

Mark Hanny

ARGOSY

Research, Colonize, Invade, Evolve

From advancing in weather control to enhancing your firepower, from the study of genetic engineering to the advantage of increasing your space travel speed, Argosy sets your best strategy against the plans of the most advanced aliens in the universe. Will you attempt to gain victory by becoming the most powerful race through research, colonizing new worlds, or by defeating your opponents in battle? Will you gain supremacy early by artificially induced evolution or send your fleet (or argosy) into the unending expanse of space? Assemble your best minds, fuel the engines, and chart your course!

For 3 - 4 players
Ages 12 and above
90 - 120 minutes

Components

97 Research Tokens



18 Evolution Cards



Colony Board



20 Planet Tokens
(colors and symbols vary)



4 Research Boards



24 Knowledge Cubes
(colors vary)

4 Summary Cards



Draw Bag
color varies



Celestial Technologies:

Fire Power



Navigation



Shields



Domestic Technologies:

Genetic Engineering



Weather Control



Matter Manipulation

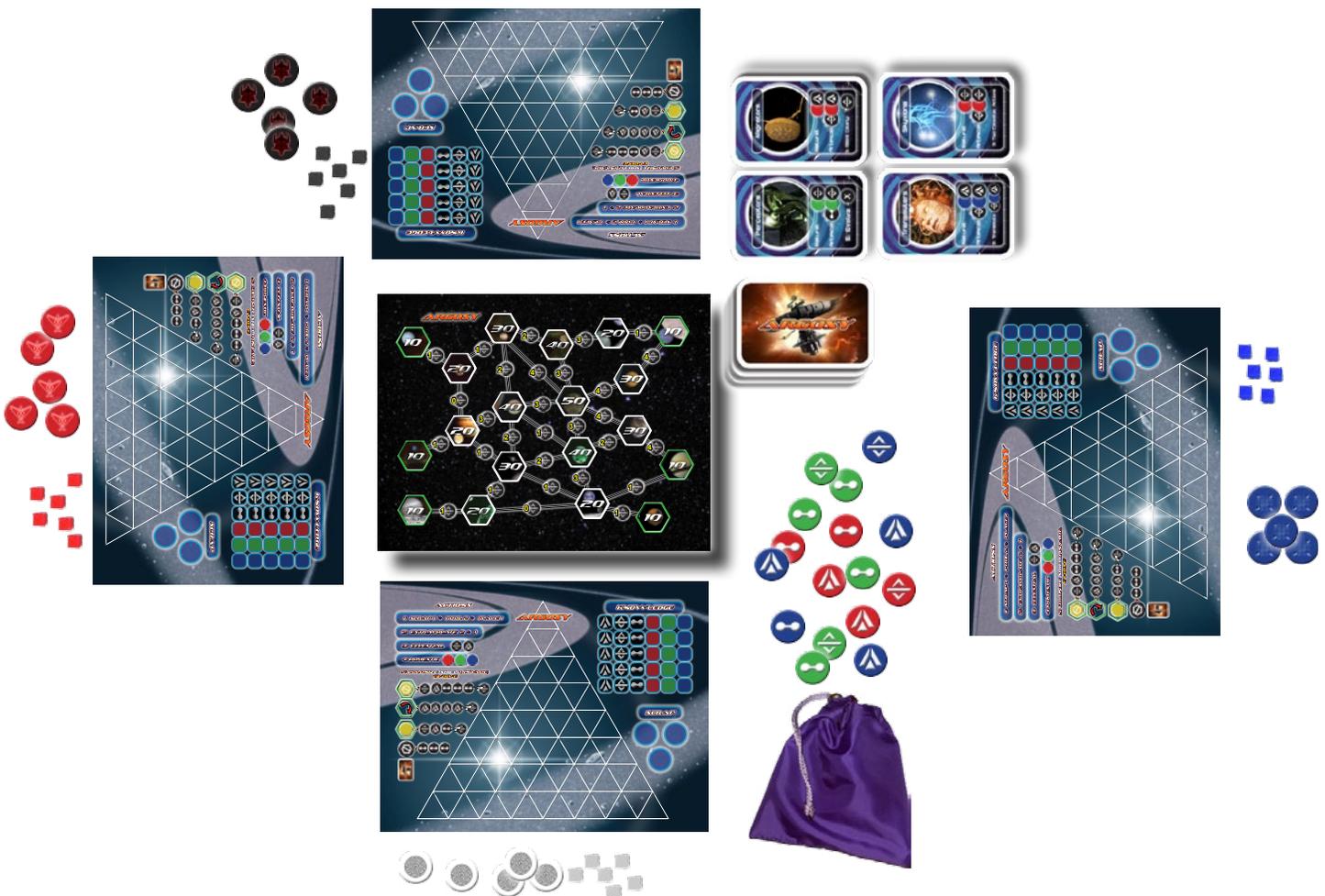


Set-Up

Each Player is given a research board. This is where you track your scientific discoveries. Research that goes to the back burner is also tracked here and is known as scrap. The research board also has a summary of your turn options.

There are 5 sets of planet tokens, give each player all tokens of the same color. Give each player 6 cubes of the same color to track knowledge points. The area for tracking knowledge points is the upper right side of the research board.

Place the colony board in the center of the table. This is where players track their colonies with planet tokens. The large numbers on the colony board represent the number of victory points each planet is worth at the end of the game. The small numbers represent



4- Player game set-up

the difficulty in traveling from one inhabitable planet to another and the amount of navigation technology needed to colonize the connecting planet. Take one colony token from each player and draw one at random to determine the player to go first.

The evolution cards are shuffled and placed face down. Draw and place face up 3 evolution cards for a 3-player game or 4 for a 4-player game.

