

# SIDEREAL CONFLUENCE

TRADING AND NEGOTIATION IN THE ELYSIAN QUADRANT

BY TAUCETI DEICHMANN



14+



4-9



120 min.

**WIZKIDS**

*Nine species came together during the great Confluence. Not to wage war or bicker, but to commit themselves towards building a single joint society where every species would be the equal of the others and every new innovation would be shared between them all.*

*And yet, these peoples were utterly alien to one another. With no shared cultural heritage, they thought of "equality" very differently. Each wanted their own ideals at the core of the growing society. What followed would be the single most aggressive cooperation the galaxy had yet seen.*

## Overview

Players represent alien civilizations that are trading resources and inventing shared technology. Each new technology increases the abilities of all the players, but grants the inventor many victory points. Players can also invest in colonies to improve their economy or use social converters to turn resources directly into victory points. The objective is to acquire the most points in six turns.

Converters produce resources, ships, and points. The resources are traded with other players to acquire the best possible mix for the next turn, and then are spent to run converters and invent technologies. Ships are bid on colonies to improve one's income, and to gather research teams. Once a player gives a research team enough resources of a single color, they are funded and invent their technology.

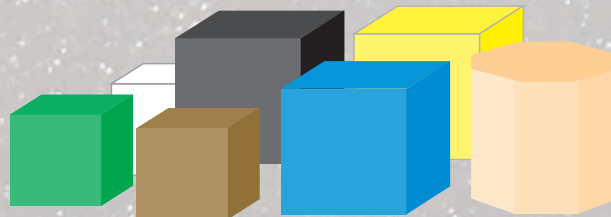
## Components & Concepts



**Victory points** represent influence over the developing society. Points are kept hidden by flipping them face down and keeping them behind the player's screen, and they cannot be traded. ❶



**Ships are used to bid on colonies and research teams.** Ships can be traded and are worth roughly one small cube. Each species' ships look different, but the rules treat them as interchangeable.



**Resources** are wooden counters that represent various trade goods. Resources are distinguishable by their color, size, and shape. One point (❶) is worth roughly one octagon (❷) or two large cubes (❸❹) or three small cubes (❺❻❼). ❶



## Components & Concepts (continued)

**Cards** represent sectors of a player's economy. Cards that have a player's background color may be loaned for a turn, while other cards may be traded permanently. Research teams and colonies are cards, and thus may be traded.

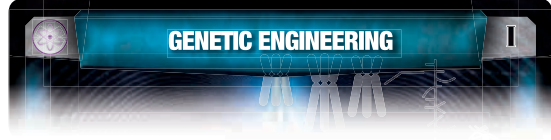
### How Cards Enter Play:



Cards with a star start in play.



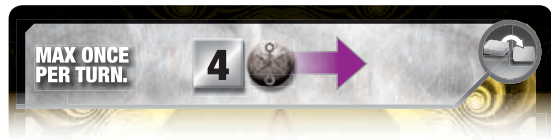
These cards enter play when their technology is invented.



These cards enter play when their converter is run.



When the converter is run, the top card of the matching deck enters play.



Before running their economy, if a player has more colonies than their Colony Support, they must put the excess under the colony deck.



**Colonies** improve a player's economy.

A few converters consume colonies to run. They usually need a colony with a specific climate.

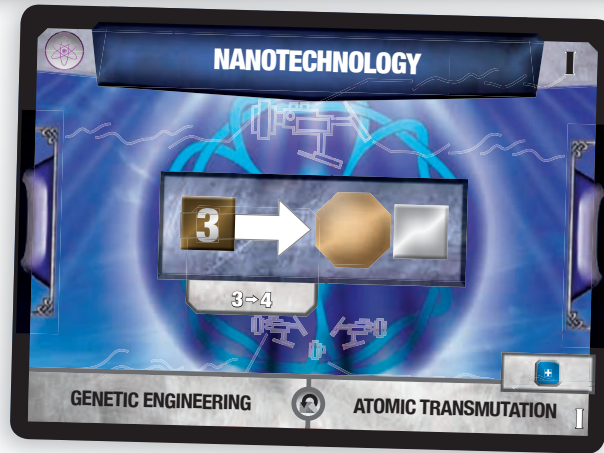
Colonies may be flipped to increase their output and change their climate. This represents limited terraforming.



Ships, points, and resources are not piece limited. **x5 tokens** are included, should the physical pieces run out.



