

OUTPOST *EXPERT GAME* (version 1.1)

What is it?

The Expert game is a completely separate game, not intended to replace the Advanced game, for experienced Outpost players who wish to try something different and, possibly, more demanding. In the Expert game, players are forced to manage **both** operator capacity and hand capacity in order to expand their production. If the Advanced game is primarily a production game strongly affected by the Colony Upgrade cards, the Expert game is primarily a colony upgrade game strongly affected by production.

How does it work?

The Expert game uses all the Advanced game rules (see below) but alters the Sequence of Play so that excess Production cards are discarded **before** Players take their Commander Actions (see Reference sheet). Thus, a player with a Hand Capacity of 10 who has saved 5 Production cards and has received 8 additional cards during Production must **discard** any 3 of these 13 cards before any Commander Actions occur. In addition, the Laboratory Upgrade card costs **80**, not 100, and the Heavy Equipment Upgrade card provides a credit of **15**, not 10, towards the purchase of an Outpost.

All production cards **except** Research and Microbiotics count towards Hand Capacity. Each player's colony begins with a Hand Capacity of 10. Warehouses and Outposts each increase Hand Capacity by **5** (not 3).

Any hints?

Saving to buy expensive Upgrade cards is very difficult without a Hand Capacity of 15 or more. Thus, many players believe that Warehouses are more important to own than Nodules. Players who only get a Nodule may have a hard time buying an Outpost. Running away with the game is possible if a player manages to have the highest income/turn **and** a Warehouse **and** a Nodule **and** gets an Outpost. Don't let this happen. A player who doesn't get either a Warehouse or a Nodule can compensate by buying Data Libraries and either Scientists/New Chemical Factories or a Laboratory and Research factories plus Robots. Finally, since Colony Upgrade cards are bought at a faster rate, the Expert game takes about an hour **less** to play than the Advanced game.

Basic Game Rules Clarifications and Advanced Game Changes:

The cost of the Ecoplants colony upgrade card is reduced from 50 to 30 (mark the upgrade cards) and the cost of Research **factories** (see reference sheet) is reduced from 40 to 30.

2.6.7 (Change) A player owning one Robots colony upgrade card may operate as many robots as that player **currently** has population. Robots in excess of this limit may be purchased but may not be operated. Note that a manned Space Station, Planetary Cruiser, or Moon Base does increase the number of robots a player may operate by one. A player with two (or more) Robots upgrade cards may purchase and operate any number of robots.

5.1 and 8.2.1 (Clarification) If a player chooses not to man a purchased Space Station, Planetary Cruiser, or Moon Base, that card does **not** count towards determining Victory Points or tie-breaking during the determination of player order.

6.1 (Change) Colony upgrade card setup varies with the number of players according to the Setup Chart (see other side).

6.2 (Change) The number of victory points needed to roll D12+1 when determining available colony upgrade cards varies with the number of players in the game according to the Setup Chart (see other side).

6.2 (Addition) If, during the first and second phases of the game (when rolling D4 and D10 to determine available colony upgrade cards), a turn **begins** with no upgrade cards available either for purchase or placement (**all** the upgrade cards available during the current game phase have been purchased by players), then the game automatically moves into the next phase on the **next** turn, regardless of the number of victory points actually acquired by any commander.

7.1 (Clarification) All operators (population and/or robots) and factories must be used if possible; though they may be used inefficiently if desired. Allocation of operators to factories is done (in player order) after step 5: Commander Actions.

8.1.4.3 (Clarification) The statement that a player may open bidding on a different colony upgrade card after losing a previous bid is not intended to restrict a player's actions after successfully bidding on a colony upgrade card. A player may continue to open bids on as many colony upgrade cards during a turn as that player has production cards to be able to support his or her opening bids.

8.1.4.4 (Addition) Since the major interaction and exchange of information between players in a bidding game is in the bids themselves, players may wish to prohibit excessive "side-deals" in which players agree to coordinate their bidding, effectively acting as a team. Similarly, since showing a player's production cards (to demonstrate a legal bid as per 8.1.1) conveys considerable information, players may instead agree to play using the "honor system" in which all players agree to bid legally (and if a player cheats and is found out, that player's legs are broken).

8.2.3 (Clarification) One Research card is needed for **each** New Chemicals factory purchased during a turn. A player buying multiple New Chemical factories in one turn may combine these purchases as long as at least one Research card is turned in for each New Chemicals factory bought.

10.0 (Clarification) In the event of a tie in victory points, the commander with the highest value in colony upgrade card costs is the winner. If two or more players are still tied, they all win.

Optional Rule 12.1 (Mega-cards) is used. The number of mega-cards provided with the game is not a limit (place extra counters on a mega-card to denote more than one mega-card when needed). Note that Mega-cards do count as 4 cards against Hand Capacity.

Optional Rules 12.2, 12.3, 12.4, Limited Card Availability, and Money are not used.

OUTPOST *EXPERT GAME* REFERENCE SHEET

Sequence of Play

1. Determine Purchasing Order and assign Purchase Order cards.
2. Replace previously purchased Colony Upgrade cards.
3. Distribute Production cards.
4. Discard any excess Production cards.
5. Perform Commander Actions in Purchase Order:
 - a. Bid on Colony Upgrade cards.
 - b. Purchase new Factories.
 - c. Purchase new Population and/or Robots (in any order).
6. Assign Operators (Population and/or Robots) to Factories.
7. Determine if any player has met victory conditions.
8. Start new turn if victory conditions have not been met.

Starting Colony Characteristics

Population Maximum	5 Population
Production card Hand Capacity (before player turns)	10 cards
Factory Technologies	Ore and Water
Starting Factories	2 Ore; 1 Water
Starting Operators	3 Population

Factory/Product Summary

<u>Factory/Product</u>	<u>Cost</u>	<u>Average Production Value</u>	<u>Victory Points (if operated)</u>
Ore	10	3	1
Water	20	7	1
Titanium	30	10	2
Research	30	13 ¹	2 ⁶
Microbotics	50 ²	17 ¹	3 ⁶
New Chemicals	60 ³	20	3
Orbital Medicine	120 ²	30	10
Ring Ore	160 ²	40	15
Moon Ore	200 ²	50	20
<u>Operator</u>			
Population	10/5 ⁴		
Robots	10 ⁵		

¹ Research and Microbotics cards do **not** count against Production card Hand Capacity.

² Cost is the minimum bid for the Colony Upgrade card allowing production.

³ Must use one Research card to purchase **each** New Chemicals Factory.

⁴ Population cost is reduced to 5 if an Ecoplants Colony Upgrade card is owned by the purchaser.

⁵ Robots may only be purchased if a Robots Colony Upgrade card is owned by the purchaser.

⁶ Scientists (**not** Research Factories) and Orbital Labs do not require operators.

Setup Chart

# of Players in Game	# of first 10 Colony Upgrade Cards to use	# of last 3 Colony Upgrade Cards to use	# of Victory Points needed to use D12+1 to generate upgrade cards
2	2	2	40
3	2	2	35
4	3	3	40
5	3	4	30
6	4	4	35
7	5	5	40
8	5	6	30
9	6	6	35
10	7	7	40