

SIDEREAL CONFLUENCE BIFURCATION

AN EXPANSION BY TAUCETI DEICHMANN

This galaxy holds wonders. The aliens are puerile, yet brilliantly striking against the eternal Fading: each People is a wonder in itself. Thirty million years we have survived, yet nothing we have made ourselves has outdone the ideas of the aliens. The galaxy holds wonders that we could never have created. No longer shall we treat any People as a monolith. We invite them all to the Confluence, not only those at the fore. The aliens' civilizations are full of divisions of ideals and objectives, of methodologies and philosophies. They are not just so different from us, but also different within themselves: a riotous profusion of ideas. We must give power to the powerless, a voice to the voiceless. We must bring all of their divisions together for the Confluence to succeed. We will send shocks through the alien societies, but with those shocks will come something great: together, we shall create something never seen before in the galaxy.

OVERVIEW

This expansion consists of variations on each of the nine original species. These variants represent different aspects or factions within their societies. Experienced players will find that the new rules and starting cards dramatically change the play style of each of the nine species. The alternate versions may be freely intermixed with the originals, but both versions of a species may not be used in the same game.

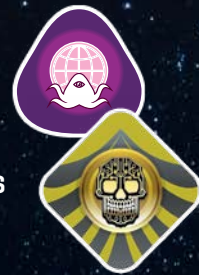


COMPONENTS

18 Grand Fleet Factory Tokens



3 Charity Syndicate Cross Colonization Tokens



14 Faderan Society of Falling Light Regret Tokens



18 Kt'Zr'Kt'Rtl Colony Upgrade Tokens



18 Kt'Zr'Kt'Rtl Era I Upgrade Tokens



9 Kt'Zr'Kt'Rtl Era II Upgrade Tokens



9 Kt'Zr'Kt'Rtl Retrocontinuity Tokens



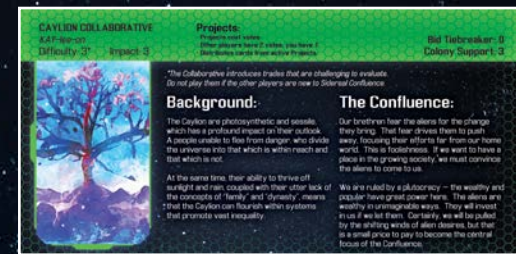
2 Deep Unity Tiles



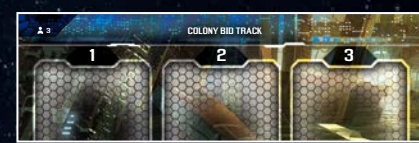
3 Deep Unity Dice



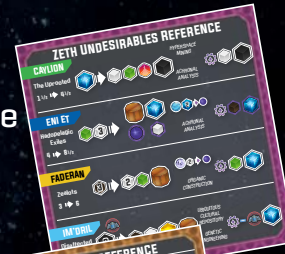
10 Species Boards



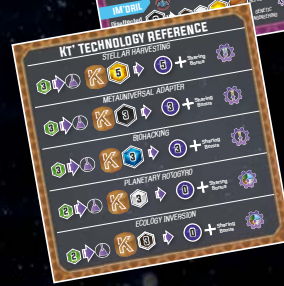
1 3-player Colony Bid Track Board



1 Zeth Undesirable Reference



1 Kt'Zr'Kt'Rtl Technology Reference



1 Kjasjavikalimm Donations Board



9 Player Screens



33 SMALL CARDS:

✦ 19 Caylion Projects

✦ 14 Yengii Jii Constraints

79 FULL SIZED CARDS:

✦ 6 Caylion

✦ 6 Eni Et

✦ 6 Faderan

✦ 9 Im'dril

✦ 9 Kjas

✦ 20 Kit

✦ 11 Unity

✦ 6 Yengii

✦ 6 Zeth

23 "x3" Resource tokens

(brown, white, green, black, blue, yellow, Ultratech)

17 Voting Tokens

(1 Caylion, 2 for each other species)



CARD INDEX

1-6	Caylion	19-27	Im'dril	57-67	Unity
7-12	Eni Et	28-36	Kjasjavikalimm	68-73	Yengii
13-18	Faderan	37-56	Kt'Zr'Kt'Rtl	74-79	Zeth

VARIANT FACTIONS

These are the summaries of the new factions, so you can find one whose play style matches your own. They are listed below, from easiest to most difficult to play.

DEEP UNITY have a constantly changing economy dictated by die rolls. Recommended for players who want clear short-term objectives and to trade in the moment. Experienced players will find that the Deep Unity reward the ability to hold multiple possible economies in your mind, but you don't need to go in that direction.