Place all research tokens (including the 7 purple evolution tokens) in the draw bag. Draw out 12 at random for a 3-player game, or 16 for a 4-player game, and place them face up in the center of the table. If you draw a purple token, put it back and draw again. Starting with the first player and continuing clockwise each player takes one of these research tokens and places it on their own research board until they are gone. Players gain knowledge during this draft of tokens according to the rules listed under “Law of the Triangle.”

Winning

To win Argosy, you must have the most victory points at the end of the game. Points are given by having identical research tokens, colonies, and evolution cards. At the end of the game, stack all chips on your research map excluding those in scrap. All identical research chips are worth the indicated points on the summary card. Colonies are worth the points listed on the colonization chart, and the total of your evolution cards is worth the number shown on the summary card. The game immediately ends when all research tokens are out of the bag, or one player has every intersection of his research map covered or a player reaches the “50” colony. Only the current player finishes his turn. (The summary card also abbreviates the individual research abilities as detailed later.)



The Law of the Triangle

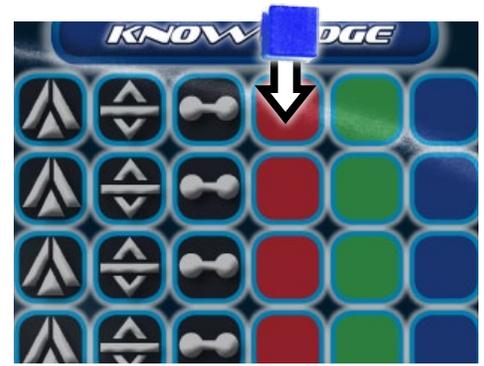
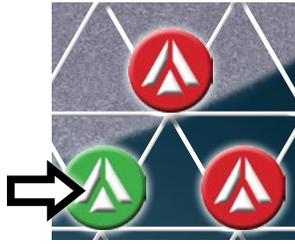
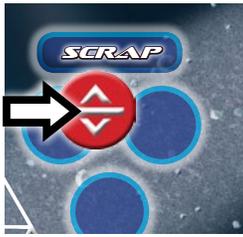
This is the way research is done in Argosy. The research tokens are placed on the research board so that they cover intersecting lines of the triangle pattern as shown in this diagram. You gain knowledge each time a token placed in the corner of a triangle that creates a matching triplet. In this example all corners of the triangle formed by the research tokens are red. The player puts his knowledge marker on the 1st space in the red knowledge track of the map. Since red is the only thing every corner of the triangle has in common, red is the only knowledge earned.

As play continues this player has moved the red navigation research token to scrap and puts a green fire power token on the corner of the triangle. This player now earns a knowledge



point under the celestial fire power symbol. If a player matches both symbols and color, that player gets one of each on his knowledge point track.

If a player creates a larger triangle he gets any matching symbols and/or colors of the corners of that larger triangle,



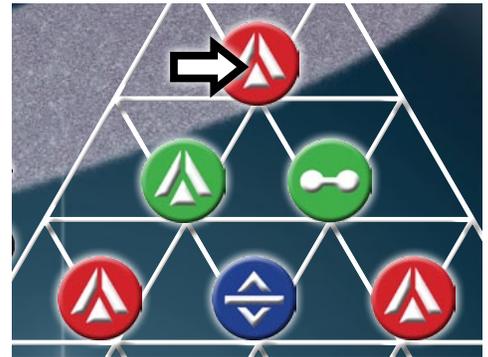
plus also gets one knowledge point of his choice in addition. A triangle that is larger than 3 tokens must be completely filled in between the corners to be eligible to gain any knowledge points. Placing a token may create multiple triangles but the player must choose just one for the knowledge points gained.

In this example the last piece placed was the uppermost red fire power token. Because all three corners of the larger triangle are red he gets one red knowledge point. Because all corners also have the fire power symbol he also gets one fire power point. And because the triangle is larger than 3 tokens, he gets one of his choice. Note that in all cases, to gain any knowledge points the triangle must be completely filled in. Once tokens are placed they cannot be moved unless they are moved by an effect described later. Tokens on the knowledge track continue to increase until the player uses them for effects later. They

accumulate from turn to turn until spent. They never grow beyond 5.

The order of play

Each player may take any or all of the following actions. Each action can only be done once. Actions must be done in the order that they are shown on the research board, then play continues clockwise.



Action 1: Research: The first option in this turn is scrap. This means you can take one token from your research map and place it in the scrap area. This represents a project your civilization discards for now. There are only three places in the scrap area for tokens and no more can be placed there. It is optional to scrap a token.

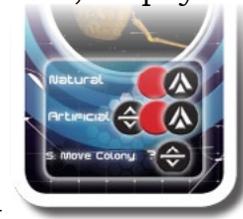
The next item on Action 1 is to draw two research tokens from the bag and place face up where all players can see them. This is known as the pool. The

pool continues to grow as other players take turns and each player places two tokens each turn in the pool.

Next the active player takes one token from the pool and places it on his research board on an intersection of the triangle guide lines. A player may choose any one token in the pool whether he drew it from the bag or not. The player then gains knowledge points (if any) on the track in the upper right of the research board according to the “law of the triangle.”



There are 7 special purple evolution tokens in the research bag. If one purple token is drawn an evolution card is turned face up for all to see. Any face-up card is available to any player to buy in action 5. Purple tokens are not chosen from the pool like other research tokens. If the player drawing the token chooses to buy the card that turn, he pays knowledge points equal to the “Natural” price shown—meaning that his species is naturally suited to evolve. Evolution cards give special abilities that players can do on their turns and they also give points toward winning the game. If a player chooses to buy a face-up evolution card and he did not draw it that turn, he may still purchase it in action 5, but he must pay the “Artificial” price—meaning that his species is not prone to this particular evolution. If two purple tokens are drawn at the same time, that player turns two new evolution cards face up and takes the card of his choice immediately, costing him no knowledge points. The research phase is done. That card takes effect immediately and can be used during the current turn if desired. Anytime an evolution card is purchased, one purple chip is removed from the pool and from the game, and the rest of the tokens in the pool (including other purple tokens) go back into the bag. If there are no purple chips in the pool at the time of the card purchase no chip is removed from the game.



