



ALGAE

R U L E B O O K

INTRODUCTION	2
CREDITS	2
ALGAE, INC. DEPARTMENTS	3
Biofuel.....	3
Bioplastics.....	3
Cosmetics	3
Food.....	3
AIM OF THE GAME	3
GAME MATERIALS	4
PLAYER SETUP	6
MAP BOARD SETUP	8
ACTION BOARD SETUP	10
CORE CONCEPTS	11
Algae.....	11
Algae Storage Upgrades.....	11
Moving Algae cubes.....	11
Byproducts.....	12
Energy	12
Department boards	13
Side boards.....	14
Science Tiles.....	14
Engineering Tiles.....	14
Combo Tiles.....	14
Resources	15
Science Points.....	15
City Bonus Tokens	15
Exchanging Resources.....	15
Contract Cards.....	15
Export and Market Value	15
GAMEPLAY	16
I Monday Morning	16
Income upgrade.....	17
II Work Week	18
A. Move Supervisor	18
B. Perform Action(s).....	18
1. Recruit any Staff Member.....	19
2. Activate one Team	20
2.1. Activate Operators.....	20
2.1.1. - Take new Algae cubes.....	20
2.1.2 - Export.....	20
2.1.2.1 - Transport cost	20
2.1.2.2 - Demand	20
2.1.2.3 - Export disks and Milestones.....	21
2.1.2.4 - Contract export	21
2.1.2.5 - More than 10 Exports	21
2.2. Activate Engineers.....	23
2.2.1. - Generate Engineering Points.....	23
2.2.2. - Place Engineering Tiles.....	23
2.3. Activate Scientists	24
2.3.1. - Gain Science Points.....	24
2.3.2. - Place Science tiles	24
2.3.2.1 - Storage tanks	24
2.3.2.2 - End of the Month bonus	24
d. Activate any Team	25
3. Activate one Machine.....	26
3.1. Activate Machine A	26
3.1.1 - Burn Byproduct	26
3.1.2 - Store Byproduct	27
3.2. Activate Machine B.....	27
3.3. Activate Machine C.....	27
3.4. Activate any Machine.....	27
III Weekend	30
A. Weekend Bonus.....	30
B. Update the Action Strips	30
C. Refill and Balance Tanks.....	30
D. First Player Token	31
End Of The Month	31
A. Milestone Bonus.....	31
B. Export Bonus	32
C. Science Bonus.....	32
D. Contract Bonus.....	32
E. Resource Bonus	32
SOLO MODE	33
Additional Setup	33
Additional Game Rules.....	33
During Monday Morning:	33
During Work Week	33
During Weekend.....	33
APPENDIX 1: CONTRACT CARDS	34
Biofuel.....	34
Bioplastics.....	35
Cosmetics	36
Food.....	37
APPENDIX 2: MILESTONES	38
ICONOGRAPHY	40

INTRODUCTION

Algae, often considered the unsung heroes of the natural world, are a diverse group of photosynthetic organisms found in aquatic environments worldwide. Ranging from microscopic single-celled organisms to complex multicellular seaweeds, algae play a vital role in ecosystems, contributing to oxygen production, carbon sequestration, and nutrient cycling. However, their significance extends far beyond ecological balance, as algae have emerged as a valuable resource for a wide array of industrial applications.

The versatility of algae lies in their biochemical composition, which varies across different species and environmental conditions. Rich in proteins, lipids, carbohydrates, vitamins, and minerals, algae possess immense potential for use in various industries.

Algae grow up to 10 times faster than terrestrial plants. They also require less water and can be harvested year-round. Furthermore, algae contribute to environmental sustainability through bio-remediation and wastewater treatment. Certain algae species have the ability to absorb pollutants such as heavy metals and excess nutrients from water, offering a natural solution for mitigating water pollution and restoring ecosystem health.

The vast industrial potential of algae continues to expand, driven by advancements in biotechnology, cultivation techniques, and environmental awareness. As we harness the power of algae, we not only unlock new economic opportunities but also move toward a more sustainable and environmentally responsible future.



CREDITS

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ALGAE, INC. DEPARTMENTS

BIOFUEL



Certain types of algae can build up high levels of lipids, which can be extracted and converted into biofuel, providing a sustainable alternative to fossil fuels. The idea of using algae as fuel dates back to 1942. Initial experiments with chlorella began after World War II.

However, in March 2023, researchers said that commercialization of biofuels still requires several billion dollars in funding, plus a long-term commitment to overcoming what appear to be fundamental biological limitations of wild organisms. Most researchers think large-scale biofuel production is still a decade, and probably two decades away.

BIOPLASTICS



Algae are increasingly being explored as a promising source of raw materials for the production of bioplastics, offering a sustainable alternative to traditional petroleum-based plastics. In 2021, a research group at the University of Tübingen (Germany) succeeded for the first time in producing compostable bioplastics with the help of cyanobacteria. Bioplastics derived from algae, also known as algal bioplastics or algal-based polymers, boast several advantages including biodegradability, sustainability, and reduced carbon footprint.

Bioplastic made from algae breaks down in less than 10 years, compared to 450 years for a petroleum-based plastic bottle. More than 8 million tons of plastic leak into the ocean every year; biodegradable bioplastics could play a part in reducing this environmental damage.

Global production capacity of bioplastics made from algae, corn starch, vegetable fats, and other organic material is growing rapidly. According to projections, the global production capacity of bioplastics could reach 7.4 million tons by 2028.

COSMETICS



The use of algae in cosmetics has a long history dating back to ancient times. In many cultures, especially in areas with access to the sea, algae were valued for their natural beauty and skin care benefits.

Algae are still used in the cosmetics and pharmaceutical industries for their unique bio-active compounds. Extracts derived from algae exhibit antioxidant, anti-inflammatory, and moisturizing properties, making them valuable ingredients in skincare formulations and pharmaceutical drugs.

FOOD



Algae serve as a source of high-quality nutrients for human and animal consumption.

*The best known and commercially most important food alga is the red alga Nori (*Pyropia tenera*), used in sushi.*

*Two other commonly cultivated microalgae, *Spirulina* and *Chlorella*, are prized for their nutritional density, containing essential amino acids, vitamins, and antioxidants. These algae are incorporated into dietary supplements, functional foods, and animal feeds, catering to the growing demand for natural and nutrient-rich products.*

The World Bank estimated that 0.3% of the ocean surface would be enough to produce as much Biomass as is produced by land-based agriculture worldwide. Growing algae can therefore contribute to food security and the fight against hunger worldwide.

AIM OF THE GAME

Each player manages a separate department of the company that gives the game its name: **Algae, Inc.** The company specializes in producing algae-based products (food, biofuel, cosmetics, and bioplastics) and exporting them to cities across Europe.

Each player tries to manage their department as efficiently as possible. They will recruit the best personnel: **engineers** to optimize their production line, **scientists** to research new technologies, and **operators** to expand their business. The ongoing challenge is to balance long-term investment and team growth with immediate productivity and sales.

The most efficient department receives the title “Department of the Month” from upper management and **wins the game.**

GAME MATERIALS



1 Map Board



1 Action Board Frame



6 VP Strips



12 Weekend Bonus Strips



6 x "E"



4 x "D"



4 x "C"



4 x "B"



3 x "A"

21 Actions Strips



3x

3x

3x

3x

3x

15 Milestone Tiles



16 Operators



16 Engineers



16 Scientists

48 Staff Tiles



4 Operator upgrades



4 Scientist upgrades

8 Team Upgrade Tiles



3 Round Bonus Tiles



Front

Back

16 Regular City Demand Tokens



Front

Back

8 Capital City Demand Tokens



4 Capacity Markers



2 Byproduct Tanks



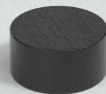
8x

8x

8x

8x

32 City Bonus Tokens



1 Round Marker



1 Start Player Token



32x



12x

Euro Coins & Bills



16 Freelance Engineers



16 Market Value Tokens



15 Wild Action Tokens



25 Choice Action Tokens

GAME MATERIALS

For Each Of The 4 Departments

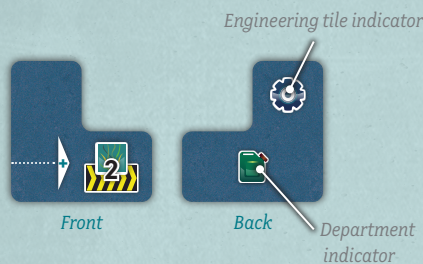
(Biofuel , Bioplastics , Cosmetics , Food )



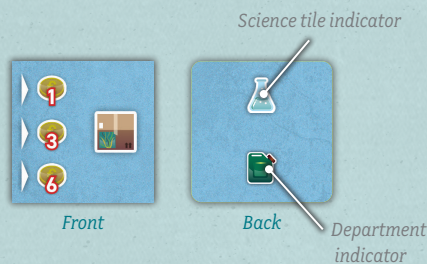
1 double-layered
Department Board*



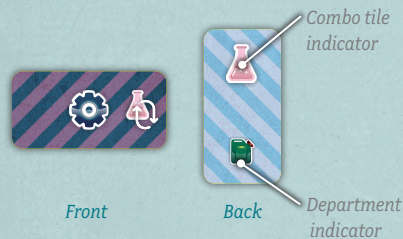
1 double-layered
Side Board*



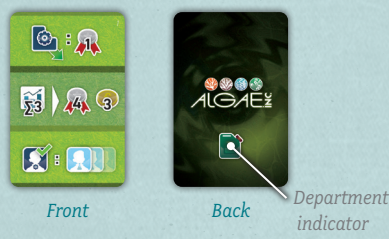
11 Engineering Tiles



±12 Science Tiles**




4 Combo Tiles



9 Contract Cards



10 Export/2x tiles

 Note that you will find the Department indicator on the BACK of each Department component! To save time during setup, it's a good idea to store components separately by department.

In Each Of The 4 Player Colors

(Yellow, White, Blue, Purple)



1 Supervisor



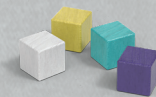
1 VP Disk



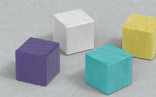
10 Export Disks



10 Milestone Markers



1 Science Marker



1 Energy Marker

*Carefully remove all the cardboard cutouts before your first play.

**Not every department has the same amount of Science tiles; these vary between 11 and 13.



55 Algae Cubes



4 Science Inlays



1 Rulebook



4 Department Guides

PLAYER SETUP

1 Each player takes:

- All tokens and markers of their player color (1 **Supervisor**, 10 **Export disks**, 10 **Milestone markers**, 1 **Science marker**, 1 **Energy marker**, 1 **VP disk**)
- One Department board of their choice: **Cosmetics** , **Biofuel** , **Bioplastics** , or **Food** .

Note: In a 2-player game, you **cannot** combine 2 Department boards that produce the same type of Byproduct. Use only the Cosmetics OR Biofuel Department board, combined with the Bioplastics OR Food Department board.

- 1 **Operator Upgrade tile** and 1 **Scientist Upgrade tile**
- All the components that match their Department board (1 **Side board**, all **Science and Engineering tiles**, 4 **Combo tiles**, 9 **Contract cards**, 10 **Export/2x-tiles**). All of these items have the matching department icon on their back.

Note: Side boards are explained in the *Core Concepts* of the game on page 14.

2 Choose a starting player and give them the **Start player token**.

3 Place your **Department board** in front of you with your **Side board** to the right of it.

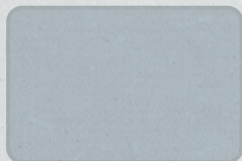
4 Each Department board comes with an associated set of **Science**, **Engineering**, and **Combo tiles**.

- Place your **Science tiles** face up on the depicted spots on **your Department board**. Look for these light blue frames on your Department board.

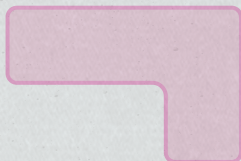


Science Tile Locations






- Place your **Engineering tiles** and **Combo tiles** face up on the appropriate spots on **your Side board**.

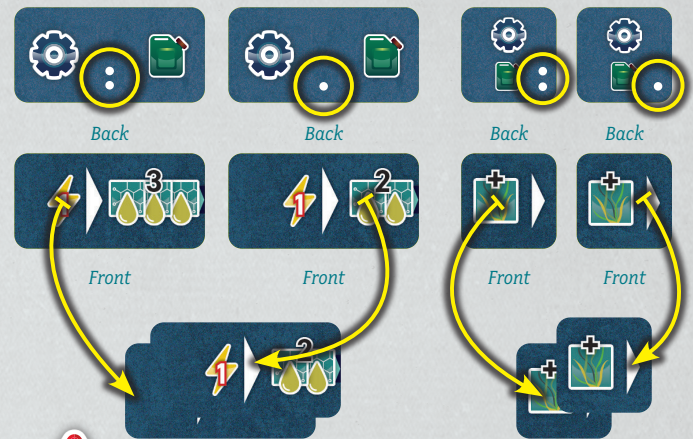


Engineering Tile Location
(dark blue)



Combo Tile Location
(pink)

Some Engineering and Science tiles consist of two tiles that are placed on top of each other. Their locations are marked with , , and . Place the tiles marked with  on their back first, followed by the tiles marked with  on their back.



Important: See the *Department Guides* for a more detailed explanation and images of the setup of each Department board and Side board.



PLAYER SETUP

- 5** Place your **Operator** and **Scientist Upgrade** tiles next to your Operator and Scientist Teams respectively, with their starting side face up.



Starting side



Starting side

- 6** Take 2 **Algae cubes** from the general supply and place them in the only available **Algae storage** on your Department board.
- 7** Place your **Science marker** on the “0” space of your **Science track**.
- 8** Place your 10 **Export/2x tiles** on the depicted fields on your Side board. Place an **Export disk** and a **Milestone marker** on the indicated spaces of each Export/2x tile.
- 9** Shuffle your 9 **Contracts cards** and draw 3. Return the remaining cards to the box.