**Player screens** are used to hide victory points and some ships during bidding. Resources and cards never go behind screens.



### Anatomy of a card

The top of a card shows how it enters play.

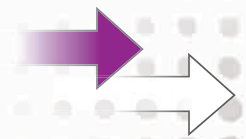
The middle is what the card does. Most cards grant an economic converter.

The bottom shows two ways to upgrade (flip) the card. The little box on the right shows the consequences of that.

The background color and pattern indicates the owning player.



A **research team** invents their technology by running the converter on it, earning many points. The inventing player immediately puts their matching card into play; everyone else does so later.



All arrows indicate converters. **Converters** consume their inputs and convert them into more resources, ships, points, and other things. Some converters have no inputs: they can produce each turn for free.

## Component Count

- 30 (1) Victory Point Tokens
- 20 (2) Victory Point Tokens
- 10 (5) Victory Point Tokens
- 30 (10) Victory Point Tokens
- 13 “5x” tokens
- 6 1x Ship Tokens (among 9 races)
- 3 3x Ship Tokens:  
(Faderan, Im’dril, Kjas, Kt’, Yengii)
- 2 3x Ship Tokens:  
(Caylion, Eni Et, Unity, Zeth)
- 10 Faderan Acknowledgement Tokens
- 6 Caylion “x2” Tokens
- 7 Zeth Envoy Tokens
- 3 Kjasjavikalimm Tiles
  
- 45 Food & Life Support Cubes
- 45 Culture Cubes
- 45 Industry Cubes
- 35 Information Cubes
- 35 Biotechnology Cubes
- 35 Power; Electrical Cubes
- 12 Large Unity Wild Cubes
- 16 Small Unity Wild Cubes
- 24 Ultratech Octagons
  
- 9 Player Screens (1 per race)
- 9 Race Sheets (1 per race)
- 9 Starting Cards (1 per race)
  
- 41 Research cards
- 40 Colony Cards
- 8 Colony Bid Track Cards
- 8 Research Team Bid Track Cards
- 12 Confluence Cards
  
- 26 Caylion cards
- 32 Eni Et cards
- 38 Faderan cards
- 33 Im’dril cards
- 25 Kjasjavikalimm cards
- 41 Kt’Zr’Kt’Rtl cards
- 29 Unity cards
- 27 Yengii cards
- 27 Zeth cards

## Setup

See the diagram on page 4 & 5. Put piles of points and resources within reach of all the players.

## Select Species

Starting with the least experienced player, each player chooses a species whose play style is the most enjoyable for them. The Kt’Zr’Kt’Rtl, Caylion, Kjasjavikalimm, and Faderan are all good choices for new players. You can read quick descriptions of each species on page 10, or in a more detailed version, on the species-specific fact sheet.

When a species is taken, take its fact sheet, all starting cards/tiles with its unique background, and its ship tokens.

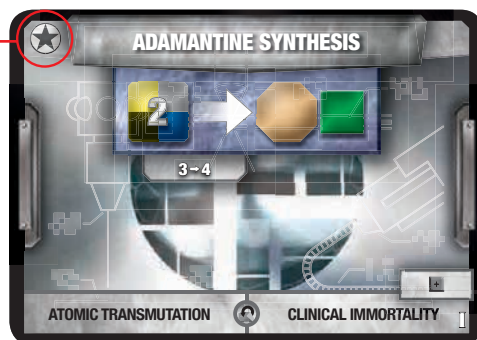
## Player Setup



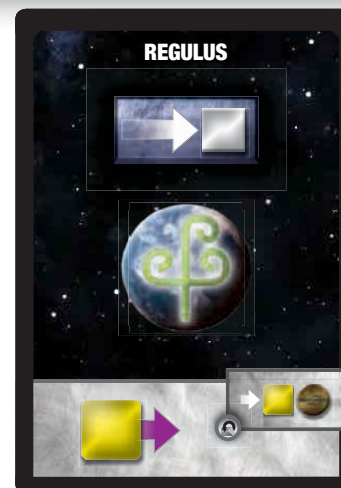
### Example of a Faderan starting card

The Faderan start with one colony, one research team, and four starting cards in play. The Faderan also begins with one Ultratech resource, one Biotech resource, one Power resource, three Culture resources, one Industry resource, and two Faderan ships.

