1. Place the commodity and resource tokens next to their corresponding territories on the board (energy for Euphorian, water for Subterranean, food for Wastelander, and gold for Icarite). If doing so puts you even if (for Icarite).

2. Place a number unavailable of territory tokens on each of the 4 territory stars so that the number of open spaces equals the number of players.

3. Shuffle the market tiles. Place 1 facedown on each of the 6 construction sites.

4. Place a miner meeples on the start space of each tunnel and an unavailable action marker on the action space at the end.

5. Place the progress tokens at the start of each Allegiance track (left of the first space) and the bonus tokens to the side.

6. Shuffle the recruit cards. Deal 4 to each player. Each player chooses 1 faceup as an active recruit. If facedown as a hidden recruit, and discards the other 2 facedown. Set the deck aside facedown.

7. Shuffle and set aside the artifact cards.

8. Shuffle the ethical dilemma cards. Deal 1 to each player facedown.


10. Players place their color morale (♥) tokens on the 1 space of the morale track and their knowledge (_PUT_ ) tokens on the +3 space of the knowledge track.

11. Each player rolls 2 worker dice as their starting knowledge. Highest roll goes first. Oldest player wins on a tie.

**Morale and Knowledge Tracks**

The morale (♥) track represents your maximum artifact card hand size. If you ever have artifact cards in excess of your hand size, acquire them first (if applicable), then discard to your hand size.

Your position on the knowledge (_PUT_ ) track determines what you add to any knowledge rolls.

You may take commodity area, worker activation, and retrieve worker actions that cause you to gain or lose ♥ or_PUT_ even if you are at the maximum or minimum of these tracks (respectively).

You may not use a recruit ability that requires you to pay ♥ or_PUT_ if doing so puts you below the minimum of that track.

**Knowledge Rolls**

You must check knowledge any time you retrieve or activate a new worker. This includes retrieving from the retrieve workers action, bumped workers, or workers retrieved from completed construction of a market.

Roll all new/retrieved workers and add the results to the current values of your remaining active workers (those not placed on the board). Add the number of your position on the knowledge track. If the result equals or exceeds 16, remove (put into the reserve pool) a single worker with the highest value.

**Costs and Rewards**

The cost to take an action is shown in the gray square to the left of the action space. You must be able to pay the cost to take the action.

The benefits from an action are shown in white circles below the action. You may take the action even if you cannot take all the benefits (e.g., due to being at the end of a track or if all territory spaces are occupied).

If you are required to pay 3 ♥ for any reason, you may instead pay 2 if they are identical.

**Placing Authority Tokens**

You may only place authority tokens (★) on:

- A non-Icarite market once built, if you participated in construction (max 1/site)
- A faction’s open star territory space by using one of its market actions (no limit)
- Active recruits if that faction reached the Allegiance’s tracks 4th tier (max 1/recruit)
- Resolved ethical dilemma card (max 1)

**Winning the Game**

The first player to place his or her own 10th authority token (★) wins immediately.

If multiple players win at the same time, resolve ties by (in order): highest morale, lowest knowledge, authority tokens in most markets, and authority tokens in the most territories. If still tied, roll active workers. The player with the lowest rolls wins.

**Recruit Cards**

You are only considered to have a recruit of a particular faction if it is active (faceup). Any hidden (facedown) recruits become active either by the 6th tunnel space (except for the Icarites) or the 3rd tier of the allegiance track.

You may not take a recruit action that leaves you with no workers. To gain a “highest” or “lowest” effect, there may be no ties. You may not combine abilities that affect card draw.

**Allegiance Track**

As the progress token moves up the allegiance track, the tier it reaches unlocks bonuses for players who have any active recruit(s) of that faction. All bonuses are cumulative (include all bonuses to the left of the progress token).
Each player must take one of the following actions per turn. Play then passes to the left.

1. Place a Worker Die
2. Retrieve Any/All Workers
3. Resolve Ethical Dilemma (once per game)

You may freely trade resources, commodities, and artifacts with other players on your turn.

1. Placing a Worker Die

Note: if your worker dice show the same number/face at the start of your turn, you may place up to all matching workers on one turn.

