

EXODUS FROM REYNOLDSWORLD

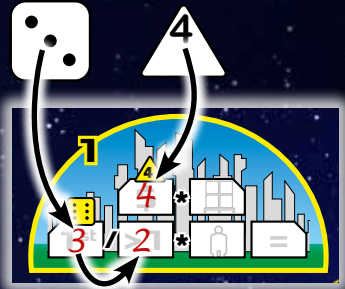
1-6 players, 15-30 mins, 10+

Reynoldsworld is under threat from an encroaching alien armada. Millions of people need to be somewhere else. Fast. You must build an ark and ferry the population and the supplies they need to nearby habitable worlds. Will you be remembered as the saviour of Reynoldsworld? Or will you end up the lead character in an unflattering holodrama?

SETUP

Each player will need a copy of the player sheet, a pen, a pencil, and an eraser. In addition, you will need a four-sided die (D4) and a six-sided die (D6) or a die-rolling app on your phone.

First, for each of the six destination planets numbered 1-6 on the map in the bottom right corner of the sheet, roll the D4 and the D6, writing the results in the boxes marked '\$' and '1st' respectively next to the planet. Then write half the '1st' number, rounded up, in the '>1' box. These are the bonuses you will get for delivering useful supplies (\$) and colonists (1st or >1) to aid establishing the colony. Ensure all players have the same numbers.



Key

Shows the components you can build on your ship

Round Track

Tracks the round of the game and associated stats

Instructions

High-level overview of the game rules

EXODUS FROM REYNOLDSWORLD

Map 1

Key

R	Reactor		Hold
	Engines		Ice shield
	Fuel tanks		

Round

Round	1	2	3	4	5	6	7	8	9	10
Speed	6	5	4	3	2					
First Colony Bonus (FC)	128	64	32	16	8	4	2	1		

Impacts

1 / round + 1 if any + 1 /

Instructions

Roll for founders bonus (1st) & supplies price (\$) for each planet

Play 10 rounds:

- Cross off Round number
- Build: up to 10 systems

Or, fly:

- Roll for impacts
- Roll for overloaded reactors
- Deliver
- At R? Load / & launch

Sum scores for each colony.

Ship stats

Max. Boost										
Speed										

Map

FC

1
2
3
4
5
6

Total

Ship

Shows the components you have built and ship stats

Map

Shows planets you can visit and tracks your movement

Planets

Show points for delivering colonists & supplies

PLAY

Initially you will build an ark to rescue the population of Reynoldsworld, which can be small and nimble, or large and spacious. The journey is long and arduous. Throughout the journey you will suffer damage from micrometeorites, so make sure you have plenty of shielding to protect your valuable cargo. Once your ship is finished, you will load up with colonists and the supplies they need to ease the first few years of the colony. You then visit planets, delivering colonists and supplies, optionally returning to Reynoldsworld in between to pick up more refugees.

The game takes place over up to ten rounds. Initially you will build your ship, 10 systems at a time. Then, once you are happy, you will launch.

You may visit each numbered planet only once. Every arrival at any numbered planet will earn you points (more if you are the first player to arrive there) for delivering colonists, plus additional points for useful supplies you bring with you. If you are the first to arrive, you must deliver at least as many supplies as colonists, if someone has already been there before you, you can deliver any number (including 0) of supplies and/or colonists. In addition, there is a big bonus for founding the first colony, which decreases sharply over time.

Can you make the largest contribution to the diaspora and be remembered as the saviours of Reynoldsworld?

Rounds

The game takes place over up to ten rounds. In each round, complete the phases below in order. Not all players will complete all phases.

1. Round counter

First, fill in the round number on the round track.

Round										
Round	1	2	3	4	5	6	7	8	9	10
Speed	6	5	4	3	2					
First Colony Bonus (FC)	128	64	32	16	8	4	2	1		

2. Build

If your ship has not yet launched, you may build up to 10 systems by drawing them in the squares in the ship section. All systems must be orthogonally adjacent to at least one other system. There are five types of system:



Reactors are the ship's power source, needed to overdrive the engines and boost your speed. Your ship will want at least one of these, but it's complex and likely to fail, especially if you push it to the limit. We strongly recommend at least one backup system. You can overload a reactor up to five times (fill in one of the circles when you do) to boost your speed. Each overload increases the chance it will fail though.