Action 2: Extrapolation: During this action the player may lose two knowledge points from any single category and gain one knowledge point in the category of his choice. This is optional.

Action 3: Celestial: This has to do with exploring and conquering space. You have two choices on your turn. One is to spend a fire power knowledge point to remove a research chip from the map of another player. That chip goes to that player’s scrap if there is room,



but goes out of the game if their scrap is full. The defending player can cancel the action by spending one defensive knowledge point.



The other option is navigation knowledge. By spending one navigation point you can move one research token on your map from one triangle intersection to any empty intersection. If your moving completes a triangle, you gain those knowledge points.

You can only use one knowledge point to do one effect during action 3 and the entire action is optional.

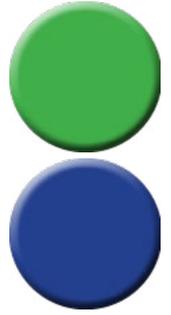
Action 4: Domestic: This has to do with your home planet system and developing as a species. If you use a red, or genetic point, you then draw a random token from the bag and place it on your board on an empty intersection. You gain knowledge points accordingly. If you



draw a purple chip turn a card up, put the chip back in the bag and your domestic phase is done.

If you spend a green, or sustenance, point, you may trade any token currently on an intersection of your map for any non-purple token in the pool. The token must go to the exact same place as the token removed. You gain knowledge points accordingly.

If you spend a blue, or matter manipulation point, you may take any token from any scrap, including from other players, and place it on an empty intersection of your map. You gain knowledge points accordingly. Action 4 is optional.



Action 5: Colonize, Shield, Invade, and Evolve: Action 5 gives you several options, all costs are listed on your research map. Only one option can be done in a turn. Action 5 is optional.



Option 1 is to build a colony with a defense shield in working order. This costs one navigation knowledge, one firepower, three shields, and the number of navigation knowledge points to travel from an existing colony (if building on a green planet, the cost is 0).

Each colony token has a symbol side and a side with a shield hex. A shielded colony is indicated by putting the hex face-up on the colonization board. The first colony built for any player must be built on a green colony space. These are the only planets within reach as you start to explore. Every other colony built must follow the lines shown between planets and must connect to a previously built colony. Each one has a number of navigation points needed to colonize the next planet. This is the question mark on the colony building cost. To build the next colony a player must pay the standard cost plus any navigation points shown on the line between planets.



Option 2 is to invade someone else's colony. This costs 4 firepower knowledge points plus navigation points shown on the colony board (navigation points for green planets are 0). The colony must be within reach, meaning that it must be a green colony space, or one connected to one of the invading player's own colonies. The acting player replaces the target player's unshielded colony with his own unshielded colony. Shielded colonies cannot be invaded.



Option 3 is simply to build an unshielded colony. This costs 1 firepower, one shield, one navigation, and any additional navigation points to get there from an existing colony. Players must be connected by the lines on the colony board or start on a green planet. Additional navigation points needed are shown on the lines between colonies. Victory points for your colony are listed in the space and are the same whether the colony is shielded or unshielded.



Option 4 is to build a shield on an unshielded colony. This costs 3 shield points. Just turn the player token over, showing that the colony is now shielded. A shielded colony cannot be invaded.



Option 5 is to buy an evolution card. You may only buy an evolution card if there is one face up. If a player drew a purple token this turn, he pays the Natural cost of the card he revealed this turn. If you did not draw the card this turn pay the Artificial cost. In either case you remove one purple token from the game and return all other tokens in the pool to the bag. If there is no purple token in the pool none is removed from the game.

Scoring

A summary of scoring is shown on the reference card. Each identical set of research tokens gives points. No more than 36 total points may be awarded for any single set of tokens—in other words, if you have 9 or more identical tokens it scores the same as if you had 8. Identical tokens must have the same color and same symbol. Next you add the total of evolution cards. Finally all colonies, shielded or unshielded, give you the points shown on the colonization chart. All these points added together give you your final total. In the case of a tie, the player with the most evolution cards wins. If there is still a tie the player with the most colonies wins. If there is still a tie, the player with the most knowledge points wins.

Evolution Cards

Each card gives players added abilities. In the description of each evolution card there is a number that indicates the action in which it can be performed. This is followed by a description of the effect. All effects are optional.



Perceptors: To be done in conjunction with buying evolution cards in action 5. buy an evolution card with one less knowledge point of your choice.



Duplicators: To be done in conjunction with gaining celestial points in action 1. Choose 1 type of celestial technology. When you gain a point of that type, you gain one extra.



Migrators: To be done in place of action 5. Take one existing colony and move it to one connecting planet by only paying the navigation point cost.



Starstormers: To be done in place of action 2. Trade any one red, green or defense point to gain a red, green, or defense point.



Skyvions: To be done in conjunction with action 3. Gain one additional celestial action. A knowledge point must be spent for each action.



Transmuters: To be done in place of action 2. Trade any one navigation, blue, or firepower point to gain a navigation, blue, or firepower point.



Wanderers: To be done in conjunction with gaining domestic points in action 1. Choose one type of domestic technology. When that type is gained, gain one extra.



Sanctuarians: To be done in conjunction with building a planet shield in action 5. Build a planet shield for one blue point.



Galants: To be done in conjunction with research in action 1. If any single category of technology reaches 5, any additional points in that tech can be added to any knowledge category.



Excurreists: To be done at the end of the game. This adds 3 more victory points for each set of identical chips.



Scavengers: To be one in place of action 1. Instead of choosing a chip from the pool you may choose a chip from any player's scrap.



Itinerants: To be done at the end of the game. This adds 5 more victory points for each evolution card including this one.