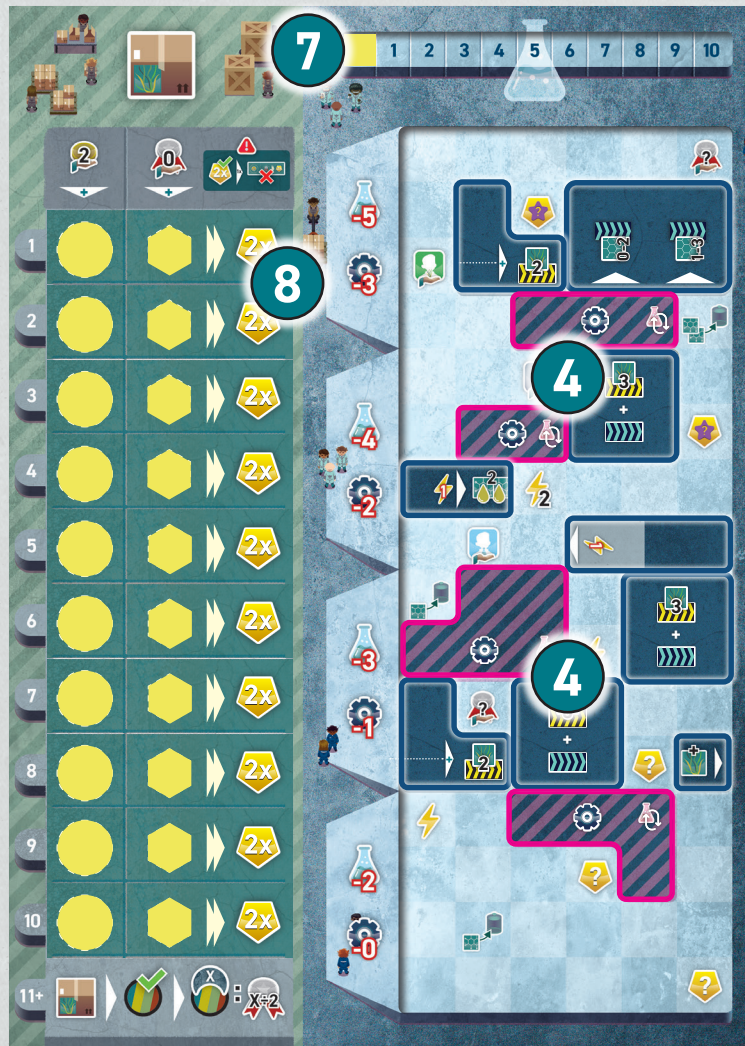
Then slide the 3 cards, in the order of your choice, inside your Side board in the appropriate location. Place the middle card first, and place the other two cards on top of it, making sure to overlap only the top and bottom part, as depicted in this example. The result is that you will have one chosen permanent ability, one Contract Export option, and one end scoring option (see page 15).

See Appendix I on page 34 for a complete list of all the Contract cards' effects.



Note: After you have played Algae Inc. a few times and are familiar with the setup, you can choose to randomly distribute the 4 double-sided Science inlays among the players for even more variety in the game.

If you do, each player chooses which side of the inlay they want to use this game and places it into the central recess of their Side board.



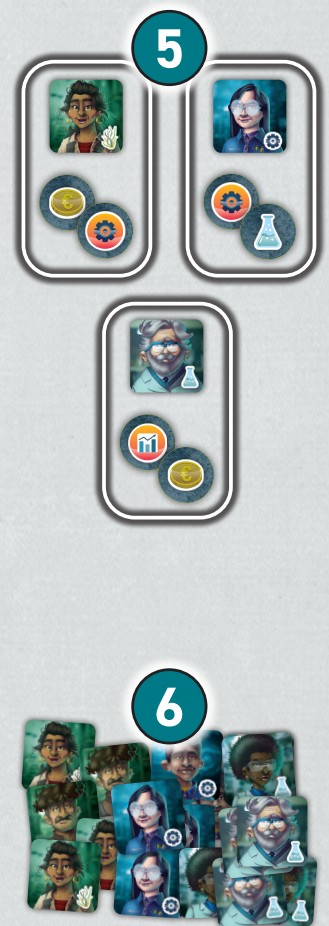
MAP BOARD SETUP

- 1 Place the **Map board** in the middle of the table.
- 2 Randomly distribute the 8 **Capital City Demand tokens** face up on the 8 capital cities on the map.
Note: When playing with new players, it is recommended to ignore the Capital City Demand tokens and just use the preprinted values on the map. In this case, the very first export (see page 20) **MUST** be delivered to Berlin!
- 3 Randomly distribute the 16 **Regular City Demand tokens** on the other cities on the map.
- 4 Shuffle the 32 **City Bonus tokens** and randomly place one of them on each of the 24 cities on the map.
- 5 Make **face up token pools** equal to the number of players. In each token pool, place:
 - one randomly chosen Staff tile
 - two randomly chosen City Bonus tokens (of the remaining 8). Return any unused City Bonus tokens to the box.
 Then, in reverse player order (starting with the player to the right of the start player and going around the table counterclockwise), each player chooses one of the token pools. The chosen Staff tile is placed on their Department board and each player immediately receives the depicted bonus (a choice action token).
- 6 Create a general supply of the remaining **Staff tiles**.



MAP BOARD SETUP

- 7** Randomly take 2 **Milestone tiles** per color and place them on the appropriate spaces on the Map board with a random side face up. Return the 5 remaining Milestone tiles to the game box.
- 8** Create a general supply with all the **Freelance Engineers**, **Market Value tokens**, **Wild Action tokens**, **Choice Action tokens**, and **Euro coins & bills**.
- 9** *In a 2-player game*, Place the 2 **Byproduct tanks** on the Map board in the indicated locations, **covering up the pre-printed tanks**.
In a 3-player game, Place only 1 Byproduct tank on the indicated location, i.e. the one that displays the department whose Department board is NOT used during this game.
In a 4-player game, the Byproduct tank tiles are not used.
- 10** Fill the bottom 2 rows of both Byproduct tanks with **Algae cubes**.
- 11** Place a **Capacity marker** on value 4 on every Algae tank and fill them with 4 Algae cubes each.
- 12** Place the remaining **Algae cubes** in the general supply pool.
- 13** Each player places their **Energy marker** on the middle space of the **Energy track**.
- 14** Each player places their **Victory Point (VP) marker** on space "0" of the **Victory Point (VP) track**.



Example of a 3-player setup

ACTION BOARD SETUP

- 1 Place the **Action board** next to the Map board.
- 2 Place the **Week marker** on the first round spot.
- 3 Shuffle the **3 Round bonus tiles** and randomly place them face up next to Round spots 1, 2, and 3.
- 4 Randomly choose **1 “A” Starting Action strip** and place it with a random side face up next to the round track.
- 5 Next, of the **12 Middle Action strips**, randomly choose 1 B, 1 C, and 1 D strip and place them with their ● side face up above the start strip (in alphabetical order).
- 6 Then, randomly choose **1 “E” Action strip** and place it face up above the D strip.
- 7 Randomly place one of the **12 Weekend bonus strips** (○ side face up) above the E strip.
- 8 Next, randomly choose one of the **6 VP strips** and place it with a random side face up above the Weekend bonus strip. The action board is now fully assembled. Put all remaining Actions strips, Weekend bonus strips and VP strips, and back in the box.
- 9 Finally, each player places their **Supervisor** beneath the starting strip at the start of the factory chain.



CORE CONCEPTS

ALGAE

As you would expect, the whole game revolves around **cultivating algae and processing them into Finished Goods** that can be **sold for export**. There are 4 types of algae:



Red algae



Brown algae



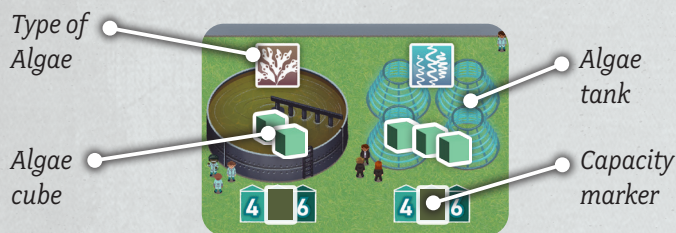
Spirulina



Chlorella

Algae are represented by Algae cubes. They all look identical, but the type of algae represented by each cube is simply determined by its location.

On the **Map board** are 4 big **Algae tanks** that produce the 4 different kinds of Algae. Below each of them is a **Capacity marker** which indicates the number of cubes that can be stored in that tank.



On the left side of your Department board (see page 13) you will find the same 4 Algae types, and to the right of each you'll see your available **Algae Storage**.

Each Department starts with the ability to store only one type of Algae. The other 3 are blocked by Science tiles called **Algae Storage upgrade tiles**.



Algae Storage Upgrades

Each Department has 3 Algae Storage upgrade tiles. Each time you remove an Algae Storage upgrade tile, **it makes Storage available for a new type of Algae**. Whenever you take Algae from the Algae tanks on the Map board, you may only choose from those species for which you have available Storage.



Immediately after removing a Storage upgrade tile, increase the capacity of the corresponding Algae species' tank on the Map board by one step, up to a maximum of 6.



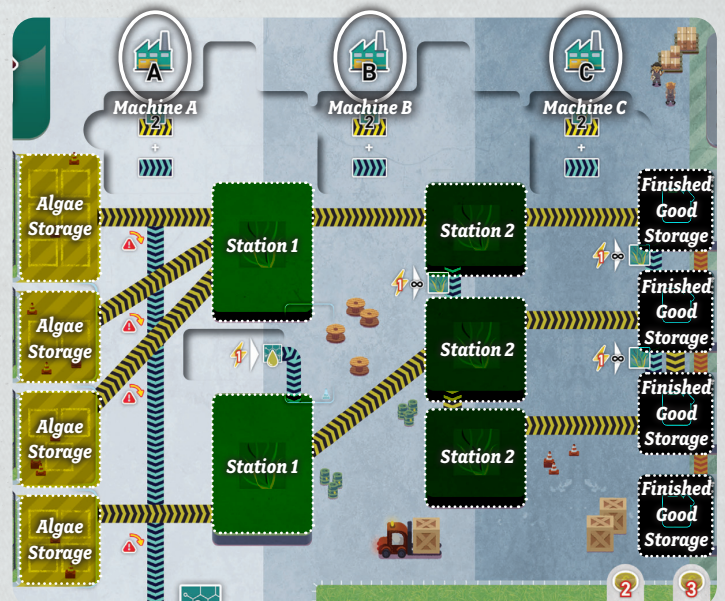
Moving Algae cubes

Your Department board has **Main** (yellow and black striped) and **Secondary** (blue and black striped) conveyor belts. During the game, you can move Algae cubes along the conveyor belts in your Department.


The **Main conveyor belts** (yellow and black striped) will move your Algae from their Storage locations to Station 1, then from Station 1 to Station 2, and finally from Station 2 to the Finished Goods Storage.

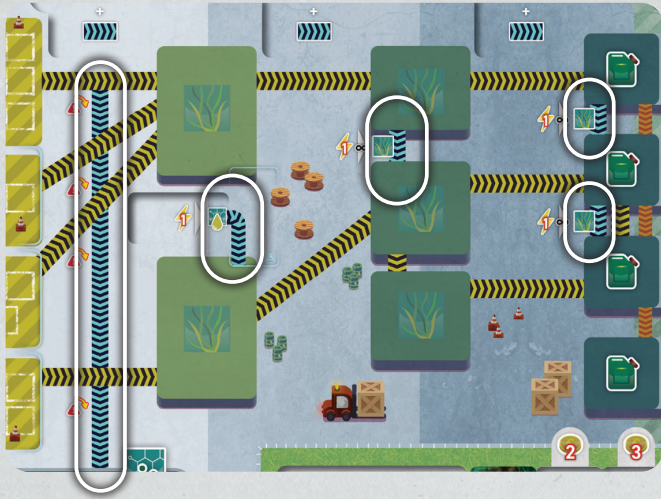
In order to move your Algae cubes from one location to the next, you can activate your **Machines**. There are 3 Machines on your Department board, that (aside from a few exceptions) move your algae cubes **along the Main conveyor belts** as follows:

- **Machine A** will move cubes from your Algae Storage to a Station 1.
- **Machine B** will move cubes from a Station 1 to a Station 2.
- **Machine C** will move cubes from a Station 2 to a Finished Good Storage.



CORE CONCEPTS

The **Secondary** conveyor belts () are activated **only by an activation of the Machine** of the zone they are in. Here are some examples of such Secondary conveyor belts:



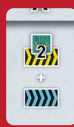
Activating Secondary conveyor belts may cause you to



- lose Algae cubes;
- lose Energy;
- gain Byproduct cubes (which immediately become Algae cubes);
- gain Energy.

Losses incurred in this way **are generally mandatory**, but **gaining** Byproducts and/or Energy **is always optional**.



Important: Whenever you perform a **Machine activation**, **ALL conveyor belts** (Main and Secondary) may activate within that Machine's zone.



However, under all other circumstances, such as during the income phase between rounds, Algae can **only be moved along the Main**  **conveyor belts, WITHOUT activating the Secondary**  **conveyor belts.**





As a reminder, simply keep in mind that you only activate the conveyor belts that are indicated on icons of a specific action.

Please refer to your "Department Guide" for a detailed description all the different effects and opportunities you can get from activating your Secondary conveyor belts.

BYPRODUCTS

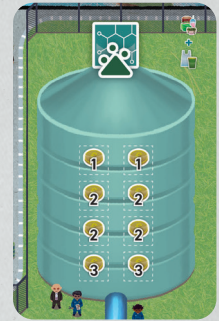


Algae production involves the loss and recycling of **Byproduct**. Byproduct is represented by the same wooden cubes you use to represent algae. As with algae, the type of Byproduct a cube represents is determined by its location.

There are 2 types of Byproduct: **Biomass** () and **Bio-oil** (). These are stored in their respective **Byproduct tanks**, located on the Map board:



Bio-oil Byproduct tank



Biomass Byproduct tank

If your Department converts Algae cubes into Biomass during production, you will be able to *recycle* Bio-oil in other steps of your production line, and vice versa. Byproducts can be useful in 2 ways:

1. When you activate **Machine A** in your production line, it is often the case that some algae are **lost in the process and converted to Byproduct**. This can be a convenient way to **gain Energy** (by *burning the Byproduct*, see page 26) and/or **money** (by *storing the Byproduct*, see page 27).
2. Each Department has ways to **add** Byproduct back into its production line. The specifics of this vary by Department, but the effect is to add Algae cubes to the production process, resulting in **more Finished Goods**.

ENERGY



During the game, players will gain or lose Energy. This is recorded on the Energy track on the Map board.

Energy is used as a form of currency in the game; you will sometimes have to spend Energy (by moving your Energy marker to the left) in order to perform actions or gain bonuses. Whenever you gain Energy, move your Energy marker to the right.



If you need to spend Energy but have none, you can **pay €2 per missing Energy** instead. Your Energy level marker remains on the lowest spot of the red zone.



If you gain Energy but already have maximum energy, you **gain 1VP per excess Energy** instead. Your Energy level marker remains on the highest spot of the green zone.



Players are eligible to gain bonuses during the weekend and at the end of the month, depending on their Energy level (see pages 30 and 31).

CORE CONCEPTS

DEPARTMENT BOARDS



Important: See the *Department Guides* for a more detailed explanation of each Department board.

Read “Gameplay” for a detailed description of the Team Activations you can perform to upgrade your Department board.

Your Department board depicts the production line of specific algae products. **That production line is divided into the following zones:**

Machine A. During the beginning stage of each production, you will often lose some of your Algae; these lost Algae usually become **Byproducts**. You can store Byproducts in the appropriate tank, which earns you **money**, or you can burn them, converting them into **Energy**.

Machine B. You can sometimes add Byproducts from other department’s production lines into your line, which is a lucrative way to boost your production.

Machine C. Like Machine B, you may be able to add more Byproducts before your Algae cubes are converted into saleable **Finished Goods**.

