

# EVACUATION

VLADIMÍR SUCHÝ

A PLAYER AID BY SPIN



## Income:

- Old World & New World produce resources.



## Feed Population & Check Stadiums:

- Spend from Old World & New World based on the round. 0 1 5
- Check Stadium requirement for the round. 0 1 2
- Take 1 for each missing and each missing Stadium.



## Actions: In player order, perform these steps each turn

- Take an action (See below) OR Pass (Take no further actions this round)
- Choose an Action slot and place a face-down Action Card beneath it.
- Advance your Action Marker one step, paying if required:
  - Check the Progress Track for which planet should be spent from.
  - Pay 1 additional if it is your 4th or more action in the same Action slot.
- Perform one of the slot actions, then play passes to the next player in turn order.
- When all players have passed, the Action phase ends.



## Transport:

- Load Old World ships. (New World ships are never loaded)



- Pay depending on the Old World ship (New World ships always cost 1 )
- Send powered ships and unload all cargo.

## Turn Order:

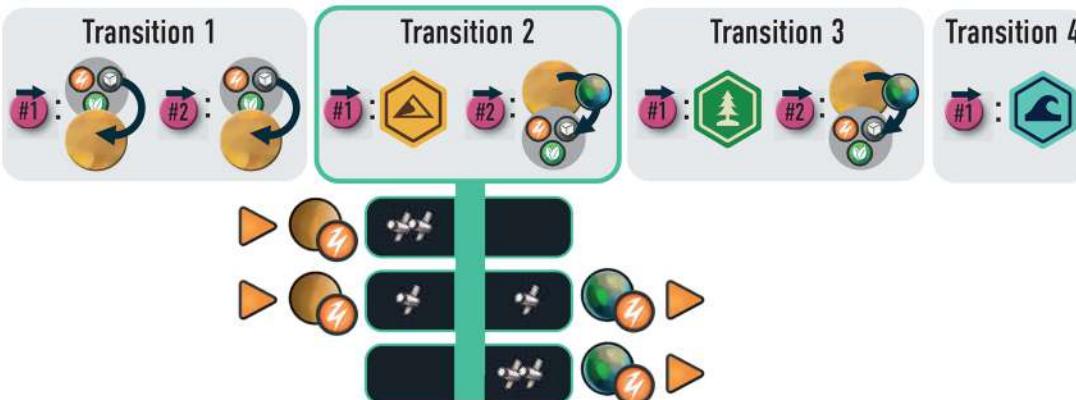
- Place in order of most amongst all and to least. (Ties swap order)

## Progress:

- Calculate player's Power Levels  $\Sigma$  (Number of cards  $\times$  Action Group number)
- Move all Progress Markers into the passing lane.
- In Player order, move one or two Progress Markers on the Progress Track:
  - Move a total of steps equal to your power level between both your markers.
  - Only one marker per space on the track. Multiple can occupy the passing lane.
  - In a 2 Player or solo game, only use the track adjacent to the thick line.
  - Resolve any immediate effects. (Gain technology / resources)
  - Markers can move 0 steps, but the other marker must move the remaining steps.

## Progress Track Transitions

- There are 4 Transitions on the track that DO NOT count as spaces for steps.
- Your two Progress Markers cannot be two Transitions apart at the end of a phase.
- When a Progress Marker passes a Transition, aspects of the game will change:



## Bonuses:

- If a player's Power Level equals a value on the End of Year card, gain the bonus.
- This is performed in turn order.

## Clean Up

- Advance the year marker and reveal a new year-end card
- Remove cards under the X, slide and replace.
- Reset all player's Action Marker to 0 and remove Action Cards from your area.

## Actions Summary

- Always place what you buy / build on the World where the resources came from.
- Resources spent must always come from the same world.
- After placing an Action card, you may choose to perform no actions, if desired.
- Once per turn, you may pay  to refresh part or all of  /  /  display.



### Gain 1 Resource



- Gain  /  /  to either World.



### Exchange 1 Resource



- Exchange  to a different  in the same World.



### Settle on the New World (Site must be fully settled)



- Choose ONE site where pre-requisites are met (Biomes unlocked, Settlement Symbols)
- Factories are placed for free. Pay  per Population marker.
- Increase Production Markers based on the Factories and covered Population spots.



### Prefabricate a Factory (Limit 4 of each)



- Pay  /  /  from either World to take  /  / .



### Build a Spaceship / Build a Stadium



- Pay the cost of one available  or  to take the card, then refill the display.



### Clone



- Pay  to place two Population Markers on the **New World**.



### Infrastructure (Only one same artwork ! card per player)



- Either:
  - Take an Infrastructure card, then refill the display.
  - Play an Infrastructure card, paying the cost from the **New World**.



### Research a Technology



- Place a  on a lowest available undeveloped Technology in a column.
- Level 2 and 3 Technologies require 2 Research actions to activate.



## Race Mode: End of Game Triggers

- The End Game triggers if:
  - One player's Production Markers have all reached 8+ and have built 3 .
  - OR after the Bonuses phase of round 4.
- If the End Game is triggered during the Actions phase:
  - All other players later in turn order take 1 more action.
  - All players perform a final Transport phase.
- If the End Game is triggered during another phase:
  - Complete the phase and then move to Penalties and Bonuses.



## Penalties and Bonuses:

- Adjust lowest Production Marker:

 -1 per , , , fewer than  

 Most  = +2 (<sup>3+</sup>) or +1 (<sup>2</sup>) , Second Most  = +1 (<sup>3+</sup> only)

- Evaluate penalties first. If multiple lowest markers, choose one.
- If multiple Production Markers are lowest for Most , move both +1.



## Winning the Game:

- All Production Markers at 8+ > Most  > Shared victory
- No Production Markers at 8+ > Compare best lowest Production Marker > 3+ Stadiums > Most  > Next lowest Production Marker

