

NUCLEUM

PATRONS SET



RULES

This mini expansion brings Patron cards into the game. These cards have several uses and players may decide which of them they want to use. All of the uses are described in this rulebook.

COMPONENTS



6 Patron cards
(1 for each Experiment)



6 Baron's Patron cards
(1 for each Experiment)

EXPERIMENT IDENTITIES

Each Patron card belongs to a specific Experiment board. In the base game these Experiments are distinguished by letters only. Now, on every Patron card, you can see the occupation of each Patron associated with the specific Experiment along with their description and image depicting them. From now on, Experiments are referred to using the names of their Patrons introduced by this mini expansion:

- Experiment **A** -> **Banker**
- Experiment **B** -> **Captain of Industry**
- Experiment **C** -> **Mistress Inventor**
- Experiment **D** -> **Junior Minister**
- Experiment **E** -> **Councilor** (Requires the Nucleum: Court of Progress board)
- Experiment **F** -> **Madame Engineer**

SETUP CHANGE

During setup, players need to agree whether they want to use the Patron abilities described in the next section. Then, if players do not play with the Nucleum: Court of Progress expansion, return the Councilor's card back to the box (if they do not have Experiment F, also return the Madame Engineer's card). They must also agree on how they want to choose their Experiment boards:

- Following the rules from the base game: In this case when a player takes everything that belongs to an Experiment board of their choosing, they also take an appropriate Patron card.
- Following the Expert Variant: In this case, a player also takes an appropriate Patron card. You may also incorporate the following rule: shuffle and deal a number of Patron cards equal to the number of players (if playing without Experiments from the Nucleum: Court of Progress expansion, deal all base game Patrons in case of a 4 player game). Then proceed with the bidding as described in the Expert Variant. Only Experiments associated with revealed Patron cards may be chosen.
- Deal everyone a random Patron card which determines their Experiment board. Take everything that belongs to that Experiment and continue with the setup as usual.

PATRON ABILITIES

Apart from introducing Patron identities, each Patron card has an ability that requires a player to spend a certain number of VP. These abilities may be used at any point during a player's turn, but they **may only be used once per game**. Players may flip their

Patron card to remember that they have already used the ability. Patron abilities are as follows:

- **Banker** - Spend 3VP while fulfilling a Contract to gain all non VP and non Technology rewards on the fulfilled Contract again.
- **Captain of Industry** - Spend 3VP while performing an Urbanize or Industrialize action to do it without network requirements.
- **Mistress Inventor** - Spend 2 VP to get 1 Uranium if you have 1 Uranium Mine or 4 VP to get 2 Uranium if you have at least 2 Uranium Mines.
- **Junior Minister** - Spend 1VP while Energizing to reset 2 Coal Import spaces to 1 Thaler.
- **Councilor** - Spend a number of VP of your choice to get that number of Thaler minus 1. You can spend a maximum of 10VP.
- **Madame Engineer** - Either spend 2VP to get 1 Worker or 4VP to get 2 Workers.

SOLO MODE – BARON ABILITIES

On the second set of cards corresponding to the Patrons, instead of the usual Patron abilities, there are Baron abilities that are used exclusively in a Solo game against the Baron (or multiple Barons) von Automat. When setting up a game, after taking your own Patron card, deal (each) Baron a random Patron card (if playing without the Nucleum: Court of Progress expansion: exclude Councilor and Madame Engineer cards) and make sure it uses the corresponding starting tiles, resolve its setup instructions (if any), then place it face down in the Baron's play area. **After the Baron's first Recharge**, flip it face up. Its ongoing ability is in effect for the rest of the game. Some Patron cards also contain a Scoring ability, apply these during the final scoring.

- **Banker:**

Setup: During step 2B, place the Government building tiles on the top of the stacks. (From the bottom to the top: III, II, I, IV.)

Ongoing: The Baron does not pay Thaler for the Urbanize action. The Baron can Urbanize outside of its network.

- **Captain of Industry:**

Setup: During step 2C, place the two Special Action tiles for Experiment B at the end of the queue, behind the stopblock face down (instead of returning it to the box in step 2A).

Ongoing: Flip the two Special Action tiles in the queue face up.

Scoring: Score +1 VP each time the Baron meets any of the Milestones. (Essentially scoring 3/5/7/9 VP instead of 2/4/6/8 VP respectively.)

- **Mistress Inventor:**

Setup: After setup, the Baron flips the Neutral Building with the highest requirement and receives 1 Worker (for Residential), or 1 Thaler (for Factory), or 3 VP (for Lab/Government).

Ongoing: The Baron does not pay Thaler for the Energize action. The Baron can Energize regardless of its network. Thus, the Baron always scores for its Turbines and Mines, regardless of their connections.