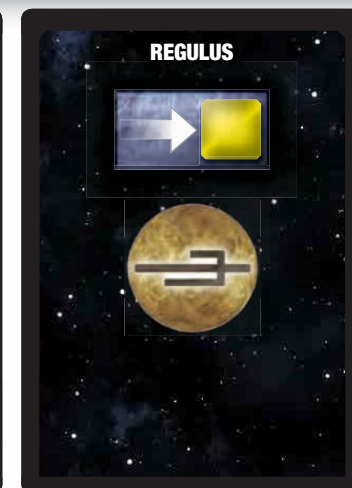
Each player collects the starting resources and number of ships printed on their species card. **2**



The cards with a star on them start in play in front of the player **3**. The remaining cards should be kept in a stack for easy access **4**. The stack is not shuffled; it is a library of cards that can be looked through at any time.

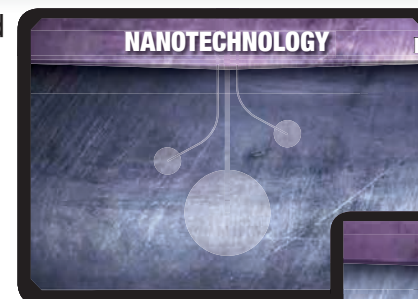


Front



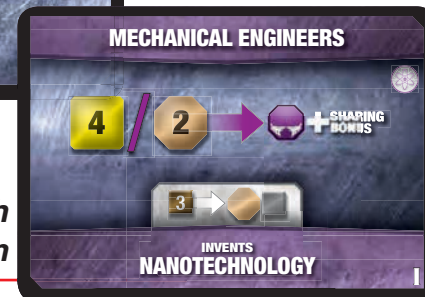
Back

Shuffle the deck of colonies without looking at them, front side up. Deal one colony to players with the globe symbol in their “starting resources” box **5**. The Kjasjavikalimm will start with two colonies.

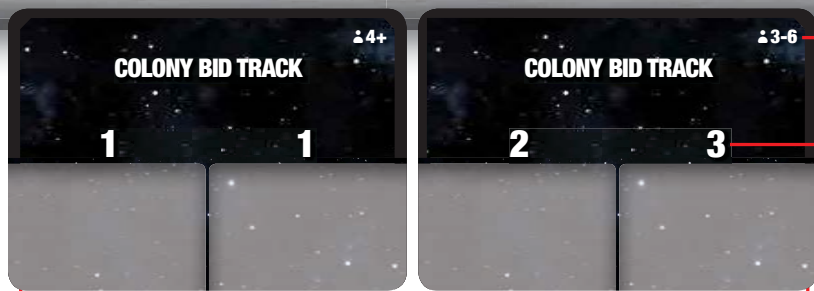


Invented Technology

Research Team



Shuffle the era I technologies without looking, research team side up. Deal one to each player with a globe symbol in their “starting resources” **6**.



Colony Bid Track for  
a 4 player game

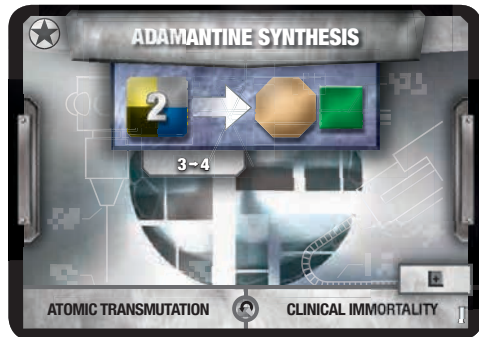
Player Count

Minimum Bid

The Tabletop

### Track Setup

Find the Confluence Technology Sharing Bonus **7**, Research Team Bid Track, and Colony Bid Track cards **8** that match the number of players in your game. The number of players the card is meant for is printed next to the icon. Put any remaining cards back into the box. You should have six confluence cards, and as many spots in each Bid Track as the number of players. Note: the Kjasjavikalimm count as two players for the Colony Bid Track.



Deal colonies from the top of the deck to the Colony Bid Track, starting with the lowest minimum bid and working up **9**. Put the remaining colony deck near the Colony Bid Track.

Shuffle each era of technology separately. Put the era II below the era I, the IIIs below that, and the IVs at the bottom. As with the Colony Bid Track, deal cards from the technology deck to the Research Team Bid Track starting with the lowest minimum bid and working up **10**. Put the remaining technology cards near their track.



