3 or more of the same number, you may re-roll any of those dice. This counts before or after Artifact modifiers.

Only one of the matching dice may be Prismatic.

The first time this happens each turn, gain 1 🌀 Light token.

PICETOS SERGEANT

Whenever you roll 3 or more matching dice, you may re-roll any number of them.

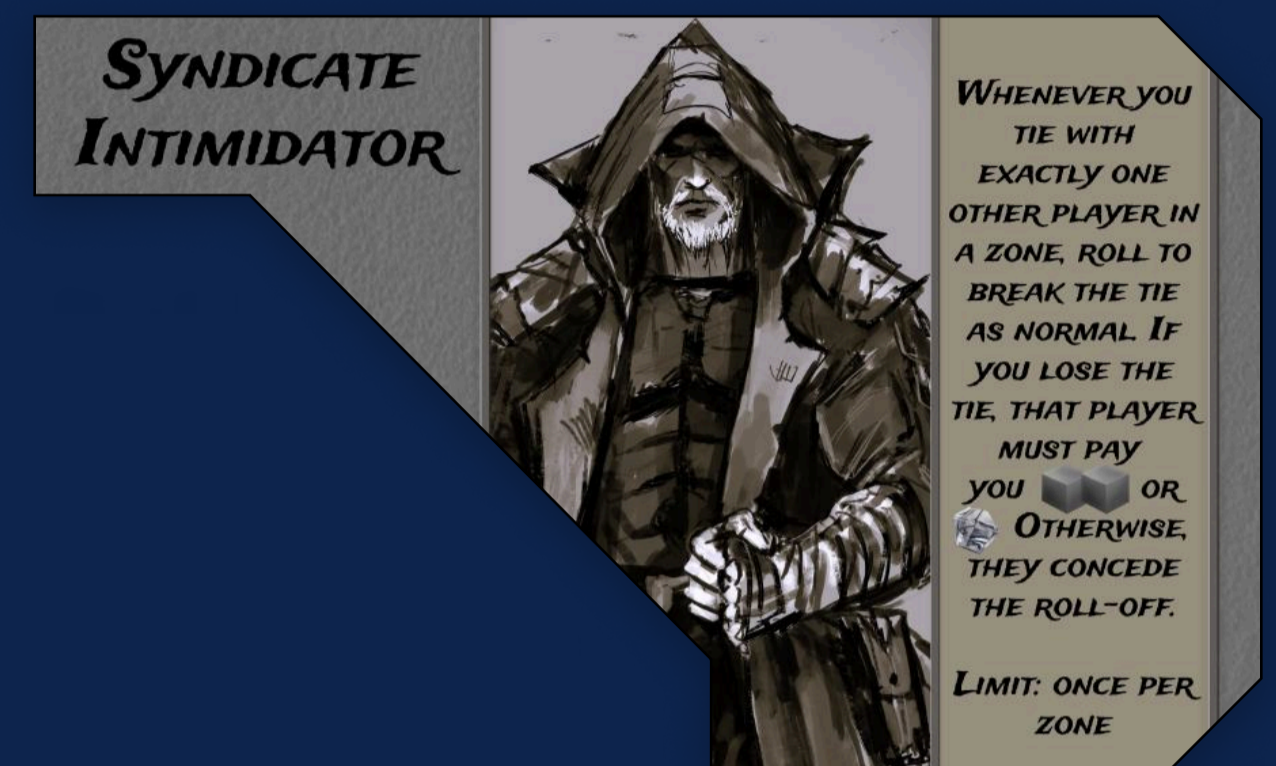*This counts before or after Artifact modifiers*

Only 1 of the three matching dice can be Prismatic

The first time this happens each turn, gain

Syndicate Intimidator

Whenever you lose a tie breaker with exactly one other player in a Zone, that player must pay you 2 🧊 Iron or 1 🪨 Astatine. Otherwise they concede the roll-off.

Limit: Once per Zone

SYNDICATE INTIMIDATOR

Whenever you tie with exactly one other player in a zone, roll to break the tie as normal. If you lose the tie, that player must pay you OR. Otherwise, they concede the roll-off.

Limit: once per zone

Using the Intimidator

If a player can't pay either Resource, they **must** concede the roll-off.

If the Intimidator ties with more than one player, the ability has no effect.

If multiple dice tied in a single Zone, the conceding player loses the least-significant place.

Example: Two of the Intimidator's dice tie with another player's two dice in the Glowing Crater. In the roll-off to break the tie, the other player wins both times. They can then either pay one Iron to keep both slots, or concede the lesser slot to the Intimidator.
If the Intimidator won one of the slots the other player must give them one Iron, or they concede and do not receive anything from this Zone.

Tips and tricks

- Feel free to "table talk" about where you're going to place your dice, bluffing or not. You may not, however, lie or mislead other players about what you rolled.
- You can look at other players' dice during the rolling phase, but no peeking after they put up their screens!
- If you're struggling to get specific rolls, consider investing in an Artifact that lets you change or reroll dice, or go hard after Astatine so you can acquire Parts you need.
- Try your luck at the Alien Vessel Zone if you're unable to secure Copper using high quality rolls. Pay attention to what other players roll so you have a better chance of a unique roll on the Alien Vessel!
- Have everyone give a signal, like a "thumbs up" when they're finished placing dice so no one has to wonder who's ready.

Acknowledgments

Playtesters

Lauren Aurience
Amanda Akers
Daniel Traylor
Alyssa Marroquin
Nathan Hughes
Sarah Mathews
Gloria Otley
Sam Keevil
Theodor ceci
Chris Bailey
Sarah Miska
Coty Ritter
Jackie Ritter
Ryan Favre
Jacob Pendleton
John Cornelius
Katelin Hughes
Abby Zepick
Kirsten Vintila
Caleb Zepick
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