How to Play *Three Days on Callisto*

Overview

     Callisto is a game of resource management where you control a party of Earthling colonists on the Jovian moon of Callisto. Since its initial colonization a few generations ago humans have built an impressive civilization in the vast Valhalla crater. They have negotiated a partial terraforming of the moon with the mysterious but peaceful Ganymedeans, themselves colonists from the neighboring moon of Ganymede. With a comfortable existence established in Valhalla and the "suburb" craters of Vutash, Vestri and Maderatcha, enterprising Earthlings looking to expand their horizons have formed parties dedicated to exploring the wilderness of their adoptive home in search of more resources and prestige. Will your party be the most successful in the race to establish new outposts, produce resources, mine and sell essential elements, and exert political influence over the craters of Callisto?

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Huge: The diameter of Jupiter is 40 times that of the moon and it would dominate the night sky if it were in the same position

Set Up

- Flip the Daylight Token like a coin and then place it on the "Round 1" space of the corresponding side of the board (East or West).
- Each player chooses a player mat and places his color's laboratories, colonists and Valhalla structures onto their corresponding spaces. The green food cube, the yellow fuel cube, and the red machinery cube should each be set at 4 on their respective tracks. A second set of these three cubes should be placed on the "2" spaces of the Income track. The light blue Ganymedean cube should be placed in the top left space of the Diplomacy track. The next page has more details about how to set up a player's mat.
- Select the Turn Order board for the number of players in the game and place it next to the board. Shuffle the Passing Bonus tiles and deal one face up on any bonus spaces of the Turn Order board, leaving the remaining tiles in a stack face down.
- Whoever has most recently seen Jupiter in the night sky is the first player. That player places one of his colored cubes on the first player space of the turn order track. Turn order for round 1 proceeds clockwise around the table and each other player should place one of his cubes on the turn order track accordingly.
- Each player should also place one of his cubes at zero on the Victory Point track on the board, and another cube in the Valhalla crater in the center of the board.
- Each player places his first (top-most) Valhalla structure onto the space in the Valhalla crater on the board that corresponds to his placement in the turn order. If the space indicates a fuel bonus, the player should advance his fuel level (yellow) accordingly.
- Place green Ganymedean colonists into the most advanced spaces of each of the craters as indicated in the table below.

	2 Players	3 Players	4 Players	5 Players
Ganymedeans in Doh and Sköll	5	5	2	2
Ganymedeans in Tornarsuk and Nuada	3	3	3	0
Ganymedeans in Agloolik and Orestheus	3	0	0	0
Ganymedeans in Yuryung and Lempo	3	3	3	3
Total Ganymedeans on the Board	28	22	16	10

- Place all of the Production Center discs onto the corresponding spaces of East and West Production Center menus on the board.
- Separately shuffle the light blue and dark blue Demand tiles and place them in two stacks near the board. In turn order each player should draw one of each type of Demand tile from the stacks and place them on the corresponding spaces of his player mat. Players may choose which side of the Demand tiles to place face up.
- Make a supply of each of the following near the board and within reach of each player: Influence cubes (purple), Salvage and Element cubes (clear), Valhalla scoring tokens, and Special Income tiles.

Player Mat Setup

(a) **Place each of your faction's 10 colonists** 🧍 **in these spaces.**
The numbers in green next to each space indicates the food cost for recruiting the corresponding colonist.

(b) 🟩🟨🟥 **Place a green, yellow and red cube onto the matching colored spaces with value "4" of the resource tracks .**
These cubes indicate your current level of food (green), fuel (yellow) and machinery (red).

(c) **Place the pale green cube** 🟩 **in the top left space of the Diplomacy track.**
The position of this cube indicates how many Ganymedean colonists you can transport, and how far you can transport each of them when you perform the Diplomacy action.

(d) **Place each of your faction's 10 laboratories** 🟧 **in these spaces.**
The numbers in red next to each space indicates the machinery cost for building the corresponding laboratory.

(e) **Place each of the demand tiles you drew onto these spaces.**
You must always have one demand tile of each type (light blue and dark blue). You may choose which side to place face up.

(f) 🟩🟨🟥 **Place one more green, yellow and red cube on the "2" spaces of your income track.**
The position of these cubes indicate how much food, fuel and machinery income you'll receive at the end of the round.