### Final Setup

Several species have unique components, and all have their ships. Place these within easy reach of their player. **11**

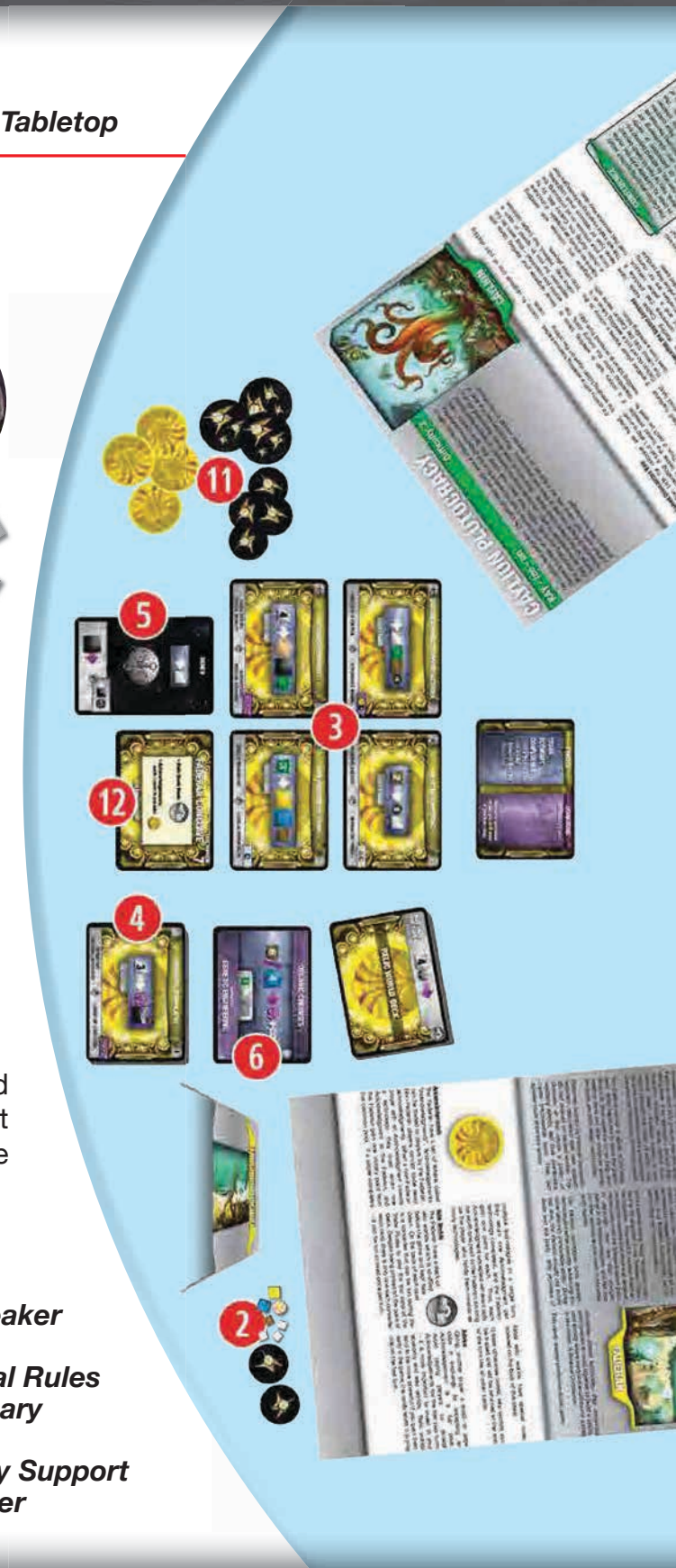
Finally, every player flips their species card so their Bid Tiebreaker and Colony Support is visible **12**. The game is ready to start the first Trade Phase.



Bid Tiebreaker

Special Rules summary

Colony Support Number





## Phases

Sidereal Confluence is a simultaneous game; during each phase, every player acts at once. In order, the phases of a turn are:

### • Trade

- also, upgrade cards and invent technologies

### • Economy

### • Confluence

- share technologies

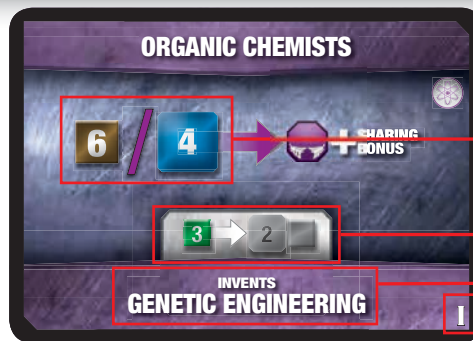
- bid on colonies, then research teams

## Trade Phase

During the Trade Phase, players freely exchange resources, ships, cards, and promises. All agreements are binding: both players must agree as to what is being traded before it happens, and neither can cheat the other by withholding what has been agreed upon. Trades which involve action later in the turn or on future turns are still binding.

