

# BACK TO RTH

Captain's Log 22.3.3024. Finally, a glimmer of hope in our desperate search for a new home. Orbital scans show that the planet we've discovered was abandoned by its original inhabitants because of extensive damage to its ecosystem... but we believe it can still support human life. Could it be that the ancient maps were true? Could this be the legendary Rth?

2-4 Players 60-75 Minutes Ages 12+

### Objective

Players will be building robots and deploying them to clean the different areas of Rth by playing cards to their assembly line. Each card will activate, giving the players clever control of their actions. Once the continents are clean, the round will finish and the game will end. All cards and robots are worth points and the player with the most points wins!

### Components

5 Boards

- 1 Central Board
- 4 Player Boards

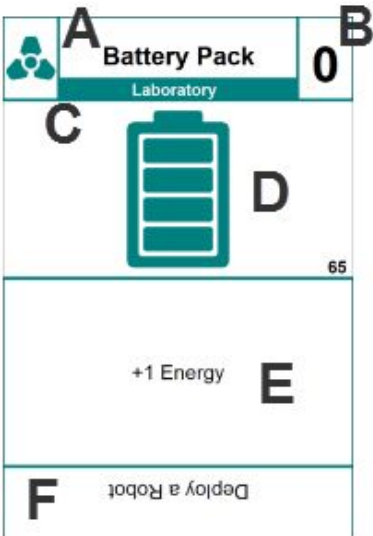
106 Cards

- 52 Region Cards (13 per Quadrant)
- 24 Laboratory Cards (6 per Player)
- 12 Tech Cards

164 Tokens

- 60 double-sided Robot Tokens (15 each in 4 Colors)
- 140 Resource Tokens
  - 80 Energy (50 One Energy & 30 Three Energy)
  - 30 Plastic (10 One Plastic & 20 Two Plastic)
  - 30 Steel (10 One Steel & 20 Two Steel)
- 4 Manufacturing Tokens (1 per Player)

### Laboratory Cards

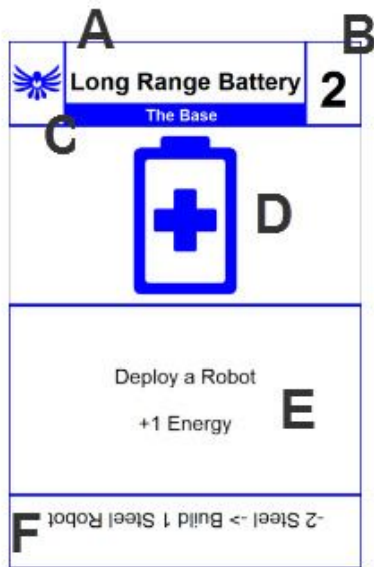


You start the game with 6 Laboratory Cards in your Laboratory. Each card has its own Name (A). They are also marked as Laboratory Cards by both the word Laboratory (C) and its matching image (D) .

All Laboratory Cards have a Contamination of 0 (B) which means that they do not have to be claimed and that they aren't worth any points at the end of the game. They also have an Ability (E) and their Inverse Ability (F) is always "Deploy a Robot" which allows you to dispatch your terraforming robots into the world.

A.Name B.Contamination C.Laboratory D.Image E.Ability F.Inverse Ability

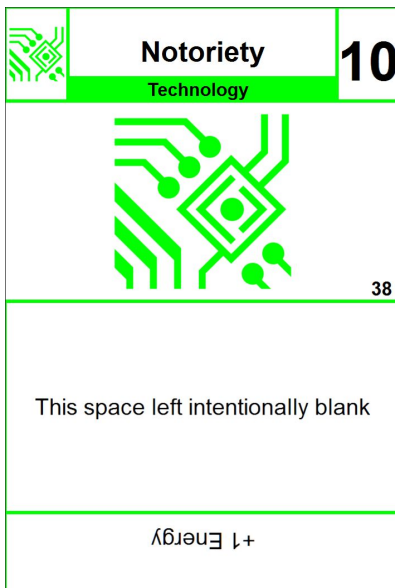
## Region Cards



As the game continues, you will clean some of the regions of the world and claim them as your own. Each Region will have a Name (A) with a matching Image (D) and an Ability (E). Their Contamination (B) determines how difficult they are to claim and how many points they are worth at the end of the game. You can tell which Quadrant (C) they are from by both the label and the image. Region Cards all have an Inverse Ability (F) that is determined by their Quadrant.