CAYLION COLLABORATIVE reshape the game by introducing a new mechanic — voting for Caylion projects to activate each turn. They always benefit from these projects but have limited control over the outcome. The Collaborative are easier to play the more skilled the other players are. Recommended for new players who want to be the focus of a game with experienced players. Recommended for the most charismatic experienced player at the table.



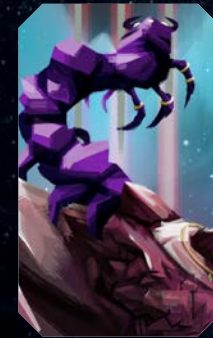
ENI ET ENGINEERS are resource poor but can make any economy more efficient. They benefit from multi-turn deals. Recommended for observant players who can search the table looking for ideal uses for their services.



KJASJAVIKALIMM INDEPENDENT NATIONS desperately need the other players' help to do anything at all. They can't directly use what they produce. Recommended for experienced players who can trade quickly and are comfortable trading at a loss if it means getting resources to move.



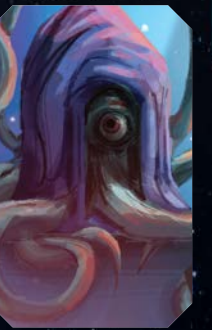
YENGII JII offer other players constraints that limit their abilities but make them rich in return. Recommended for experienced players who are skilled at seeing strength in weakness and showing it to others. Players who can find creative ways to help their opponents overcome their limitations will do well here.



ALTERNATE IM'DRIL — GRAND FLEET are rich early game but quickly lose steam. Recommended for experienced players who can scrounge up an economy for the late game.



ALTERNATE ZETH — CHARITY SYNDICATE need to purchase their economy back from the other players each turn. Recommended for experienced players who are comfortable with many urgent goals that may require convoluted trades to resolve.



KT'ZR'KT'RTL TECHNOPHILES have many research teams to offer other players, which will grant a variety of abilities. Recommended for experienced players who are skilled at convincing others to invest in their technologies and can identify how those technologies will be beneficial to the other players' strategies.



ALTERNATE FADERAN — SOCIETY OF FALLING LIGHT are not really in the Confluence at all. They don't share their technologies and gain no benefits from other players inventing. The society is rich and powerful, but their main export is Regret — something no one wants. Recommended for very experienced players who enjoy building an unwieldy economy out of technologies and making challenging trades.



SETTING UP THE GAME

Starting with the least experienced player, each player selects a species or its variant to play. Once chosen, the other version of the species is unavailable.

 Variant starting cards are marked with a moon where the original species were marked with a star.

If the **CHARITY SYNDICATE** are in play, each other player will receive a matching Undesirable, whether they are playing an original species or variant. These cards are marked with both the star and moon icons.

Variants have their own cards indicating what resources, cards, colonies, and research teams they start with.

THE SOCIETY OF FALLING LIGHT start with 3 random colonies — 1 jungle, 1 ocean, and 1 desert. Prior to giving colonies to the other players, shuffle the colony deck and draw until you find 1 of each of those colonies. Give them to the Society. Then, shuffle the remaining cards and proceed with setup dealing random colonies to other players who start with them.

KJASJAVIKALIMM INDEPENDENT NATIONS start with a specific research team — Linguistic Analysts, which invents Universal Translator. Give them this team before you start assembling the technology deck.

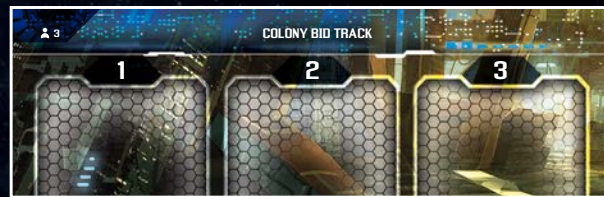
Place Linguistic Analysts on their Donation Board: they will have to trade it away during the first Trade Phase.

THE CAYLION COLLABORATIVE start with a random era II research team. Give them this before you finish assembling the technology deck.

The original 21 species cards associated with each technology are used with the matching variants.

Unless otherwise noted, variants do not share any special rules with their original species. The two exceptions are the Deep Unity, which share the wild inputs and outputs of the original Unity, and the Grand Fleet which shares most of their fleet rules with the Im'dril Nomads.

BID TRACK



The **CHARITY SYNDICATE** decreases the player count for the colony bid track. If someone is playing the Charity Syndicate, use the Colony Bid track for -1 player, which is why a 3 player Colony Bid Track is provided in a game with 4 players.

The Charity Syndicate does not affect the length of the Research Team Bid track.

If both the Charity Syndicate and the Kjasjavikalimm Directorate are in the same game, their adjustments to the length of the Colony Bid track cancel each other.