Players can make three-way (or more) binding trades. Everyone involved must agree to everything that is being traded before it happens. This resolves situations where three players each want what the next one has, or where a player only wants to make one trade contingent on another trade going through.

In the rare case that it comes time to fulfill a promise and a player finds that they cannot, that player may instead give compensation to the wronged player(s) that everyone involved agrees to. If they do not agree to the compensation, the offending player must complete as much of the original agreement as possible, then that player loses points based on what they failed to uphold. For each card, octagon, or point that they could not give, they lose 2 points. For every cube resource or ship they could not give, they





lose 1 point. These losses may cause a player's score to go negative.

**If a player trades away a card with their background on it, it must be returned at the end of the turn.** Cards without player backgrounds, such as colonies and research teams, are traded away permanently.

**The Trade Phase continues until all but one player is done trading, at which point play should continue to the Economy Phase. Players may immediately invent technologies or use other Trade Phase abilities before running their Economy.**

**Players may only trade during the Trade Phase.** Players should avoid talking about potential future trades except during the Trade Phase.

 **Players may invent technologies during the Trade Phase. Those technologies will later be shared with everyone during the Confluence Phase.**

 **A Player invents a technology by running the violet converter on a research team they control.** To do this, spend one of the two (or three) sets of resources printed to the left of the violet arrow. This produces the printed points, as well as inventing the technology. Don't take the additional points for the Sharing Bonus yet.


Spend one of these sets of resources to invent the technology.


The technology gives you a converter that looks like this. Note that the colors of the cubes in the output aren't specified – they differ by species.


The name of the card that enters play when this technology is invented.

The era number indicates where in the technology deck this card is found.

**Flip the research team over, then find the matching card in your deck of out-of-play cards and put it into play.**

 **Players may run violet arrow converters during the Trade Phase.** These converters always involve card manipulation. Usually, they let a player play or upgrade (flip) a card.

 **Running a violet arrow converter next to this symbol will make the card enter play.** This is the only case where a player can run a converter on a card that is not in play.

 **There are two ways to upgrade (flip) most cards, one on each side of this symbol.** If either is used, the card is upgraded. If one way is a violet arrow converter, running it flips the card. Alternatively, **if the name of a different card is printed here, that card can be “spent” to upgrade the first card.** Both cards must be in play and in the possession of their owner (not loaned to another player for the turn). **To upgrade the first card, flip it over and put the second card underneath it.** Each card can only be “spent” to upgrade one card.

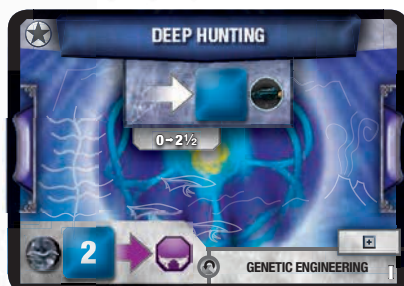


Two different ways to upgrade Genetic Engineering

How the card improves when upgraded

### Examples of upgrading cards

If both Nanotechnology and Genetic Engineering were invented, a player could upgrade Genetic Engineering: they would put their Nanotechnology card underneath the Genetic Engineering card and flip the Genetic Engineering card over to reveal its upgraded version. If Clinical Immortality had also been invented, they could choose to put it underneath Genetic Engineering instead. The other side of Genetic Engineering is an improved industry called “Genetic Resynthesis.” It isn’t Genetic Engineering any more, and can’t be used to upgrade a card that could use Genetic Engineering to upgrade, like Nanotechnology does.



Deep Hunting can be upgraded by running the converter on the left, which outputs a point in addition to flipping the card, or by spending Genetic Engineering.

### Economy Phase

Colony support is checked at the beginning of the Economy Phase. Any excess colonies are put under the colony deck.