Outrimmers: To be done at the end of the game. This adds 5 victory points to each colony.



Traders: To be done in place of action 4. Use one red point to draw two chips and pool them. Then choose one from the pool and play on the research board like in action 1.



Razers: To be done in conjunction with an invasion in action 5. Ignore shields.



Travelers: To be done in conjunction with colonizing in action 5. All navigation points on the colony board are reduced to one.



Solationists: To be done in conjunction with action 4. Gain one additional domestic action. A knowledge point must be spent for each action.



Spawners: To be done in conjunction with colonizing in action 5. The shield, firepower, and navigation points to build a colony may be replaced by one green and one navigation point.

Thanks to play testers and idea contributors:

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Argosy Heroes:

Wade "zWolf" Hone, Evan Rattner, Mario Calderon, Jeff Chattin, Gibbs Biscoe Moore, Paul Hanny, Chad Brozik, Christopher Matheis, Thomas Brincefield, Nick Szulczewski, Jeremy Commandeur, David Churn, and Jason Sherwood





Rules for the Heroes Expansion:

Components: 8 Hero Tokens



8 Hero Cards:



Set Up: When the game is being set up, place five hero tokens at random on colony board, one on each planet space with the number 20. Place the tokens with the planet hex side up.

During Play: The first player to colonize a planet with a hero token gains that token. The number on the bottom of the token is revealed and that player gains the hero card matching that number. That player gains the ability listed on that card for the remainder of the game.

Hero Effects:



1

Dormin Valgery: At the end of the game all shielded colonies get 10 extra victory points in addition to points shown on the colony board. Razers cannot invade any colonies of the player holding this card, including unshielded colonies.



2

Invader Deino: In action 5, invaded colonies become shielded colonies instantly with no additional knowledge cost. The player with this card pays 3 firepower points instead of four to invade other players' colonies.



3

Seeker: During action 5, when building a colony, build one additional colony anywhere on the colony board as long as the planet has 10 less points than the one just built and is vacant of other colonies. This can only be done once a turn.



4

Stofin El Fin: At the end of the game double the victory point value of one identical set of tokens. For example, if you have 6 blue firepower tokens and would normally get 21 points, you get 42 instead.



5

Elgin 15: During action 1 of any turn, remove one colony token from the colony board to gain one face-up evolution card of your choice and 5 knowledge points of any single type or combination of different types.



6

General Cor: In action 5 you may remove one evolution card you hold from the game to gain 2 random evolution cards from the draw pile. This may only be done one time in the game. In addition, at the end of the game you gain 30 victory points.



7

Gorly the Seer: At the end of the game each knowledge point a player currently has is worth 3 victory points.



8

M Bazbo: At the end of the game each Hero card is worth 20 victory points in addition to any other effect.

Migrators



Natural

Artificial

S: Move Colony - ?

Two red circles, two black circles with white 'V' symbols, and one black circle with a white double-headed arrow.

Perceptors



Natural

Artificial

S: Evolve - X

Two green circles, two black circles with white double-headed arrows, and one black circle with a white 'X' symbol.

Transmuters



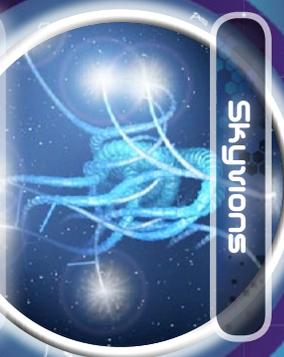
Natural

Artificial

2: Transmute

Two blue circles, two black circles with white 'V' symbols, and one black circle with a white double-headed arrow.

Skymions



Natural

Artificial

3: Two Celestial Actions

Two red circles, two black circles with white double-headed arrows, and one black circle with a white 'V' symbol.

Excurrists



Natural

Artificial

E: WP Bonus: +3 Identicals

Two red circles, two black circles with white 'V' symbols, and one black circle with a white double-headed arrow.

Gallants



Natural

Artificial

1: Over S: X

Two green circles, two black circles with white double-headed arrows, and one black circle with a white 'X' symbol.

Sanctuarrians



Natural

Artificial

S: Energy Shield

Two blue circles, two black circles with white double-headed arrows, and one black circle with a white shield symbol.

Wanderers



Natural

Artificial

1: Duplicate:

Two red circles, two black circles with white 'V' symbols, and one black circle with a white double-headed arrow.

Spawners



Natural: 2 Green icons, 2 Blue icons
Artificial: 1 Green icon, 1 Blue icon
S: Colonize: 1 Green icon, 1 Blue icon

Solutionists



Natural: 2 Green icons, 2 White icons
Artificial: 1 Green icon, 1 White icon
4: Two Domestic Actions

Travelers



Natural: 2 Blue icons, 2 White icons
Artificial: 1 Blue icon, 1 White icon
S: Worm Hole: 1 Blue icon, 1 White icon

Reasers



Natural: 2 Red icons, 2 White icons
Artificial: 1 Red icon, 1 White icon
S: Invade: Ignore

Itinerants



Natural: 2 Blue icons, 2 White icons
Artificial: 1 Blue icon, 1 White icon
E: VP Bonus: +5/Card

Scavengers



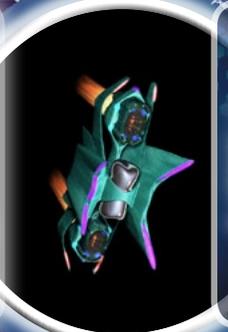
Natural: 2 Blue icons, 2 White icons
Artificial: 1 Blue icon, 1 White icon
1: Research from any scrap

Outrimers



Natural: 2 Red icons, 2 White icons
Artificial: 1 Red icon, 1 White icon
E: VP Bonus: +5/Colony

