



# among the STARS

## Revival

*A new era has begun. The Alliance's attempt to revive the worlds that were destroyed during the Purge was met with great success and the future for the first time looks bright. Those sectors that were abandoned before, have now become very active and are blooming with life.*

*Due to the increased traffic, the construction of new Stations in the area was deemed necessary. Once again, the alien races rush to build the best Space Station, in order to take advantage of the new opportunities that arise. To that end, Advisors are being sent by the Alliance to assist in the construction.*



### 1 Components

Cards	⊙	60 Basic Location Cards	Tiles	⊙	6 Influence Tiles	Markers	⊙	2 Player Markers
	•	30 Special Location Cards		⊙	16 1-Credit Tokens		•	1 Year Marker
	•	8 Advisor Cards		•	7 5-Credit Tokens	Cubes	⊙	10 Energy Cubes
	•	8 Power Reactors		•	8 Advisor Tokens		⊙	1 Score Board
	•	2 Main Reactors		•	62 Spaceship Tokens	Board	•	Rulebook
	•	2 Player Aid Cards						



### 2 2-Player Rules

**Revival** is an expansion for Among the Stars. However, it can also be played on its own as a 2-player game with slightly different rules.

Each player takes on the role of an alien race trying to build a space station for the Alliance. They accomplish this goal by selecting Location Cards from those available, and placing them in their play area in the best possible way. The player with the most efficient space station after 4 rounds is the winner.



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## 2.1 Setup



Before beginning to play, separate all the Basic Location cards from the Special Location cards (Special Location cards have the letter S on their lower right corner while Basic Location cards have the number 3 or 4).



3 Players



4 Players



Special Location



Card's Name

Location Type Symbol

The maximum number of Victory Points you may gain by the card's ability

Ability Resolution

☐ Immediate ability (white background): resolved right away

☒ Delayed ability (yellow background): resolved at the end of the game

Victory Points Scored

Card's Ability

Credit Cost

Energy Cost

Location Type Color

Set Indicator

Number of players with which this card is normally used

Distance

Special Location



There are 15 unique Basic Locations in the game, each of them in 4 copies. Choose 10 different out of them and gather all of their copies with the number 3 on the lower right corner (for a total of 30 cards). Then shuffle the Special Location cards and without looking at them draw 18 cards. Shuffle these with the Basic Location cards and make 4 face-down piles of 12 cards each.

Put the Score Board somewhere on the table where it can easily be reached by both players. Each player then takes a Player Marker and puts it on the Score Board at 0. Every turn, these markers will be moved according to the points gained or lost by the players.

Each player takes a Main Reactor card and puts it on the table in front of him with 2 Energy Cubes on it.

Put the Credit tokens and the Energy Cubes next to the Score Board. This will be called the Supply. Also place there all the Power Reactor cards in a single pile.

Randomly select one of the players to be the Active player for the first round.



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If you wish, you may add the Advisors in your game - see page 7 for details on how to use them. In addition, if you have a copy of Among the Stars or The Ambassadors you may also add any additional modules included in those sets like Alien Races, Objectives, Ambassador cards etc. Otherwise continue with the Round Overview.

## 2.2 Round Overview

The game is played over a period of 4 years, each of them represented by a single round with 6 turns in it.

At the beginning of every round, the active player moves the Year Marker to the corresponding year and turns it so that it shows the active player's color (the Active Player alternates every round between the 2 players). Each player then takes 10 Credits and puts them in front of him, in his play area.

The active player takes one of the Location card piles, draws the first 6 cards and places them face-up between the 2 players. The remaining 6 cards are left next to them in a face-down pile.



## Turn Overview

The active player chooses one of the 6 face-up cards and takes it in his hand. He then performs one of the following actions:

- Build Location
- Build Power Reactor
- Discard and Gain 3 Credits

### Build Location

Location Cards may only be built adjacent to other Location Cards (see example below). At the beginning of the game, the only location in your Station is the Main Reactor, so any Location card you build must be adjacent to it.

The Location cards in the game have different types and are color-coded accordingly:

**Administrative – Blue**

**Business – Yellow**

**Military – Red**

**Recreational – Purple**

**Diplomatic – Green**

Two locations are considered adjacent if they are placed next to each other orthogonally. If they are placed diagonally from each other, they are NOT considered adjacent.