⇒ **Players may run their economic converters during the Economy Phase.** Economic converters have white arrows and are found in the middle of their cards. Each converter can be run at most once per turn. Players may always choose not to run a converter. Converters with nothing to the left of the arrow can be run without input resources. Colonies are a common example of this. Negotiation is prohibited during the Economy Phase; players should not speak to each other until everyone is done running their converters.

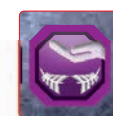
Economic converters are run simultaneously. As such, **the output of one converter cannot be used as the input for another.** It is recommended that players first put all resources they intend to spend on the inputs of converters, then take resources from the common pool and put them on the outputs. Finally, return all spent resources to the pool. Handling production this way helps avoid mistakes.

The value of the input and output of economic converters is printed below the converter. That value is measured in small cubes. This is to help players judge a fair trade that involves exchanging cards.



Converters sometimes output “donation” resources, ships, or points, indicated with an outstretched hand and violet outline. These goods are put in the player’s donation area on their summary card. **During the next Trade Phase, players must trade away all donation goods.** If they do not, they must give them away at the end of the Trade Phase.

Players cannot refuse a gift. Until the items are traded or gifted, they must stay in the donation area, in order to make their nature clear to the other players.



Donation victory points break the normal rule that points cannot be traded.



Some species have converters that accept or produce wild resources. Those species have specific rules governing what can be consumed or produced. In all cases, small-wild resources can only accept or produce small cubes, and large-wild resources do the same with large cubes.

For the Unity and Zeth, wild resources do not have to be the same color. For the Eni Et, all wild resources on a card must match.

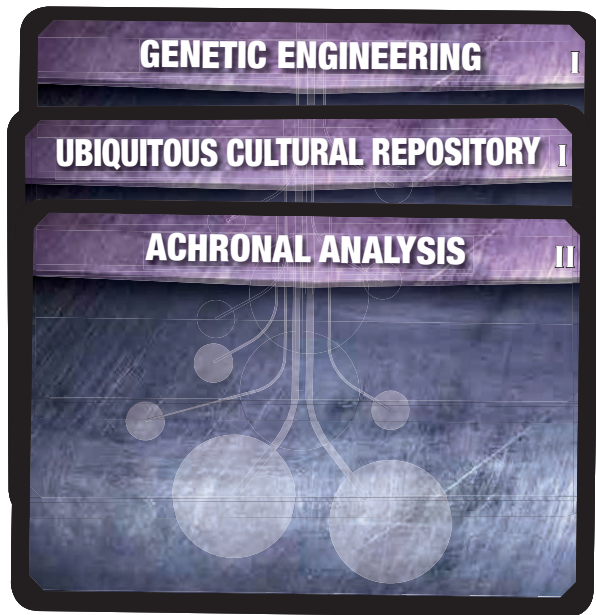
Some converters consume colonies with the correct climate icon. Those colonies are discarded front-side-up under the colony deck. The colony deck is not shuffled – it will go through the discarded colonies in the order they were discarded.



If players run out of resource pieces or ships, they can use x5 tokens to consolidate large piles. Player may also produce ships from a different species’ pool, if necessary.

### Confluence Phase

First, players share all technologies they invented during the previous Trade Phase, and earn points for sharing those technologies.



Each player announces every technology they invented and places them face down in the middle of the play area, splaying them so that their names can be read easily.

For each technology invented, the inventor receives points equal to the current Sharing Bonus printed on the upper-left of a Confluence card. The Yengii instead receive the Yengii Sharing Bonus, printed at the upper-right.

Each player then looks through their deck of out-of-play cards, finds the ones that match the newly invented technologies, and puts them into play. Era IV technologies are unique: they are not shared after they are invented.



### BIDDING

Once all technologies are shared, the players will bid ships for colonies and new research teams. These are two simultaneous hidden bids to determine the order in which the players can select cards from the two bid tracks. Colonies are resolved first, then research teams.

Before bidding begins, each player announces the number of ships they have, so the other players can consider it while planning. Then, behind their screens, each player secretly divides their ships into three piles: one for the colony bid, one for the research bid, and one of any ships they don't want to spend on bidding this turn. Any pile can be empty. When each player has decided how to divide their ships, they hide each of the two bids in one of their hands. The third pile is kept hidden behind the player's screen until the bidding is over.

Players indicate that their bids are prepared by putting forth their closed fists - one bid in each of them. Once all players are ready, they simultaneously reveal their colony bid. In order from highest bid to lowest, each player has the opportunity to buy a colony or pass.

