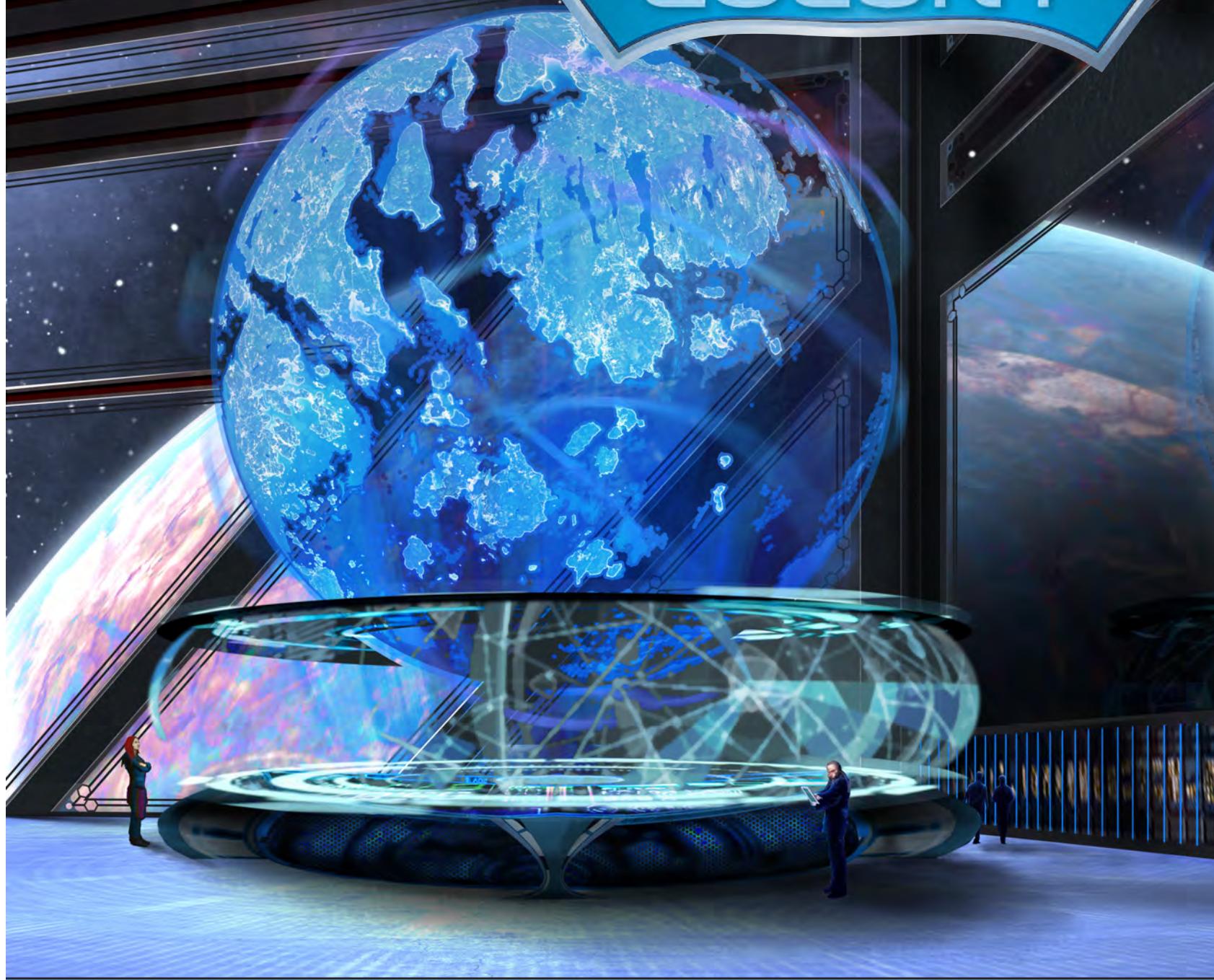


# BETA COLONY



## A GAME BY MATT RIDDLE AND BEN PINCHBACK

IT ALL STARTED WHEN THE IMPERIUM SEIZED CONTROL OF EARTH AND DECLARED MARTIAL LAW, SENTENCING THOSE WHO OPPOSED THEIR WILL TO IMMEDIATE DEATH OR WORSE FATES. IT SEEMED AS IF ALL HOPE WAS LOST, BUT BEFORE THEIR EDICT COULD BE CARRIED OUT, A GROUP OF DEFECTORS MANAGED TO WREST CONTROL OF THE RIDBACK, A CLASS-II JUMPSHIP, AND FLEE WITH AS MANY OF THE CONDEMNED AS THEY COULD SAVE.