The bottom row can only contain engines. If you have any systems in a column, that column must have an engine at the bottom. You can boost your speed up to the minimum of the number of engines and fuel tanks you have remaining.



The second row from the bottom can only contain fuel tanks. If you have an engine in a column, that column must also have a fuel tank in the second row. You can boost your speed up to the minimum of the number of engines and fuel tanks you have remaining.

[illegible]



Holds can contain your choice of either cryogenically preserved colonists or supplies. While building, you don't need to choose, just leave them empty. You will want as many of these as you can carry - as they are what is needed to start the colonies, and two is the minimum for founding a colony. Each time you leave Reynoldsworld you may fill each of your holds with your choice of supplies or colonists.

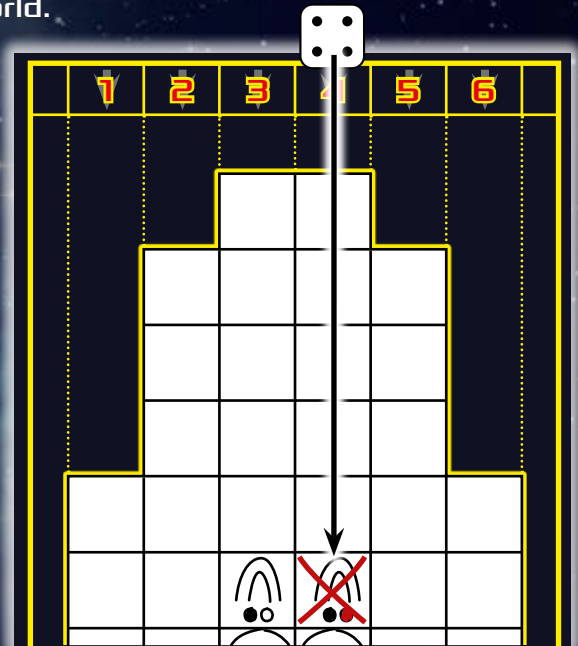


Icy shields are your ship's protection. Each round you might be hit by micrometeorites, especially if you skirt, or enter, the nebulas. You want at least one icy shield in front of (topmost in) each column. Each icy shield can protect you from two impacts - fill in the small circles to register the hits, once both circles are full, cross out the shield.

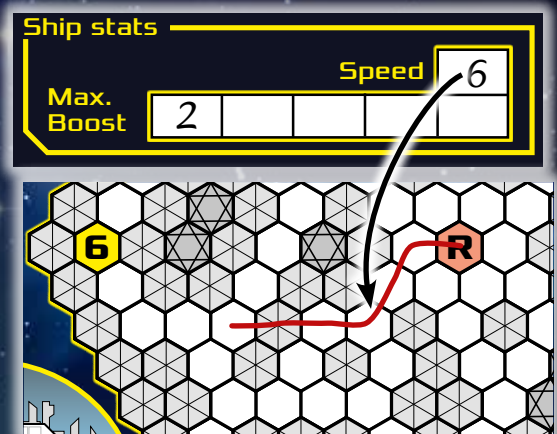
3. Travel

After unlaunched ships have built their systems, all ships that have launched in a previous round will travel towards a colony or back to Reynoldsworld.

While travelling, each round you might suffer a micrometeorite impact. Roll a D6 at the start of each round if at least one ship is in flight. Each ship in flight will suffer an impact to the topmost system in that column that hasn't yet been crossed out, if any. Ideally, this will be an icy shield. If it is, fill in one of the two circles under the shield. If both are now full, cross out the icy shield. Otherwise, cross out the system - you can no longer use it for the rest of the game and anything carried in a crossed out hold is destroyed and cannot be delivered.



