

EONS™

“Somewhere, something incredible is waiting to be known...” - Carl Sagan

Game Summary

Eons is a strategy game for 2-5 players, where each player takes on the role of a universal architect competing to create and form the universe on a cosmic scale. Players will create stars, planets, and other cosmic bodies using elemental building blocks and their own “Essence” (the finite will and power of each architect). These cosmic bodies will generate more Essence for their architect and more complex elements to be used. All cosmic bodies award their owners victory points, and each player must ensure their version of the universe provides them the most value, before entropy takes hold and the universe dissipates away.

Each player begins the game with a small pool of resources and a hand of cards. As the turn cycle progresses, players can use their Essence to purchase additional elements from the cosmic stockpile to create cosmic bodies from their hand. Players will reap regenerated Essence and victory points from the cosmic bodies they control, and guide fusion within their stars to create more complex elements to add to their resource pool. But players must be careful, judge their fusion accordingly, and focus their protection on key cosmic bodies, as other players can create cosmic events that send their stars into supernova or destroy essence and victory point rich planets. Each destroyed star or planet counts down the entropy clock, and when it reaches zero, the universe comes to an end and the game is over!

Game Contents

Eons contains the following game materials needed for play:

- Game Board
- 5 Reference Cards
- 1 Eon Cycle Token
- 147 Cosmos Cards
- 10 Player/Focus Tokens
- 1 Entropy Token

- 90 Resource Cubes:
 - 25 Hydrogen (Yellow), 25 Carbon (Red)
 - 18 Oxygen (Blue), 12 Iron (Gray),
 - 10 Uranium (Black)
- Essence Tokens:
 - 60 One Essence Tokens
 - 36 Five Essence Tokens

Game Resources

The complex and ever-shifting elemental makeup of the cosmos is a monumental affair. In the terms of the game of Eons, this unfathomable undertaking is represented by the use of five recognizable periodic elements and a sixth resource – “Essence” – which represents the will and power of each cosmic architect. Combined, these six things make up the “Resources” for the game.

Elements (represented by the appropriately colored cubes), and Essence (represented by the Essence Tokens) are needed to create all cosmic bodies and cosmic events in the game. The element and Essence cost for each card is noted on that card.

Wait a minute - things are more complicated than that!

Indeed they are. With well over 100 periodic elements (that we know of) theoretically floating about the universe, cosmic formation and solar fusion are very complicated affairs. The game of Eons and solar fusion are very complicated affairs. The game of Eons simplifies this into a more abstract process using 5 commonly recognized elements. Each element cube represents massive amounts of these elements. Remember, this is a strategy game of fun based on creating and destroying the universe, not a simulation of advanced astrophysics.



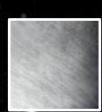
Hydrogen



Carbon



Oxygen



Iron



Uranium



Essence

“There is no unique picture of reality.”
- Stephen Hawking

Game Setup

1. Shuffle the cosmos cards into a draw deck, and deal each player a hand of 7 cards. (As game play progresses, discarded cards will be put into a discard pile, next to the draw deck, which is re-shuffled if the draw deck is depleted.)
2. From the game contents, assemble the element stockpile on the board, based on the number of players. Unused element cubes are set aside, and not returned to the game.

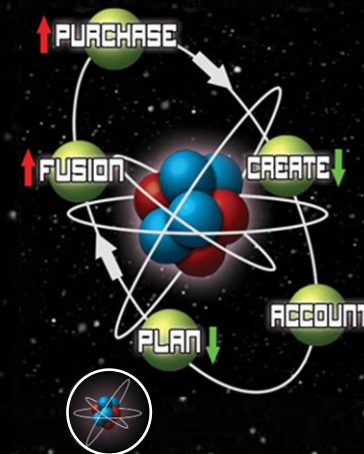
| | 5 Player | 4 Player | 3 Player | 2 Player |
|----------|----------|----------|----------|----------|
| Hydrogen | 25 | 21 | 17 | 14 |
| Carbon | 25 | 21 | 17 | 14 |
| Oxygen | 18 | 15 | 13 | 11 |
| Iron | 12 | 11 | 10 | 9 |
| Uranium | 10 | 10 | 9 | 8 |

3. Each player begins the game with a resource pool distributed from the assembled stockpile of: 4 Hydrogen, 3 Carbon, 2 Oxygen, 1 Iron, and 10 Essence tokens.
4. On the board, place each player's player token at zero on the victory point counter at the edge of the board, and place the Entropy Marker on the value corresponding with number of players (the recommended starting value is noted with a red number on the entropy scale graphic, but players may decide to start at a higher value, if the group wants a longer game).
5. The game starts with the **CREATE** phase of the Eon Cycle. The first player is determined randomly, and play proceeds in a clockwise direction until turn order is established after the first **ACCOUNT** phase.