IT HAS BEEN CLOSE TO SEVEN YEARS THAT THESE REFUGEES FROM EARTH HAVE CALLED THE RIDBACK HOME, AND FINALLY THE CREW HAS FOUND A PLANET WITH PROMISE. THEY HAVE MANAGED TO ESTABLISH OUTPOSTS AROUND IT, AND NOW THE GREAT BURDEN FALLS ON YOU TO EXPAND THESE SMALL "ALPHAS" INTO A FULL-FLEDGED BETA COLONY. SUCCESS WILL MEAN THAT YOUR PEOPLE WILL BE ABLE TO BEGIN LIFE ANEW ON EXOPLANET 14 B05 C, OR, AS THEY HAVE RENAMED IT, "VICTUS" - LATIN FOR "WAY OF LIFE."

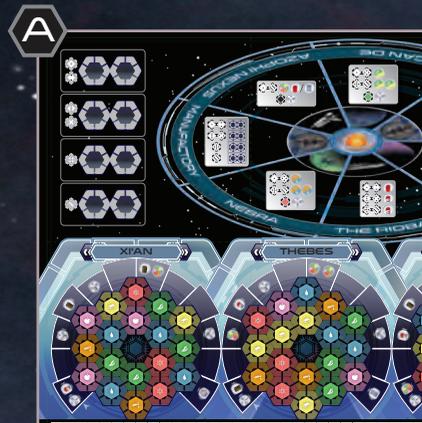
## OVERVIEW

IN BETA COLONY, YOU ARE WORKING TO ESTABLISH PROSPEROUS COLONIES ON VICTUS. IF YOU EARN THE MOST CONFIDENCE, YOU WILL BE ELECTED AS THE FIRST LEADER OF VICTUS. PLAYERS WILL COLLECT THE NEEDED BUILDING MATERIALS TO PRODUCE AND ERECT COLONIZATION PODS – DEFENSE STATIONS, SCIENCE AND TECH TOWERS, LIVING QUARTERS, AGRICULTURE PODS, AND WATER TREATMENT CENTERS – ON THE VARIED TERRAIN OF VICTUS.

EACH ROUND, THE START PLAYER ROLLS THEIR SET OF FOUR DICE. ALL OTHER PLAYERS DUPLICATE THAT ROLL WITH THEIR OWN DICE. PLAYERS TAKE TWO ACTIONS EACH ROUND, ONE ACTION AT A TIME IN TURN ORDER, WITH EACH ACTION USING TWO DICE. PLAYERS WILL USE ONE DIE TO MOVE AND ONE DIE TO ACTIVATE THE LOCATION TO WHICH THEY MOVED. DIE COLOR AND VALUE AFFECT HOW THE LOCATIONS ARE USED. PLAYERS WILL BUILD COLONIZATION PODS AT EACH OF THREE COLONIES TO GAIN THE CONFIDENCE OF THE SETTLERS AND LEAD THEM TO GLORY!

## COMPONENTS

A	"VICTUS" GAME BOARD	x1
B	ROUND MARKER	x1
C	START PLAYER MARKER	x1
D	PLAYER MATS	x5
E	PLAYER MARKERS	x4
F	CYCLE CARDS	x9
G	CULTURAL ACHIEVEMENTS	x8
H	CULTURAL ACHIEVEMENT TILES	x8
I	COLONIZATION POD TILES	x40
J	PLAYER DICE	x16
K	PLAYER SPACESHIPS	x4
L	ARTIFACTS	x16
M	FUEL	x30
N	MATERIALS	x72
O	PLAYER CREW	x60