If a player chooses to buy a colony, they spend all the ships that they bid, and select a colony. They may not select a colony if its minimum bid is higher than their bid. If there are no colonies a player can buy, that player must pass. Players

who pass keep all the ships that they bid for colonies.

Remember that Colony Support is only checked at the beginning of the Economy Phase: players can take colonies even if it would put them over this limit at this time.

Once each player has bought a colony or passed, all players simultaneously reveal their research team bids. Players now get an opportunity to buy research teams or pass, again going from highest bid to lowest. This follows the same rules as the colony bid.

In both bidding rounds, two or more players might tie by bidding the same number of ships. In that case, the player with fewer of the type of card being bid on (colonies or research teams) gets to choose first. If players are still tied, the player with the highest tie-breaker number on their species tile chooses first.

Players may briefly negotiate during the bid phase, although only regarding what is being bid upon. For example, a player may try to convince another player not to take a card they want, in exchange for promises in the future. Nothing can be traded until the next Trade Phase, although all deals are still binding.

At the end of the bid phase, take all remaining cards with a minimum bid of 1 and put them under their respective decks, front-side face up. Then, slide all cards in the tracks all the way to the left and fill the empty spaces to the right from the top of the research team or colony deck, as appropriate. Do not flip cards as you draw them: keep them front-side face up.

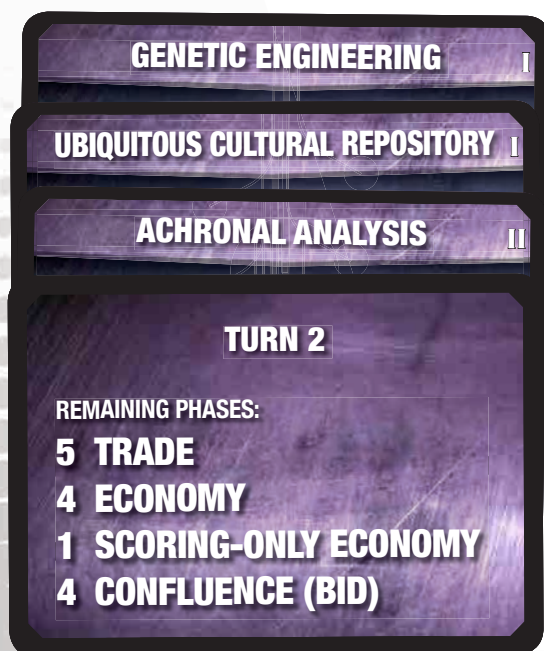
### Ending the Turn

At the end of each turn, players return any cards that have another species' background. The current Confluence Technology Sharing Bonus card is flipped upside down and added to the splay of shared technologies. The back of that card lists what phases remain in the game so players can plan accordingly. Then, if there are any Confluence cards left, go on to the next Trade Phase.

### Ending the Game

**If there are no Confluence cards left, it is the last turn of the game. During the last turn's Economy Phase, donation points, resources, and ships are kept by the player who generated them.** At the end of the game, resources and ships are worth points. Since only the size of a resource matters for its point value, during the last Economy Phase players generally should not bother producing the exact colors their converters state, only the correct size. **Each octagon, every 2 large cubes, and every 3 small cubes and/or ships are worth ½ point.** This is half their nominal value, as seen on page 1. Score is tracked down to ½ point. There is no tie-breaker.

Players reveal their hidden points. **The player with the most victory points wins**, having influenced the resulting multi-species society to hold most to their own ideals.



### New Player Advice

#### Don't Pick Your Species Randomly

Each alien species requires different skills and perspective to play well. It is important that you find one that matches your play style, both to do well and to have the most fun. For new players, the Kt'Zr'Kt'Rtl is the easiest to play, followed by the Caylion, Kjasjavikalimm, and finally Faderan. A skilled new player is likely to do well with the Im'dril. The Eni Et and Unity require very active and pushy trading to do well and tend to be difficult for new players. The Yengii are intended as a challenge for players who have played several games.

#### Why not Zeth?

Playing the Zeth well is more about the player's mindset than experience, so new players who are comfortable being mean can do very well with them. That said, players who have never played the game before can find them difficult to defend against. So, if most players are experienced and a new player wants to play the Zeth, let them. Keep the Zeth out of games that are dominated by first time players, though.

#### Technology Advice

When selecting a research team to buy during the bid phase, new players often get bogged down looking at the converters that each will add to the game. Even for experienced players, the results of a technology are much less important than simply determining whether you can afford the resource cost to invent it.