Cosmos Cards

The cosmos cards that comprise the deck are either cosmic bodies (such as stars and planets) or cosmic events (such as supernovae or life). Most of these cards share common features, as seen on the card illustration below:

1. **The Card Title:** This will sometimes designate key card types, such as “star” or a type of planet.
2. **Victory Points:** If you control this card, you are granted the Victory Point (VP) value of it during the **ACCOUNT** phase.
3. **Essence:** If you control this card, you are granted the Essence value of it during the **ACCOUNT** phase. However, planets do not generate Essence unless they orbit a star.
4. **Resources Section:** Lists the resources needed to play this card, and what happens to those resources after they are spent. Additional card text and rules for unusual cards might be present here.
5. **Orbit Capacity:** Each star can only support a certain number of orbiting planets, indicated by the number of planet silhouettes on the card's illustration.



Gameplay - The Eon Cycle

The universe operates in a cycle eon after eon, and this is represented by the continual cycle of eon phases in the game, summarized by The Eon Cycle graphic on the game board, and on each player's reference card. Each phase precedes another and another in a continuous chain of events, with the current phase being tracked on the game board with the Eon Cycle Token. The token moves with the phases, and serves to remind the players which of the Eon Cycle phases they are currently in.

Each phase, players will perform actions in turn order unique to that phase (detailed below).

Turn order each phase is determined by the player markers on the victory point display, and depending on the phase, turn order will be “High to Low” or “Low to High”. If any ties occur, the player with the most cosmic bodies in play wins the tie, followed by the player with the most Essence in their resource pool. The winner of the tie is “higher” than the other player. Place their player token on top of the other player's token on the game board.

CREATE (High to Low) ↓

Each player plays a single card from their hand in turn order, paying the appropriate cost and discarding spent Essence and elements as indicated on the card. Players continue in this fashion, playing a single card from their hand until they elect to “pass”. Once a player has passed, they are out of the **CREATE** phase, and are skipped if the turn comes back around to them. The **CREATE** phase ends when all players have passed. A player may also move their Focus Token *once* during the **CREATE** phase, as a free action on their turn.

ACCOUNT

Each player adjusts their Victory Point marker on the game board to match the Victory Points currently granted by their cosmic bodies, and then collects any Essence generated by their cosmic bodies. *Remember, planets don't generate Victory Points or Essence unless they are orbiting a star, or protected by a Focus Token.* Finally, each player must reduce the elements in their resource pool to be at or below the Resource Threshold for the current entropy count – excess resource cubes are returned to the stockpile. (There is no turn order for this phase, and players can take these actions simultaneously, adjusting for turn order ties after all Essence has been collected.)

PLAN (High to Low) ↓

Each player may choose to discard any number of cards from their hand to the discard pile, and then draw from the deck to fill their hand up to 7 cards. Each player must end the **PLAN** phase with 7 cards in their hand.

FUSION (Low to High) ↑

Each player's owned stars undergo fusion (this process is detailed in the Gameplay - Fusion section), creating new resources on their stars. After all stars have fused, players can select any number of newly fused resources and remove them from the star into their resource pool. *All stars must undergo fusion, if able, and if a star is unable to - it dies.*

PURCHASE (Low to High) ↑

Each player has the option of spending Essence to purchase element resources directly from the stockpile. While this is generally more expensive than collecting resources from stars during **FUSION** - sometimes it's the best way to quickly get the resources you need.

| | | | |
|----------|----------------------|--------|-----------|
| Hydrogen | 1 Essence | Oxygen | 3 Essence |
| Carbon | 2 Essence | Iron | 4 Essence |
| Uranium | Cannot be purchased. | | |

Gameplay - Creating the Cosmos

As the game progresses, players will create cards from their hands, crafting stars, planets, supernovae, and other cosmic bodies and phenomenon. Each card has a cost in Essence and/or elements which must be spent from that player's resource pool. Some cards also have varying costs, depending on how they are used.

Each card has a Resources section, displaying what resources are needed to create the card – and what happens to those resources after they are spent. Depending on the text, some resources are returned to the stockpile and others are destroyed (not returned to the stockpile, but removed from the game entirely). Resources without a designation are placed on the card they were used to create (in the case of stars).



Creating with Resources Example

The resources section of each card will advise what happens to the spent resources, as seen in the examples above. In the green-bordered planet, all spent elements and Essence are moved back to the stockpile. For the blue-bordered star, the spent Essence is sent to the stockpile, but the elements remain on the card. For the red-bordered black hole, the spent Essence is sent to the stockpile, but the uranium element is destroyed (removed from the game).