- **Junior Minister:**

Ongoing: All of the Baron's tiles are wild (for both you and the Baron) for Railway purposes. After performing an Industrialize action, it also performs a Contract action. The Baron is not limited to resolving 3 Contracts between Recharges.

- **Councilor:**

Setup: After setup, add one of the Baron's Worker meeples (from

the supply) to the Dominant Party.

Ongoing: After performing a Court action, it performs another Court action (once per turn).

- **Madame Engineer:**

Setup: During step 2C, mix the three Special Action tiles for Experiment F with the other tiles when creating the queue (in front of the stopblock).

Ongoing: After Recharging (including when this card is flipped), the Baron takes the cheapest Action tile from the market, then shuffles the order of all of its queued tiles (placing the stopblock at the end).

Scoring: Score 1 VP per Action tile left in the Baron's queue (before or after the stopblock, excluding the stopblock).

Special Action tiles:

- If the Baron selects a Special Action tile, it performs the shown action and additionally resolves the tile directly after it (the next one to the right), as if the die roll selected that tile. If the next tile is another Special Action tile, it skips that and resolves the next non-special tile. If the next tile is the stopblock, the Baron forfeits this additional action. After resolving both the Special Action tile and the additional tile, move both tiles (or just the Special Action tile if the other tile was used as a railway or the action was forfeit due to reaching the stopblock) to the end of the queue, preserving their order.
- A Special Action tile can never be placed on the board as a railway; so resolving it is always a regular turn.

To increase the difficulty, have the Baron's Patron card face up from the beginning of the game.

MEET THE PATRONS



Banker

Drawing upon his extensive experience in the art of turning a profit, Banker stood at the forefront of those who recognized the transformative potential inherent in Nucleum technology. From its nascent stages, he envisioned the far-reaching impact it would have on the world. With a keen eye for opportunity, he wasted no time in devising a comprehensive strategy designed not only to line his pockets but also to catch the attention of the King, thus earning him a place of distinction in the corridors of power. His strategic foresight enabled him to extend his sphere of influence even to the distant shores of Australia, where he established yet another stronghold for his burgeoning financial empire. Leveraging his extensive network of connections, Banker's reach became virtually boundless, allowing him to spearhead urban development initiatives with unmatched efficiency, consistently delivering substantial cost savings compared to his peers in the entrepreneurial arena. Furthermore, Banker's shrewd business sense compelled him to judiciously relinquish elements of his authority when presented with golden opportunities that promised to exponentially increase his profits. With each venture, his primary focus remained steadfastly fixed on maximizing returns, demonstrating an acute ability to discern lucrative prospects amidst the tumult of the business landscape.



Captain of Industry

As an already seasoned authority in the realm of electrical energy, Captain of Industry found herself presented with a groundbreaking opportunity upon the advent of Nucleum technology. This innovation

promised to revolutionize the accessibility and distribution of electricity, rendering it far more attainable and transportable than ever before, thereby opening the doors to countless households and facilities previously devoid of such convenience.

Recognizing the transformative potential of Nucleum, Captain of Industry wasted no time in hitching her wagon to this technological marvel. Embracing the newfound capabilities with zeal, she swiftly incorporated the innovative technology into her operations. With a steadfast commitment to addressing the needs of the populace, she positioned herself as a champion of the people, earning her considerable favor from the Monarchy, who held improving living conditions in high regard.

Endowed with a genuine concern for the welfare of others, Captain of Industry found herself surrounded by a cadre of willing allies eager to lend their support. Many were inspired by her altruistic endeavors and willingly offered their assistance, often at the cost of their own resources, or with an enhanced efficiency that belied conventional expectations.

Yet, not all who crossed her path harbored such benevolent intentions. Nevertheless, armed with a judicious expenditure of her influence, Captain of Industry found that doors once firmly shut soon swung open, granting her access to the resources and facilities necessary for her ambitious undertakings, whether in the realm of residential construction or industrial expansion.



Mistress Inventor

The inception of Nucleum marked the pivotal moment that catalyzed the Inventor's long-awaited breakthrough. While Elsa von Frühlingfeld diligently focused on pioneering a new frontier of power generation, the Mistress Inventor set her sights on revolutionizing the logistics of resource transportation and

electricity distribution. In her quest for efficiency, she sought ways to streamline the process, eliminating the barriers of distance and ensuring a seamless transmission of energy to its intended destinations. With the advent of Nucleum, Mistress Inventor found the missing piece of her puzzle – a revolutionary means to generate the requisite amount of electricity to power her ambitious endeavors. Moreover, she was fortunate to be surrounded by some of the brightest minds in the field, whose collective expertise and ingenuity proved instrumental in bringing her vision to fruition.