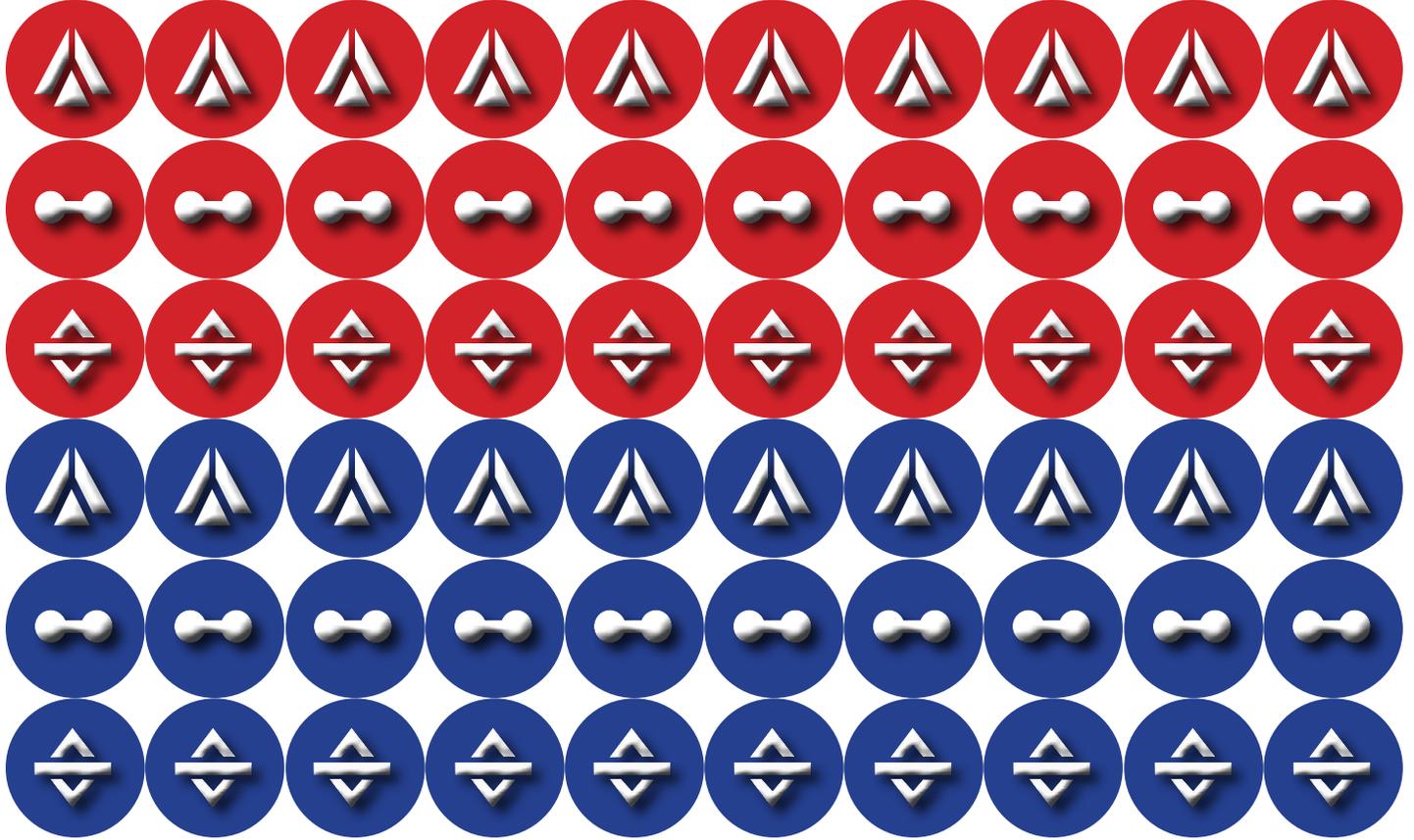
Traders