# SETUP



- 1 Place the game board in the center of the play area. **A**
- 2 Place fuel, artifacts, and materials in separate piles near the game board. **L M N**
- 3 Shuffle and place all colonization pods in a face-down pile near the left Manufactory. Reveal four rows of two face up pods onto the marked spaces as shown. **I**
- 4 Shuffle and place the four cultural achievement building cards in a face-up stack near the board. Place the four cultural achievement statue cards in a face-up row. Place the cultural achievement tiles face up near the board. **G H**
- 5 Randomly select one of the three first cycle cards and place it face-up on the top space of the board as shown. Repeat with the second and third cycle cards (placing them in the second and third spaces respectively) until there are three face-up cycle cards, one in each space. Remove unused cycle cards from the game. **F**
- 6 Place the round marker on the top space of the round tracker, marked "1". **B**
- 7 Randomly select a start player and give them the start player marker. **C**
- 8 Players select a player mat in reverse turn order. The player to the right of the start player takes all five player mats and selects one, then passes the remaining player mats counterclockwise. That player selects one, and so on, until all players have selected a player mat. Remove unused player mats from the game. **D**
- 9 Players take: the ship, four player markers, and fifteen crew of one color. They also take a set of four dice (black, blue, red, green), one fuel, and two randomly selected materials. **E J K M N O**
- 10 Players place one player marker next to each of the three colony tracks (not on the track itself) and one next to the score track. **E**
- 11 In reverse turn order, each player places their ship on one of the seven locations in orbit around the central planet - called Victus. Each player must select a different location. **K**

## GAMEPLAY

Beta Colony is played over three cycles with three rounds in each cycle. Each Round:

### ROLL DICE

The start player rolls their four dice. All other players duplicate the roll values with their own dice.

### PERFORM ACTIONS

In turn order, each player will perform their first action using two of their dice. Then, continuing in turn order, each player will perform a second action using their remaining two dice.

### ROUND END

The start player marker is passed clockwise and the round marker is advanced one space. At the beginning of rounds 1, 4, and 7, the bonus on the cycle card activates. At the end of rounds 3, 6, and 9 the goal on the cycle card is scored.

Cycle One	Cycle Two	Cycle Three
Rounds 1-3	Rounds 4-6	Rounds 7-9



## ROLL DICE

The start player rolls their entire set of four dice. All other players change their dice to duplicate that roll, i.e., change the faces on their dice to match.

For example, if the start player rolls the dice shown in the image above, each other player must set their dice to match; Blue = 1, Red = 3, Green = 2, Black = 6.

## PERFORM ACTIONS

All players will use their dice to perform TWO actions.

All four dice are used each round.

Actions are performed using TWO dice per action as follows:

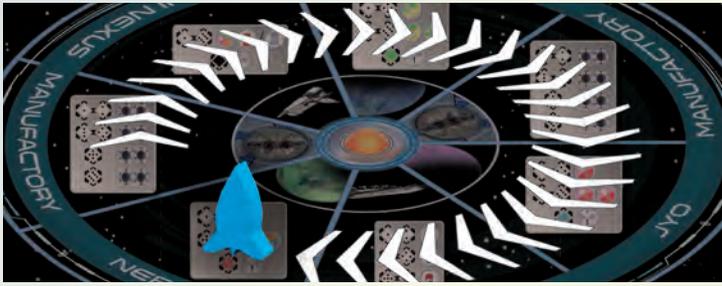
### MOVE

Select one of your available dice and move your ship a number of locations clockwise around the central planet equal to the value of the chosen die. Players will always move to one of the seven locations in orbit. You MUST always move prior to activating a location and players may occupy the same location.

Once you have completed an action, move the two used dice to the "spent dice" area on your player mat. The next player in clockwise order moves and completes one action and so on until all players have completed TWO actions. You will always use each of your four dice once during a round.

### ACTIVATE LOCATION

Once you have completed moving, select an unused die and perform the action at that location. Locations may provide bonuses for using certain die colors and/or values when activating. When activating a location, you must perform the action if able.



### DOCK FOR FUEL

You may choose to dock at your current location and take one fuel. When docking for fuel, do not move and do not take an action. Instead, select two dice, move them to your spent dice area and take one fuel.

*Example: Using the dice shown above on Page 4, a player chooses to move using the black die "6". They move their ship six spaces clockwise from Manufactory to Nebra. They then must select a remaining die to perform the action at Nebra. The player selects the blue die "1" and performs the action. They move their black die "6" and blue die "1" to their spent dice area and now have green die "2" and red die "3" available for their second action when it is their turn again.*

## ROUND END

After all players have performed two actions, the start player marker rotates clockwise to the next player. Advance the round marker down one space. At the beginning of rounds 1, 4, and 7, the bonus on the current cycle card activates for that cycle. At the ends of rounds 3, 6, and 9, resolve the goal on the current cycle card. (See Cycle Cards)

## GAME END

The game ends after Round 9.