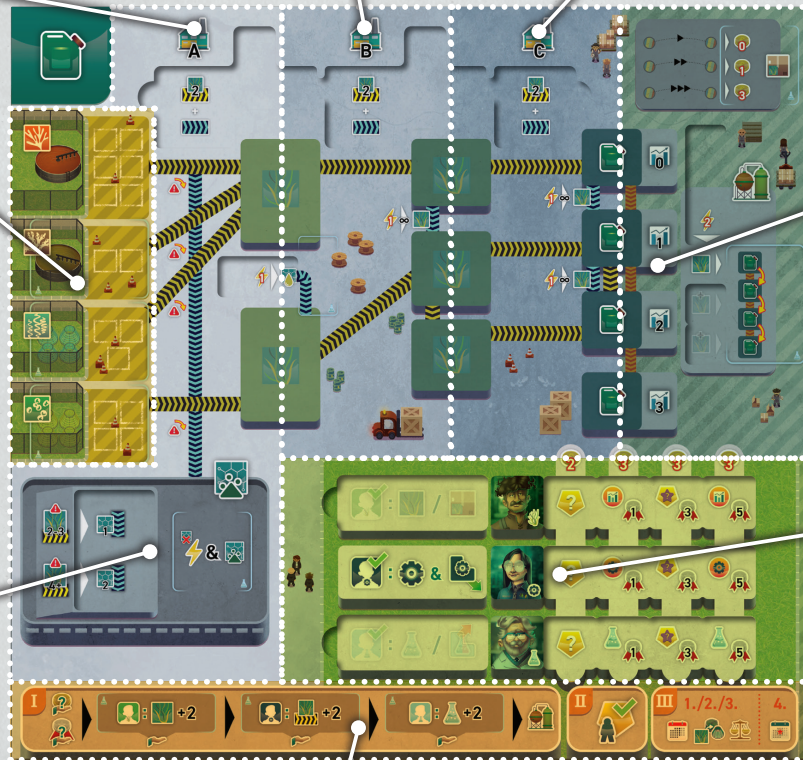
The **Algae storage** is divided into the 4 different types of algae. This is where you’ll place Algae coming from the Algae tanks on the Map board. **You can only place Algae in storage that is available.**

The **Byproduct Converter** indicates how many Byproducts you produce when activating Machine A, and what you can do with them.

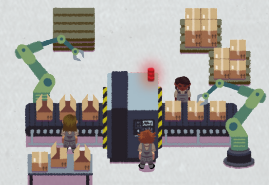
Cubes that have reached the end of Machine C are in the **Dispatch area**, ready for **Export**.



The **Facility** is where you will put your different staff members to work. Hiring more staff will result in more powerful actions, will unlock bonuses, and can even grant you Victory Points (VP).



This lower section is your **Player aid**, which shows you the 3 different stages of each week: **Monday Morning I**, the **Work Week II**, and the **Weekend III**



CORE CONCEPTS

SIDE BOARDS

The basics for upgrading your Department board and using your Side board are explained here.

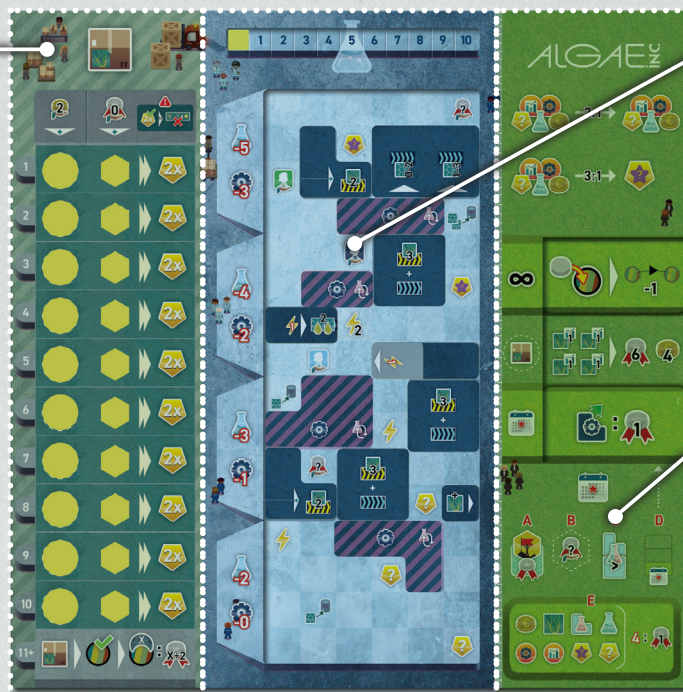
Read “Gameplay” for a detailed description of the Team Activations you can perform to upgrade your Department board and use your Side board.

Much of the game revolves around optimizing your production by **moving Engineering tiles** from your Side board to your Department board (by activating your Engineers) and **moving Science tiles** from your Department board to your Side board (by activating your Scientists).

Tip: The game will probably be too short to upgrade your entire Department board. Focus on upgrading only one or two paths on your production line to get the most out of them.

The layout of your Side board consists of 3 parts:

The left side of your Side board is the **Export section**. It contains your **Export disks** and **Milestone markers** on top of your **Export/2x tiles**. By exporting your products, you can move Export disks and Milestone markers to the Map board. This reveals additional income that you’ll receive during the Monday Morning Phase. However, if you use Export/2x tiles for additional actions, they are removed from the game and you will no longer receive the additional income depicted on them.



The central section of your Side board is the **Science grid**. At the start of the game, all of your **Engineering** and **Combo tiles** are placed here. The point track at the top of the board shows your **Science points**.

On the right side of your Side board you can see a reminder of the standard **exchange rate between resources**, the recess for your **Contract cards**, and a summary of the **End-of-the-Month** scoring.

Science Tiles



Science tiles begin the game on your **Department board**. When they are removed by activating your Scientists, they reveal upgrades. Removed Science tiles are placed **face down** in the Science Grid section of your Side board.

If you cover one or more bonuses with a Science tile, gain them immediately; they may be used at any time, even within this same action.

Engineering Tiles



Engineering tiles begin the game in your **Science grid**. When they are removed by activating your Engineers, they are placed **face up** on your Department board, where they improve your production process. At the same time, they free up space in your Science grid for future Science tiles.

Combo Tiles



In addition to the Engineering tiles (which go to your Department board when removed), there are also **Combo tiles** that you can remove from your Science grid by activating your Engineers. When you do this, **flip the Combo tile from its face up Engineering side to its Science side** and place it next to your Side board. You can place it back in your Science grid **as a Science tile** by activating your Scientist team on a later action.

Removing Combo tiles in this way costs the same as removing Engineering tiles, while placing flipped Combo tiles back in your Science grid costs the same as placing Science tiles.

Tip: Taking Combo tiles can be useful to free up space for your Science tiles, to take bonuses that are sometimes harder to achieve by placing your Science tiles, or to increase your End-of-the-Month VP by building a longer chain of Science tiles.

CORE CONCEPTS

RESOURCES

The resources that appear in *Algae, Inc.* are: **Euros**, **Freelance Engineers**, **Market Value**, and **Science points**. The game also includes Choice Action tokens and Wild Action tokens, but these are **not** considered “resources”.



Euro



Freelance Engineer



Market Value



Science Point

Science Points

Science points are the only resource marked by a track and are therefore limited to 10. If, at any point during the game, you would gain science points but you already have 10, the additional science points are lost.



When you receive a City Bonus token (see below) depicting a Science point, you must immediately mark it on your Science point track and discard the token. If you already have 10 science points, the bonus is lost.

City Bonus Tokens



Many City Bonus tokens come into play as the game progresses. When you receive one, **immediately exchange it** for the appropriate resource. All resources except Science points are considered to be unlimited.

Exchanging Resources

Whenever you have to pay a cost for something (**and only then!**), you may freely exchange all types of resources (Euros, Science points, Market Value, and Freelance Engineers) and/or Choice Action tokens at a ratio of 2 to 1.



Similarly, you may freely exchange **3 resources and/or Choice Action tokens for 1 Wild Action token** if you want to use a Wild Action token to perform an action of your choice. (See “Work Week – Performing Actions” on page 18.) There is a reminder of this in the top right corner of your Side board.

Example: when taking an action, you could spend €1 and 1 Science point (by moving your Science track marker) to get 1 Choice Action token, and immediately pay it to change your action.

CONTRACT CARDS

Note: See the *Department Guides* for a detailed explanation of each option on the Contract cards.

Each Contract card is divided into 3 options:

An End-of-the-Month scoring

A Contract export

A permanent ability



During setup, you layered 3 of these cards inside your Side board, leaving visible one chosen option of each type. The permanent ability will appear on top, the Contract export in the middle and the End-of-the-Month scoring at the bottom.



EXPORT AND MARKET VALUE

When *Algae* arrive at the Finished Good Storage in the **Dispatch area** of your Department board, they become **Finished Goods**, and are available for **export**, which in turn earns you Victory points (VP).

Next to each Finished Good Storage, you will see an icon that indicates that Finished Good's **Market Value**. This can be a fixed number, or may vary depending on the number of Finished Goods you deliver when performing the Export action.

You can also, when you perform the Export action, **use any number of Market Value tokens to increase the total Market Value** of one export by one for each used token.

Each city has a **Demand token** that indicates how much Market Value is needed in order to place an Export disk there. When exporting to a city, you must deliver a group of one or more Finished Goods (possibly augmented by Market Value tokens) whose total Market Value is at least equal to the city's Demand (see page 20).



GAMEPLAY

Algae Inc. is played over the course of a Month, split up into 4 weeks, represented by rounds of play. Each round (week) has the following 3 phases, as indicated on the bottom part of your Department board:

- 1. Monday Morning:** Players receive their income.
- 2. Work Week:** In player order, players take one turn per Work day, 5 turns per week.
- 3. Weekend:** Depending on their Energy level, players receive a weekend bonus. A few cleanup steps are performed.

I MONDAY MORNING

During the Monday Morning phase, each player **receives income and performs the steps depicted on their Department board**. This happens in every round, including the first.



Every player receives income:

- A** €2, plus €1 for each revealed €1 icon on the Export/2x tiles on your Side board.
- B** 1 VP for each revealed VP icon on the Export/2x tiles on your Side board.

The Euros and VP you receive as income are printed on the Export/2x tiles on your Side board. Once used, Export/2x tiles are removed from your Side board and no longer generate income.



Example: During Monday morning, Rafaël receives €5 and 1VP. If he had kept the 2 “Export/2x” tiles that are now gone, he would have received €7 and 3VP.



C 1 new Algae cube for each Operator in your Facility.

Algae cubes are stored by species in the Storage spaces on your Department board. At the beginning of the game, you only have available Storage space for **one** Algae species. If you don't have enough Storage space, you can't take any more Algae. When taking Algae cubes, you may take Algae from **different** species, as long as you have the available Storage spaces.

Taking Algae cubes must be done **in the current player order**. If an Algae tank is empty, you can buy Algae cubes from the general supply for €1 each. Whether you take the Algae cubes from the Map board for free or buy them from the supply, you may not exceed your allotted income of 1 new Algae cube per Operator.

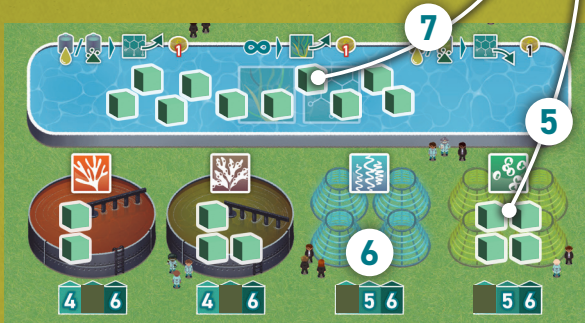
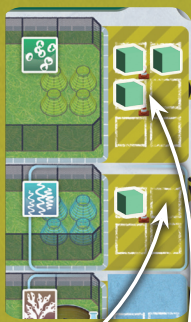


Example: It's Monday morning, and Peter is the Start player. He has 2 Operators **1**. This means he can receive up to 2 Algae cubes. He can take Algae cubes from both the **Spirulina** and the **Red Algae** tank, since he has Storage places for both these types of algae **2**. He decides to take the two Spirulina cubes that are left on the Tank on the Map board **3**.



GAMEPLAY

Example (cont'd): Emma is next and has 3 Operators **4**. This means she can receive up to 3 Algae cubes. She wants to take 2 Chlorella and 1 Spirulina. Taking the 2 Chlorella **5** is no problem, but there is no Spirulina left since Peter took the final 2 **6**. Emma decides to buy the Spirulina anyway by paying €1 and taking it from the supply **7**. However, she can only buy ONE Algae cube from the supply since this is her third Algae cube.



Note: The remaining steps in this phase can be performed by all players simultaneously.

D 1 Algae cube movement for each Engineer in your Facility.

Move Algae cubes along the Main conveyor belts as described on pages 11-12, **without activating any** of the Secondary conveyor belts. You may spread movements over several algae cubes as desired.

Tip: Moving cubes in this phase can be very powerful. It speeds up your production line and sometimes avoids production costs. On the other hand, you may miss Byproducts that would normally enter your production line at certain steps. Choose carefully which cubes you want to move!



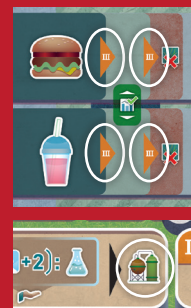
E 1 Science point for each Scientist in your Facility.

Your total number of Science points is limited to 10; any points you earn beyond 10 are lost. You cannot exchange them for anything else during this phase.



Important: Two Department boards have one additional step during this phase (see *Department Guides*):

1. For the **Food** Department, food in the Dispatch area that has not yet been exported will degrade at the start of each Week; food that had previously degraded and has not yet been exported will spoil and be removed from the board.
2. For the **Biofuel** Department, there is an optional refining step.



Income upgrade

Each Department board has 3 Team upgrade Science tiles that can be removed with a Scientists Team activation (see page 24) to upgrade your income during the Monday Morning phase.

Operators Income Upgrade

Removing this tile increases your Operators' income by 2 Algae cubes. This is applicable only during each Monday morning income phase, and when you gain the Operator Income bonus from your Side board.



Note: When activating Operators, you do NOT gain more Algae cubes due to upgrading your Operators' income; the income upgrade does not affect that action.

Engineers Income Upgrade

Removing this tile increases your Engineers' income by 2 Algae cube movements. This is applicable only during each Monday morning income phase, and when you gain the Engineer Income bonus from your Side board.



Scientists Income Upgrade

Removing this tile increases your Scientists' income by 2 Science points. This is applicable only during each Monday morning income phase, and when you gain the Scientist Income bonus from your Side board.



Note: When activating Scientists, you do NOT gain more Science points due to upgrading your Scientists' income; the income upgrade does not affect that action.

GAMEPLAY

II WORK WEEK

Each turn, starting with the starting player and moving clockwise, each player performs 1 or more actions. There are 5 turns in each Work week.



During their turn, each player performs the following 2 steps:

A. Move Supervisor

B. Perform Action(s)

A. Move Supervisor

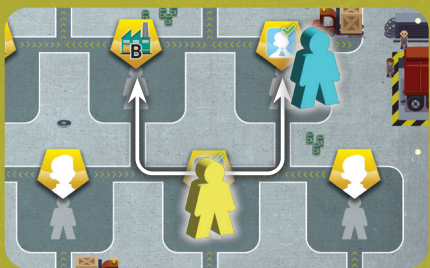
On your turn, you must move your Supervisor upward to the next Action strip.

If this is your first turn in the current round, choose any Action spot on the bottom Action strip.



In subsequent turns, you must move your Supervisor to an Action spot on the next Action strip connected to the current Action spot it is on. Multiple Supervisors may occupy the same Action spot.

