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Each round has four phases:

1. Move Phase ____

The move phase is skipped on the first turn.

As the ship continues on its journey, all passengers age.

- > Slide La Oruga to the next timeline card.
- > Previous elder founders die and a new generation is born. Place a new founder in the young column, matching affiliation, for each dead founder.
- Discard dead founders.
- > If necessary, add young Directorate founders until there are a total of six founders in play.





The massive starship La Oruga was designed to carry thousands of people to the distant exoplanet Mariposa, establishing the first human base outside our solar system. This trip will take nearly 200 years to complete, with several generations of crew and passengers being born, living, and dying before arrival.

However, the ship's government, The Directorate, has become increasingly authoritarian and resistant to change-even as it becomes clear that the destination planet is already inhabited with intelligent life. You are the head of Rift, a resistance movement trying to convince enough founders to seize control of the ship and change its destination.



2. Event Phase ____

> Follow the event text on the timeline or planet card at La Oruga's current position.

 Θ

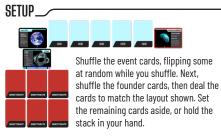


3. Action Phase ____

First, if there are no Rift founders, sway the lowest-rank founder in a generation of your choice.

Perform up to two actions (you may repeat the same action):

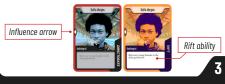
- > Sway a founder. If a Rift founder's influence arrow is pointing at an adjacent Directorate founder, flip the Directorate card.
- > Use a Rift founder's ability.
- > Replace a Rift founder. Move the founder to the bottom of the stack, Directorate side up, then replace them with a card from the top of the stack, Rift side up.
- Change course. If the captain is Rift, discard them to flip the destination planet. 6



THE CARDS

The three columns of the founder grid represent the elder, mid-life, and voung generations of founders on the ship. The top row represents the highest rank.

Each side of the founder cards shows their Directorate or Rift affiliation. Each founder has a unique ability, which is only active when the founder is **Rift**. Each founder also has an influence arrow.



4. Suspicion Phase			
If any <u>Directorate</u> influence arrows are pointing at a <u>Rift</u> founder, discard those <u>Rift</u> founders.			
		RIFT	DIRECTORATE

2

2

RIFT

RIFT

 $\left(\right)$

Game End

you win!

Points are assigned to Rift founder cards in play based on their rank, as shown. If, at the end of any turn, Rift has 6 or more points worth of founders and the

destination planet is Axios,

If you win before arriving at Axios, gain 1 additional point for each timeline step before arrival.

If La Oruga arrives at Mariposa OR when the ship arrives at Axios, if you have fewer than 6 points worth of Rift founders at the end of the turn, you lose.

TERMINOLOGY ____

CAPTAIN: The highest rank elder founder is the captain of La Oruga. If there are no founders in the elder generation, then the highest rank mid-life founder is the captain.

DISCARD: Move a founder card in play to the bottom of the stack, <u>Directorate</u> side up. If there are lower rank founder cards below the discarded card, shift them up to fill the gap.

MOVE: Move a founder card to the lowest rank position of the indicated generation. If there are lower rank founder cards below the moved card, shift them up to fill the gap.

REPLACE: Move the indicated card to the bottom of the stack, **Directorate** side up, then replace it with a card from the top of the stack, maintaining the original card's affiliation.

SWAY: Flip a founder card from the Directorate affiliation side to Rift.

The Scale of Success ____

9+ points Rift utopia 7-8 points We are as the tide 6 points That was too close 5 points Betraved at the last moment 0-4 points Directorate erases Rift from history

Alternate Play Modes ____

Hard Mode. The Directorate has ordered the ship into long term cruise mode. Begin the game with the ship card flipped to the side with the yellow stripes. The Change Course action cannot be taken while this side is face up. You may deploy La Oruga's inner ring and flip the ship card any time there are at least three Rift founders in any single row or column. Flipping the ship card does not take an action.

Origin: Mars. The construction of La Oruga shifted to Mars orbit when funding from Earth governments fell through. Different security protocols allowed you to slip a Rift sleeper agent into the ranks of the founders before launch. Begin the game with the origin planet card Mars side up. This play mode offers variety in how the first Rift founder is selected and can be combined with hard mode. 8

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