Each player's score is the combination of Confidence Points (CP) earned during the game from colony tracks, pod bonuses, cycle cards, action bonuses, and end-game Confidence Points from cultural achievements, artifacts, and colony majorities. Track Confidence Points on the score track.

Score cultural achievements, remaining artifacts, and colony majorities:

- **Artifacts:** 1 Confidence Point each.
- **Cultural Achievements:** Each player scores the Confidence Points on their completed cultural achievements.
- **Colony Majority:** Each of the three colonies is evaluated and scored separately. To score colony majorities, compare how many crew each player has in a colony to that of the player with the fewest crew in that colony (the fewest may be 0). Each player then scores points according to that difference as follows:

Difference: CP	1: 1 CP	2: 3 CP	3: 6 CP	4: 10 CP	5+: 15 CP
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The player with the most total Confidence Points wins! In case of a tie, the tied player that placed the most crew on Victus is the winner. If still tied, players begrudgingly enjoy their shared victory.

*Example: In Xian, blue player has four crew, white has two crew, and purple has eight crew. White has the least crew and scores 0 Confidence Points. Blue has two more crew than white (4-2) and scores 3 Confidence Points. Purple has six more crew than white (8-2) and scores 15 Confidence Points.*

## ACTIONS AND LOCATIONS

The locations in orbit around Victus provide players with the resources needed to complete the colonization of Victus.

### MOONS: GAN DE, JYO & NEBRA

Collection teams and mining facilities have been set up on each of the moons of Victus to accumulate and produce the materials that are used to prepare and build the pods.

#### GAN DE

Gan De is rich in organics (green) and steel (yellow).

- When you use a die with value 1-4, take one material of your choice, either steel or organics.
- When you use a die with value 5-6, take two materials of your choice, any combination of steel and/or organics.

**Bonus:** If you use your green die to activate Gan De, you earn 1 Confidence Point.



#### JYO

Jyo has an edible fruit for food (pink) and the chemical element palladium (red).

- When you use a die with value 1-4, take one material of your choice, either palladium or food.
- When you use a die with value 5-6, take two materials of your choice, any combination of palladium and/or food.

**Bonus:** If you use your blue die to activate Jyo, you earn 1 Confidence Point.



#### NEBRA

Nebra, mostly water, is the primary local source of polymer (orange) and water (blue).

- When you use a die with value 1-4, take one material of your choice, either polymer or water.
- When you use a die with value 5-6, take two materials of your choice, any combination of polymer and/or water.

**Bonus:** If you use your red die to activate Nebra, you earn 1 Confidence Point.



**Materials** are stored on your player mat. You may never have more than 10 total materials at any time.

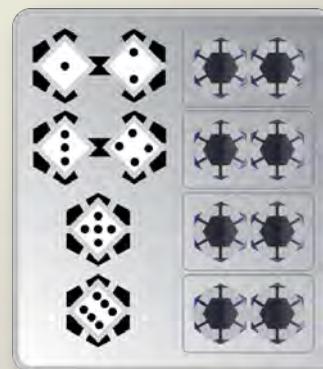


# MANUFACTORY

Build colonization pods to expand the three colonies on Victus.

The Manufactories allow you to select a pod and build it in any of the three colonies – Xi'an, Thebes or Cuzco. You select a pod based on the die value you chose to activate with when at either Manufactory.

- If you activate with a die value 1-2, you must select a pod in the row labeled 1-2.
- If you activate with a die value 3-4, you must select a pod in the row labeled 3-4.
- If you activate with a die value 5, you must select a pod in the row labeled 5.
- If you activate with a die value 6, you must select a pod in the row labeled 6.



To take a pod, you must spend one material matching the color of the pod that you are taking *i.e.* a science and tech tower (red) costs a palladium (red), a water treatment center (blue) costs a water (blue).

After you select a pod, you must immediately build it on an open space in one of the colonies on Victus. You may not take a pod you are not able to immediately build. Finally, draw a tile to fill the empty spot in the Manufactory.