(g) **Place each of your faction's 3 Valhalla structures in these spaces.** 🟧
These structures may only be built in the Valhalla crater. The numbers in red above each space indicates the machinery cost for building the corresponding structure.

(h) **Place your Diplomacy tile face up next to your mat.**
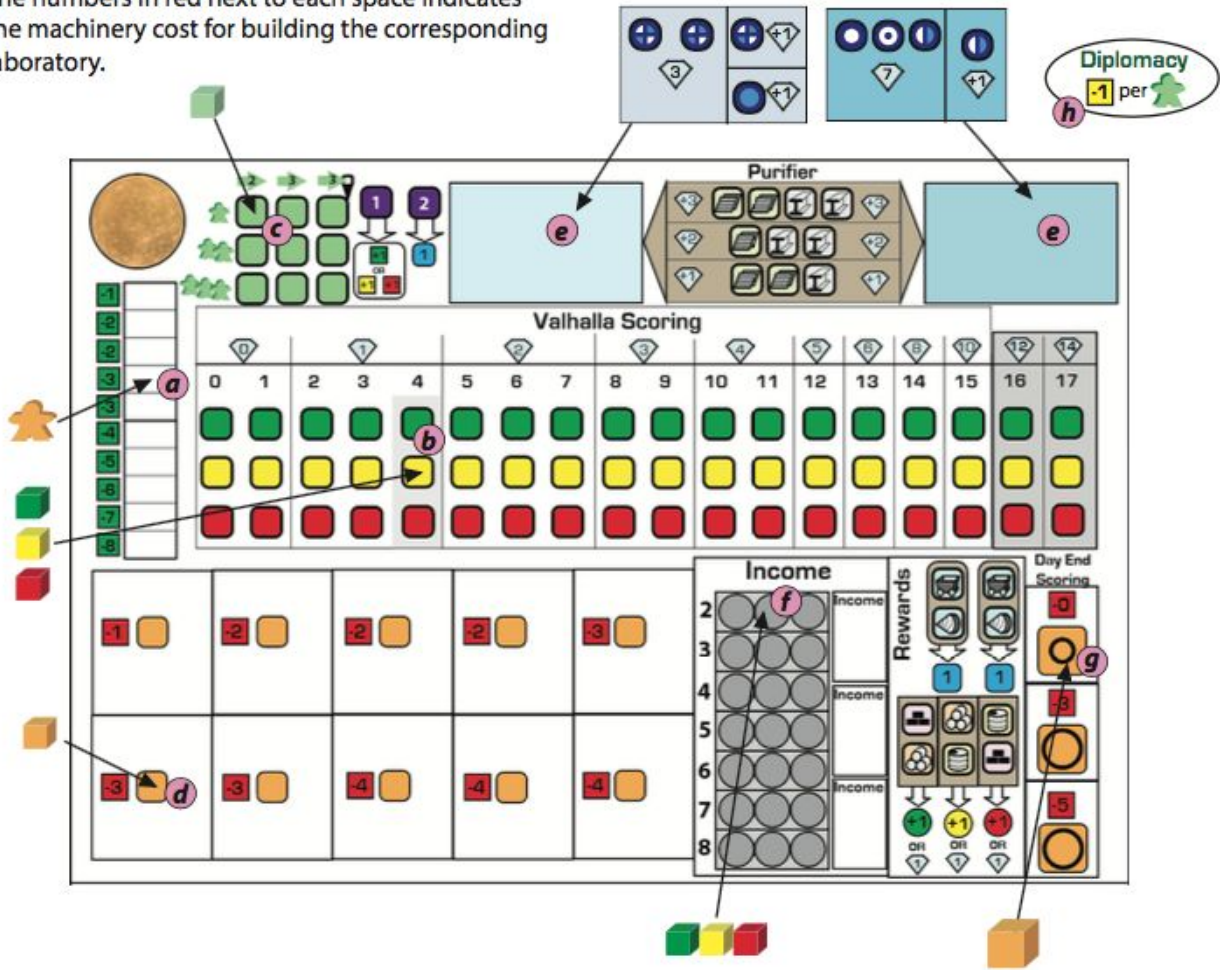
Player Mats

A player uses his mat to manage his income and resource levels, store any elements and salvage he has obtained, place any upgrades he has researched, and keep all of the potential colonists and laboratories that he may eventually place on the board.

