

# FOUNDATION

Category: Space Exploration  
Mechanic: Action Retrieval,  
Network, Market, Tech Tree  
Players: 2-5  
Time: 90 minutes  
Age: 14+

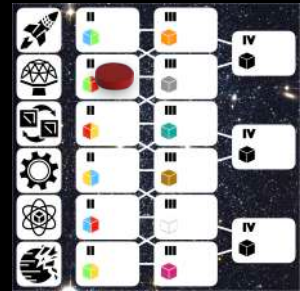
Components:  
3 game boards, 5 player  
boards, 60 tiles, 228 tokens

## WHAT IS THE GAME ABOUT?

The Galactic Empire is crumbling as the outer systems break free. As the leader of one of them, you use economy, politics and science to challenge the Empire and lay the foundation of a new one.

## HOW DO YOU WIN?

Each game has three hidden goals (which may be economic, political or scientific) that must be researched. Once you know a goal and fulfils it, you claim the victory.



## HOW DO YOU PLAY?

Each player has an action board with six actions and a number of action tokens. In your turn, you may either add a token to your board and "bump" previous tokens to higher levels or retrieve a token to take the token's action. The higher the level, the stronger the action, provided that you researched that action level. There are six actions:

1. Space Travel: Extend links to planets.
2. Colonize: Place link on planet for benefit.
3. Produce: Place resource on planet.
4. Trade: Exchange resources between planets.
5. Research: Pay to advance on tech track.
6. Battle: Pay to remove Empire link.

All planets have a certain supply and demand of resources and all players may take actions on their behalf to earn rewards. Those rewards let them extend their networks and advance on the tech tree to unlock more powerful actions. Eventually they may peek at hidden goals and fulfil them to claim the victory. However, they may also manipulate the Empire to block each other.

## WHAT MAKES THE GAME SPECIAL?

All the resources in Foundation are up for grab for whoever manages to time his or her actions and levels. The unique action board lets you chain and "bump" action tokens to suitable actions and levels to accomplish this. There are also the neutral Empire units that may move to open (your) path or close (opponents') paths. Finally there are random and hidden goals that makes every new game unique.