## BUILDING PODS

You must build a pod on an open space in any of the three colonies.

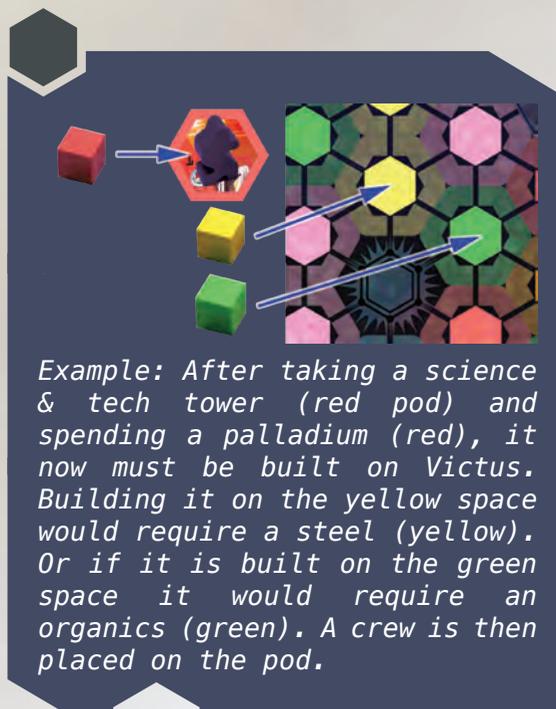
The material required to build a pod is determined by the color of the space on which you choose to build it. To build a pod, you spend the material matching the color of the chosen space.

After a colonization pod is built, you:

- Place one of your crew on the newly built pod.
- Determine your influence and adjust the matching colony track. (See *Colony Influence*)
- Immediately take any bonus shown on the pod tile. (See *Colonization Pod Bonuses*)

### RESTRICTIONS FOR CONSTRUCTING A POD

A continuous group of pods of the same type (color) may never be larger than THREE tiles *i.e.* no more than three tiles of the same color can be connected in a group at any time.



*Example: After taking a science & tech tower (red pod) and spending a palladium (red), it now must be built on Victus. Building it on the yellow space would require a steel (yellow). Or if it is built on the green space it would require an organics (green). A crew is then placed on the pod.*

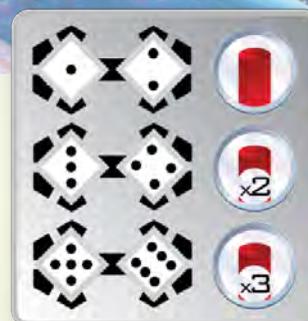


## THE RIDBACK

Get Fuel.

The Ridback allows you to get fuel:

- If you activate with a die value 1-2, take one fuel.
- If you activate with a die value 3-4, take two fuel.
- If you activate with a die value 5-6, take three fuel.



## AZOPHI NEXUS

Take any one material and one fuel OR  
Build a cultural achievement.

The Azophi Nexus allows you to take any one material of your choice and a fuel OR build a cultural achievement.

**Take any one material and one fuel.**

If you activate with a die value 1-6, take one fuel and one material of any color.



OR

**Build a cultural achievement.** (See Cultural Achievements).

If you activate with a die value 1-6, select an available cultural achievement and pay the cost shown on the one you selected (three artifacts for statues, four materials for buildings). The top cultural achievement in the building pile and any available statues can be built.

You then take the matching cultural achievement tile and must build it on an open space in any colony, but NOT adjacent to a colony center. To build the cultural achievement tile, you spend the material matching the color of the chosen space.

After building a cultural achievement, you:

- Place one of your crew on the newly built cultural achievement tile.
- Place the cultural achievement face down next to your player mat and take the bonus listed on it, if any. Confidence Points are scored at game end. *NOTE: A player may never build more than TWO cultural achievements during the game.*

**Bonus:** If you use your black die to activate the Azophi Nexus, you earn 1 Confidence Point.

## COLONY INFLUENCE

Every time you build a colonization pod in a colony, you gain influence in that colony. Adjust the matching colony track by moving your player marker forward spaces along the track equal to the influence you gain. This influence earns you bonuses as you progress towards the end of the colony track. (See *colony bonuses*)

After you build a colonization pod, you receive influence for that pod as follows:

- The influence listed on the pod (0, 1, 2, or 3).
- 1 bonus influence for each other colonization pod of the same type (color) in a continuous group (this will never be more than 2 bonus influence because a continuous group of like tiles may never be larger than a group of three).
- 1 bonus influence if the new pod is built adjacent to a colony center.