- A player's current amount of **food**, **fuel** and **machinery** is shown respectively on his mat by the green, yellow and red cubes. When a player spends or gains any of these three resources he simply moves the appropriate cube up or down the track by the corresponding number of spaces. The maximum level for all three of these resources is 15 (or 17 if the player has researched the *Valhalla Extension* upgrade). Any increase in any of these resources that would put its level beyond the maximum is wasted.
- A player's food, fuel and machinery **income** is also indicated by green, yellow and red cubes on the income track.
- When a player obtains any **salvage parts** (bricks, wood, barrels, beams, panels, drills or carts) or **elements** (carbon, hydrogen, nitrogen, or oxygen), they are indicated on his mat by placing a clear cube over the corresponding icon. When a player obtains a Valhalla token it is placed on one of the three "Day End Scoring" spaces (see Day End Scoring section below). Any salvage part, element or Valhalla token that a player would collect that doesn't have an available space on his mat is wasted.

Daylight and Darkness

Throughout the game the side of the board that is in daylight alternates between East and West every round. The Daylight Token indicates which round of the game it is as well as which side of the board--East or West--is in daylight for that round. The side that is not in daylight for the round is in darkness. Due to the lack of solar energy (plus the fact that your colonists have to rest some time!) craters on the dark side of the board lack much of the functionality that they have in daylight.

Restrictions that apply to craters that are in darkness
- Players may not recruit new colonists into dark craters.
- Colonists that are transported to a dark crater do not collect Salvage from that crater.
- Players may not build Production Centers or Laboratories in dark craters.
- Dark craters do not produce resources during the Produce phase of the game.

The craters in the center of the board (Valhalla, Maderatcha, Vestri, and Vutash) are unique. Those craters operate around the clock, regardless of which side of the board is in daylight or darkness.

Round Structure

      I   Draw New Upgrade Tiles
      II   Actions
      III   Collect Income
      IV   Harvest Craters
      V   Collect Rewards
      VI   Sell Elements
      VII   Day End Scoring (Rounds 2, 4 and 6 only)
      VIII   Flip and Advance Daylight Token
      IX   Game End Scoring (Final Round Only)

I   Draw New Upgrade Tiles

At the beginning of each round **discard any Upgrade tiles from the previous round**. Then draw new tiles for the round and place them face up next to the board. Draw "*I*" Upgrades during day 1 (rounds 1 and 2), "*II*" Upgrades during day 2 (rounds 3 and 4) and "*III*" Upgrades during day 3 (rounds 5 and 6).

2 Players → Draw **6 Upgrade tiles**
2 Players → Draw **8 Upgrade tiles**
2 Players → Draw **10 Upgrade tiles**
2 Players → Draw **12 Upgrade tiles**

Note that no new Upgrade tiles should be drawn for the remainder of the round, regardless of how many have been taken by players.

II   Actions

In this phase players take turns, according to the turn order, performing **two** *actions. Play continues like this until all players have passed.*

1) Build Valhalla Structure
Performing this action allows a player to take one of the three large Valhalla structure cubes on the bottom right of his mat and place it in the Valhalla crater on the board. The player must be able to pay the machinery cost indicated above the structure he is building. Once he has paid this cost he may place the structure on one of the available spaces in the Valhalla crater. The player then collects the Valhalla scoring token shown on that space and immediately places it in an available space on his player mat (it need not be the same space that the Valhalla structure came from).

In addition to collecting bonuses for building a Valhalla structures, players also free space on their player mat for Valhalla tokens, which allow players to score Victory Points at the end of each day. See the *VII) Day End Scoring* section below.

2) Recruit Colonist

Performing a *recruit* action allows a player to take a colonist from his player mat and place it on the board. To perform the action the player must be able to pay the indicated food cost. The food cost is shown next to the space on the player mat that the colonist came from. In addition to paying the food cost, the following restrictions apply to the recruited colonist.
- It must be placed in a crater that is not in darkness and has at least one vacant space.
- It cannot be placed in the same crater that the player already has a colonist.
- It must be placed in a crater that is adjacent to (one road segment away from) one in which the player is already present (has a colonist, laboratory, or Valhalla structure). Although the newly recruited colonist must be placed into a daylit crater, the adjacent crater need not be in daylight. If a player has built a laboratory in a crater but no longer has a colonist in that crater, he may then recruit a new colonist into that crater.