*Adjacent*



*NOT Adjacent*



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In order to build a location, you have to pay its cost. Every location has its cost in Credits in the upper, right-hand corner of the card. Some also list an Energy requirement directly below the Credit cost. This Energy requirement must be paid by removing an Energy Cube from a Power Reactor in your Space Station. However, in order to use Energy from a Power Reactor, it must be within 2 distance of the location you are attempting to build. Distance is counted through built locations, orthogonally, with each card counting as a distance of 1.

There are 2 types of Reactors in the game: The **Main Reactors** (the cards with which the players start the game) and the **Power Reactors** (which the players may build by performing the corresponding action). Both types count as Power Reactors and come into play with 2 Energy Cubes on them.

After you pay the cost and place the location in your Station, you immediately gain the amount of Victory Points listed on the lower, left-hand corner of the card. You then check the ability written on the bottom of the card. If it is written within a white box, it is considered to be an **immediate** ability - you immediately follow its instructions and check if you gain anything (usually more Victory Points). If, on the other hand, it is written within a yellow box, it is considered to be a **delayed** ability. In that case you don't do anything at this point - you will check it again at the end of the game. A few of the cards happen to have both frames - some part of the ability has a white background and the rest has a yellow one. In that case you perform the first part (immediate) when you build the location and the second part (delayed) at the end of the game.

## example

*It is the 3rd turn of the 1st round. Thalia's Station, looks like this:*

*The card she has selected is "U-Cannon", and she wants to build it.*

*In order to do so, she must pay the cost and place it adjacent to one existing location:*



U-Cannon location card



*A new location card may be built in any of the orange spaces*



*The cost for "U-Cannon" is 2 credits. Thalia takes 2 of her credits and returns them to the Supply. She then removes 1 Energy Cube from her Main Reactor (since it is within 2 distance of "U-Cannon", she can use an Energy Cube on it to pay the energy requirement of her new location) and returns it to the Supply as well. She can now place the card in her Station:*

*Next, she calculates the Victory Points (VP) she gains. The card lists 3 VP in the lower, left-hand corner, so she immediately gains 3 VP. However, she also reads the ability on the card, which states that it gives +1 VP for each Energy Cube on Power Reactors in her Station. Since the Main Reactor (which counts as a Power Reactor) has 1 Energy Cube left on it, she gets +1 VP for a total of 4 VP. Thalia moves her Player Marker 4 places forward on the Score Board.*

*If the ability had a yellow frame behind it, Thalia would only get the 3 VP listed on the card when building the location. She would check the ability to see how many extra points she would gain only at the end of the game.*





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If you choose a card but are unable to pay its cost, then you cannot build the location and must select another action instead.

Some cards have the word **MAX** listed above their ability, along with a number next to it. This indicates the maximum bonus that a player may gain from the ability when applying its effect. Keep in mind that the printed number on the lower left of the card is not affected by this maximum - it only applies to the card's ability.



*In the example above, if Thalia had 2 more Power Reactors in her Station, each with 2 Energy Cubes on it, she would only gain 3 VP from the ability (despite having a total of 5 remaining Energy Cubes) due to the maximum listed on the card. Along with the 3 VP listed on the card, she would gain a total of 6 VP.*

## ☑ Build Power Reactor

You will need to build Power Reactors in order to pay the Energy requirements for other locations. In order to build a Power Reactor, discard the card you chose, pay its cost (1 Credit), take a Power Reactor card from the Power Reactor pile, and build it anywhere in your Space Station adjacent to an already-built location. You also put 2 Energy Cubes on it, representing the Energy it provides. Keep in mind that these Energy Cubes may only be used for locations built within 2 distance of this Power Reactor.



Reactors count as locations but do not have a location type of their own.

In the rare occasion where there are no Power Reactor cards available (or if a player has no credits left when he chooses his card), this action may not be taken and another action must be chosen instead.

## ☑ Discard and Gain 3 Credits

Discard the card you chose and immediately gain 3 Credits. Keep in mind that all discarded cards are placed face-up in the discard pile, available for all players to see.

When the active player is done, the other player chooses one of the remaining cards and performs his own action. Then, the turn ends, the active player draws the first 2 cards from the face-down pile next to them and adds them face-up to the rest.