Example: *Rafaël's Supervisor must move to one of the 2 action spots shown. The presence of Peter's Supervisor is irrelevant.*



B. Perform Action(s)

After moving your Supervisor, you may:

- **perform the action** depicted on the spot your Supervisor landed on, OR
- **take the alternate action**, which consists of taking one Choice Action token, €1, or 1 Algae cube, or moving one Algae cube along a Main conveyor belt on your Department board. There is a reminder of this option at the top left of the Action board.



Note: This is considered an action, which means that you can still spend an Export/2x tile afterwards (see below) to take an additional action, even performing the same action again.)

ACTION TOKENS

During the game, you can earn multiple types of action tokens: **Choice Action tokens**, **Wild Action tokens**, and **Export/2x tiles**. These tokens can help you be more flexible when performing actions, or even allow you to perform 2 actions in the same turn:

Choice Action Token

By spending a Choice Action token, you can change the Team or Machine that you activate.

Examples:

- If your Supervisor is on a spot to Activate your Operator Team, you may spend a Choice Action token to activate your Engineers or Scientists instead.
- If your Supervisor is on a spot to Activate Machine B, you may spend a Choice Action token to activate your Machine A or C instead.

A Choice Action token cannot be used to change the action type itself. For example, you cannot turn a Machine Activation into a Team Activation or vice versa. However, this can be done by using a Wild Action token.



Wild Action Token

By spending a Wild Action token, you can choose to perform **any** Action or Sub-action, instead of the action depicted where your Supervisor is standing.



Export/2x Tile

By spending an unlocked Export/2x tile, you may redo the action depicted where your Supervisor is standing, or take the alternate action.



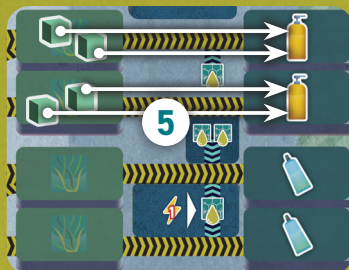
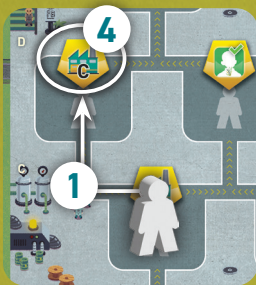
Note: this additional action can also be modified with a Choice Action token or a Wild Action token if desired.

Export/2x tiles are unlocked as soon as both markers have been removed, but you may **use only one Export/2x tile per turn**. Return used Export/2x tiles to the game box.



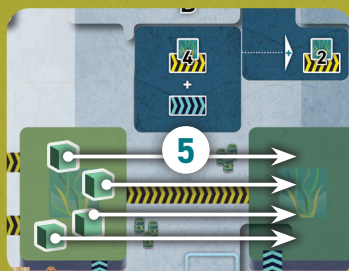
GAMEPLAY

Example 1: Emma moves her Supervisor to a spot where the Production of Machine C is shown ①. She prefers to activate Machine B instead and spends a Choice Action token to do so ②. Now that she has a few Algae cubes in Station 2, she decides to spend an unlocked Export/2x tile ③ to repeat the Production action. Since the action spot shows Machine C ④, she can move her Algae cubes from Station 2 to the Dispatch area without spending another Choice Action token ⑤.



Example 2: Peter moves his Supervisor to a spot depicting the activation of Machine A ①. However, he wants to export products, so he spends a Wild Action token to do so ②.

With his export action, he removes one of his Export disks and unlocks an Export/2x tile ③. He decides to spend it immediately ④ for an additional action. He can now activate his Machine A, but he prefers to activate his Machine B instead and spends a Choice Action token to do so ⑤.



There are 3 types of Actions, 2 of which are subdivided into 4 possible sub-actions:

1. Recruit any Staff member

2. Activate one Team

- Activate Operators
- Activate Engineers
- Activate Scientists
- Activate any Team

3. Activate one Machine

- Activate Machine A
- Activate Machine B
- Activate Machine C
- Activate any Machine

1. Recruit any Staff Member



Each player has 3 Staff teams consisting of **Operators, Engineers, and Scientists**. You start the game with one permanent Staff member in each team, printed on the Facility. During the setup, you already received an additional Staff member.



Having more Staff members will :

- increase your income in the Monday morning phase
- significantly improve your Team Activation actions.

To recruit a new Staff member, take one Staff tile of your choice from the general supply and add it to your Facility in the appropriate row on the leftmost available space. Pay the applicable cost shown above the column where you placed the new tile.

Then, take the Bonus and immediately score the VP depicted (if any) where you placed the new tile.

Example 2: Emma already has 3 Engineers, including the one printed on her board. She decides to pay 3 Euro and recruit a fourth Engineer because this will reward her with a Wild Action token and 3 VP.



GAMEPLAY

2. Activate one Team

When you activate a team, you activate the entire team for the same task. Although Operators and Scientists can perform 2 different tasks, **you can only do 1 task per activation.**

2.1. Activate Operators

When activating your Operators, you can either

- **take new Algae cubes, OR**
- **export Finished Goods to various cities across Europe.**

This is also indicated next to your line of Operators:



2.1.1 - TAKE NEW ALGAE CUBES

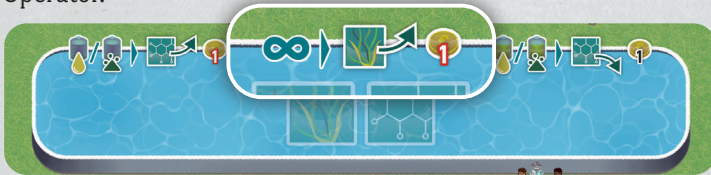
Take Algae cubes from the Map board, up to the number of Operators that you have, and store them on the appropriate Storage spaces on your Department board.

You may take Algae cubes of any combination of species, **but only those for which you have Storage space available.** If you don't have enough Storage space, you can't take any more Algae.



Algae tanks

If an Algae tank is empty, you may **buy** Algae cubes from the **general supply for €1 each.** Whether you take the Algae cubes from the Map board for free or buy them from the supply, you may **not** take more than 1 new Algae cube per Operator.



Note: You may NOT take 2 additional Algae cubes if you upgraded your Operators' income (see page 17). This **only** applies during the Monday morning income phase.

2.1.2 - EXPORT



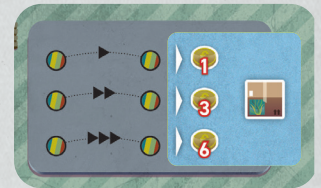
You can export final products (i.e., Algae cubes at the end of your Production line, in the Dispatch area) to **one or more** Cities on the map to which **you haven't exported yet.**

2.1.2.1 - Transport cost

Since all players work for the same company, it is possible that other players have already found customers for Algae, Inc. in certain cities. **You can export to these cities at no extra cost.**

However, when exporting to cities to which **no products have yet been exported**, there are standard transport costs that depend on the distance of that city from the nearest export disk on the map (of **ANY** player), as indicated on your player board at the top of the Dispatch area:

- €1 to adjacent cities
- €3 to cities at a 2-step distance
- €6 to cities at a 3-step distance



As a general rule, you may **not** export to cities **more than 3 steps away** from a city with an export disk.

Transport costs are paid to the general supply.

If this is the **first** export action in the game, by any player, you may export to any city of your choice **without paying transport costs.**

Note: If you did not place the Capital City Demand tokens during setup, the first export action **must be to Berlin.**


TRANSPORT COST UPGRADE

By activating your Scientists (see pg. 24), you can remove the "Transport cost" Science tile from your Department board and place it in your Science grid. This reduces your future Transport Cost to 0/1/3 Euros for 1/2/3 distance.




2.1.2.2 - Demand

In order to export to a City, you must meet that City's minimum **Demand Value** () depicted on its **Demand token.**

The **Market Value** () of each of your Algae cubes is depicted on your Department board. As a general rule, you may combine Algae cubes of any Market Value to meet a city's Demand. Any excess Market Value is lost.



GAMEPLAY

You may use one or more **Market Value tokens**  to **increase** the Market Value of an Algae cube by 1 per token, even if the Market Value of that cube is 0.

Reminder: You can always exchange 2 other resources or Choice Action tokens for a Market Value token.

Algae cubes used for an export action are returned to the general supply.



Notes:

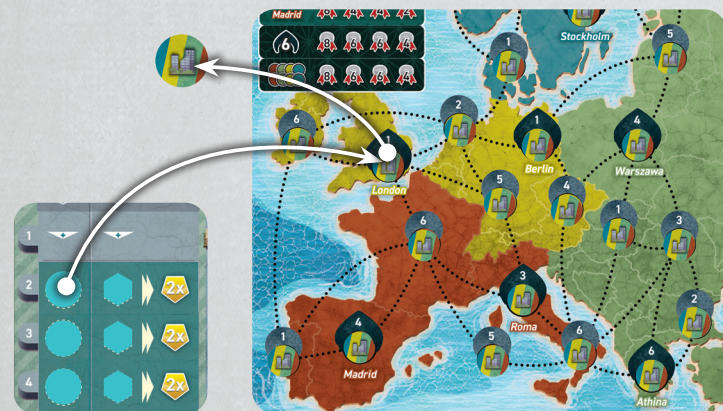
- When operating the Cosmetics Department, you may not combine Algae cubes of different product types to export to one City.
- When operating the Bioplastics Department, it is beneficial to combine Algae cubes of the two different product types, as this can significantly increase their Market Value.



Each of the Departments is explained in detail in the *Department Guides*.

2.1.2.3 - Export disks and Milestones

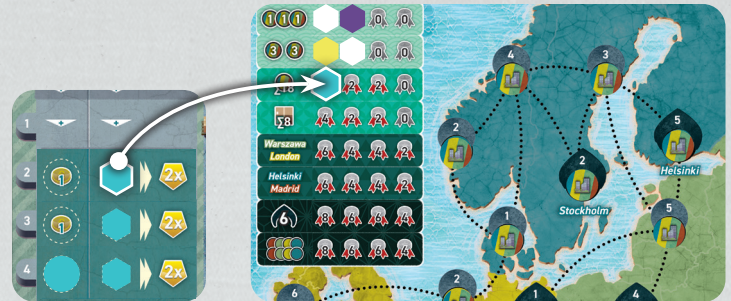
When exporting to a city, take the topmost Export disk from your Side board and place it on the city. If this is the first Export disk in this city, also take the City Bonus token.



You may use acquired Bonus tokens immediately for the next Export in the same action, e.g., using Euros to pay for transportation or Market Value tokens to increase the Market Value of your product.

If you export to a city that already has one or more Export disks from other players, simply stack your Export disk on top of it.

After each export to a city, check to see if you have achieved one or more Milestones. If so, you may immediately take the top Milestone marker(s) from your Department board and place it next to the achieved Milestone(s) on the Map board. Immediately score the depicted Victory Points, if any.



See Appendix 2 for a detailed description of all Milestones.

After completing an export to one City, you may export to other Cities if possible. The number of Cities you may export to in a single action is limited to **the number of Operators that you have**.

When you remove Export disks and/or Milestone marker from your Department board, this **may unlock one or more Export/2x tiles**. You may immediately use a Export/2x tile during the same turn if you have not already used one.

2.1.2.4 - Contract export

Once per game, you can do an Export to your Contract card. You do this as part of a normal Export. The normal export rules apply as if you were exporting to a city on the central map, but **without transportation costs**. Remember that Market Value tokens can be used to meet Contract export terms that require cubes with specific Market Values!

If and when you export to your Contract card, place your Export disk next to the card in its designated spot, instead of on the Map board. Gain the immediate benefit shown on the card.



Note: The Export disk placed on your Contract does NOT count toward the achievement of any Milestones.

2.1.2.5 - More than 10 Exports

As a general rule, each player can only export once to each city on the map. However, in the exceptional case that a player manages to export to 10 different cities, the export action is still available to them.

In this case, the player can **only** export to the cities they have already exported to, and must still meet the city's minimum Demand Value. Each time the player re-exports to a city in this way, they score immediate VP equal to half of the City's Demand Value, rounded **up** if necessary.



GAMEPLAY

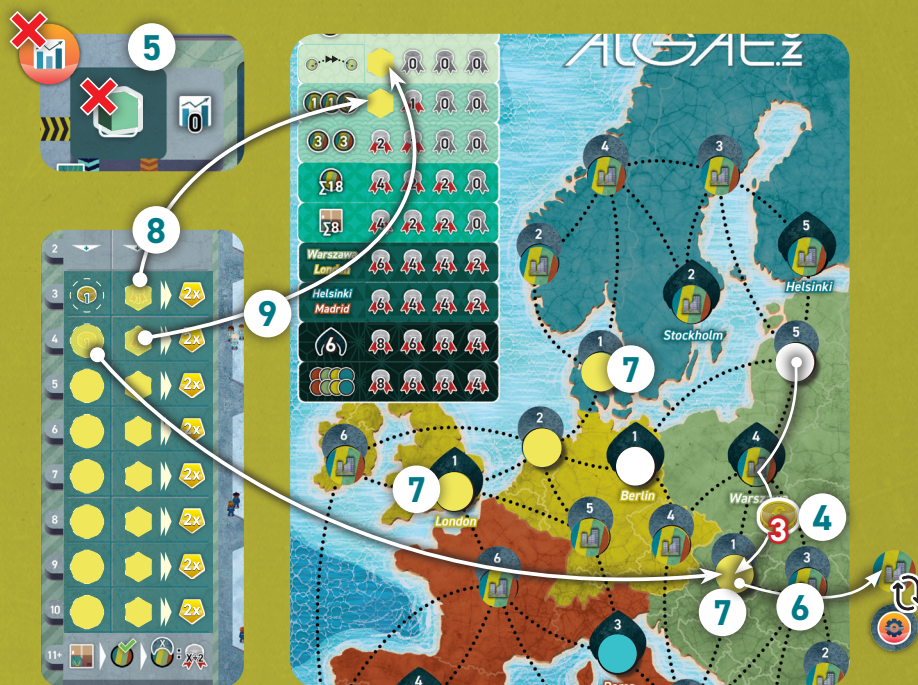
Example: Rafaël chooses to activate his three Operators, allowing him to take three Algae cubes, or to do **up to three** exports. He chooses the latter.

First, he wants to perform his Contract export. To do so, he needs to provide at least three Market Value **1**, which he does by using 2 cubes with a combined Market Value of 3 **2**. He places his top export disk on his Side board next to the fulfilled Contract **3**, and immediately gets 4 VP and 3 Euros for it.