Whenever a player's colonist enters a crater, whether from a Recruit action or a Transport action, the colonist must enter the lowest seniority space and also may take one Salvage part as indicated on the perimeter of the crater. See the Seniority and Salvage sections below for more detail.

Important	A player may never have more than one of his colonists in the same crater.
Important	No two colonists of any type can ever simultaneously occupy the same crater space.

3) Transport Colonist

This action allows a player to move one his colonists from one crater to another. To perform this action the player must be able to pay the fuel cost. The fuel cost is equal to the number of road segments that the colonist moves through in order to reach its destination. However, **the minimum fuel cost is 2**. A player may transport a colonist through just one road segment, but he still pays 2 fuel to do so.

The space vacated by the transported colonist remains vacant as a result of this action: any other colonists in the same crater remain in their respective spaces.

The following restrictions apply to the transported colonist:
- The destination crater must have at least one vacant space.
- The destination crater cannot be one in which the player already has a colonist.

Whenever a player's colonist enters a crater, whether from a Recruit action or a Transport action, the colonist must enter the lowest seniority space and also may take one Salvage part as indicated on the perimeter of the crater (unless the crater is in darkness). See the Seniority and Salvage sections below for more detail.

Seniority

The longer a colonist spends in a crater the greater the chance that it will advance to higher seniority spaces in the crater. In most cases this will affect the amount of resource that colonist collects during the Harvest Craters phase. When a colonist first enters a crater from a *recruit* or a *transport* action it must enter the lowest seniority space, which is always the first space clockwise after the salvage icon. If there already is a colonist in that space it is promoted to the next highest seniority by moving one space clockwise. Similarly, if a colonist is in that space it is also promoted by moving one space clockwise.

Salvage and Valhalla Tokens

The Ganymedeans, with whom you share the moon of Callisto, often abandon useful items on the outskirts of craters. Whenever a player's colonist enters a crater from a *recruit* or *transport* action that player may choose *one* (not both) of the bonuses indicated on the perimeter of the crater. If the bonus is Salvage (bricks, wood, barrels, beams, panels, carts or drills) the player places a clear cube on a matching icon anywhere on his player mat. Once the cube is placed it cannot be relocated to a different space. If the bonus is a Valhalla token the player instead takes a matching token from the supply and places it on an available space of the Day End Scoring area of his mat.

Important   Any two Valhalla tokens placed in the *same* Day End Scoring space must be the same color.

Important   Valhalla tokens placed in *different* Day End Scoring spaces must be different colors. (Only if a player purchases a "Day End Scoring" laboratory upgrade is he able to collect more than one of the same Valhalla token.)

Some Salvage may be removed during the Collect Rewards phase of the round. Once Salvage is removed from a player mat the same salvage may later be obtained.

It may happen that a player cannot collect a Salvage or Valhalla token bonus because there are no corresponding spaces for the bonuses on his player may. In this case the bonus is wasted.

4) Ganymedean Diplomacy
This action allows a player to move one or more Ganymedean colonists to different craters. Each player may only perform this action once per round; he must turn his Diplomacy tile face down to indicate he has taken the action for the round. The pale green Diplomacy cube on a player's mat indicates how many Ganymedeans he may move (one, two or three), and how far he may move each of them (two or three segments). A player may always move fewer Ganymedeans, or move them fewer segments, than his Diplomacy cube allows. The player may move any Ganymedeans on the board but must pay a cost of one fuel for each one he moves. The destination crater must have at least one vacant space to accommodate the new Ganymedean colonist. As with a player's own colonists, Ganymedean colonists must enter the new crater in the lowest seniority space, with any colonists already in the crater each moving up one space (if necessary). Note that the one colonist per crater limit that applies to players does *not* apply to Ganymedean colonists.

5) Build a Production Center
Building a Production Center in a crater enables any colonists in that crater to collect resources from the crater during the Harvest phase of the round. The following requirements must be met in order to build a Production Center:
   - The Center must be built in a crater that does not already have a Center. Note that the three craters inside the Valhalla Zone start the game with existing Productions Centers and therefore players may not build additional ones there.
   - The Center must be built on the side of the board that is in daylight, and must come from the menu on that same side of the board.
   - The player must have a colonist in the same crater that the Production Center is being built.
   - The player must pay the machinery cost indicated on the Production Center menu.
   - The Production Center must be built in a crater that allows that type (see below).

There are ten different types of Production Centers:

Greenhouses produce food, which is used to recruit new workers. Greenhouses may only be build in craters with a white center.