A.Name B.Contamination C.Region D.Image E.Ability F.Inverse Ability

## Tech Card



These unique abilities will be drafted by the players at the beginning of the game in reverse turn order. They are all unique and will help guide your strategy for each game.

## Central Board

<p><b>The Scrap Yard</b></p>  <p>2 Steel -&gt; 1 Steel Robot 6 Energy -&gt; 2 Steel</p>	<p><b>The Base</b></p>  <p>2 Steel -&gt; 1 Steel Robot</p>
<p><b>The Wastes</b></p>  <p>3 Energy -&gt; 2 Plastic</p>	<p><b>The Zone</b></p>  <p>2 Plastic -&gt; 2 Plastic Robots</p>

This is where the action happens! When you deploy a robot, they will go to a Quadrant of your choosing on the Central Board. Once you have enough strength in Robots, you will be able to claim a Region, sending all of the Robots used to your Recharge Bay. Each Quadrant also lists the ability that will be the Inverse Ability of all Region cards from this Quadrant.

## Player Board

<p><b>Energy</b></p> <div style="border: 1px solid black; width: 100px; height: 100px; display: flex; align-items: center; justify-content: center; font-size: 40px;">1</div> <p>2A</p> <p><b>Laboratory</b></p> <p>Turn Structure</p> <ol style="list-style-type: none"> <li>1. Play a card to the left slot. Choose any card in your hand, with up to one attachment. You may play it inverted.</li> <li>2. Activate your Assembly Line. Activate the cards in order, left to right. A, B, C. You may claim cards at any time during this phase.</li> <li>3. Last card falls off. Place the 3rd card into your discard pile and slide the remaining cards. Activate any (1) falls off abilities.</li> <li>4. Recharge. If you have 0 cards in hand, you must recharge. Otherwise, it is optional.</li> </ol> <p><b>Scrap Pile</b></p>	<p><b>Plastic</b></p> <div style="border: 1px solid black; width: 100px; height: 100px;"></div> <p>2B</p> <p>Recharge</p> <ol style="list-style-type: none"> <li>4A. Pay 1 Energy per card in hand</li> <li>4B. Recharge all bots</li> <li>4C. Place your discard into your hand</li> <li>4D. May scrap 1 card from hand</li> </ol> <p>4</p>	<p><b>Steel</b></p> <div style="border: 1px solid black; width: 100px; height: 100px;"></div> <p>2C</p> <p>Steel Robot - 2 Strength Plastic Robot - 1 Strength</p> <p><b>3!</b></p> <p><b>Recharge Bay</b></p> <div style="border: 1px solid black; width: 100px; height: 50px; margin-top: 10px;"></div> <p><b>Discard Pile</b></p>
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The Player Board allows you to track your Resources, Robots (both in your Laboratory and Recharge Bay), and Scrap Pile. It also serves as a handy reference for the steps of the turn.

All resources should be placed above the Player Board near their indicated labels.

All Robots start out in your Laboratory to the left of your Player Board and they are able to be deployed from there to the Central Board.

The Recharge Bay to the right of your board is where all of your Robots will go when they have finished the tasks that you have assigned to them. Once in the Recharge Bay, Robots remain Locked there until they are Recharged.

Your Scrap Pile below your player board contains all of the cards that you remove from your hand over the course of the game. Don't forget to count the Scrapped cards as points at

the end of the game!

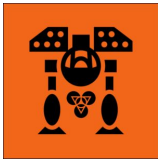
## Player Token Descriptions



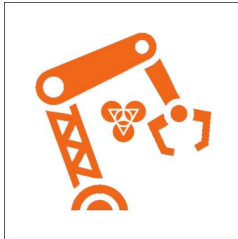
### Robot Tokens

These are the latest model terraforming robots on the market. Easy to manufacture from reclaimed materials, they will serve you well in your efforts to clean the planet.