You can travel as many hexes as your speed (calculated at Launch, see Load and Launch on page 5). You start the game in the hex marked R in the centre of the map and each subsequent one must be adjacent to the last visited one. You can either take a direct (and dangerous) route passing through nebulae, or a longer and safer route. Draw a line through each hex you travel through.



If you only pass through white hexes, your ship will only suffer the initial, shared micrometeorite impact.

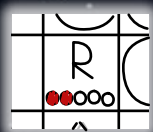


If you pass through at least one light grey hex (with three crossing lines), then you will suffer one additional impact. Roll another D6 and suffer another impact as described above if you have any systems in that column. Subsequent light hexes this turn will not generate another impact.



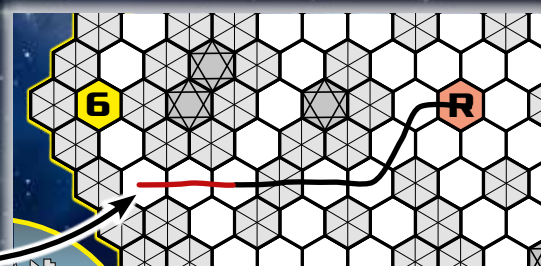
If you pass through a darker grey hex (with a star in the centre), you will suffer an additional impact. Roll another D6 and immediately calculate its effect as described above. If you pass through more than one darker hex, you will suffer an additional impact for each one.

If you're feeling brave, you can also overload a reactor (risking reactor failure) to travel faster. Draw a line through additional spaces, up to your maximum boost: the minimum of the number of engines and fuel you have, then fill in the corresponding number of small circles at the bottom of one or more of your reactors.



Ship stats

Max. Boost	2					Speed	6
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4. Reactor check

Next, check for reactor failure. For each of your reactors with at least one filled-in circle, roll a D6. If the result is less than or equal to the number of filled in circles on that reactor, your reactor melts down and you must quickly shut it down to prevent an explosion. Cross out the reactor. If you have no remaining reactors, your ship is unable to boost for the rest of the game, set your Max. Boost to 0.



5. Deliver

If you reach a hex marked with a number this turn, you have arrived! Congratulations!

If this is the first round in which any player has arrived at a planet, circle the First Colony Bonus on the First Colony Bonus track under the current round's space on the Round track. Copy the circled value to the scoring area in the bottom right corner, into the box at the top marked FC. Everyone who hasn't arrived at a planet this turn must write 0 in the FC box. If two or more players arrive in the same round, they all get the First Colony Bonus.

Round	1	2	3	4
Speed	6	5	4	3
First Colony Bonus (FC)	128	64	32	

64
1
2
3

If you are the first player to arrive at this planet and you deliver at least one supplies and one colonists, cross out the >1 bonus for the planet. All other players must cross out the matching 1st player bonus on their player sheet. If two or more players arrive in the same round, they all get the first player bonus.

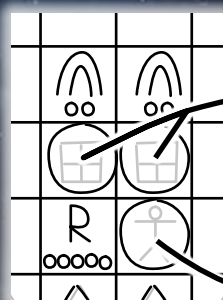
First to arrive



Everyone else



You may now deliver supplies and colonists from your holds to the planet. If you were among the first players to arrive at this planet, you must deliver at least as many supplies as colonists. If another player arrived at that planet before you, there are no restrictions on the number of supplies and colonists you deliver. Fill in the number of supplies and colonists you delivered in the boxes with the supplies and colonists symbols and erase them from the holds they were in.



Then write the sum of the number of supplies times the supplies bonus (\$) added to the number of colonists times the colonists bonus (either 1st or >1) in the sum space (=).



Next round you may continue your journey, either on to another planet to drop off more supplies and colonists, or back to Reynoldsworld to collect more evacuees. You may visit each planet numbered 1-6 once during the game.

6. Load and Launch

If you have finished building your ship, calculate your ship's statistics. Your ship's Speed is the number in the speed track below the current round, so if you launch in the first round it is 6, if you launch in the 5th round it is 2. Copy this number to the Speed space below your ship.

