

# EXPANSION RULES

See table 1 for the recommended games and setup for expansions.

**Table 1:** Recommended games and setup for expansions

	Type	Short game	Standard game	Extended game
Competitive, team, solo & cooperative		Yes	Yes	Yes
Red Cave cards	Expansion	Customize	Customize	Standard
Faction abilities	Expansion	-	Optional	Optional
Magnetic particle clouds	Expansion	Yellow (1 card)	Yellow-Orange (1-3 cards)	Yellow-Orange-Red (1-6 cards)
Mini expansions	Expansion	-	Optional	Optional

## **Red Cave cards** [24 Cave cards, 1 Red die]

The red Cave card deck can be added to the game as described in the rulebook setup.

## **Faction abilities** [5 Faction cards, 2 Special ability cards, 28 cubes]

Faction abilities are unique abilities that players can unlock. There are two types of faction abilities:

- 1) abilities that can be used once (white) and
- 2) abilities that can be used permanently (black).

Faction abilities can be activated the moment a player collects the necessary number of upgrade symbols indicated on the Faction card (you can unlock multiple abilities with the same upgrade card).

To activate an ability, mark the ability with a cube (red = one-time use; green = permanent use) and announce your action to the other players during your turn. Permanent faction abilities can be locked again when players lose the necessary number of upgrade symbols.

A reservation token can be used to make reservations in the cave shop. Put the reservation token on a specific upgrade card in the Cave shop. That upgrade card cannot be removed during refreshing the Cave shop or cannot be bought by other player except the player that made the reservation.

For each ability unlocked players get 1 Reputation point.

## **Magnetic particle clouds** [6 Cave cards]

Particle clouds contain metal rock, scrap and other small parts of constructions, bound by a magnetic force floating in the cave. Players can fly through these clouds, but will be damaged by the particles. Magnetic particle cloud cards can be shuffled in the Cave card piles matching their respective color. A Magnetic particle cloud card can be placed at least 2 caves from the foremost player (i.e., there must be at least one cave in between), however between two Cave cards.

Firing a missile at a particle cloud opens up the cloud for a safer passage. Firing a missile at a particle cloud is similar to firing a missile at a cave. A particle cloud is destroyed and removed from play if the cloud receives damage equal to or more than its damage value.

**Mini expansions** [3 expansions with each: 4 Cave cards, 2 Exploration cards, 1 small-sized & 1 large-sized Beast card]

The Flying Nathus, Acid Ooze or Flying Ice Skeleton (= 'beasts') will come into play:

- 1) just after the cave is closed or
- 2) by shuffling the small-sized Beast card into the Cave card pile.

When a beast comes into play, the large-sized Beast card is placed at the cave exit, while the starting player places the corresponding small-sized Beast card in front of him.

Every round, before his own turn, the starting player will roll a yellow die to advance the beast towards the Cave entrance. If the yellow die shows anything but a five, the beast advances 1 cave towards the Cave entrance. If the yellow die shows a five, the beast advances 2 caves towards the Cave entrance.

When the beast passes through the cave, it will attack each player on either side of the cave, within its range. Players first have to handle the attack of the beast, before the starting player can start with his turn. When the beast reaches the entrance, it will turn around and starts flying towards the exit again, and so forth.

During their turn, players can fire missiles at parts of the beast in order to weaken it, similar to firing missiles at a Cave card. When a player moves onto a Cave card that is within range of the beast, they must handle the beast first, before they can handle the cave. Each time a player successfully handles the beast they earn Reputation points similar to Cave cards.

Cave cards of mini expansions (or other types) can be shuffled into the Cave card deck as normal. Cave cards with a green or blue rim are of a similar difficulty as Cave cards with an orange rim.