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Each turn continues in the same manner with the two players choosing a card and performing an action, one after the other. When there are no more cards left in the Location pile to add, the players continue playing with the remaining face-up cards. After 6 turns there shouldn't be any cards left and the round ends.

## 2.3 Game End

When the 4th round ends, the game is over. To calculate his final score, each player does the following:

- ▶ Checks all the cards in his Space Station with delayed abilities for any VP gained.
- ▶ Gains 1 VP for every Power Reactor in his Space Station that DOES NOT contain any Energy Cubes.
- ▶ Gains 1 VP for every 3 Credits remaining (rounded down).

The player with the most Victory Points is the winner.

### example

*The 4th Round has just ended, and George must calculate his final score. So far, he has gathered 74 VP on the Score Board. He has 3 locations with delayed abilities (yellow frame), so he checks if he gets any more VP from them. The first one gives +4 VP, the second one +3 VP, and the third one +1 VP. So in total he gets +8 VP from the cards' abilities.*

*During the game, George built 3 Power Reactors. He also has his starting Main Reactor (which counts as a Power Reactor). However, one of them still has 1 Energy Cube on it. Thus, he gets +3 VP. He then counts his remaining credits. He has 5 credits, so he gets 1 more VP.*

*In total, George gets 12 extra VP, setting his final score to 86 Victory Points.*

## 3 Spaceships

*The need for new Stations in the revived areas was so great that as soon as the construction process begun, spaceships from all over the Sector started arriving in order to make use of its facilities. However, while this was a great boost for the Alliance and highlighted the need for those Stations, it ended up making the construction more difficult.*



Revival introduces a brand new mechanic called **Spaceships** which is found in some of the cards in the set.

When a card's ability requires you to put a Spaceship in a player's Station, take a Spaceship token and place it on an empty space adjacent to an existing card in that Station.

When an empty space contains a Spaceship, **locations cannot be built there.**





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Some notes about Spaceships:

- ▶ Each empty space cannot have more than 1 Spaceship in it.
  - ▶ A space with a Spaceship in it is still considered to be empty for game purposes.
  - ▶ When a player has Spaceships in his Station, he has 1 more action available to perform:
- Remove Spaceships:** Discard the card you chose and remove up to 3 Spaceships from your Station.
- ▶ If a Spaceship at some point ends up not having a location card adjacent to it (for example if the location is moved by an effect) then it is immediately removed.

## example

*Thalia has two Spaceships on two empty spaces in her Station. This means she cannot build locations on any of those two spaces.*



## 4 Advisors

*The Sector destroyed by the Purge, that is currently being revived, has provided some new challenges for the Alliance. To assist in the construction of the new Stations, Advisors have been called in to help. They were chosen among the first officials to arrive in the area and they know very well where the need for focus lies. It is up to you to listen to their advice and make sure your Station will stand the test of time.*