**Commodity Areas**

Place a worker on the commodity area multi-use space. Add the value of all workers on the space and obtain the corresponding benefit:

1–4: 1 commodity; advance allegiance by 1
5–8: 1 commodity; lose 1 📈
9+: 2 commodities; gain 1 📈

**Tunnels**

Any player regardless of faction may take the tunnel action (the temporary use action at the beginning of a tunnel). Pay the component shown to the left of the space, advance the miner 1 space, and gain 1 of the benefits (the resource or 1 📈) shown below the space.

If the miner enters the 6th space (🚀), all players with hidden recruits of that same faction now activate them.

If the miner enters the end space, then remove the unavailable action marker.

Once the end space has been uncovered, a player with an active recruit of that faction may place a worker on the exclusive action space to gain the shown commodities.

You may still use the tunnel action if the miner has reached the end to gain the resource.

**Construction Sites**

Place a worker on any open one-time use space to the left of a facedown market tile. Pay the resource on that space.

(You may retrieve a worker from a space on a construction site before the market is built but must pay the resource to place it again.)

The market is built immediately once there are enough workers actively on its spaces:

2–3 players: any 2 spaces
4 players: any 3 spaces
5–6 players: all 4 spaces

Players then retrieve their corresponding workers (roll them and check knowledge). Flip the market tile and slide it to the left to uncover the market action space beneath.

All players with at least one worker on the construction site place 1 ⭐ on the market. All others suffer the penalty at the bottom until they place ⭐ there (using the artifact market).

**Icarian Markets**

Icarian markets start the game built. You may not place ⭐ on them.

- **Nimbus Loft**: Pay any 3 resources. Advance allegiance by 1 and place 1 ⭐ in an empty Icarian star territory space.
- **Breeze Bar**: Pay 1 📈 and 1 of another commodity. Advance allegiance by 1. Gain 2 📈.
- **Sky Lounge**: Pay 1 📈 and 1 of another commodity. Advance allegiance by 1. Gain any 2 resources (any combination).

**Artifact Markets**

Place a worker on the temporary use space. Pay any 3 📈 cards (or 2 identical ones).

Place 1 ⭐ on either any empty star territory space for that faction or one of that faction’s constructed market spaces (if you do not have one there already). Once you have a ⭐ on a market, you no longer suffer its penalty.

Then advance the progress token on that faction’s allegiance track by 1.

**Worker Activation Tank**

Place a worker on either temporary use space: pay 3 📈 and lose 2 📈, or pay 3 📈 and gain 2 📈. Then take 1 of your worker dice from reserve if able, roll it, and check knowledge.

2. Retrieve Any/All Workers

As per “Retrieve Any/All Workers” on the lower left of the game board, either:

- Pay 1 📈 or 1 📈 and gain 2 📈
- Pay nothing and lose 1 📈.

You pay nothing to retrieve your workers if you are on the 1 space of the morale track. Then retrieve as many of your workers from the game board as desired. Immediately roll all retrieved workers and check knowledge.

3. Resolve Ethical Dilemma

(Only once per game.) Flip your ethical dilemma card face up. Pay either the shown 📈 or any 2 📈 to either:

- Place 1 ⭐ on the card.
- or
- Draw 2 recruit cards. Keep 1 facedown and discard the other. If that faction has already revealed its hidden recruits, turn it faceup (active). If that faction has already reached the 4th tier on the allegiance track, place 1 ⭐ on the recruit.

**Action Spaces**

Workers may be placed on these action spaces according to the following rules:

**Temporary Use**: Pay any cost to take this action. If the space is occupied, you may remove (“bump”) a worker on this space to take this action. The bumped player retrieves the worker, rolls it, and checks knowledge. The bump occurs before any recruit abilities.

**Exclusive Action**: (Uncovered at Tunnel End) Same as temporary action spaces, but only players with an active recruit of that faction may place a worker there.

**Multi-Use**: (Commodity Areas) Any number of workers may be placed there. Workers may not be bumped, only retrieved.

**One-Time Use**: (Construction Sites) You must play the shown resource to place a worker there. Workers may not be bumped.