Plastic Robots (white) are 1 Strength and are worth 2 points at the end of the game.



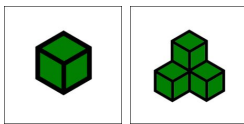
Steel Robots (black) are 2 Strength and are worth 3 points at the end of the game.



### Manufacturing Token

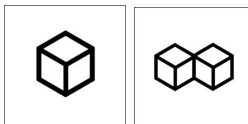
Each Player has a Manufacturing Token which works in conjunction with their In House Manufacturing Card to indicate which Region ability it is copying.

## Resource Token Descriptions



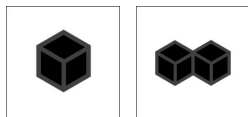
### Energy Tokens

Use this to power various technologies in your assembly line and recharge your robots. These come in one and three Energy denominations



### Plastic Tokens

This resource will allow you to build sleek, efficient Plastic Robots. These come in one and two Plastic denominations



### Steel Tokens

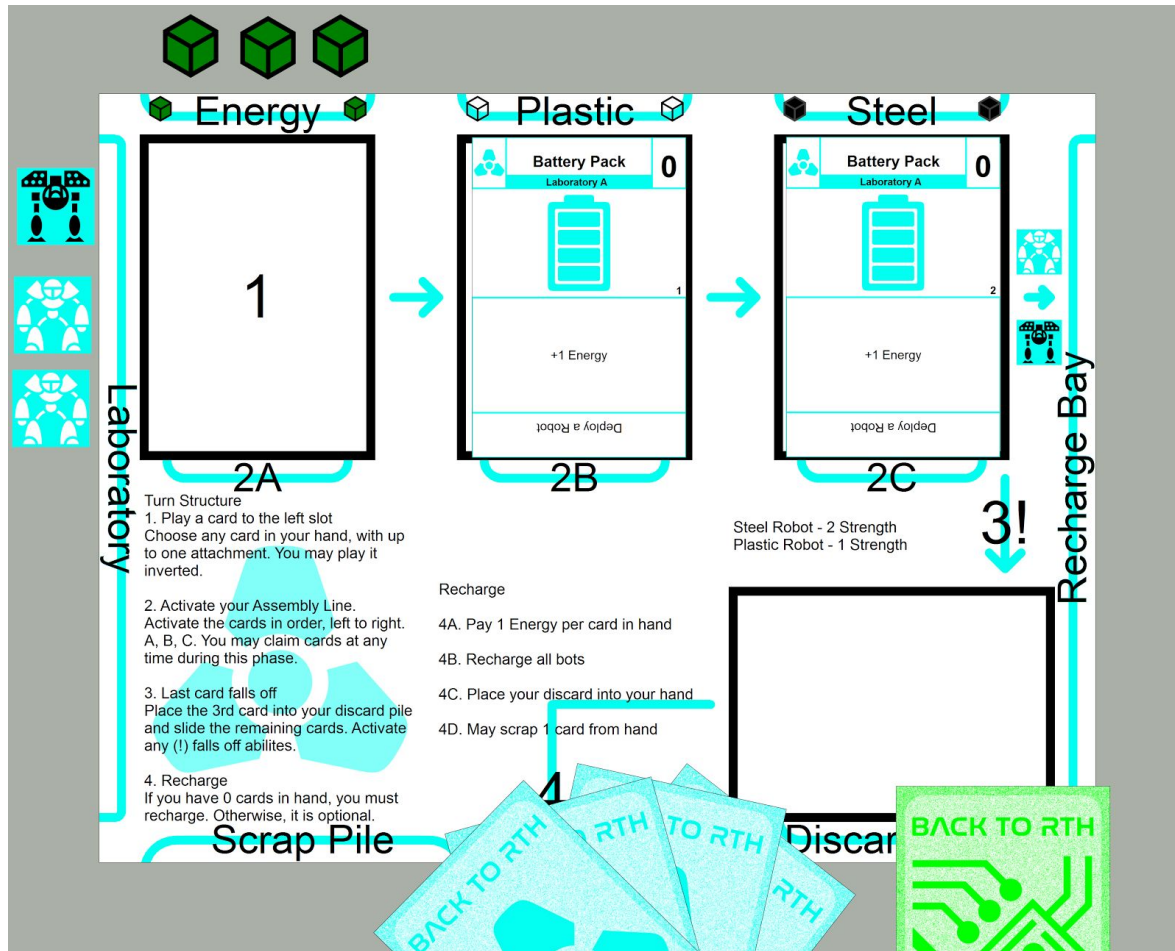
This resource is necessary for constructing sturdy, rugged Steel Robots. These come in one and two Steel denominations