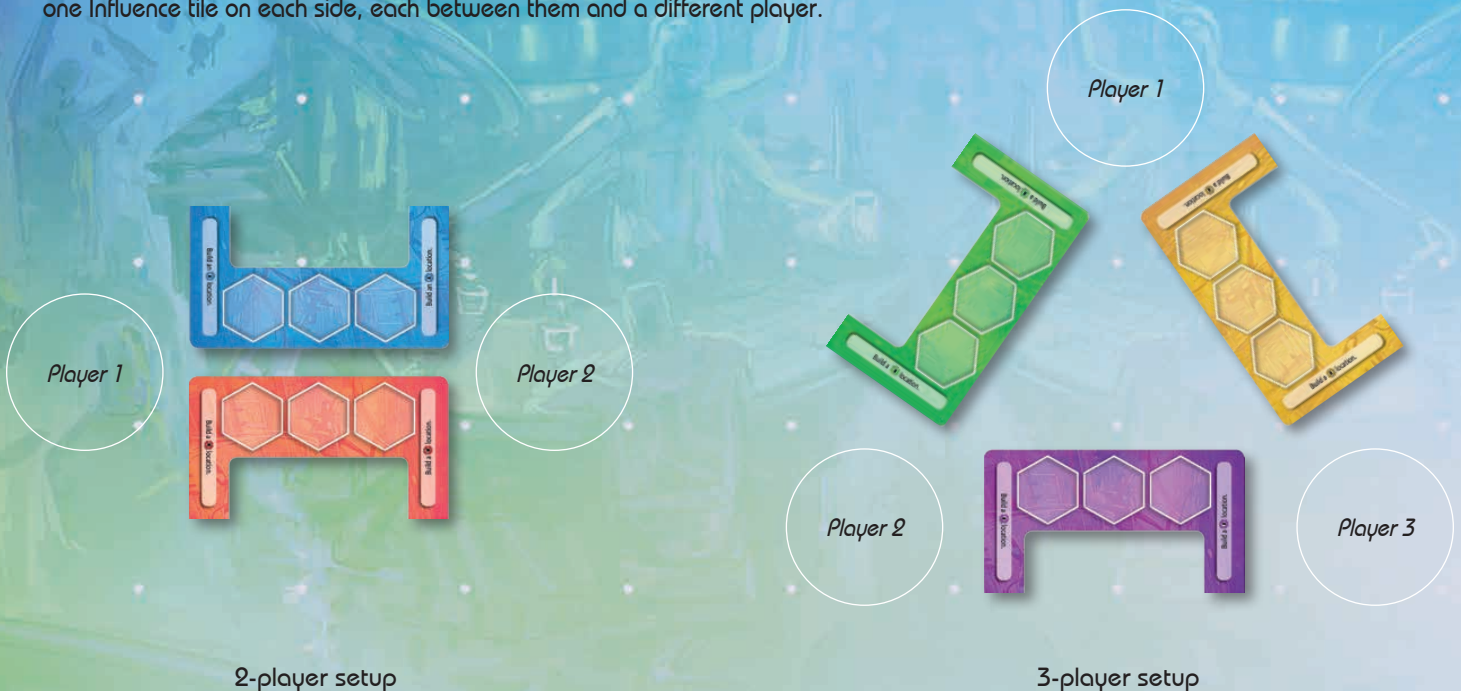


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**Advisors** is a new module that you can optionally add in any game of Among the Stars. To use it take the 6 Influence Tiles, shuffle them, take randomly as many as the number of players and place them on the playing area:

- ▶ In a 2 player game they are both placed somewhere between the 2 players. They affect both players.
- ▶ When playing with 3 or more players, place one randomly between each player and the player on his left. All players should end with one Influence tile on each side, each between them and a different player.



Take the Advisor cards then, shuffle them without looking and randomly put one on the slot of each Influence tile. Based on the Advisors placed, take the corresponding markers and place them on the middle slot of each Influence tile. Each Advisor should now look like the image on the right.

The Advisors drawn are there to assist the players by providing them with some special bonus or ability. However, in order to do so the players must influence them to their favor, by performing specific actions. The Influence tiles list those actions, while the Advisor cards state the bonus they provide.

Some of the Advisors have an ability written on both sides of the card. In these cases, one side is for use in 2-player games, while the other one is for games with 3 or more players.





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The Advisors drawn are there to assist the players by providing them with some special bonus or ability. However, in order to do so the players must influence them to their favor, by performing specific actions. The Influence tiles list those actions, while the Advisor cards state the bonus they provide.

During the game, after a player has performed his action for the turn, he may check the two Influence tiles next to him. If the action performed was one of those listed there, then he moves the corresponding Advisor marker to the next slot towards himself on the Influence tile and gains 1 VP. If it is already on the nearest slot and cannot move any further, it stays where it is and no VP is gained.

At the end of every round, the players check the location of the Advisor markers on the Influence tiles. If an Advisor is towards one of the 2 players, that player gets the special bonus listed on the Advisor card. If the Advisor is in the middle slot then no bonus is given to any player.

If for any reason, a player does not want to use the ability on an Advisor card, he may announce it and gain 1 VP instead.

When an Advisor's ability states "the other player" it always refers to the player at the other side of the Influence tile.

Keep in mind that the Advisors do not reset between rounds - when a new round starts they stay where they were at the end of the previous one.

## 5 Timing Rules

The 2-player rules provided in this manual have the players play consecutively. However, when combining the contents of this game with the basic game of Among the Stars in order to play with 3 or more players (where play is simultaneous), situations may occur where 2 or more players will want to do something at the same time (like move an Advisor or place a Spaceship on a Station).