Armed with Nucleum technology, the concept of distance became a mere abstraction for Mistress Inventor, effortlessly traversable in the realm of her innovations. However, the constraints of resource scarcity remained a tangible challenge, imposing limitations on her grand designs. Yet, buoyed by her indomitable spirit and resourcefulness, she endeavored to overcome such hurdles, leveraging her influence to procure additional Uranium, and finding a cutting edge technology to obtain even more electricity from a single Uranium.



Junior Minister

While he had been in charge of an unexciting bureaucratic department nobody cared about, Junior Minister already harbored a keen focus on cultivating his public image and garnering favor from the Monarch. Now, the stage is set for him to step into the spotlight. Years of relentless toil and dedication culminate in a well-deserved reward: access to government-allocated workers, drawn to his cause by a combination of empathy and self-interest.

Bolstered by an intimate understanding of the Crown's railway infrastructure, Junior Minister enjoys a competitive edge, enabling him to expand his operations at a pace unmatched by his

competitors. Freed from the shackles of bureaucratic red tape and regulatory constraints, he navigates the landscape with agility and precision, positioning himself as a formidable force in the realm of entrepreneurship.

Moreover, his astute grasp of the intricacies of bureaucracy and political maneuvering empowers him to expedite the fulfillment of the Monarch's mandates, outpacing his rivals in announcing the completion of royal requisitions.

However, Junior Minister's ambitions extend beyond mere compliance with official directives. Rumors of clandestine coal reserves hidden across Saxony have piqued his interest, presenting a tantalizing opportunity for personal gain. With a deft touch and a network of connections at his disposal, he endeavors to manipulate circumstances to secure access to these coveted resources, thereby furthering his own interests and consolidating his position within the economic hierarchy.



Councilor

As with any groundbreaking advancement, the emergence of Nucleum swiftly became a focal point of political discourse across the nation. In this dynamic landscape, Councilor stands poised to leverage this newfound fervor to his advantage. A

masterful tactician adept at navigating the intricate webs of political intrigue, he reigns supreme in maneuvering between the four distinct political factions, deftly orchestrating alliances and allegiances to maximize his traction in the unfolding nuclear race.

Yet, for Councilor, this is merely the dawn of his grand ambitions. With each successive project, his sphere of influence burgeons, cementing his position as a formidable player in the unfolding saga of technological innovation. As the stakes escalate, he recognizes that securing the requisite funding to propel his ventures to fruition may

necessitate the strategic dispensation of favors and concessions—a calculated investment in the realization of his far-reaching aspirations.

Undeterred by the complexities inherent in the political arena, Councilor remains undaunted in his pursuit of supremacy, his sights set unwaveringly on the horizon of possibility. In the crucible of political machinations, he is a force to be reckoned with, his every move calibrated to seize the fleeting opportunities that abound amidst the tumult of ambition and intrigue.



Madame Engineer

Imagine a young, brilliant engineer, a woman of remarkable talent and ambition, whose singular focus lies in harnessing the power of the newly invented Nucleum to develop an array of revolutionary devices. With an innate capacity for innovation, she

surpasses her competitors in efficiency, accomplishing feats that were once deemed impossible within the same temporal constraints. Driven by an insatiable curiosity and an unwavering commitment to progress, she embarks on a quest to unveil the untapped potential of Nucleum technology. Each device she creates is a testament to her ingenuity and vision, pushing the boundaries of what was previously thought achievable.

As her influence spreads, so too does the impact of her creations. With each new device, she leaves an indelible mark on the world, transforming industries and revolutionizing the way we live and work. Unsurprisingly, there are people who willingly join her on her quest for just a small portion of the influence she has already gained.

In the hands of this visionary engineer, Nucleum technology becomes more than just a tool—it becomes a catalyst for change, driving innovation and progress on a scale never before imagined. And as she continues to push the boundaries of what is possible, the world watches in awe, inspired by her brilliance and unwavering dedication to shaping a better tomorrow.



CREDITS



Game Design: Dávid Turczy & Simone Luciani

Solo Mode Design: Dávid Turczy

Game Development: Andrei Novac, Maciej Górkowski,

Michał Cieślowski, Kacper Frydrykiewicz,

Kuba Polkowski, Borys Bielaś, Joanna Kijanka

Solo Development: Chuck Case,

with Kacper Frydrykiewicz and Gary Perrin

Illustrations: Andreas Resch, Guilherme Oliveira Barbosa

Graphic Design & DTP:

Andreas Resch, Zbigniew Umgelter

Rulebook: Dávid Turczy

Rulebook DTP: Zbigniew Umgelter

Rulebook Editing: Tyler Brown

© 2024 Board&Dice. All rights reserved.

For more information about Nucleum please visit:

www.boardanddice.com