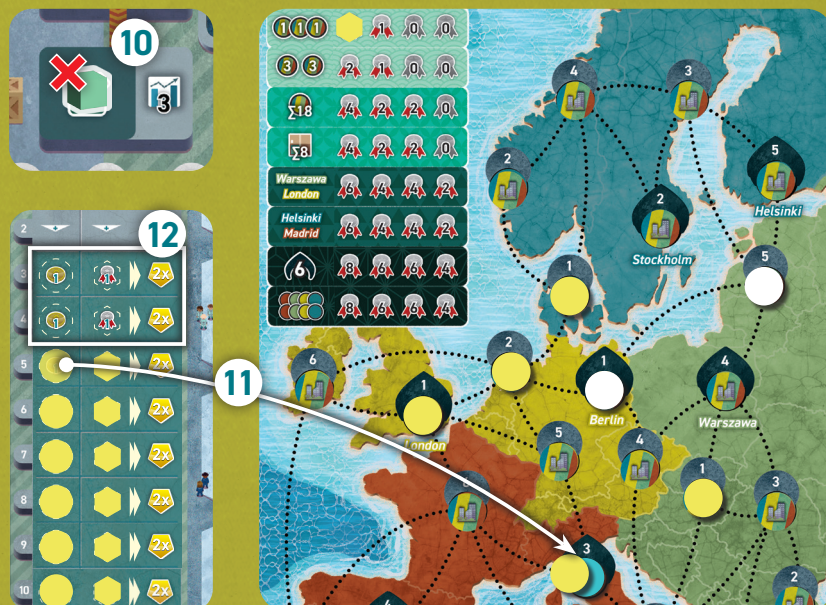
The 3 Euros is especially welcome, since he can now reach a city on the map at a distance of 2 from Emma's nearest Export disk by paying 3 Euros **4**. The Demand Value of that city is only 1, which Rafaël meets by using a cube with 0 Market Value, combined with one Market Value token **5**. He is the first player to place an export disk in this city, so he takes the City Bonus token **6**, which he immediately flips, revealing a Freelance Engineering token. He takes a matching token from the general supply and then discards the City Bonus token.

Since this was the third city with Demand Value 1 to which he has exported **7**, he immediately claims the applicable Milestone and gets 2 VP for reaching it first **8**. He also claims the Milestone that requires an export at exactly 2 distance **9**. Since he is also the first player to do that, he gets an additional VP.



For his third export, Rafaël uses the one cube he has left, with a Market Value of 3 **10**. He exports it to a city with Demand Value 3 to which Peter had already exported **11**, so he doesn't have to pay any transportation costs. This third export does not result in Rafaël reaching any additional Milestones.

By placing 3 export disks and reaching 2 Milestones, Rafaël has unlocked two Export/2x tiles **12**. He considers using one Export/2x tile to repeat the activation of his Operators. However, he has no more cubes to export. While he could choose to use a Export/2x tile to take 3 Algae, he chooses not to, knowing that each Export/2x tile on his board will earn him 1 Euro and 1 VP in the next income phase.



GAMEPLAY

2.2. Activate Engineers



Also read the Core Concept that explains the Side board.

When you activate Engineers, you can both:

- **generate Engineering points, AND**
- **place Engineering tiles.**

This is also indicated next to your line of Engineers:



2.2.1 - GENERATE ENGINEERING POINTS



Each Engineer you have generates 1 Engineering point, and each Freelance Engineer token you spend earns you an additional Engineering point. Return spent tokens to the general supply.

2.2.2 - PLACE ENGINEERING TILES



With this action, you may now spend your generated Engineering points to either:

- **remove Engineering tiles** from your Science grid and place them on your Department board to improve production, OR
- **remove a Combo tile** from your Science grid and flip it from its Engineering side to its Science side. Removed Combo tiles are kept in your personal reserve for later use as a Science tile.

The cost of removing each Engineering tile or Combo tile can vary between 0 and 3 Engineering points and is depicted on the left side of the Science grid.

You can remove either Engineering tiles or Combo tiles, or a combination of both, **up to the number of Engineers you have**, provided that you also have the required number of Engineering points. Any unspent Engineering points are **lost**.



Most Engineering tiles have one dedicated field on your Department board that matches the shape of the tile. If there is more than one field with the same shape, you may **choose** on which field to place your tile first.

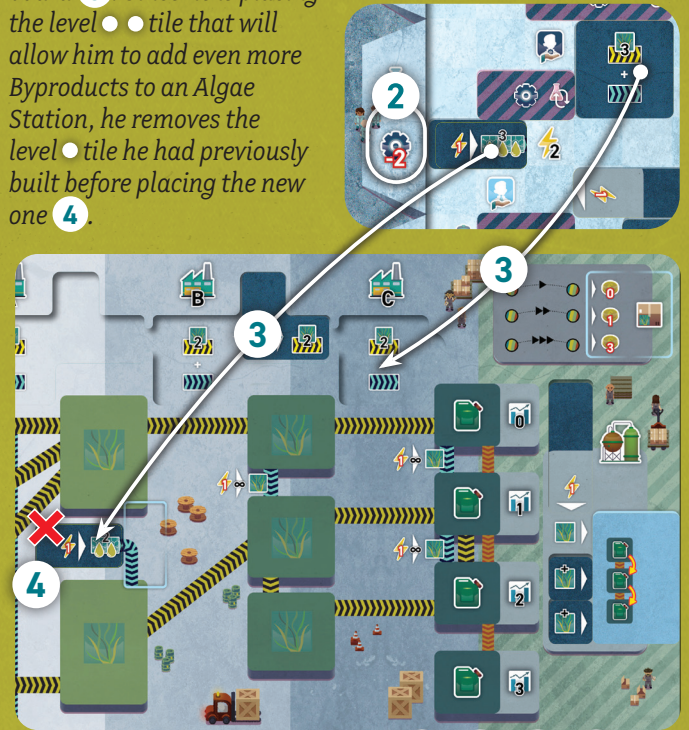
As mentioned on page 6, some Engineering tiles are placed on top of each other during setup in your Science grid. Once you have placed the first one (marked with ●) on your Department board, you can later replace it with the second one (marked with ●●) as part of a subsequent Activate Engineers action (or even as part of the same action, if you have enough Engineers and engineering points.)

Tip: Engineering tiles improve your production line; removing them from your Science grid also frees up space to place Science tiles.

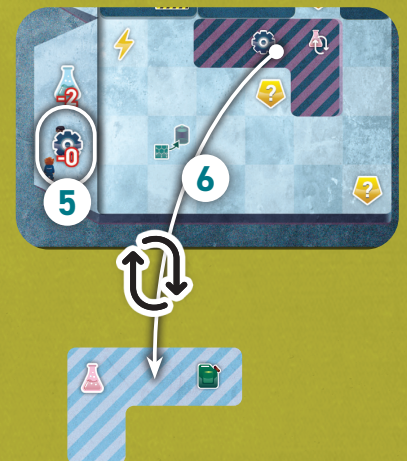
Example: Rafaël activates his three Engineers and also spends a Freelance Engineer token, giving him a total of four Engineering points **1** to spend to upgrade his Department board.



He chooses to take two Engineering tiles, each of which costs 2 Engineering points, as depicted on his Science grid **2**. He places them in the appropriate spots on his Department board **3**. Since he is placing the level ●● tile that will allow him to add even more Byproducts to an Algae Station, he removes the level ● tile he had previously built before placing the new one **4**.



Since he has three Engineers, he is allowed to take up to three tiles. He has no Engineering points left, but sees that there is a Combo tile in the bottom zone of his Science grid that he can take for free **5**. He takes it, flips it over, and keeps it in his personal reserve **6**. When he activates his Scientists in a later action, he may choose to put it back in his Science grid.



GAMEPLAY

2.3. Activate Scientists

By activating your Scientists, you can either

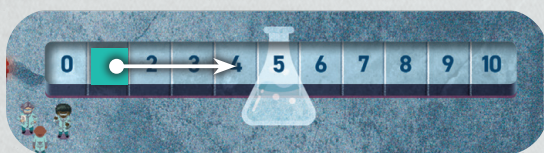
- **gain Science points, OR**
- **place Science tiles.**

This is also indicated next to your line of Scientists:



2.3.1 - GAIN SCIENCE POINTS

For each Scientist you have, add 1 Science point to your Science track, up to the limit of 10; any excess Science points are lost.



Note: You may NOT take 2 additional Science points if you upgraded your Scientists' income (see page 17). This **only** applies during the Monday morning income phase.

2.3.1 - PLACE SCIENCE TILES

With this action, you may spend your Science points to either:

- **remove a Science tile** of your choice from your Department board and place it face down anywhere in your Science grid, OR
- **place a Combo tile** from your personal supply (previously removed from your Science grid and flipped from its Engineering side to its Science side) anywhere in your Science grid.

The cost of placing a Science tile or flipped Combo tile varies from 2 to 5 Science points, and is shown on the left side of the Science grid. If you place a Science tile across two different cost zones, pay only the more expensive cost. Immediately before placing the tile, pay its cost by moving the Science point token on your Science track the appropriate number of steps.

You can place either Science tiles or Combo tiles, or a combination of both, **up to the number of Scientists you have**, provided there is free space in your Science grid, and you can pay the applicable costs.



Immediately after placing a Science tile or Combo tile, you may take whatever bonuses you cover with the tile.

Available bonuses:



Gain 1 or 2 Energy. Move your Energy marker accordingly.



Take 1 Choice Action token from the general supply.



Take 1 Wild Action token from the general supply.



Take 1 or 2 Algae cubes from the general supply (representing Byproducts), store them in a Byproduct tank of your choice, and gain the depicted coins. You may not burn the received Byproducts into Energy. If both tanks are full, each you would have stored gains you €1 instead.



Immediately gain your VP income. (1 VP per removed Milestone marker on Export/2x tiles that are still on your Side board)



Immediately gain your Operator income. (1 Algae cube per Operator; +2 additional Algae if you have upgraded your Operator income)



Immediately gain your Engineer income. (Move 1 Algae cube per Engineer; +2 additional movements if you have upgraded your Engineer income)



Immediately gain your Scientist income. (1 Science point per Scientist; +2 additional Science points if you have upgraded your Scientist income)

Tip: Removing Science tiles from your Department board improves the performance of your department. You can generate more income, process different types of Algae, and increase the Market Value of your products.

2.3.1.1 - Storage tanks

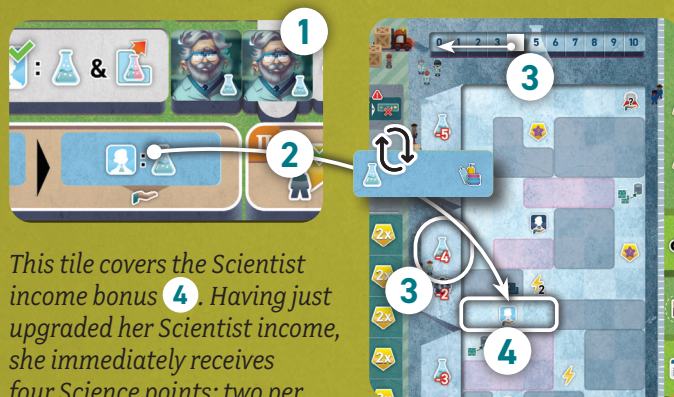
If you remove a Science tile from one of your Algae storages, **remember to immediately increase the Capacity marker of the Algae tank of that species on the Map board by 1 step.**

2.3.1.2 - End of the Month bonus

At the end of the month you will score 1 VP for each Science tile in the largest set of adjacent Science tiles you have built in your Science grid, including flipped Combo tiles (see page 32).

GAMEPLAY

Example 1: Emma activates her two Scientists **1**, allowing her to move up to two Science tiles from her Department board to her Science grid. She currently has only four Science points. She takes the Science tile that upgrades her Scientist income **2**, flips it, and places it on her Science grid, immediately paying four Science points (the cost applicable in the zone where she wants to place the tile **3**).



This tile covers the Scientist income bonus **4**. Having just upgraded her Scientist income, she immediately receives four Science points: two per Scientist and two extra because of the upgrade **5**.



Next, she takes a Combo tile **6** she had removed and set aside with a previous Engineer activation, and wants to put it in the top area of her Science grid. She has only four Science points available, but decides to exchange one Euro and one Choice action token for one Science point **7**, so she can spend the total applicable cost of five Science points **8**. She places the tile, covers the bonus of the Wild Action token and takes it **9**.



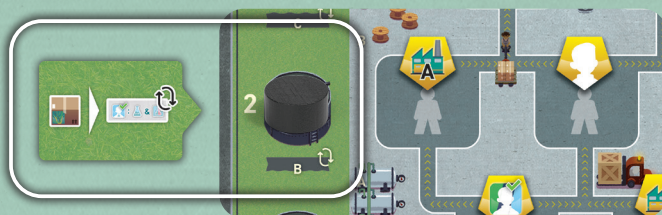
2.4. Activate any Team

If you choose a Team activation action on the first or last Action strip, you may activate a Team of your choice.



EXPORT BONUS

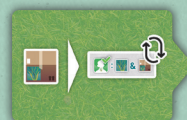
During Weeks 1-3, all players that manage to Export at least once during that Week will receive a Team upgrade. When you have completely finished **an Operator activation including at least one successful Export**, receive the bonus which is currently showing next to the Week marker.



The 3 different Export bonuses were randomly linked to the first 3 Weeks during setup, and each is an upgrade to one of your Teams. They can **only** be obtained by Exporting in the correct Week.

Operator Team upgrade

If you receive the Operator Team upgrade, flip the Operator Upgrade tile next to your Facility.

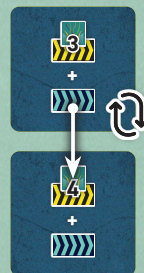


This indicates that from now on, whenever you Activate your Operators, you will be able to take new Algae cubes **AND** Export as one action and in that order.

This upgrade does NOT apply to the Operator activation that you just completed.

Engineer Team upgrade

If you receive the Engineer Team upgrade, flip **all 3** Engineering tiles that upgrade your Machines' capacity, even if they are still in your Science grid.



Scientist Team upgrade


If you receive the Scientist Team upgrade, flip your Scientist Upgrade tile next to your Facility.



This indicates that from now on, whenever you Activate your Scientists, you will be able to gain Science points **AND** place Science tiles as one action and in that order.



GAMEPLAY

3. Activate one Machine


Activating a Machine allows you to move Algae cubes along that Machine's conveyor belts, up to that Machine's maximum capacity, as shown under the Machine icon. **The maximum capacity applies only to the Main  conveyor belts!**



Note: A Machine can only be activated if you can move at least one Algae cube along a Main conveyor belt.

Your production line has Main  and Secondary  conveyor belts. When you perform a Machine activation, **ALL** conveyor belts in the Machine's zone may be activated.

SECONDARY CONVEYOR BELTS

The Secondary conveyor belts  are activated only by an activation of the Machine of the zone they are in. They are never activated by other effects or actions, such as the movement of Algae cubes in the Monday Morning phase.

As a general rule, the Secondary conveyor belts can only be activated once per Machine activation. If you can use them more than once, this is indicated by an ∞ symbol.

There are 3 different types of Secondary conveyor belts:



1. Secondary belts connected to Main conveyor belts.

These belts can only be activated if at least one Algae cube moves along the connected Main conveyor belt.



2. Secondary belts connected to one Station on the left side of a Machine.

These belts can be activated whenever the Machine in their zone is activated, for example, to add one or more Byproducts. Byproducts may be added to empty Stations in a Machine when it is activated, as long as at least one Algae cube is traveling along a Main conveyor belt **from left to right** in this machine during this activation.



3. Secondary belts that connect two Stations in a Machine.

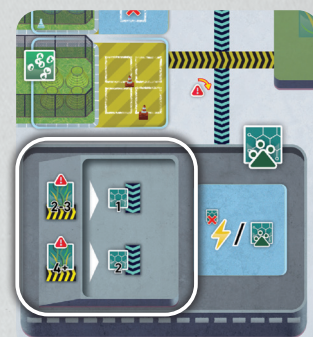
These belts allow you to move Algae cubes between Stations, often at a specified cost, and regardless of the Machine's maximum capacity (which only applies to the Main belts).