Your ship's maximum boost is the minimum of the number of engines and the number of fuel tanks it has. Write this number in the leftmost space on the Max. Boost track above your ship. If you lose an engine or fuel tank during your flight, reduce the Maximum boost by one. If you have no remaining reactors, your Maximum boost is 0.

After calculating your Speed and Maximum boost, and at the end of any turn in which you return to Reynoldsworld, you may load colonists and supplies into your empty holds and then launch.

Using a pencil or wipe clean marker if laminating (these need to be erased when you deliver them), draw a person (colonists) or a box (supplies) into each hold you have. Remember that if you are intending to arrive at a planet before any other player, you must deliver at least as many supplies as colonists.

You may visit each numbered planet at most once, but may return to Reynoldsworld to collect more colonists and supplies multiple times before visiting a second, or third, numbered planet. You cannot build or repair damaged systems when re-visiting Reynoldsworld though.

GAME END

At the end of the tenth round, each player calculates their score - highest score wins.

Add your First Colony Bonus (if any) to the sum of the scores for all six planets to give your final score.

Round	1	2	3	4	5
Speed	6	5	4	3	2

Ship stats				
Max. Boost	2			
Speed				6

		R			
		Colon			
⬇	⬇	⬇	⬇	⬇	⬇
⬇	⬇	⬇	⬇	⬇	⬇

		⬇	⬇		
		⬇	⬇		
		⬇	⬇		
		R	⬇		

64
11
2
22
4
5
17
Total 116

SOLO RULES

Requires an eight-sided die (D8) too.

At the end of rounds 2-10, roll a D8. If the result is 7 or 8, nothing happens. If the result is 1-6, another ship has arrived at the corresponding planet. If this happens before you first arrive at a planet, set your First Colony Bonus to 0.

If you have not already visited the planet shown by the die roll, cross out that planet's first player bonus - another ship beat you to it. If you have already got the first player bonus for that planet, or it has already been crossed out, do nothing.



Solo scoring

Rate your score in a solo game against this chart:

- 0-50: Your efforts were poor, most people didn't make it off alive.
- 51-75: You tried. You saved some people. They thanked you.
- 76-100: An adequate effort. They made a holodrama about it. It's not very flattering.
- 101-125: You saved tens of thousands of people. They named a park after you.
- 126-150: Your efforts will be long remembered, hundreds of thousands owe you their lives.
- 151-175: An epic effort. Millions saved. Your name is lauded.
- 175+: A civilisation saved! They named their new planets after you.

ACKNOWLEDGEMENTS

Inspired by the Revelation Space series of books by Alastair Reynolds.

Huge thanks to everyone who helped playtest Exodus from Reynoldsworld, especially: Paul Willcox, Casey MacBeth, Chris Solly, Daniel Fiander, Andrew Ryan, Finlay Briton, Spencer Bodenheimer, and Newcastle Playtest.

When playing with other maps, ensure all players are using the same map.

MAP 2 - THE MAZE

Setup

Planet 3 is especially remote, so supplies are in great demand. Use a D6 for supplies and colonists when completing the Setup Phase.

Play

The Maze is particular dangerous territory. You cannot enter any of the empty hexes - it's so dangerous there your ship would never make it through. You must trek around through the still quite dangerous outskirts. More icy shields than usual might be required.

MAP 3 - THE CAKEWALK

Setup

No changes

Play

The Cakewalk is a nice, safe area of space. With few, thin nebulae, you can probably reduce your reliance on icy shields.

MAP 4 - THE SIEVE

Setup

Planet 2 is a bit too close to one of the danger zones, so it's less attractive to colonists and supplies are in high demand - Use a D6 for supplies and a D4 for colonists. In addition, planets 4 and 6 are tricky to reach, so use a D6 for supplies for both of them.

Play

The Sieve is particular dangerous territory. You cannot enter any of the empty hexes - it's so dangerous there your ship would never make it through. You must trek around through the still quite dangerous outskirts. More icy shields than usual might be required.

The alien threat is also nearer, so you must launch within the first 3 rounds - there are less spaces available for systems as a result.