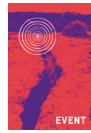


EVENT PHASE

Reveal and resolve Event Cards
Apply the appropriate Stage effects listed on the card, depending on which round of the game the card is revealed
(Game Manual, pg. 18)

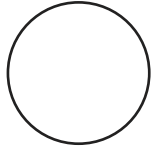
Rounds 1 through 10
(Stage 1)
Resolve **1 Event**



Rounds 11 through 15
(Stage 2)
Resolve **2 events**

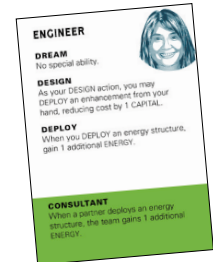


Rounds 16 through 20
(Stage 3)
resolve **3 Events**



PARTNER PHASE

Each partner takes an action in **Each** step of the Partner Phase (Dream, Design, Deploy). The team cannot move into the next step of the Partner Phase until all players have taken their actions in the current step (i.e. all partners must Dream before any partners can Design; **Game Manual, pgs. 19-21**)
Partner special abilities may allow additional actions, or more options for actions.



STEP ACTION OPTIONS



Dream: draw 1 Opportunity Card

OR Gain: claim 1 Capital

In addition to your Dream or Gain action, you may also **Share** 1 Opportunity Card with another Partner



Design: add 1 card from your hand to a project on the design board

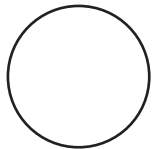
OR Operate: select a deployed event or structure with an Operate function and resolve the effects listed on the card



Deploy: move 1 project from the design board or 1 Ephemeral Project from your hand to the map. Calculate costs and gains

OR Restore: remove 1 hazard from a zone

OR Remove: move a project from the map



COUNTER PHASE

Add counters to Growth Projects, Ephemeral Projects, and on-going Events **(Game Manual, pg. 22)**



For all projects on the map with Growth, add one growth counter (white cube): this may trigger an effect.



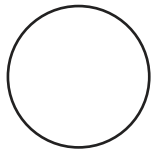
Projects

For all projects on the map or Capital project on the design board with a duration, add one Duration Counter (black cube): this may trigger an effect on the card. If the number of counters is equal to the Duration of the Project, the Project ends now.



Events

For ongoing Events (Events with a duration), add one Duration Counter now (black cube). If the number of counters is equal to the Duration of the event, the Event ends now.



ZONE CONDITION PHASE

Add Hazards and Resilience to zones on the map, and update Zone Condition if necessary*. Remember, the value on the Zone Condition token is used during End Game scoring, and you always add 1 hazard or 1 resilience token as a result of the a zone's degenerative or regenerative condition **(Game Manual, pgs. 22-23)**.



For all zones that are REGENERATIVE (green Zone Condition token), add 1 resilience tile to that zone. If the zone contains hazards, remove 1 Hazard instead.



For all zones that are DEGENERATIVE (red zone condition token), add 1 hazard tile to that zone. If the zone contains resilience, remove 1 Resilience instead.

*** As you are adding hazards or resilience to a zone, if the zone is completely filled with hazards or resilience tokens, remove all tokens and adjust the Zone Condition by 1. Then, add all remaining hazards and resilience that could not be added when the zone was at full capacity.**
If the zone was filled with resilience, the zone becomes more regenerative (green Zone Condition token increases in value by 1).
If the zone was filled with hazards, the zone becomes more degenerative (red Zone Condition token increases in value by 1).
Zones transition to a neutral Zone Condition (no token) before transitioning from Regenerative to Degenerative (or vice versa).

Full Game Manual available at <https://regenerate.games/Rule-Book.pdf>