If you must choose a research team based on what it invents, remember that every player will benefit from that invention. Don't pick something just because it synergizes well with your own economy, as it likely does the same for everyone. Instead, pick a technology that adds a converter that consumes a resource you over-produce, thus driving up demand for it. Or, select a technology that tends to produce more of a resource that you desperately need, thus driving up supply. Think about how technologies warp the playing field of the game, not merely what they do for you.

### Optional Rules

#### Timed Trading

With some groups, the Trade Phase can continue on beyond the point where there are any profitable trades, dragging the game out a little. If this is a problem for your group, you can implement timed Trade Phases: 10 minutes is recommended. Of course, if all but one player feel that they are done trading, the Trade Phase ends sooner.

#### Handicapping

If a group wants to adjust the strength of a species or a specific player, the easiest way to do this is to add or remove a single small cube from that player's starting resources.

#### Precise Resource Scoring

At the end of the game, instead of adding up half points, you can treat octagons as 6/12 point, large cubes as 4/12, and small cubes as 3/12. This gives a much more precise score, but takes longer to calculate.

## Resources

Each of the colored cubes represents many gigatons of resources or yottabytes of information. Here's what they are:

### Food and Life Support

*This varies a great deal between species.*



### Culture

*Art, music, performances, and stories. Eni Et and Yengii include sonographics, as they have sonar.*

### Industry

*Raw materials and finished goods.*



### Information

*Analysis or raw data; math, science, and engineering.*



### Biotechnology

*Gene sequencing, modified or designer organisms, medical supplies.*



### Power, Electrical:

*One cube is about one exawatt hour, or enough power to supply the Earth for several years.*



### Ultratech

*Incredibly advanced devices or rare Faderan artifacts.*

Game Design: Tauceti Deichmann  
Graphic Design: Tauceti Deichmann & Jesse Seidule  
Illustrations: Nakarin Sukontakorn

Deep thanks to Doug Hoover, Jacob Davenport, and Chris Cieslik for supporting the game well beyond what could ever be expected.

Thanks to RPI Games Club, Spielbany, and the many playtesters who's feedback helped make Sidereal Confluence what it is.

© 2017 WizKids/NECA LLC. WizKids and related marks and logos are trademarks of WizKids. All rights reserved.

**WIZKIDS**

**NECA**  
www.necanline.com

www.wizkids.com

## An introduction to the races of the Elysian Quadrant

### Kt'Zr'Kt'Rtl

The Kt'Zr'Kt'Rtl have a single driving need: green cubes. They have many products to sell for them, including a near inexhaustible supply of inexpensive colonies. Recommended for players who desire a razor-sharp focus to their goals, and the tools to negotiate for it.

### Caylion

The Caylion need very little (other than ships), and thus give you no direction. They will support you well with any goals you choose. Recommended for players who are comfortable choosing a path for themselves without landmarks.

### Kjasjavikalimm

The Kjasjavikalimm have a strong economy that can be crafted during play. It is possible to set them up to be relatively independent of the other players. Recommended for players who enjoy analysis and puzzles.

### Faderan

The Faderan have "Relic Worlds" - random cards they can put into play with situationally powerful abilities. Recommended for players who enjoy being surprised, and like to warp their minds around strange play styles midway through the game. Fun for new players, although they are unlikely to win with them.

### Eni Et

The Eni Et are resource poor, but have the ability to make other players extremely rich. Recommended for experienced players who are skilled at reading other's game state and seeing opportunity in it.

### Unity

The Unity introduce wild resources - they produce whatever everyone else most needs and can run their economy on whatever everyone else sees as garbage. Recommended for experienced players who can make challenging negotiations -- trading quality for quantity means needing to trade at an apparent profit.

### Im'dril

The Im'dril economy is extremely strong but fragile and must be tended carefully to make it grow. Their needs are well defined (octagons, black, and brown), but nearly insatiable. Recommended for experienced players who are comfortable with complex bargains.

### Zeth

The Zeth are not really playing the same game as everyone else: they are running a protection racket. Recommended for players who are good at being mean and pretending to be scary. Not recommended when the other players in the game are new.

### Yengii

The Yengii require a nearly preternatural understanding of the game's state and to know the other player's desires even better than they do. Recommended for very experienced players who enjoy paying attention to many things at once.