Gameplay - The Focus Token

Your opponents can create cosmic events to force the destruction of your planets or stars, denying you Victory Points and Essence at opportune moments.

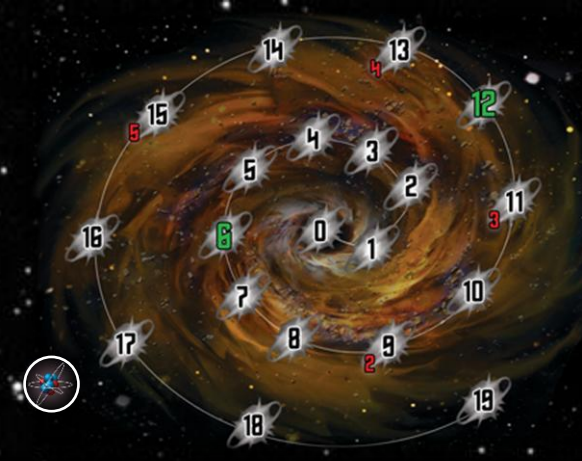
But you do have a form of protection: the Focus Token, which represents your ability as a cosmic architect to bend the rules of the universe. Each player has one Focus Token (identical to their player token used to track Victory Points on the game board) which can be placed on any cosmic body they control. That cosmic body is *immune* to any card created by another player, such as a Supernova or a Cosmic Collision.

Additionally, a planet with a Focus Token on it will generate Essence and Victory Points during the **ACCOUNT** phase, even if it is not orbiting a star.

However, the Focus Token will not prevent the destruction of your cosmic bodies through cards you create, or through "natural" processes such as the inability for a star to perform fusion. (If a cosmic body protected by your Focus Token is destroyed in this fashion, you may immediately assign your Focus Token to another cosmic body you have in play.)

The Focus token can be placed or moved to a different card once during each **CREATE** phase, as a free action during your turn. So you can create a star or planet, then immediately place your Focus Token on it, or move the token on a later turn of the **CREATE** phase. But each **CREATE** phase, you can only move or place your Focus Token *one time*.

"The only order in the universe is just a cycle of calm and chaos." - Toba Beta



Gameplay - Entropy and the Resource Threshold

The countdown to the end of the universe (and the game) is represented by the entropy scale on the game board, seen above. Every time a planet or star is destroyed, the universe grows more chaotic, and the entropy countdown moves closer to zero. When the countdown ends, the cosmos has become too far spread and uncontrollable, ending the game.

Certain cosmic event cards created by players (such as Supernova or Cosmic Collision) can accomplish this, but stars can also die "naturally" during the **FUSION** phase. Regardless, when a star or planet *in play* (not in a player's hand) is moved to the discard pile, the entropy countdown marker moves down by one.

As the universe gets more chaotic, it becomes harder for the Architects to control. This manifests in their ability to continually marshal elements in their resource pool. In game terms, this means that, during the **ACCOUNT** phase, each player must reduce the number of element cubes in their resource pool to be at or below the current "Resource Threshold", which is marked by the entropy countdown numbers colored green. When the entropy countdown is at 12 or less, a player may only keep 12 element cubes in their resource pool; when the entropy count is at 6 or less, they may only keep 6. The player chooses which element cubes to keep and discard – but all discarded elements are returned to the stockpile.

As this step happens during the **ACCOUNT** phase, players may collect more elements than the Resource Threshold allows during **FUSION** and **PURCHASE**, as long as the excess elements are spent during the following **CREATE** phase. But as the game nears completion, this will make it harder to execute long-term plans.

The red numbers denoted on the entropy countdown are recommended starting thresholds, depending in the number of players, but players can agree to move the starting threshold further out for a longer game with more time for long-term strategies.

Gameplay - Orbiting Planets

For most planets to survive they must orbit a star – but as a cosmic architect, you get to bend the rules. Each star a player controls has a limited number of planets that can orbit it, and during the **ACCOUNT** phase, a player may only collect Victory Points and Essence from planets that are orbiting a star.

While some players may physically "orbit" their planet cards around one of their stars on the table, this is not necessary (though it is fun!). What matters is that the total stars you have in play can only support a certain number of planets – and only that many of your planets will generate Victory Points and Essence during the **ACCOUNT** phase.

This means that a player is not required to have a star under their control in order to create a planet, and if stars are destroyed, any planets orbiting them still remain in play. Planets not orbiting a star are "rogue planets", and don't grant Victory Points or Essence during the **ACCOUNT** phase (unless protected by a Focus Token).