3.1. Activate Machine A



When you activate Machine A, you will often lose one or more Algae cubes. These cubes are converted into Byproduct, according to the table on the **Byproduct Converter** in the lower left of your Department board.

Upgrading this table will give you more flexibility in how many cubes you want to convert into Byproduct or not.



Example: Using this table, if **Peter** moves 2 or 3 Algae cubes while activating Machine A (from his Algae storage to Station 1), he will lose 1 Algae cube, changing it to a Biomass Byproduct.

If he were to move all 4 of his Algae cubes in Machine A, he would lose 2 cubes that convert into Biomass Byproducts.

(Note that moving only 1 Algae cube does not generate any Byproduct.)



When Algae cubes convert into Byproduct, you can choose to **burn them or store them**:

- **Burn Byproduct** to produce Energy, **OR**
- **Store Byproduct** in the appropriate Byproduct tank to gain Euros.

3.1.1 - BURN BYPRODUCT



Increase your Energy level one step per Byproduct that you burn. Return the cube(s) to the general supply.

If a player gains Energy but already has maximum Energy, they gain 1VP per excess Energy instead. Their Energy level marker remains on the highest spot of the green zone.

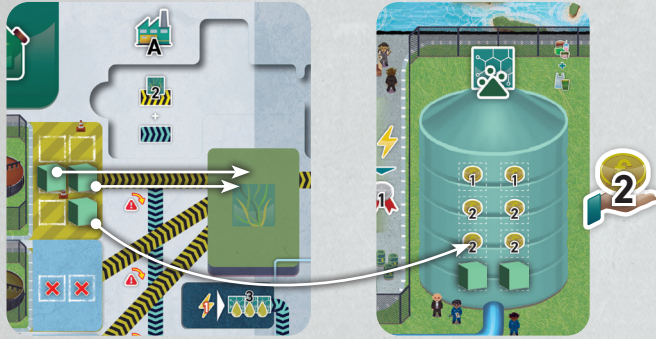


GAMEPLAY

3.1.2 - STORE BYPRODUCT




Move the cube(s) to the appropriate Byproduct tank on the Map board, and gain Euros for each Byproduct you store as depicted on the storage spaces in the tank.

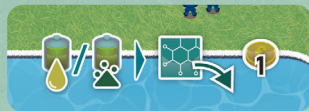



BYPRODUCT TANKS



Byproduct tanks are always filled from the bottom up.

If a Byproduct tank is full  you may instead sell Byproduct **to the general supply for €1 per Byproduct**.



If a Byproduct tank is empty  and you want to add Byproduct to your production, you may instead buy Byproduct **from the general supply for €1 per Byproduct**.



Note: Later in the game, you will be able to upgrade the conversion of Byproducts by removing the appropriate Science tile. When you do, every Byproduct you produce will produce Energy AND will be sent to the Byproduct tanks to earn you money.



3.2. Activate Machine B



Activating Machine B will let you move Algae cubes from Station 1 to Station 2, up to Machine B's capacity.

3.3. Activate Machine C



Activating Machine C will let you move Algae cubes from Station 2 to the Dispatch area, up to Machine C's capacity. Your Algae cubes have now become **Finished Goods that you can Export** (see page 20).

3.4. Activate any Machine



If you choose a Machine activation action on the first or last Action strip, you can activate a Machine of your choice.

ADDING BYPRODUCTS



Activating Machine B or C often allows you to add Byproduct to your production line. This can happen in 2 different ways:

1. Byproducts added to Main Conveyor belts.



Byproduct can be added to an already moving Main conveyor belt (or to a Station on the right side of the activated Machine). These Byproducts also become Algae cubes but are added along the way and do not count towards the maximum movement capacity of your Machine.

These Byproducts can never be added to an "empty" conveyor belt. You need **at least one moving Algae cube** to add Byproduct to the Main belt that the cube is moving on.

2. Byproducts added to Stations.



Byproduct can be added to a Station on the left side of the Machine you activate (not to a Main conveyor belt). These Byproducts immediately become Algae cubes and count towards the maximum movement capacity on the Main conveyor belt of your Machine if you move them afterwards.

These Byproducts can never be added to an empty Machine, but can be added to an empty Station of an activated Machine.

You need at least one Algae cube on one of the Stations on the left side of your Machine to activate the Machine first. Then the Secondary conveyor belts are triggered and Byproduct may be added to a Station, even if that Station is empty.

MACHINE CAPACITY UPGRADES

With an activation of your Engineers, you can place Machine Capacity upgrade tiles on each of your Machines. There are 2 different types of upgrades:

1. Machine Capacity Upgrades (Machines A, B and C).

The initial capacity of your Machines A, B, and C is 2, which means that each time you activate a Machine, you can move a **maximum of 2 cubes** through the Machine, along the Main conveyor belts.

You can upgrade the capacity of your Machines with the appropriate Engineering tiles to a capacity of 3 (4 for the Cosmetics Department).

You can upgrade the capacity of your machines even further, up to 4 (5 for the Cosmetics Department) by obtaining the Engineer Team upgrade (see 'Export bonus' on page 25), which allows you to flip **ALL** your Machine Capacity upgrade tiles (**even the ones still in your Science grid!**)

The 3 Machine upgrade tiles have the same size and shape and can therefore be placed in **any** Machine and in the **order of your choice** with an Engineers activation.

2. Conveyor Belt Upgrade (Machines A and B).

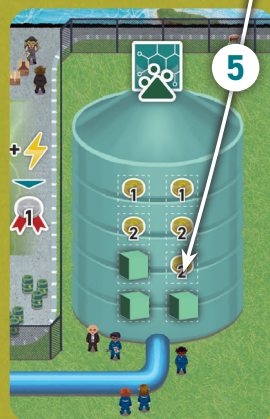
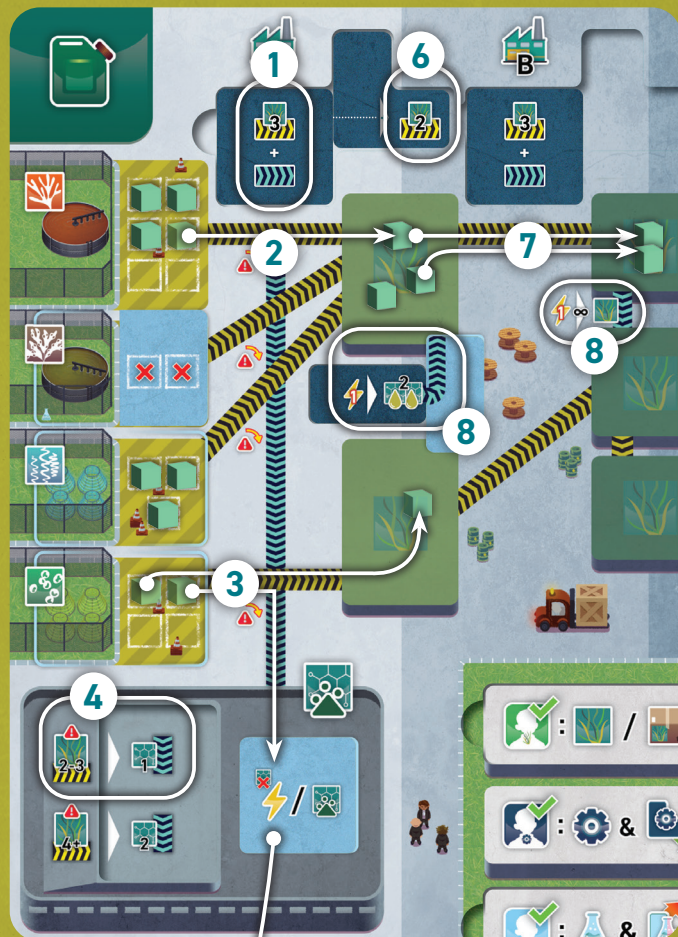
Each time you activate a Machine that contains the Conveyor Belt Upgrade (A or B), you gain 2 Algae cube movements in the **next** Machine.

You first need to complete your Machine activation **before** this tile activates in the next Machine.

You can either choose to move 2 Algae cubes 1 step or 1 Algae cube 2 steps (if possible in the same Machine).

Gaining 2 Algae cube movements in the next Machine is **NOT** an activation of that Machine, meaning that the Secondary conveyor belts do NOT activate.

Example 1: *Rafaël moves his Supervisor to a Machine A Action space. He can move up to 3 cubes on his main conveyor belts 1. He moves one 1 red Algae cubes to the upper Station 1 2, and 2 Chlorella cubes to the lower Station 1 3. However, because he is moving 3 algae cubes through Machine A, his Byproduct Converter indicates that he must move one of these cubes down to the Byproduct Converter 4. He now has to decide which of the three cubes to convert to Byproduct, and whether to burn it to gain energy, or store it in the Biomass tank to earn money. He chooses the latter, and gains €2 5.*



Next, he can move 2 more Algae cubes along the Main conveyor belts in Machine B thanks to his Conveyor Belt Upgrade 6. He moves 2 Algae cubes to Station 2 7, but may **not** activate the 2 Secondary conveyor belts present in Machine B 8, since this is a Conveyor Belt upgrade move, and **not** a Machine activation.

GAMEPLAY

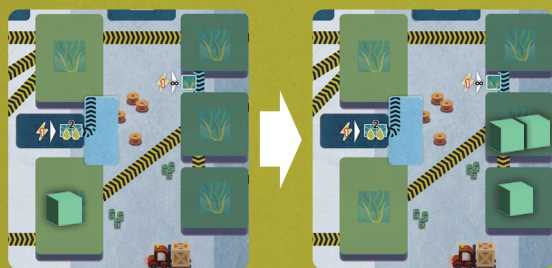
Example 2: in a future turn, *Rafaël* moves his Supervisor to a Machine C action space **1**, but spends a Choice Action token to change it to a Machine B activation.

On his Department board, he has one Algae cube in the lower Station 1 **2**. By activating Machine B, he can not only move this cube to Station 2, but, before doing so, (and thanks to his Engineering tile upgrade in Machine B) he can also add 2 Bio-oil Byproduct cubes to Station 1 for the cost of 1 Energy **3**. The Bio-oil tank is nearly empty, though, so he takes the one remaining Byproduct cube out of the tank **4**, and adds it to upper Station 1. He can buy the second Bio-oil Byproduct cube from the general supply at a cost of €1, which he does **5**.

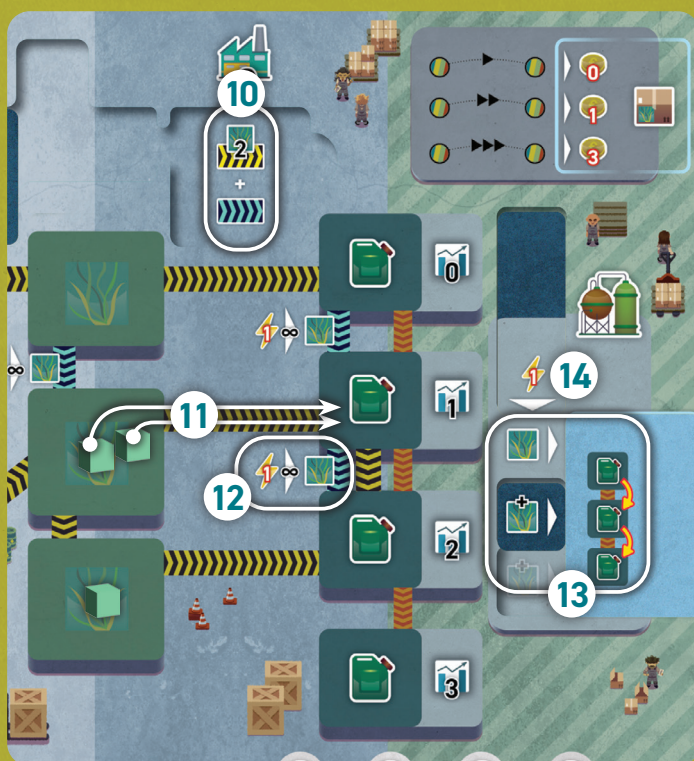
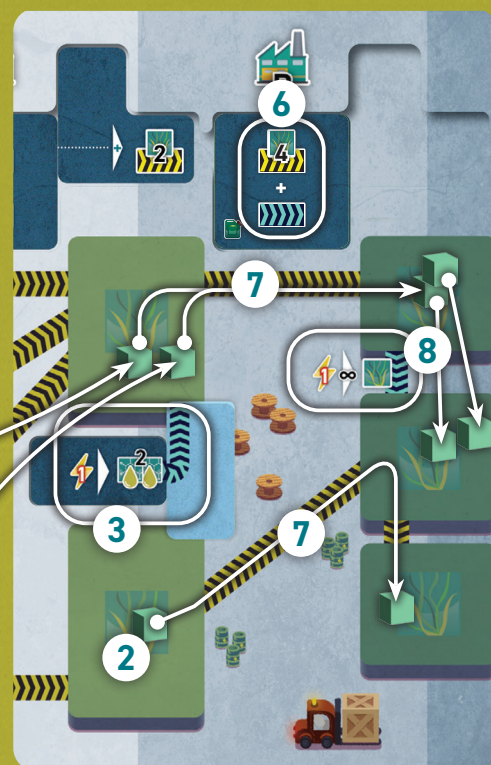
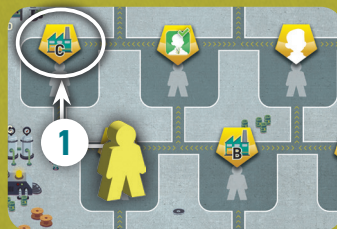
He now has 2 Algae cubes in the upper Station 1 and 1 Algae cube in the lower Station 1. Since he has also upgraded the capacity of his machines once again (thanks to obtaining the Engineer Team upgrade in a previous turn) **6**, he can move all 3 cubes to the right side of machine B **7** and additionally push 1 cube further down to the lower Station 2. Then, he decides to pay 2 Energy to move the 2 cubes from the upper station 2 to the middle station 2 **8**. Since he only had 1 Energy left, he has to pay another €2 to spend the second Energy **9** and move the second Algae cube.

So, in short, *Rafaël* went from this ...

to this:



Next, *Rafaël* decides to use an Export/2x tile to repeat the action his Supervisor is on. He can now do a Machine C activation. However, he has not yet upgraded the capacity of his machine C **10**, so he can only move 2 Algae cubes to the Dispatch area. He chooses to move 2 Algae cubes from the middle Station 2 **11**. He could spend even more Energy to move those cubes to a lower Dispatch zone **12** (with a higher Market Value), but since he's already out of Energy he decides not to spend the necessary €4. He knows that after his next income phase he can do a refinement of both cubes **13**, which will also cost him only 1 Energy **14** to increase the Market Value of **both** of his cubes to 3 (see the explanation of refinement in the Biofuel Department Guide.)



GAMEPLAY

III WEEKEND

Once all players' Supervisors are on the last Action strip and the players have completed their last action of the Work week, the Weekend begins.



If you have completed 4 Work weeks, this is the *End of the Month*. Skip the Weekend phase and immediately go to Final Scoring (see next page).