Refineries produce fuel, which is used to transport colonists to other craters on the board. Like Greenhouses, Refineries may only be built in craters with a white center.

Factories produce machinery, which is used to build Labs and Production Centers. Like Greenhouses and Refineries, Factories may only be built in craters with a white center.

Extractors produce elements, which are loaded onto Demand trucks for Victory Points. Extractors may only be built in craters with a blue-bordered center. There are six types of Extractors that each produce a different element:

Oxygen

Hydrogen

Nitrogen

Carbon

Sulfur

Silicon

Citadels produce Influence, represented by purple cubes. Once a player obtains Influence cubes he may spend them *at any time* for the resources indicated on his player mat. Citadels may only built in craters with a purple-bordered center.

When a player builds a Production Center he is also earns the Victory Points indicated on the space that it was built.

6) Build a Laboratory
Laboratories are structures that develop and improve a player's various operations. They are represented by the small colored cubes on each player's mat. When they are built they are taken from the player's mat and placed on a square laboratory space on the board. Whenever a player builds a Laboratory he then selects one of the Upgrade tiles available next to the board and places the tile on the newly vacated space on his player mat. The player has now "researched" the Upgrade, and the benefit indicated on the Upgrade tile applies for the remainder of the game, regardless of which side of the board the laboratory was built.

The following requirements must be met in order to build a laboratory:
- There must be a vacant laboratory space in the crater in which it is built.
- In a 2- or 3-player game a player must have a "Zoning Permit" upgrade in order to build a laboratory in a gray or black space.
- In a 4- or 5-player game a player must have a "Zoning Permit" upgrade in order to build a laboratory in a black space.
- The crater must be on the daylight side of the board or in the Valhalla Zone.
- The player building the laboratory must have a colonist in the crater in which it is built.
- The player must pay the machinery cost indicated his player mat.

Once a player selects an Upgrade tile from those on offer and places it on his mat he then draws a new Upgrade tile from the supply and places it face up to replace the one he purchased.

7) Pass

When a player cannot or wishes not to take any more actions for the round he passes. The player then takes his token out of the turn order and places it on any of the available spaces of the Pass track. ***The space he chooses on the Pass track will determine his turn order for the next round.*** It does not matter whether passing is a players first or second action of the turn. In either case passing is his final action of the round.

If the Pass space has a bonus tile next to it the player immediately takes the indicated bonus and discards the tile. If the Pass space has a ▽ icon on it the player immediately moves one space up the Victory Point track.

After a player has passed other players continue to take turns, maintaining their respective turn orders. Once all players have passed the Action phase of the round is over. Move each token from the Pass track back over to the Turn Order track, being careful to preserve the same sequence, so that the token in the top-most Pass space goes to "1" on the Turn Order track, and so forth.

III   Collect Income

Each player's food, fuel and machinery income is indicated by the green, yellow and red cubes, respectively, on his Income track. Each player should move his food, fuel, and machinery markers up their respective resource tracks by the number of spaces indicated by its income. Note that a player's food, fuel, and machinery levels cannot exceed 15 (unless he has researched the *Valhalla Extension* upgrade, in which case those levels cannot exceed 17). Any income that would put a resource level beyond this limit is wasted.

Some laboratory upgrades also grant players a choice of Salvage as part of his income. These will be indicated by a tile placed below the Income track. Any players with such tiles should collect the corresponding Salvage at this time as well.

IV   Harvest Craters

In the Harvest phase players collect resources from Production Centers on the board. Each player may harvest resources from every crater that has a Production Center as long as the crater is not in darkness and the player has a colonist present in the crater. The number of resources harvested from a crater is indicated on the outer boundary of the crater next to the colonist's space.

When harvesting food, fuel, or machinery players should move their respective green, yellow, or red cubes up the tracks on their mat. As with collecting income, a player's food, fuel, or machinery levels cannot go above the highest value shown on his player mat. Any income that would put any of those levels above the highest value is wasted.

When harvesting any of the six types of elements players place a clear cube on one of the Demand tiles in a space that matches the element harvested. If there is no open space on a player's mat that matches the type of harvested element that element is wasted. If a player has researched the Storage upgrade he may also place up to one of each element type on that tile.

When harvesting Influence players should take one purple cube for each Influence harvested and place them next to their mats. There is no limit to how many Influence cubes a player may have at a time.