## World Setup



- Separate the Region Cards by Quadrant and shuffle each group to form four individual Region Decks. Then place each Region Deck face down adjacent to its corresponding Quadrant on the Central Board. (See figure above)
- Draw two Region Cards from each Region Deck and place them face up near their corresponding Quadrant and Region Deck. (See figure above)
- Place the Resource Tokens to the side where all players can reach them.
- Determine 1st Player
- Deal Tech cards face up to the table equal to 3 plus the number of players.
- Then in reverse player order, players choose one of the available Tech cards and add it to their hands. Return any unchosen Tech cards to the box as they won't be used this game.

## Player Setup



Players will set up their Player Board

- Place your Player Board on the table in front of you.
- Take 1 starter hand which consists of 6 cards: 5 Battery Pack cards and 1 In-house Manufacturing card. Then add your chosen tech card to your hand.
- Place 2 Battery Pack cards into the second and third slots of your Assembly Line. The remaining 4 cards become your starting hand. Leave slot one of your Assembly Line open so that you can play your first card there.
- Each player chooses a color and starts with three Robot Tokens and the Manufacturing Token of their chosen color. Set one token to its Steel Robot side and the other two to their Plastic Robot side. Your Robots start charged and ready to go in the Laboratory on the left side of your Player Board
- Each player receives three starting Energy from the general supply.
- Play now starts with the first player.

## Game Flow

Each player will go through the steps of a turn, completing each one before moving onto the next. Once you are done with your turn, the next player clockwise takes their turn, and so on, until the game ends.

The steps of a turn are as follows:

1. Play a card
2. Activate your Assembly Line
3. Last card falls off
4. Recharge (optional)
5. Pass your turn

### 1. Play a card

At this point, your Assembly Line should have 2 cards. Take any card in your hand and place it to the left of all other cards in your Assembly Line. **You may place this card upside-down to use its Inverse Ability.**

#### Attachment

Any card with the Attachment Keyword is played into the 1st slot in your Assembly line with another card. Only the side of the card with the Attachment keyword can be used when the card is attached. This card will activate before or after the card that it is attached to, and it will fall off of your Assembly Line with the card that card. You may only play 1 card with the Attachment Keyword per slot.

### 2. Activate your Assembly Line

From left to right, activate the abilities of all of the cards in your Assembly Line. Finish activating each card completely before moving on to the next. At any time during this step you may Clean a Region. (See the Assembly Line Example Below for more details)

#### Cost Format

Any ability with an -> has a cost, which is shown before the ->, and an effect, which is shown after the ->. In order to get the effect, you must pay the cost. If you can't or choose not to pay the cost, you don't perform the effect.

If an ability doesn't have an ->, it's just an effect. No cost required, you can do the ability for free!

Using the abilities on cards is optional. However, you must fully complete an entire line or choose to skip it before moving on to the next ability on the card. You must do them top to bottom.

#### Deploying Robots

The "Deploy a Robot" action allows you to move one of your Robots (either Plastic or Steel) from your Laboratory or a Quadrant to another Quadrant.

#### Recharging Robots

The "Recharge a Robot" action allows you to move a Robot from your Recharge Bay to your Laboratory.