During the **ACCOUNT** phase, players may freely decide which of their planets are orbiting, and which are rogue. (A necessary tactic if you have more planets than you are able to orbit, and want to benefit from planets that grant more Victory Points or Essence).

Gameplay - Fusion

The **FUSION** phase of the Eon Cycle is one of the core concepts of the game, and key to the development of a player's resource pool.

During **FUSION**, each player (from low to high in turn order) determines the fusion cycles for each star they own; which transmute elements within a star to form other elements, as detailed on the Fusion Cycles chart. Element tokens on a star are stored in the Resources section of the card.

When a star fuses, its owner selects elements from the Resources section of that star and performs one or more of the fusion recipes on the Fusion Cycles chart. The elements are moved to the stockpile, and the newly fused results are taken from the stockpile and added to the center of the star card. These newly fused elements cannot undergo fusion until the next **FUSION** phase, assuming they are left on the star.

A player may use the elements in the Resources section of the star to perform as many fusion cycle recipes as he is able, provided he performs all fusion cycles for that star at the same time, and there are enough elements in the stockpile to complete the recipes.

Once all stars have undergone fusion, each player may select any number of the newly fused element tokens in the center their stars and add them to their resource pool. Any element tokens remaining on the star after this occurs are moved back to the Resources section of the star card, and can now be fused on the next **FUSION** phase.

All stars are required to undertake at least one fusion cycle recipe – or that star will immediately die. Fusion may not occur if the elements in a star's Resources section are not enough to perform one of the recipes, or if the necessary fusion results are not available in the stockpile.



Fusion Example

In fusion example above, the player has a star (A) he needs to perform fusion on. He decides he's going to fuse 1 hydrogen into 1 carbon, and 2 carbon into 2 oxygen. He removes all of those element cubes from the resources section of the star and moves them to the stockpile (B). He then replaces them with 1 carbon and 2 oxygen, the fused results, which he places in the center of the card (C). After all players have performed **FUSION**, he decides to take his new carbon and 1 of his new oxygen for his resource pool. The remaining new oxygen is moved back to the Resources section of the card (D).

End Game

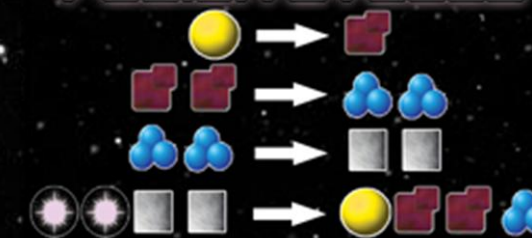
As the game progresses, so does the entropy countdown, as planets and stars are destroyed. Eventually, the universe reaches a point where it is spread too thin and too far to be controlled. When the entropy countdown on the game board reaches 0, the game ends with the very next **ACCOUNT** phase.

This final **ACCOUNT** phase is performed normally, with each player updating their Victory Point total based on the cosmic bodies they control, and then collecting Essence. The player with the most Victory Points wins the game! In the event of a tie, the player with the most Essence remaining in their resource pool is the winner.

Gameplay - Fusion - Continued

A player may not voluntarily refuse to perform fusion on a star. When a star dies "naturally" during the **FUSION** phase, because it cannot perform fusion, the star card is discarded and any element tokens on it are immediately moved to the stockpile. Additionally, its owner receives 1 uranium from the stockpile (if available), and the entropy countdown is moved down by 1.

FUSION CYCLES



Wait... what's fission doing there?

You may notice that one of the listed fusion cycles is actually a fission cycle, and you would be correct. In the natural life of a star, fusion is usually the only process that occurs - but as a cosmic architect, you can spend your own Essence to bend the rules, and break down 2 iron into several simpler elements. A smart player can use this tactic to keep a star in play for a long time, reaping the Essence and Victory Points it provides; but this comes at the cost of immediate resource gain and the ever-present threat of another player destroying the star and its elements.

What happens if I clean a star out?

A star doesn't die naturally until a **FUSION** phase where it cannot perform fusion. If you perform fusion on all the elements in a star's resources section, then collect all of the fused results to your resource pool, the star remains in play (it fused, after all), but will die at the beginning of the next **FUSION** phase.

Credits

This game was developed by GamerNation Studios, a division of GamerNation, LLC and d20 Radio.

- Original Concept: Krista Witt
- Lead Designer: Krista Witt
- Designers: Christopher Witt, David Villegas
- Design Consultation: Brev Tanner, Brian Casey
- Logo and Card Art: Christopher West
- Box Design: Christopher West

The designers would like to thank our amazing team of playtesters for their hours of devotion and excitement, and the continual support of the GamerNation, without whom, none of this would be possible.