Note that it is still important to harvest resources in the final round for the purpose of Day End Scoring (see below).

V   Collect Rewards

In this phase players *may* redeem any Salvage collected on the Rewards area of their mats. Players may also choose to retain Salvage and keep the cubes on their mats for a later round.

Mining Equipment

If a player has collected both a cart and a drill on his mat, that player may choose to redeem these two salvage parts by removing the two cubes from his mat. In exchange, that player harvests any one element and places a clear cube on any space on either of his Demand tiles. It may be any one of the six elements regardless of whether or where the corresponding Extractor has been built.

Income-Boosting Salvage

If a player has collected *both* of the salvage parts in one of the columns on his mat he may redeem them for either additional income or 1 Victory Point. To redeem the the player removes the two cubes in the column and then chooses one of the two bonuses indicated below the column. If he chooses the income bonus the player advances the corresponding cube one space on his Income track. Note that this additional income will not take effect until the end of the *following* round!

VI   Sell Elements

Players may now sell the elements from one or both *completed* Demand tiles on their mats. A Demand tile is considered complete if the <u>required</u> elements--located on the left side of the tile--are present. If a Demand tile is not complete the elements on it may not be sold or discarded, and any elements on the tile remain there for future rounds. Even if a Demand tile is complete players may choose not to sell its elements in the hopes of obtaining additional elements on the tile in future rounds. However, if a Demand tile has all of the required elements *and* all of the additional elements the tile must be redeemed.

To sell elements from a Demand tile add up a player should total the Victory Points gained from required elements and any additional elements that are present on the tile. In addition, players should add any Victory Points gained from element purity (see *Element Purifiers* section below). The player then advances his marker on the Victory Point track by the corresponding number of spaces. The player then removes the Demand tile from his mat, discarding any cubes from the tile, and places the tile next to his mat. If a player is selling elements from both Demand tiles he would then repeat this process for the other tile. Finally, the player draws new Demand tiles to replace any discarded ones. Newly drawn tiles must be the same type as the ones discarded (light blue or dark blue) but the player may choose which side to place face up.

Element Purifiers

To the left of both Demand tiles on a player's mat are element purifiers. These purifiers are built out of salvage and add value to the elements that are sold on Demand tiles. Players may add

salvage parts (represented again by clear cubes) to any row on either of their purifiers regardless of how complete other rows already are, but once placed they cannot be relocated or removed for the rest of the game. Once a player manages to fill the bottom row of a purifier with the three indicated salvage parts, any sale of a Demand tile for the remainder of the game will score 1 additional Victory Point. Similarly, once the bottom and middle row of a purifier are completed (a total of six salvage parts), adjacent Demand tiles are worth an additional 3 Victory Points (1 point for the bottom row plus 2 points for the next row). And if a player manages to complete a purifier with all ten salvage parts, adjacent Demand tiles are worth an additional 6 Victory Points from then on.

> **Important** While salvage may be added to the middle and top rows of a purifier before the bottom row is complete, they do *not* add value to elements sold until the rows beneath them are complete! Thus a purifier with 9 of the 10 salvage parts in place but one part missing on the bottom row would add *nothing* to the purity of the elements sold.

VII Day End Scoring

At the end of each day (that is at the end of rounds 2, 4 and 6) players score Victory Points for any Valhalla tokens they have collected. To score points players must have *both* Valhalla tokens of a given color; having just one counts for nothing. The points earned are shown above the resource cube on the player's mat.

Example
The blue player has collected three Valhalla tokens:
In this case the blue player would score only his food (green). He has no fuel (yellow) Valhalla tokens and only one machinery (red) token, and both are required to score the resource. At the time of scoring the blue player's food level is at 12, which corresponds to **5 Victory Points**.

In this example, had the blue player managed to collect the other machinery (red) token he would have also scored his machinery. Since his machinery level is at 11, this would have given him an additional 4 Victory Points.

VIII   Flip and Advance Daylight Token

At the end of the round flip the Daylight token to the reverse side and advance it to the space for the next round. Skip this step if you have just completed the sixth and final round and proceed to Game End Scoring.

IX   Game End Scoring (Final Round Only)

Any unsold elements that remain on a player's Demand tiles or Storage tiles score a ***half Victory Point each***, rounded up.

At the end of this final scoring, the player with the most Victory Points wins. In the event of a tie, the player earlier in the final turn order wins.