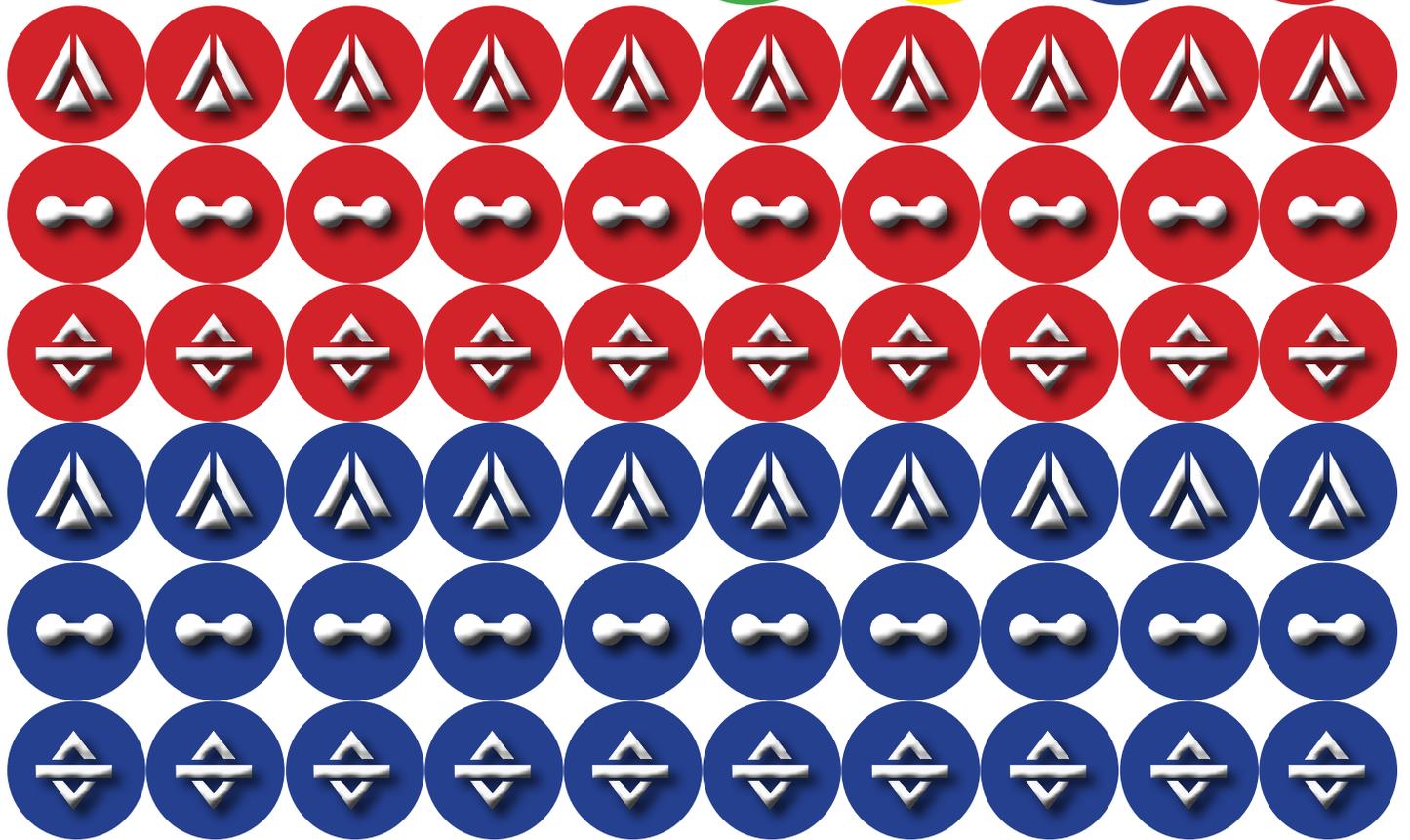
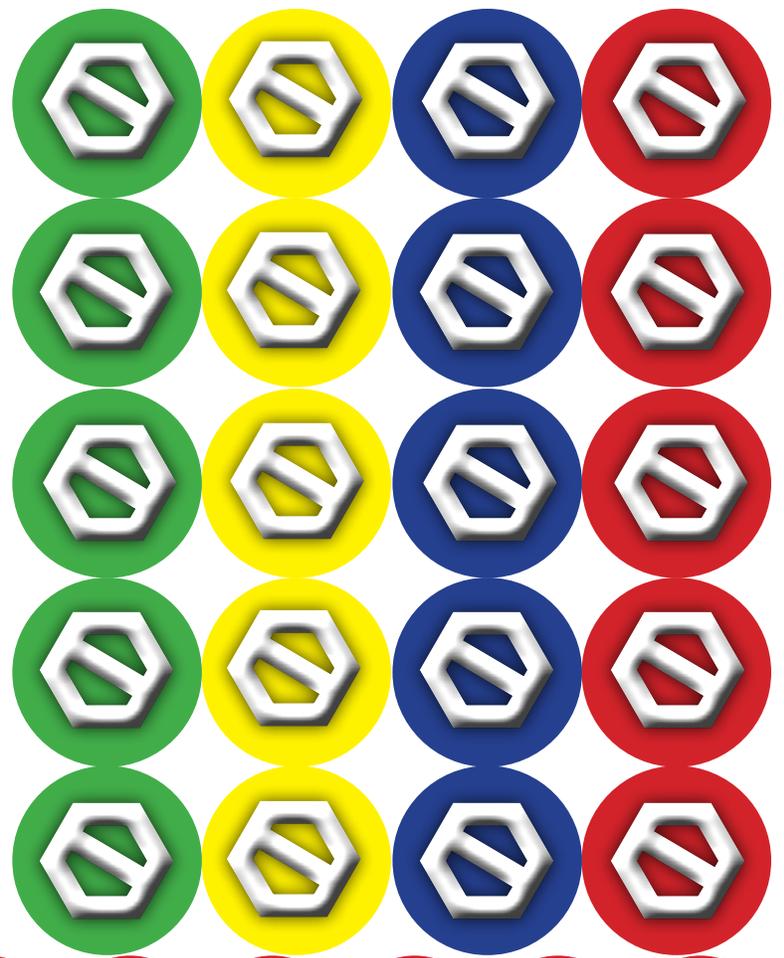