IMPACT

The Bifurcation variants are more interactive than those in the base game. While this lends itself towards more interesting trades and greater potential for creativity, it can also overwhelm new players. Thus, variant species now have an “impact” as well as a difficulty. Where difficulty is a measure of how likely it is for a new player to make mistakes that they won’t know how to recover from, impact is a measure of how much the other players need to incorporate your rules into their planning.

The impact a player “sees” is the total impact of every other player in the game. When choosing species, ensure that new players don’t see more than 1 impact. Players who have played once or twice, but are not yet confident in their abilities, should see no more than 3 impact.

The original Eni Et Ascendancy have an impact of 1 and the Zeth Anocracy have an impact of 2.

FIRST GAMES

To minimize the overhead caused by new rules, don’t have your first game with the expansion be all new variants. Most variants introduce new dynamics that will affect everyone’s game. Even if a game has just one new variant with original species, that variant’s effects will transform the gaming experience.

RULES CLARIFICATIONS

The remainder of the rulebook clarifies some of the more intricate interactions of the species rules.

ENI ET ASCENDENCY

The Eni Et Ascendancy interest converters from the base game are minimally impacted by the special rules of other factions. Particular interactions are noted below.

UNITY WILD RESOURCES

This interaction is unchanged from the base game but is repeated for clarity.

Interest converters always produce precisely the same number of wild resources as are input — the extra outputs (e.g. the interest) must all be normal resources, must all be the same color, and if non-wild resources were input, then the interest must be that color.

YENGII JII CONSTRAINTS

If the Eni Et accept a constraint, it does not limit what colors can be run into their interest converters.

If another player has accepted a constraint, that player may not use the constrained resource as input for an interest converter, nor may it be produced as an output, even if all of the inputs are Unity wild resources.

KT’ZR’KT’RTL TECHNOPHILE RETROCONTINUITY

Retrocontinuity tokens may not be applied to Eni Et Ascendancy interest converters.

KJASJAVIKALIMM INDEPENDENT NATIONS



Donations other than resources do not go on the Incoming Donations board. For example, donation ships, victory points, and Zeth Anocracy envoy tokens do not go on Incoming Donations (although the resources that come with the envoy token do).

The Independent Nations may remove resources from the Incoming Donations board at any time. If they do so for any purpose other than running a converter that takes donation goods as an input, those resources lose their status as incoming donations.

This rule is intended to make record keeping simpler, not as a “gotcha” — if the Independent Nations removes a resource and later changes their mind, they can put it back on the Incoming Donations board.

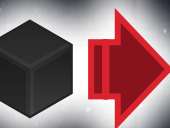
YENGII JII

ZETH ANOCRACY STEALING

Not an exception.

Yengii Jii constraints prevent the use of a color of resource as input to any converter, regardless of the color of arrow.

This includes the red-arrowed Zeth stealing converters.



KT’ZR’KT’RTL TECHNOPHILES RESEARCH TEAMS

Not an exception.

Kt’Zr’Kt’Rtl Technophile technologies do not have the Kit background.

If the Kt’Zr’Kt’Rtl accept a constraint, they may not use that color of resource to invent one of their own technologies, but other players can.

CAYLION COLLABORATIVE PROJECTS

Project cards may be run using resources that the Caylion Collaborative are constrained against, despite having the Caylion background.

This is an exception to the normal rules.

If the player running the card has constraints, those do apply (even if that player is the Caylion).

KT'ZR'KT'RTL TECHNOPHILES

SOCIETY OF FALLING LIGHT AND YENGII SOCIETY

The Society of Falling Light and Yengii Society do not share technologies normally. Falling Light does not share at all but can sell the research team to be reinvented by someone else. The Yengii can license their technologies to individual players. These abilities apply to Kt'Zr'Kt'Rtl research teams normally.

In general, the Yengii will have to remember (or write down) whom they've licensed each Kt'Zr'Kt'Rtl technology to, so as to avoid licensing a technology to the same player twice.



If the Society of Falling Light invent Hybrid FTL or Mindsharing, use a matching card to indicate that the new bid track space can only be used by Falling Light. Then, place a Regret token on the original research team. If it is reinvented, replace the Falling Light bid space with the one printed on the back of the research team.



If the Yengii Society invents either of those technologies, use the other side of the matching card to indicate that only players who have licensed the technology can take cards from the bid track space.

This restriction also applies to the Charity Syndicate: they may not place Cross Colonization tokens on the new bid slot until they gain access to the technology.

IM'DRIL FLEET SUPPORT AND RETROCONTINUITY



Both versions of the Im'dril require Fleet Support to run their cards.

A card with a Retrocontinuity token still requires Fleet Support to run, and that Fleet Support must be maintained through the Economy Phase (i.e. a single Fleet Support icon can't be used to support two different cards in the same turn).