Player markers begin the game here, not on the track

*Example: Blue Player builds a blue pod on the yellow space as shown. The pod has two influence so she receives 2 influence in that colony. In addition, she receives the following bonus influence: 1 influence for each of the previously built blue pods in the continuous group of like tiles and 1 influence for being adjacent to a colony center. 2 influence + 2 influence + 1 influence = 5 total influence for this pod build. She was on the first space of the colony track from a prior build and now moves up 5 spaces to the 6th space on the track and immediately receives any bonuses and Confidence Points her marker passed over: a material of her choice, 2 fuel and 3 Confidence Points.*



# COLONY BONUSES

Each time you make progress on any of the colony tracks that surround each colony, you may earn a bonus. You earn a bonus when your player marker lands on or passes a space that has a bonus shown. Take bonuses immediately. Multiple bonuses can be received on the same turn.

Each colony track has different bonuses and you must progress up each track separately to receive them.

## Bonuses:



Receive the listed Confidence Points and adjust the score track immediately



Take any one material from supply



Take any two materials from supply



Take one artifact from supply



Take two fuel from supply



Place a crew on any colonization pod (even another player's pod)



Take any one face-up colonization pod without paying the cost and build it for free



Take a cultural achievement from the Azophi Nexus without paying the cost and build it for free

**Yellow Defense Station** (1): x2 fuel, artifact, fuel

**Red Science and Tech Tower** (2): Science icon, fuel

**Pink Living Quarters** (1): Confidence points (2), fuel, food

**Green Agriculture Pod** (3): Science icon, fuel, food

**Blue Water Treatment Center** (0): Artifact, fuel, water

## COLONIZATION POD BONUSES

You take colonization pod bonuses immediately when you build a pod in a colony. The bonus is shown on the pod.



Earn two Confidence Points



Take one artifact from supply



Take two fuel from supply



Place two crew on this pod instead of one



Do not place crew on this pod. *Note: You still gain the influence*

## PLAYER MAT

The player mat stores materials, artifacts, fuel, and player dice. The player mat also shows each player their two unique powers to use throughout the game.

## ARTIFACTS

Artifacts can be spent as any color material, i.e., they act as a “wild” material. They are also needed to pay the cost for cultural achievements statues. At game end, unused artifacts are worth 1 Confidence Point each. There is no limit to the number of artifacts that may be held.



## FUEL

Fuel is used to modify die values. One fuel grants +/- 1 to a die value. e.g. a “4” roll can be used as a “3” or a “5” using one fuel. A “6” can be used as a “4” or “8” using two fuel. You may use as many fuel on a die or during a turn as you are able. You may not modify a die to “0” or a negative value. You may use fuel on any action or movement.



## CYCLE CARDS



There are separate cycle cards for the first, second, and third cycles in the game. Each cycle has three cards and one of the three is randomly selected for each game. This means out of the 9 cards, only three will be used each game. Each cycle card has a goal for the end of the cycle and a bonus that applies to all players for the duration of the cycle.

The cycle bonus is activated at the beginning of each cycle (rounds 1,4,7). The goal is scored at the end of each cycle (rounds 3,6,9). Each player that meets the requirement of the goal earns the Confidence Points shown on the cycle card.

Cycle One	Cycle Two	Cycle Three
Rounds 1-3	Rounds 4-6	Rounds 7-9

## CULTURAL ACHIEVEMENTS

There are two types of cultural achievements: buildings and statues. You purchase them at the Azophi Nexus. After purchasing a cultural achievement, take it and place it face down next to your player mat. You then take the matching cultural achievement pod tile and build it on an available colony space immediately (by spending the appropriate material as normal).

You pay for buildings by spending the four materials shown on the cultural achievement building you select. Only the topmost building in the stack is available to be built, once it is completed (and taken by the player that completed it), a new cultural achievement building is revealed and is available to be built.

You pay for statues by paying three artifacts. All statues are available to be built from the start of the game.

When you build a cultural achievement, you take the shown bonus immediately, if any. Confidence Points are scored at game end. A player may never build more than TWO cultural achievements during the game.



### Credits:

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