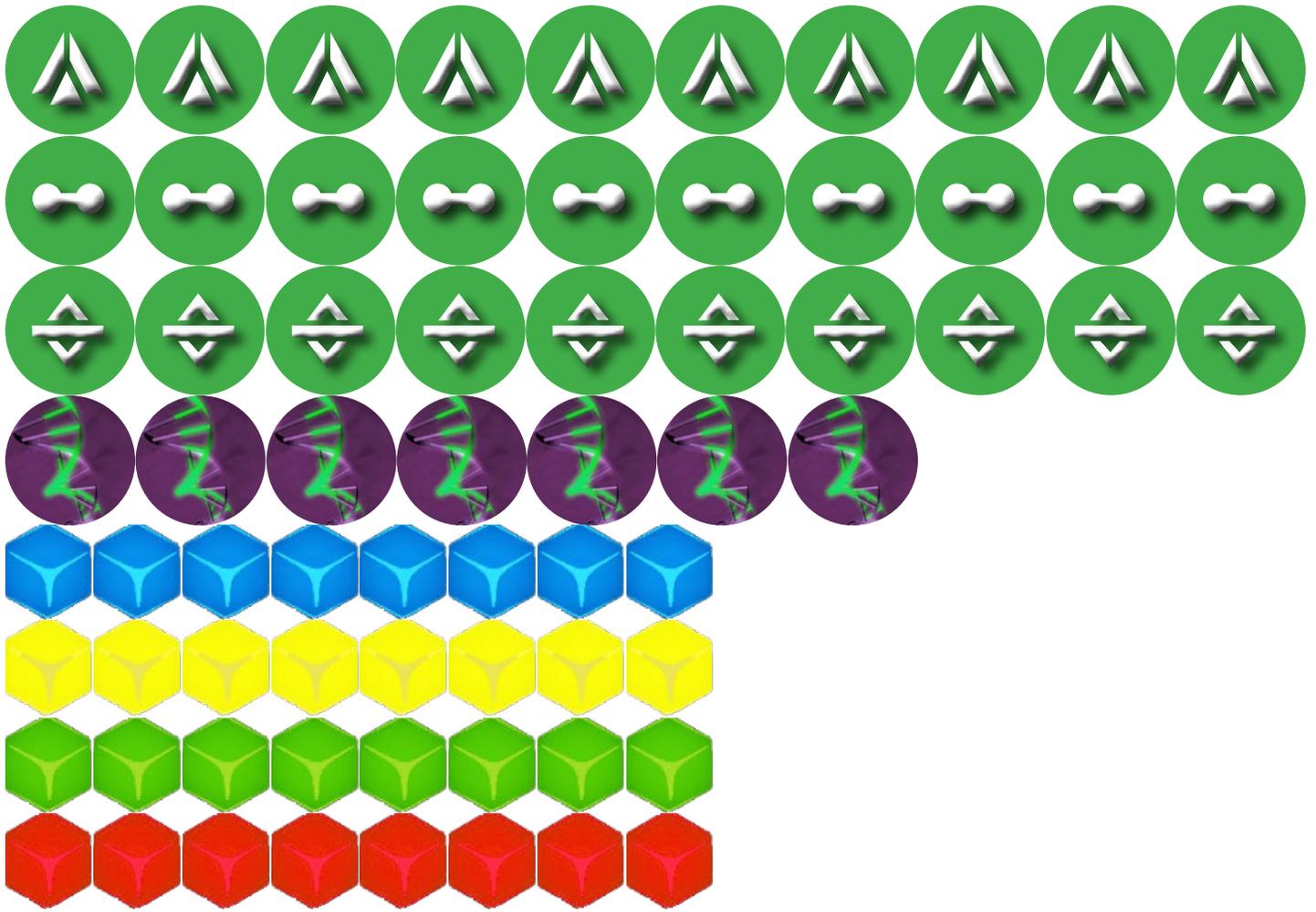
Natural: 2 Red icons, 2 White icons
Artificial: 1 Red icon, 1 White icon
4: Research

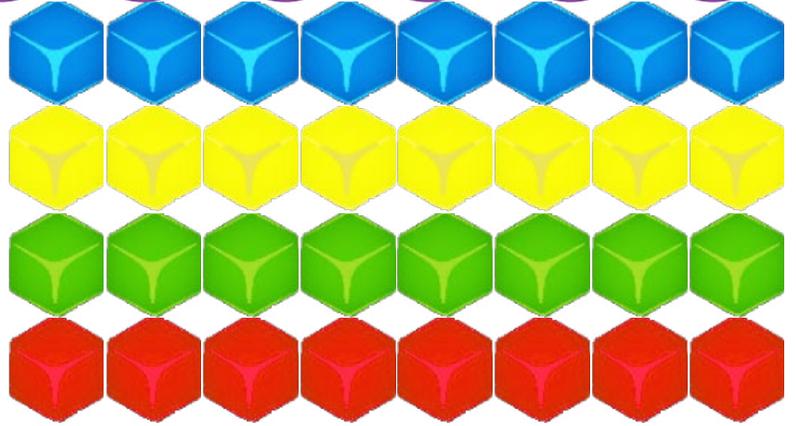
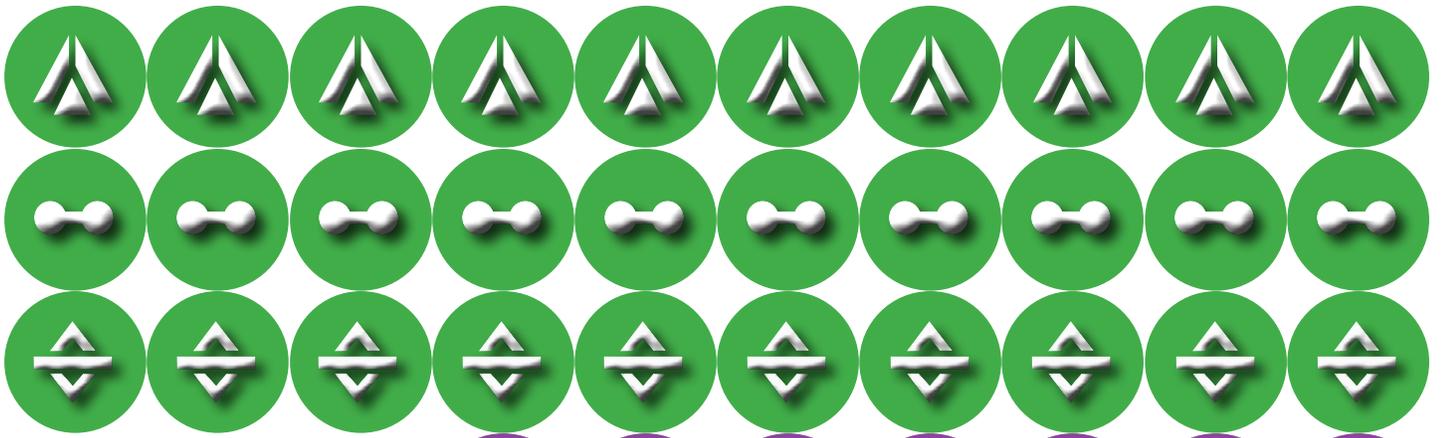












ARGOSY HERO



1

E: All shielded colonies get +10 VP. Raiders cannot invade any colonies or Dormin Valgerly.

ARGOSY HERO



2

S: Invaded colonies become shielded colonies. Invading costs one less firepower.