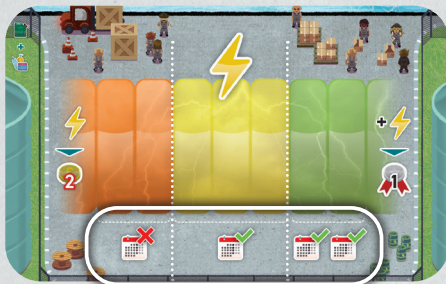
After each of the **first 3** working weeks, complete the 4 steps below, in this order:

A. Weekend Bonus

The last Action spot your Supervisor moved to is connected to 2 Bonuses. To see which bonus(es) you may receive, check your Energy level, which can be positive, neutral, or negative.



- If your Energy level is positive, you may take both of them.
- If your Energy level is neutral, choose and take only one.
- If your Energy level is negative, you are not entitled to a bonus.



Example 1: Emma's Energy level is negative, so she doesn't receive any bonus.

Peter's Energy level is positive, so he receives 2 Science points **and** 1 Choice Action tile.

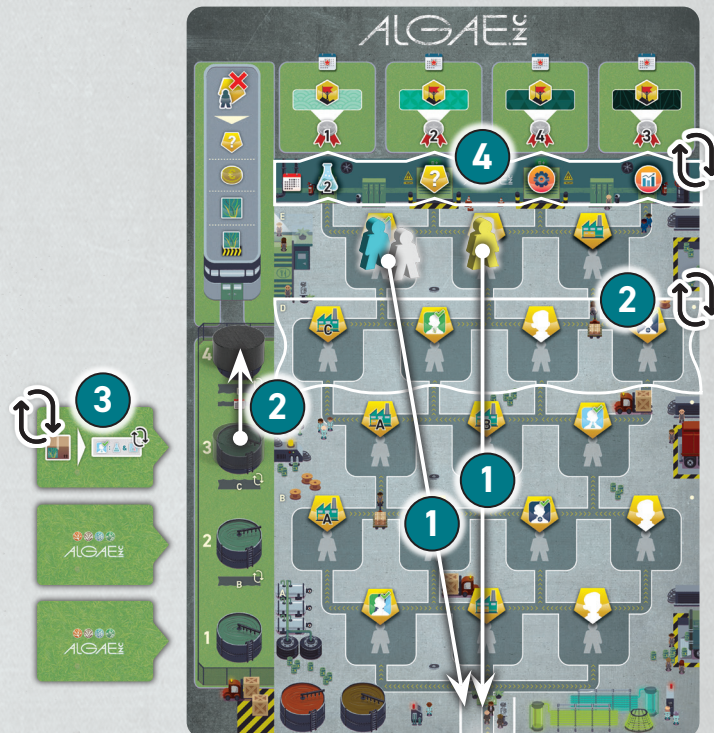
Rafaël's Energy level is neutral, so he must choose between the Choice Action token and the Freelance Engineer. He chooses to receive 1 Freelance Engineer.



B. Update the Action Strips



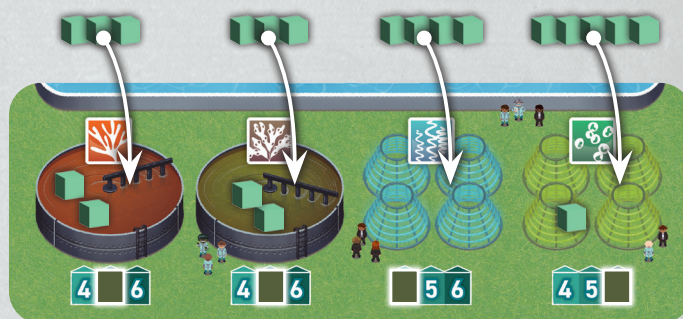
- 1 Return all Supervisors to their starting position.
- 2 Move the Week marker to the next Round spot and turn the Action strip next to the Week marker's new position to its side.
- 3 Turn the Export bonus tile of the previous Week face down.
- 4 If you are about to start the 4th and final Work week, also turn the Weekend bonus tile to its empty side.



C. Refill and Balance Tanks



- 1 Refill Algae tanks with cubes from the general supply **up to their current capacity**. Their capacity should be 4, plus 1 for each removed Algae storage tile of the matching Algae type on all Department boards, up to a maximum of 6.



Tip: It's always a good idea to double-check the capacity of each Algae tank by looking at the different Department boards and seeing which Algae Storage Upgrades have been removed.

GAMEPLAY

2 Balance the Byproduct tanks:

- » Remove one cube from any tank that is completely filled; add one cube from the general supply to any tank that is completely empty.



- » Check whether the Byproduct tanks are filled equally. If there is a difference of 2 or more non-empty rows, move Byproducts from the more full tank to the other tank until the difference in non-empty rows is no more than 1.

Example: The Bio-oil tank has 3 non-empty rows, and the Biomass tank has only 1 non-empty rows. You must now move 2 cubes from the Bio-oil tank to the Biomass tank.



D. First Player Token



Pass the First Player token to the next player in clockwise order. Then start a new Monday morning phase.

END OF THE MONTH



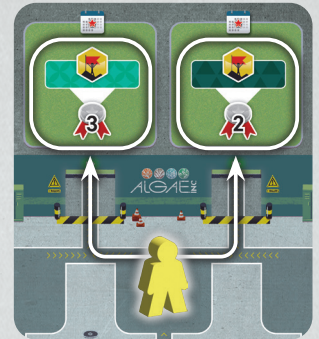
At the end of the 4th Working week, the month ends and final scoring takes place:

A. Milestone Bonus



This is very similar to the Weekend bonus, but instead of receiving bonuses, players now score VP based on which Milestones they have achieved.

The last Action spot your Supervisor moved to is connected to 2 Milestone bonuses. To see which bonus(es) you may receive, check your Energy level:



- If your Energy level is positive, score both Milestone bonuses. For each bonus, multiply the depicted VP by the number of Milestones that you achieved of the depicted color.
- If your Energy level is neutral, choose one connected Milestone bonus. Multiply the depicted VP by the number of Milestones that you achieved of the depicted color.
- If your Energy level is negative, you don't score any Milestone bonuses.

Note: You can never score a Milestone bonus for the lightest Milestone color.

Example: Emma's Energy marker is in the neutral yellow zone, so she gets to choose one Milestone bonus. She has 1 Milestone disk in the 4th color zone, which would only give her 2 VP. She chooses the middle Milestone color, of which she has achieved both Milestones. This gives her 3 bonus points per Milestone, for a total of 6 VP.

Rafaël's Energy marker is in the positive green zone, so he gets both Milestone bonuses his Supervisor ended up next to. He gets 2 VP for the one Milestone he reached in the 4th color zone and 8 VP for the 2 Milestones he reached from the bottom color zone, scoring a total of 10 VP.

Peter's Energy level is negative, so he doesn't score any Milestone bonuses.



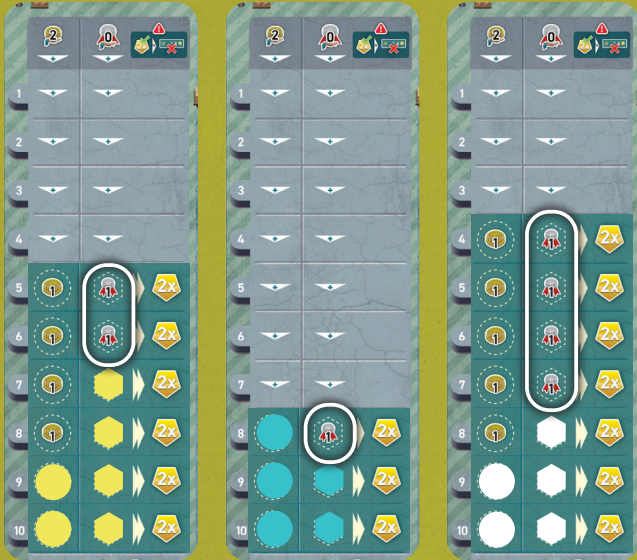
GAMEPLAY

B. Export Bonus

Score 1 VP for each revealed VP icon on the Export/2x tiles on your Side board (just like you would in step **B** of Monday Morning).



Example: At the end of the month, **Rafaël** receives 2 VP for his Export bonus, **Peter** receives 1 VP, and **Emma** 4 VP.



C. Science Bonus

Score 1 VP for each Science tile in the largest set of orthogonally adjacent Science tiles you placed in your Science grid, including flipped Combo tiles.



Example: **Peter** managed to create a set of 5 adjacent Science tiles on his Science grid, so he scores 5 VP. The other Science tile further up does not count, since it's not adjacent.



D. Contract Bonus

Score your End scoring Contract.



Example: **Emma** has a Contract that gives her 2 VP for each Engineer she hired (so excluding the preprinted Engineer). She actually managed to hire all 4 extra Engineers, so she scores 8 VP.



E. Resource Bonus



Count the total remaining items in your supply: Algae cubes on your Department board, Action tokens (except for Export/2x tiles), Unplaced Combo tiles, Resource tokens, and Science points. Divide the total by 4, rounding down if necessary, and score this number of VP.



Example: **Emma** ended the Month with €4, 1 Freelance Engineer, 1 unlocked Combo tile, 5 Science points, and 3 Algae cubes on her department board. She scores $14 / 4 = 3$ VP (rounded down).

The player with the highest score wins the game.

In the event of a tie, the player whose Milestone marker is on the bottommost row wins. If several tied players have a Milestone marker on the same bottommost row, the player who reached this Milestone first wins.

SOLO MODE

In the Solo mode, you will compete against Bruno, your fiercest rival on the factory floor. You need to try and score more VP than him, which you may find to be harder than it sounds ...

ADDITIONAL SETUP

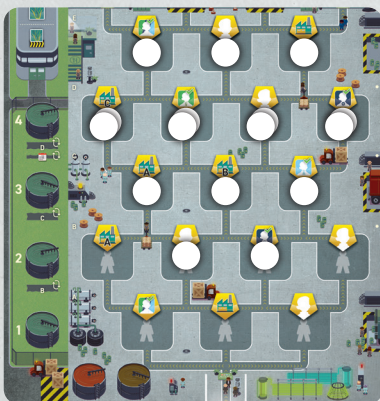
Prepare the game as you would a 2 player game, but with the following changes:

- 1 Take 18 export disks and 10 Milestone tokens of unused colors. These are the **neutral disks and tokens**.
- 2 Use 1 neutral disk as a VP marker for Bruno.
- 3 Randomly choose a Capital City where Bruno will start and place 1 neutral disk there. Do not place a City Bonus token on this city during setup. Bruno gains VP equal to the city's Demand Value. This also counts as the first export of the game (i.e. you can use this city to calculate transport costs for future exports).



- 4 Place neutral disks on the action track as follows:

- 2 disks on B (1 disk on both middle actions)
- 3 disks on C (1 on each action)
- 8 disks on D (2 on each action)
- 3 disks on the E (1 on each action)



- 5 Completely fill the Byproduct tank for the type you will not produce. The tank of the Byproduct you will be able to produce starts empty.

ADDITIONAL GAME RULES

During I Monday Morning:

Bruno gains 1 VP per achieved Milestone.

During II Work Week

If your Supervisor moves to an action which contains any neutral disks, remove 1 disk from that action from the game.

During III Weekend

When updating the action strips**, place all disks remaining on the flipped action strip on the map, following this order:

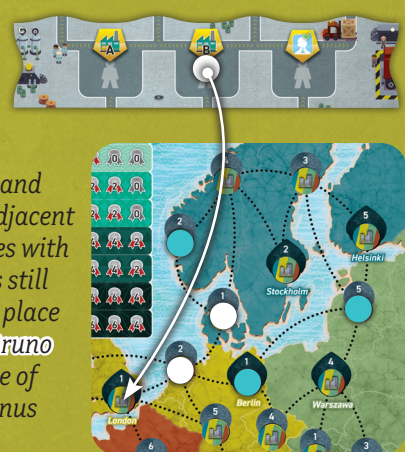
1. The city with the lowest value that is adjacent to another neutral disk, and doesn't contain a neutral disk yet.
2. In case of a tie, Bruno chooses a city with a City Bonus token.
3. If there is still a tie, you choose.

Bruno will then score VP equal to the City's Demand Value.

If you have to place more than 1 disk during this step, finish placing 1 disk before moving on to the other (this can cause a new city to become the lowest value).

If there was a City Bonus token on the city, remove it from the game and Bruno gains 2 VP.

Example: It's the end of the 2nd week. You have to flip Strip C, which still contains 1 of Bruno's disks. There are already 2 neutral disks on the Map, and the lowest-valued cities adjacent to those disks are two cities with value 1. One of those cities still has a Bonus token, so you place Bruno's disk on this city. Bruno scores 1 VP (Demand Value of the city) + 2 VP (for the Bonus token).



After all disks have been placed, Bruno will check if he scored any Milestones. The placement of all disks this round counts as 1 export turn for scoring Milestones. When a Milestone is scored, Bruno will gain VP as normal.

At the end of the month, Bruno scores 1 VP for his achieved Milestones as normal.

**At the end of round 4, no action strip is flipped, but Bruno will export any remaining neutral disks on the E strip anyway.

APPENDIX 1: CONTRACT CARDS

Biofuel

Nº		End of the Month	Contract Export	Permanent ability
1.		1 VP per built Engineering tile on your Department board.	Export one or more products with a combined Market Value of exactly 3 to this Contract. Place your Export disk to this Contract and gain 4 VP and €3.	Whenever you activate your Engineers, (and only then!) you may use your Scientists as Engineers instead. <i>When you do, your Engineers themselves remain inactive.</i>
2.		3 VP per built (and thus flipped) Combo tile in your Science grid.	Export exactly 2 product cubes with a Market Value of exactly 3 each to this Contract. Place your Export disk to this Contract and gain 8 VP and €6.	Each time you build a flipped Combo tile with your Scientists activation, you may also build one regular Science tile for free. Gain all bonuses you cover with either tile.
3.		1 VP per built Science tile. Do not count Combo tiles.	If you have previously exported exactly 3 disks, export your 4th disk to this Contract and gain 4 VP and €2. Export at least one product cube; the Market Value can be any amount, including zero.	Each time you are the first player to achieve a Milestone, receive 2 Science points.
4.		2 VP for each different Demand Value of the cities you exported to.	Export exactly 3 product cubes with a Market Value of exactly 2 each to this Contract. Place your Export disk to this Contract and gain 8 VP and €6.	Exporting to unoccupied Cities costs you 1 less Market Value.
5.		3 VP for each city with a Demand Value of exactly 4 you exported to.	If you have previously exported exactly 4 disks, export your 5th disk to this Contract and gain 4 VP and €3. Export at least one product cube; the Market Value can be any amount, including zero.	When you Export, you may Export Algae cubes from Station 2. Each such cube has 1 Market Value.
6.		1 VP for each city you exported to.	Export exactly 4 product cubes with a Market Value of exactly 1 each to this Contract. Place your Export disk to this Contract and gain 6 VP and €4.	Each time you activate your Operators, you may do a Refining first, at normal cost, and then activate your Operators.
7.		2 VP per recruited Engineer. <i>The Engineer printed on your Department board doesn't count.</i>	If you have previously exported exactly 5 disks, export your 6th disk to this Contract and gain 4 VP and €4. Export at least one product cube; the Market Value can be any amount, including zero.	Whenever you Activate a Machine, you may Activate a Machine of your choice. Whenever you Activate a Team, you may Activate a Team of your choice. You may use Choice Action tokens as any Resource.
8.		2 VP per recruited Operator. <i>The Operator printed on your Department board doesn't count.</i>	Export exactly 1 product cube with a Market Value of 1 AND 1 product cube with a Market Value of 2 AND 1 product cube with a Market Value of 3 to this Contract. Place your Export disk to this Contract and gain 8 VP and €6.	Whenever you receive Weekend or End-of-the-Month bonuses, you may choose which bonus(es) to get, regardless of your Supervisor's location.
9.		1 VP per recruited Staff member. <i>The Staff members printed on your Department board do not count.</i>	If you have previously exported exactly 6 disks, export your 7th disk to this Contract and gain 4 VP and €5. Export at least one product cube; the Market Value can be any amount, including zero.	Whenever you recruit a third Staff Member in a Team Team (not counting the one printed on your board), receive one Team upgrade of your choice.