#### Locking Robots

Some cards ask you to “Lock a Robot” on them. Locked Robots CANNOT be moved using the “Deploy a Robot” action. They will go to your Recharge Bay when the card falls off your Assembly Line.

### 3. Last card falls off your Assembly Line

The 3rd card in your Assembly Line has been around for a while, and lived a good life. Its glory days are over. Place this card into your discard pile. But don't cry, if you love something, let it go. It will come back!

Some cards have effects that take place when they fall off of your Assembly Line, indicated by a (!). These abilities are optional (unless otherwise indicated)

### 4. Recharge (optional)

At the end of your turn you may choose to perform the Recharge action. When you Recharge perform the below steps in order:

1. Pay an amount of energy equal to the number of cards in your hand. If you can't pay, you can't Recharge. **If you have no cards in hand, Recharging is free and mandatory!**
2. Move all of the Robots from your Recharge Bay to your Laboratory.
3. Place the remaining cards from your discard pile into your hand..
4. Move 1 card from your hand to your Scrap Pile. This card is now out of your hand for the rest of the game, but it is still worth points at the end of the game. Note: **You can't scrap a card if it would bring you below 3 cards total in hand, assembly line and discard!**
5. Pass your turn

It is now the next player's turn. Spend your time in between turns planning your next moves.

## End of the Game

When a Region deck is empty (just the deck, not the Region cards on display for that Quadrant), it is considered “Inhabitable.” Once a number of Quadrants equal to the number of players minus 1 are Inhabitable, the end game has been triggered. Play until all players have had an equal number of turns. The last player should be the player to the right of the start player.

Players earn points equal to the Contamination of all cards in their hand, discard pile, Assembly Line, and Scrap Pile. Players also earn 2 point per Robot Plastic Robot and 3 points per Steel Robot that they control at the end of the game. The player with the highest end game score wins!



## Assembly Line Example

The diagram illustrates an assembly line sequence in a game. It shows three cards: **Solar Panels** (The Base, 4 cost, 10 energy), **In-house Manufacturing** (Laboratory A, 0 cost, 21 energy), and **The Zone** (-2 Plastic -> Build 2 Plastic Robots). Above the cards are icons for Energy (green cubes), Plastic (white cubes), and Robots (blue icons). Arrows labeled A, B, C, and D indicate the sequence of actions: A points to Solar Panels, B points to its +3 Energy effect, C points to the In-house Manufacturing card, and D points to its ability. A separate box shows the Zone card with its ability and a red robot icon.

A) You want to make Plastic Robots, so you play Solar Panels.

(BCD) Activate all 3 cards in order

(E) First the Solar Panels gives you 3 Energy

(F) Then you spend 3 Energy to get 2 Plastic using the Inverse ability on the Salvage Card from The Wastes.

(G) Lastly you build 2 Plastic Robots using the ability of your In-house Manufacturing card and 1 Energy to copy the ability of The Zone Region and by paying 2 Plastic.

Now, the In-house Manufacturing card falls off, and you have the option to Recharge before you Pass your Turn.

## Claiming Regions Example



At any time between steps in your turn, if the total strength of your Robots on a Region Card is greater than or equal to the Contamination of any City in that Region then you may Claim it. Only the strength of YOUR Robots is considered, though other players may have Robots in that Region.

Steel Robots have 2 Strength and Plastic Robots have 1 Strength. Return Robots of Strength greater than or equal to the Contamination of that City from the appropriate Region Card to your Recharge Bay. Any excess Strength is lost. You cannot use Robots from a different Region. If you want to Claim a card in The Wastes, all Robots used to Claim a City in The Wastes must come from The Wastes Region card. Any Robots that belong to other players would remain on The Wastes Region card.

All Claimed Cities go directly to your hand, so these cards will be usable as early as next turn!

Replace the City that was claimed with another from the appropriate City Deck. If the City Deck is empty, the Region will have 1 less card. If this was the last City Card from this Region, this Region is Inhabitable; check to see if the game is over!