ARGOSY HERO



3

S: When building a colony, build one additional colony anywhere on a planet with 10 less points.

ARGOSY HERO



4

E: Double the victory point value of one identical set of tokens.

ARGOSY HERO



5

I: Abandon one colony to gain one evolution card and 5 knowledge of any type.

ARGOSY HERO



6

S: One time: Discard one evolution card to gain 2 random evolution cards from the draw pile. E: 30 VP.

ARGOSY HERO



7

E: Each knowledge point is worth 3 victory points.

ARGOSY HERO



8

E: Each Hero card is worth 20 victory points in addition to any other effect.

A space shuttle is shown in a dynamic, angled position against a dark blue, starry background with glowing blue energy patterns. The shuttle is white with black and grey details. The word "HERO" is written in a bold, italicized, orange-to-yellow gradient font with a white outline and a slight shadow, positioned centrally over the shuttle.

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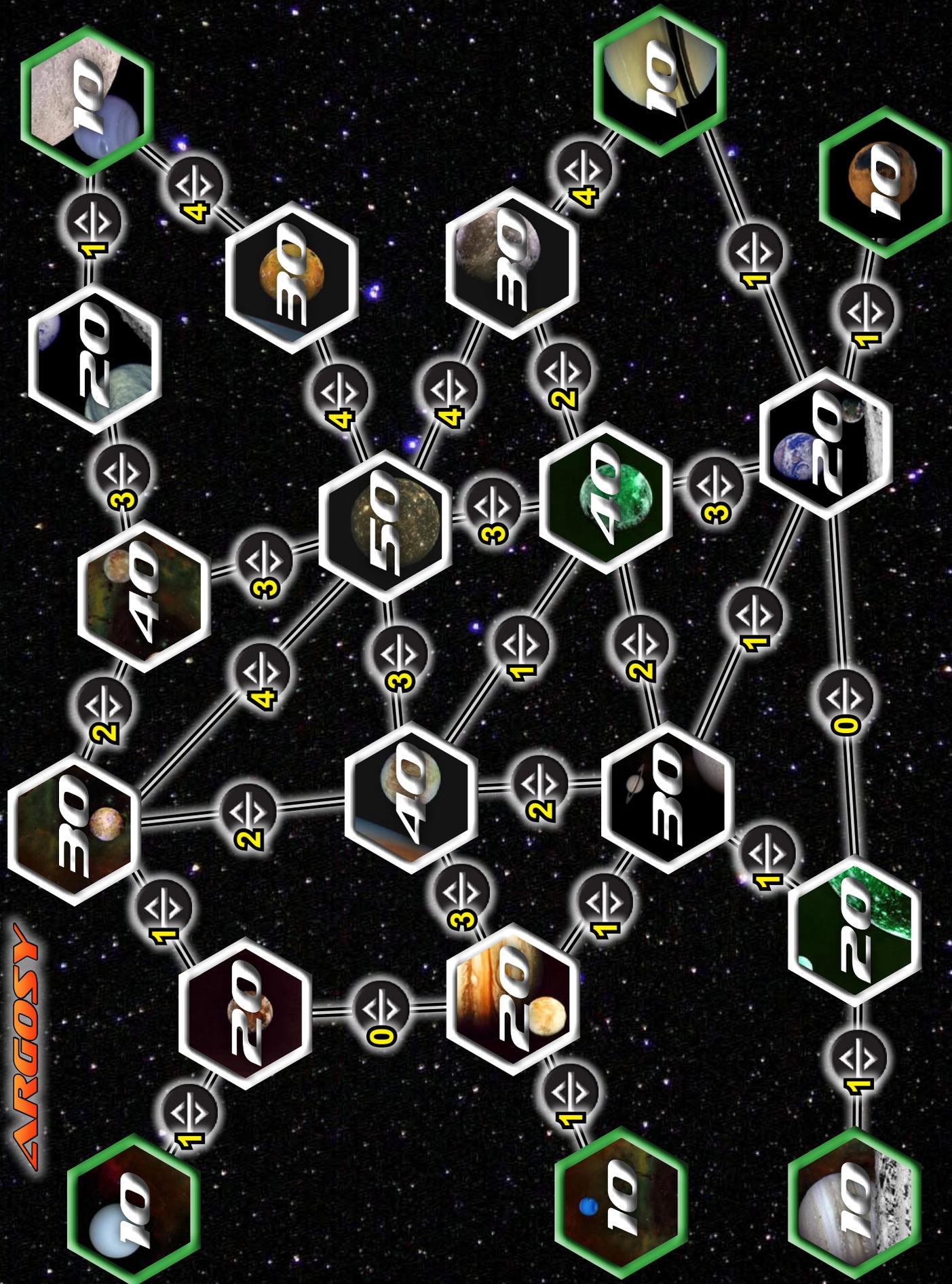
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HERO

ARGOSY



VICTORY POINTS



Identical Research Tokens

1	2	3	4	5	6	7	8
1	3	6	10	15	21	28	36



Evolution Cards

1	2	3	4	5	6
10	15	21	28	36	45



Points Shown on Colonies

EFFECTS



Firepower: Move one research token from any player's board to scrap. If scrap is full, token is removed from the game.



Navigation: Move one research token from your own board to another open intersection on that board. Gain knowledge.



Shield: Prevent firepower effect on your own research token.



Matter Manipulation: Move a research token from any player's scrap and put on any open intersection of your own research board. Gain knowledge.



Environmental Control: Trade one research token from the pool with one on your own research board. Gain knowledge.



Genetic Engineering: Draw a random research token from the bag and play on any open intersection of your research board. Gain knowledge.

VICTORY POINTS



Identical Research Tokens

1	2	3	4	5	6	7	8
1	3	6	10	15	21	28	36



Evolution Cards

1	2	3	4	5	6
10	15	21	28	36	45



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