APPENDIX 1: CONTRACT CARDS

Bioplastics

Nº		End of the Month	Contract Export	Permanent ability
1.		1 VP per built Engineering tile on your Department board.	Export one or more products with a combined Market Value of exactly 3 to this Contract. Place your Export disk to this Contract and gain 4 VP and €3.	After each Machine activation, gain 1 Freelance Engineer.
2.		3 VP per built (and thus flipped) Combo tile in your Science grid.	Export exactly 2 product cubes with a Market Value of exactly 3 each to this Contract. Place your Export disk to this Contract and gain 8 VP and €6.	Each time you remove a Combo tile when activating your Engineers, you may build it immediately. You still pay the normal cost, and receive any bonuses you cover.
3.		2 VP for each of the 5 colors of which you achieved at least one Milestone.	Export one or more products with a combined Market Value of exactly 4 to this Contract. Place your Export disk to this Contract and gain 5 VP and €4.	Whenever you move 1 or 2 Algae cubes to another production line (via the Secondary conveyor belt in Machine B, from cups to bags or vice versa), take 1 Market Value token from the general supply for each moved cube.
4.		3 VP for each city with a Demand Value of exactly 4 you exported to.	If you have previously exported exactly 4 disks, export your 5th disk to this Contract and gain 4 VP and €3. Export at least one product cube; the Market Value can be any amount, including zero.	Gain €1 from the general supply each time another player exports to a City that contains one of your Export disks. <i>In a 2-player game, gain €2.</i>
5.		4 VP for each city with a Demand Value of exactly 6 you exported to.	Export one or more products with a combined Market Value of exactly 5 to this Contract. Place your Export disk to this Contract and gain 6 VP and €5.	You may export to anywhere on the map for a maximum transport cost of €2. Normal transport costs apply if they are less than €2.
6.		1 VP for each city you exported to.	Export exactly 4 product cubes with a Market Value of exactly 1 each to this Contract. Place your Export disk to this Contract and gain 6 VP and €4.	Whenever you need to spend Resources or a Choice Action token, you may exchange Resources and Choice Action tokens 1 to 1. The exchange rate for Wild Action tokens remains 3 to 1.
7.		2 VP per recruited Scientist. <i>The Scientist printed on your Department board doesn't count.</i>	Export one or more products with a combined Market Value of exactly 6 to this Contract. Place your Export disk to this Contract and gain 7 VP and €6.	Whenever you activate your Scientists (and only then!), you may use your Operators as Scientists instead. When you do, your Scientists themselves remain inactive.
8.		2 VP per recruited Operator. <i>The Operator printed on your Department board doesn't count.</i>	Export exactly 1 product cube with a Market Value of 1 AND 1 product cube with a Market Value of 2 AND 1 product cube with a Market Value of 3 to this Contract. Place your Export disk to this Contract and gain 8 VP and €6.	Each time you export products with a higher total Market Value than the City's Demand Value, take 1 Market Value token and €1 from the general supply afterwards.
9.		1 VP per recruited Staff member. <i>The Staff members printed on your Department board do not count.</i>	If you have previously exported exactly 6 disks, export your 7th disk to this Contract and gain 4 VP and €5. Export at least one product cube; the Market Value can be any amount, including zero.	Each time you store at least 1 Byproduct into a Byproduct tank, the first Byproduct you store gains €3 instead of the Euros depicted, even when the tank is full. All subsequent Algae cubes gain you the depicted Euros as per the usual rules.

APPENDIX 1: CONTRACT CARDS

Cosmetics

Nº		End of the Month	Contract Export	Permanent ability
1.		3 VP per built (and thus flipped) Combo tile in your Science grid.	Export exactly 2 product cubes with a Market Value of exactly 3 each to this Contract. Place your Export disk to this Contract and gain 8 VP and €6.	Each time you build a flipped Combo tile with your Scientists, double any bonuses that you cover.
2.		1 VP per built Science tile. Do not count Combo tiles.	If you have previously exported exactly 3 disks, export your 4th disk to this Contract and gain 4 VP and €2. Export at least one product cube; the Market Value can be any amount, including zero.	The second time you export to a city with a minimum transport distance of 1 in the same turn, your transport costs are reduced by €2.
3.		2 VP for each of the 5 colors of which you achieved at least one Milestone.	Export one or more products with a combined Market Value of exactly 4 to this Contract. Place your Export disk to this Contract and gain 5 VP and €4.	Each time you Recruit a new Staff member, take 1 Algae cube from a tank of your choice that you can store. If an Algae tank is empty, you may buy 1 Algae cube from the general supply as usual.
4.		2 VP for each different Demand Value of the cities you exported to.	Export exactly 3 product cubes with a Market Value of exactly 2 each to this Contract. Place your Export disk to this Contract and gain 8 VP and €6.	Always receive 2 Weekend Bonuses at the end of each Week, regardless of your Energy level. This does not apply to the End-of-the-Month bonus.
5.		4 VP for each city with a Demand Value of exactly 6 you exported to.	Export one or more products with a combined Market Value of exactly 5 to this Contract. Place your Export disk to this Contract and gain 6 VP and €5.	Each time you use an Export/2x tile, take 1 Resource of your choice from the general supply first.
6.		1 VP for each city you exported to.	Export exactly 4 product cubes with a Market Value of exactly 1 each to this Contract. Place your Export disk to this Contract and gain 6 VP and €4.	If you achieve a Milestone, always score its highest VP, even if you are not the first player to achieve it.
7.		2 VP per recruited Engineer. <i>The Engineer printed on your Department board doesn't count.</i>	If you have previously exported exactly 5 disks, export your 6th disk to this Contract and gain 4 VP and €4. Export at least one product cube; the Market Value can be any amount, including zero.	Each time you activate a Machine, gain 1 Algae cube movement in any Machine of your choice afterward. Secondary conveyor belts are not activated by this extra movement.
8.		2 VP per recruited Scientist. <i>The Scientist printed on your Department board doesn't count.</i>	Export one or more products with a combined Market Value of exactly 6 to this Contract. Place your Export disk to this Contract and gain 7 VP and €6.	Whenever you activate your Scientists (and only then!), you may use your Engineers as Scientists instead. When you do, your Scientists themselves remain inactive.
9.		1 VP per recruited Staff member. <i>The Staff members printed on your Department board do not count.</i>	If you have previously exported exactly 6 disks, export your 7th disk to this Contract and gain 4 VP and €5. Export at least one product cube; the Market Value can be any amount, including zero.	Each time you activate Machine B, you may move 1 Algae cube backward instead of forward (note that this does count against the movement capacity of Machine B). If you do, receive €3 from the general supply.

APPENDIX 1: CONTRACT CARDS

Food

Nº		End of the Month	Contract Export	Permanent ability
1.		1 VP per built Engineering tile on your Department board.	Export one or more products with a combined Market Value of exactly 3 to this Contract. Place your Export disk to this Contract and gain 4 VP and €3.	Each time you export products with a higher total Market Value than the City's Demand Value, gain 1 Energy.
2.		1 VP per built Science tile. Do not count Combo tiles.	If you have previously exported exactly 3 disks, export your 4th disk to this Contract and gain 4 VP and €2. Export at least one product cube; the Market Value can be any amount, including zero.	When activating your Scientists, placing Science tiles or Combo tiles in the bottom zone of your Science grid is free, and any bonuses you cover in the bottom zone are doubled. <i>The number of tiles you may place is still limited to the number of Scientists you have, regardless of cost.</i>
3.		2 VP for each of the 5 colors of which you achieved at least one Milestone.	Export one or more products with a combined Market Value of exactly 4 to this Contract. Place your Export disk to this Contract and gain 5 VP and €4.	Each time you gain a Freelance Engineer, you also gain 1 Market Value token and €1.
4.		2 VP for each different Demand Value of the cities you exported to.	Export exactly 3 product cubes with a Market Value of exactly 2 each to this Contract. Place your Export disk to this Contract and gain 8 VP and €6.	Your Algae Storages have no capacity limit. Also, if an Algae tank on the Map board is empty, you may take Algae cubes of that type from the general supply for free.
5.		3 VP for each city with a Demand Value of exactly 4 you exported to.	If you have previously exported exactly 4 disks, export your 5th disk to this Contract and gain 4 VP and €3. Export at least one product cube; the Market Value can be any amount, including zero.	Your food does not degrade or spoil. Also, you may move Food cubes that would normally degrade to an adjacent Food type instead.
6.		4 VP for each city with a Demand Value of exactly 6 you exported to.	Export one or more products with a combined Market Value of exactly 5 to this Contract. Place your Export disk to this Contract and gain 6 VP and €5.	Each time you export to a city that already has at least one Export disk, gain 1 Resource of your choice afterward.
7.		2 VP per recruited Engineer. <i>The Engineer printed on your Department board doesn't count.</i>	If you have previously exported exactly 5 disks, export your 6th disk to this Contract and gain 4 VP and €4. Export at least one product cube; the Market Value can be any amount, including zero.	Each time you activate your Engineers, you may take 1 Combo tile from your Science grid for free afterward, and flip it for later use.
8.		2 VP per recruited Scientist. <i>The Scientist printed on your Department board doesn't count.</i>	Export exactly 1 product cube with a Market Value of 1 AND 1 product cube with a Market Value of 2 AND 1 product cube with a Market Value of 3 to this Contract. Place your Export disk to this Contract and gain 8 VP and €6.	Whenever you activate your Engineers (and only then!), you may use your Operators as Engineers instead. When you do, your Engineers themselves remain inactive.
9.		2 VP per recruited Operator. <i>The Operator printed on your Department board doesn't count.</i>	Export exactly 1 product cube with a Market Value of 1 AND 1 product cube with a Market Value of 2 AND 1 product cube with a Market Value of 3 to this Contract. Place your Export disk to this Contract and gain 8 VP and €6.	Each time you recruit a new staff member, you may recruit an additional staff member of any type at the normal cost. This does not count as an additional action.

APPENDIX 2: MILESTONES



	You have at least one Export disk in Southern Europe (red region).		You have at least one Export disk in Northern Europe (blue region).
	You have at least one Export disk in Western Europe (yellow region).		You have at least one Export disk in Eastern Europe (green region).
	You exported to a unoccupied city which is directly adjacent to an occupied city.		You exported to a unoccupied city which is exactly two steps away from its nearest occupied city. *
	You have an Export disk in at least 3 cities with Demand Value 1.		You have an Export disk in at least 2 cities with Demand Value 2.
	You have an Export disk in at least 2 cities with Demand Value 3.		You have an Export disk in at least 2 cities with Demand Value 4.
	You have an Export disk in at least 2 cities with Demand Value 5.		You have an Export disk in at least 2 cities with Demand Value 6.
	The sum of Demand Values in all cities with your Export disks is at least 18.		The sum of Demand Values in all cities with your Export disks is at least 22.
	In a single action (not turn), you placed Export disks in cities with a combined Demand Value of at least 8. This can only be done with multiple exports performed as part of a single action. It is the Demand Value of the cities that must be at least 8, not the Market Value of the exported cubes.		In a single action (not turn), you placed Export disks in cities with a combined Demand Value of at least 10. This can only be done with multiple exports performed as part of a single action. It is the Demand Value of the cities that must be at least 10, not the Market Value of the exported cubes.
	In a single action (not turn), you placed Export disks in at least one city with Demand Value 2 and at least one city with Demand Value 3.		In a single action (not turn), you placed Export disks in at least one city with Demand Value 3 and at least one city with Demand Value 4.
	You have Export disks in Helsinki and Madrid.		You have Export disks in Helsinki and Athina.
	You have Export disks in Warszawa and London.		You have Export disks in Warszawa and Madrid.
	You have Export disks in Roma and Stockholm.		You have Export disks in Berlin and Roma.
	You have at least 2 Export disks in each of the 4 regions.		You have at least 3 Export disks in each of 2 different regions.
	You have Export disks in at least 6 capital cities.		You have Export disks in at least 7 capital cities.
	You have at least 5 Export disks in a single region.		You have at least 6 Export disks in a single region.

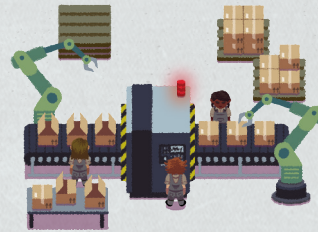
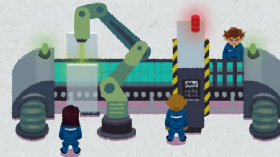
*If there is no such city left, this Milestone can no longer be scored.



Important: Disks exported to your export Contract never count toward scoring Milestones.



ALGAE



ICONOGRAPHY

Important: whenever you see numbers by in icon in **white and black**, it means you **gain/receive** that amount when triggered. Numbers in **red and white** indicate that you must **pay** the indicated resource or element.

	Algae cube		Remove/take a tile		Recruit any Staff Member		Demand Value
	Red Algae		Place a tile		Activate your Operators		Export
	Brown Algae		Flip a tile		Activate your Engineers		Your Export Disk
	Spirulina		Activate / complete		Activate your Scientists		An Opponent's Export Disk
	Chlorella		Remove		Activate any Team		Number of Export
	Macro Algae Tank		Energy		Activate Machine A		Export Transport
	Micro Algae Tank		Euro		Activate Machine B		Milestone
	Byproduct		Victory Point		Activate Machine C		Your Milestone Marker
	Bio-oil Byproduct		Operator		Activate any Machine		Any Milestone color
	Biomass Byproduct		Engineering		Choice Action token		Market Value
	Byproduct Tank		Scientists		Wild Action token		Weekend
	Full Byproduct Tank		Any staff member		2x Action token		End of the Month
	Empty Byproduct Tank		Receive (income)		Biofuel Department		Energy Track
	Balance the Byproduct tanks		Freelance Engineer		Bioplastics Department		Science grid Bonus
	Science (Point)		Market Value Token		Cosmetics Department		Lowest zone of your Science grid
	Combo		Machine		Food Department		Algae Storage
	Engineering (Point)		Main conveyor belt		Regular City		Station
	Science tile		Secondary conveyor belt		Capital City		Supervisor
	Combo tile		Refining conveyor belt		Any City		Team Upgrade
	Engineering tile		Refine				General supply
			Degrade food				Round marker