DEEP UNITY DICE MANIPULATION AND UPGRADE TOKENS



Kt'Zr'Kt'Rtl Technology Era I upgrade tokens may be spent to put Deep Unity dice manipulation cards into play.

Era II upgrade tokens may be spent to upgrade Deep Unity dice manipulation cards.

CAYLION COLLABORATIVE VOTE EXAMPLE

This is an example of how Caylion Collaborative votes are used. The full rules are on the Caylion Collaborative tile.

In summary, each player receives two votes to spend during each Trade Phase, except the Collaborative who receive one. The Collaborative has four projects available, each requiring a minimum number of votes to activate. Each project is four to six cards. Once a project has enough votes to activate, the Caylion may choose to do so. Activating a project consists of resolving a single multi-way deal to divide the project cards among the players who supplied votes.

In practice, players will place their votes next to the cards they are interested in receiving. Players are not obligated to spend their votes on a project where they dislike the outcome. The Caylion may return votes to obstinate players to remove them from the negotiation.

In this example, the Caylion, Eni Et, Kjas, and Faderan each want different cards. They assign their votes as follows, placing them next to the cards they are interested in:



There are enough votes on Gamified Research to activate it, so the Caylion attempt to activate that project. There is a conflict: both the Caylion and the Eni Et want the first Gamified Research card. After brief negotiation fails to move one or the other's vote to a different card, the Caylion decide to remove the Eni Et vote from that card. The Eni Et choose to leave their other vote on the second card. Now, there are only four votes on the project, so the project fails to activate.

Desperate for the Ultratech, the Faderan talk to the Kjas and offer them a black cube to move one of their votes from Oceanic Settlement to the third Gamified Research card. This results in the following state:



Gamified Research now has its needed five votes, without conflicts, so the Caylion activate the project and each player takes the card their votes are next to. Since no-one wanted the fourth card, the Caylion take it. In fact, the Caylion could even offer for someone else to take that fourth card in exchange for something the Caylion wants. This trade could be made immediately or even later in the same phase.

DEEP UNITY

BID TIEBREAK

The Deep Unity bid tiebreak of TT is between 3 and 4.

ENI ET ENGINEERS SERVICE TOKENS

Not an exception.

Service tokens may be assigned to Deep Unity dice converters.

If the card is flipped over, the token is assigned to the converter with the same color input.

If a service token was assigned to an Ultratech converter, there will be no matching converter on the other side. In this case, the token does nothing but remains attached to the card.

If it is flipped back, the token will return to reducing the cost of the Ultratech converter.



CHARITY SYNDICATE

CROSS COLONIZATION

You may place a second (or third) Cross Colonization token on a world on the bid track, if one remained from a previous round. If that world is taken, you upgrade one card per Cross Colonization token on it. If the world is discarded, you gain the tokens back and one victory point per token.

CAYLION COLLABORATIVE

AUTOMATION SERVICES

Automation Services grants a violet-arrow converter that consumes a world to have it immediately run twice.



Consume twice as many resources as the input of the world's converters, then produce twice as much output.

You may choose not to consume all of the needed input resources, but then you won't get the associated output.

For example, if the world consumes 1 Food/Life Support to produce 1 Ultratech, you can spend 0, 1, or 2 Food/Life Support to produce 0, 1, or 2 Ultratech.

Abilities which increase the production of worlds (such as the Grand Fleet's factory tokens) apply and are doubled.



KT'ZR'KT'RTL TECHNOPHILE RETROCONTINUITY

Retrocontinuity tokens may not be applied to Caylion Collaborative project cards.

SOCIETY OF FALLING LIGHT

RESEARCH BID TIEBREAKS

Not an exception.

Research teams with Regret tokens, held by the Society of Falling Light, do not count against their first research team bid tiebreak. This is a consequence of the more general rule that no invented technologies count against a player's research team bid tiebreak.

REGRET AND ALIEN TIEBREAK ABILITIES

No alien abilities avoid the consequences of taking Regret.

For example, the Kt'Zr'Kt'Rtl Adhocracy win tiebreakers for colonies, as if they had fewer than the other players, but they must still go after all players with fewer Regret tokens.

YENGII SOCIETY

The Yengii Society may license technologies to the Society of Falling Light, as per the Yengii rules.

RUNNING OUT OF REGRET

Regret tokens are not intended to be piece limited. If you run out, use Acknowledgements as additional tokens.

CREDITS

Game Design: TauCeti Deichmann

Graphic Design: Errick Dadisman, Renee Lasater, Alex Williams

Rulebook Layout: Renee Lasater

Art Direction: Daniel Solis

Cover Art: Kwanchai Moriya

Additional Art: Shutterstock

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