In these cases use the following timing rules to determine the exact order:

1

All players select a card from their hand and pass the rest to the next player.

2

All selected cards are revealed simultaneously. The player who currently has the most VP announces which action they are taking. In case of a tie, the player with the most Credits goes first. If there is still a tie, the order among them is chosen randomly.

3

If the player's action is to build a location, he pays the cost and places the Location card in his Station, without applying the effect of the ability yet. If the action is to build a Power Reactor, he discards the card as normal, pays the credit cost and then places the Power Reactor in his Station. If the action is to play a Conflict card, the player similarly pays the cost but does not yet apply the effect.

4

After each player has performed his action, the players check abilities using the exact same order as before. Each one applies any necessary effects and then updates the scoring track with the total number of VP he gained, if any.



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Since all players start the game tied in both VP and Credits, if needed, the order during the first turn will have to be determined randomly. You may use the player markers on the track to do so more easily.

Keep in mind that these rules should only be used when the need arises. The rest of the time the players can keep playing simultaneously without any problems.

## 6 5-6 Player Rules

When combining Revival with the basic game of Among the Stars, up to 6 players may play in the same game.

When setting up the game follow all the normal rules with the following differences:

**Location Deck:** Choose 20 different Basic Locations if playing with 5 players and 24 if playing with 6. Add all 4 copies of each Location. Then draw 8 Special Location Cards per player, without looking at them, and add them to the Basic Locations (40 in a 5-player game and 48 in a 6-player game). All these cards (the Basic and the Special Location Cards) form the Location Deck that will be used during the game.

**Conflicts:** Instead of adding the Conflicts at the beginning of the 2nd year, add them at the beginning of the 3rd year. In a 5-player game add 10 of the 12 cards (randomly chosen) and in a 6-player game all 12.

**Ambassadors:** When playing with Ambassadors (requires *Among the Stars: The Ambassadors*) have 4 of them available (instead of 3) for players to invite.





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## 7 FAQ

**POWER REACTORS:** Can I pay the cost in Energy using Energy Cubes from more than one Power Reactor?

Yes, you can. As long as the cost is paid and all the Reactors are within range, it doesn't matter where the Energy Cubes came from.



In the setup shown in this diagram, what is the distance between locations A and B? 2 or 4?

Since there is no location directly between them, the distance is considered to be 4. So if location A had an ability granting extra VP when built within 2 distance of location B, the player would not get them.



**POWER REACTORS:** Do the Power Reactors have their own location type?

No, Power Reactors are considered to be locations but do not have a location type.

When I build a location with a delayed ability, do I get the VP listed on the bottom left of the card or are those awarded at the end of the game, along with the ones from the ability?

You get those immediately upon building the location. At the end of the game you just check the delayed abilities.

**COMMERCIAL ZONE:** What happens when Commercial Zone is built adjacent to a location with X in its casting cost?

In such a case, X is always considered to be 1.



**TRAVELLING EXHIBITION:** If I don't have any Spaceships in my Station do I have to put one due to the second part of the ability?

No, you can choose to remove a Spaceship even if you don't have any Spaceships in your Station. In that case you simply don't do anything.



**COMMERCIAL ZONE:** What happens when Commercial Zone is built adjacent to a Power Reactor or a Bureau from Ambassadors?

Power Reactors have a cost of 1. The Bureaus have a cost of 0.

**TRADE POST / INVESTMENT AGENCY:** The background of the ability has both colors. When is it applied?

The first part of the ability (white background) is applied when you build the location. The second part of the ability (yellow background) is applied at the end of the game.



**RESIDENTIAL AREA:** If Residential Area is built adjacent to a Hotel which is both a Business and a Recreational location, how much VP will its ability provide?

It will provide 2 VP. Each part of the ability is applied separately.



**RECHARGING STATION:** What happens if one of my Power Reactors is covered on all sides by locations?

If one of your Power Reactors has locations on all sides of it then you can't put a Spaceship adjacent to it and thus you don't gain any VP from it.



**AUCTION HOUSE:** Aren't you always supposed to get 1 VP at the end of the game for every 3 remaining credits you have?

You get the points from the ability in addition to the points you normally get from remaining credits when the game ends.





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Should you have any comments or questions, please contact us at [info@artipiagames.com](mailto:info@artipiagames.com)

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