

# Blackout: Hong Kong

(Solo/Campaign game not covered here)

## Set-Up:

1. Decide if you are going to play a “single game” or a “campaign game.” If campaign, visit pages 17-19 in rulebook.
2. Create a general supply of Hong Kong Dollars (HK\$), GPS tokens, and Transport tokens next to the board.
3. Shuffle the 48 Scout tiles face-down, and place a stack of 3 Scout tiles face-down into each of the 16 districts.
4. Shuffle the 72 Objective cards, and create a 36/21/15 card “reserve deck” with 2/3/4 players. Set this deck aside for now as it will come into play when the End Game is triggered (the regular deck runs out.)
5. The remaining Objective cards become the draw deck for the game. Flip 9 Objective cards face-up to the right side of the main board now in 3 rows of 3 cards each. (3x3)
6. Each player takes (the first 2 will be of the same color):
  - 1 score marker (0 space of score track)
  - 25 cubes (put 1 cube on the middle “Battery space” of the resource rondel track now)
  - 1 player board and “Dice Distribution” card
  - 5 Transport tokens (look like trucks)
  - 4 HK\$ (coins)
  - 5 Secure District markers (wooden houses that go on the check-mark spots on the left side of the player board)
  - 1 “0-6” marker (set to the side for now until you unlock its ability later)
  - 1 “Locked Slot” marker (place above the 4<sup>th</sup> slot on your player board)
  - 2 random Starting Volunteer cards, place face-up on 2 objective spots of player board (extras to box < 4 players.)
  - 1 random Emergency card, place face-up on the Emergency plan spot of player board (extras to box < 4 players.)
  - 12 cards of your color (look for the matching Zodiac symbol)
    - Put the Blue volunteer with 2 cubes (top left) and your “Leader” face-up in the Hospital (right side.)
    - Put 1 Yellow volunteer card face-up in the leftmost slot (slot 1) at the bottom of your player board.
    - In slot 2, place 1 red volunteer card face-up and 1 other blue volunteer card face-up slightly offset.
    - The remaining 7 cards form your hand. (1 yellow, 2 red, 1 blue, Doctor, Mechanic, Scout)
7. Randomly choose a Starting player. They take the marker and will track the phases of the round on their player board.
8. Starting with the Last Player (right of 1<sup>st</sup> player,) going counter-clockwise, each player places 1 of their colored cubes on any empty colored circled “location” on the main board.

## Game Flow:

- Blackout Hong Kong is played over a number of rounds until the draw deck runs out, at which point the current round will end and 1 more round will be played. Final scoring will occur and the most Victory Points (VP) wins. (see End Game)
- Each round is divided into 8 phases, and ALL players will partake in each phase together before moving onto the next.
- Details on the cards in the game can be found on page 15-16 in the rulebook.

## Game Round (Phases 1-8):

### **1. Roll Resource Dice and Plan Cards** (Simultaneously)

- 1<sup>st</sup> player rolls the 3 Resource dice (if any show the same face, re-roll those dice until all 3 are different faces.)
- Place the 3 dice on their matching icons on the resource rondel track.
- Each player places 0-1 cards from their hand face-down in each unlocked slot at the bottom of the player board. Place the card offset so the cards below (if any) can still be seen. You can look at your face-down cards anytime.
- The 4<sup>th</sup> slot can be unlocked during phase 3 by fulfilling the goal (see “Restore Power” goals.)

### **2. Deploy Volunteers and Specialists**

- Starting with the 1<sup>st</sup> player, going clockwise, each player will perform the actions on their face-down cards (in any order they choose) before the next player takes their turn.
- Choose any 1 face-down card, flip it face-up, perform the action, repeat until you have no face-down cards left.
- You are allowed to flip a card over and NOT perform the action.
- Purple Specialist cards are described in detail on page 15 of the rulebook.
- Volunteer cards help get resources. Place the number of cubes shown on the card (upper left) into the resource rondel zone with the matching dice color. Your cubes represent a resource of that type.
- Transport Token – When placing cubes on the rondel track using a volunteer, you can spend Transport tokens to move 1 zone left/right for each token spent. (example – to change the resource produced by the volunteer to the one on the opposite side of the rondel circle, you would have to spend 3 Transport tokens.)
- You can freely acquire Transport tokens from the supply at anytime by spending 1 VP each (can go negative VP.)

### 3. Objectives

- Starting with the 1<sup>st</sup> player, going clockwise, each player may complete as many goals in their Objective area on their player board as they want and are able to (including “Restore Power” and “Emergency Plans.”)
- To complete a goal, you must pay the cost and meet all requirements shown in the Red box. After completing the card and paying the cost, take the immediate effect.
- Most goals have a cost shown in resources. Remove the associated cubes from the rondel track as payment.
- There are 6 “normal” resources in the game (tools, gas, water, books, medipacks and food.) A single Battery (middle of the rondel track) can be substituted for any 1 resource (except food/water during the Clean-Up phase.) Batteries can always be bought at anytime for 5 HK\$ each.
- If the requirement of an Objective shows 3 colored cards in row, you have to at least have the shown cards in 1 slot together, but not necessarily in that order. The cards will remain where they are.
- If the requirement show Scout tiles, you have to have at least the ones shown, but don’t discard them.
- If the cost shows 2 Letters (B-B,) you must have an unbroken line of cubes from 1 location to the other.
- Objective cards have a “destination” on them which tells you where the card goes (to your hand, check-mark area) when completed.
- When you place a cube on the board as part of an immediate effect:
  - Cube must be placed on the color location shown. (Multicolored means any color.)
  - The new location must be adjacent (connected line) to where you already have a cube.
  - You may spend 1 Transport token for each wrong color location you “skip” over when counting adjacency. Transport tokens cost 1 VP and can be bought anytime as much as you need.
  - New locations may have cubes of other players already, but only 1 of each color cube per location ever.

#### Multi-goal Cards

- “Contingency and Emergency Plans” have more than 1 goal. You can complete the goals listed in any order. You also don’t have to complete all the goals, but the rewards are better the more you complete.
- If you complete a goal on a multi-goal card, and there are unfulfilled goals remaining, take the immediate reward as explained above for the goal you just met, and mark this goal with a cube on the card itself. You must now decide if you will complete the card (even though it has goals left to do,) or wait (do nothing):
  - If you complete it, remove all the cubes and move the card to your “check-mark area” of the player board and carry out the “completion effect.” (Most likely put cube on the map.)
  - If you don’t want to complete the card yet, do nothing. Go check on your kids.
- If you complete a goal on a card and all the goals are now completed, take the immediate effect of the goal you just met and then take the “bonus effect” for finishing the card completely. Remove all the cubes and put the card in your “check-mark area” and carry out the “completion effect.”

#### Restore Power Goals:

- a. You can complete the goal under the “Anytime Actions” on your player board to place your “0-6 token” on top of the 0-4 icon next to Phase 8 on your player board (see Phase 8 below.)
- b. You can complete the goal above the locked 4<sup>th</sup> slot to remove the lock.
- c. You can only do each of these once per game, and each of these goals scores you 10 points when completed.

### 4. Scout

- Starting with the 1<sup>st</sup> player, going clockwise, each player will choose a DIFFERENT district on the map. The district must be one your cube is next to and has “Scout tiles” remaining (face-up or face-down.)
- Look at all the Scout tiles in this chosen district privately, and you may take 1 of them, but you don’t have to.
  - If you don’t want one, or can’t take one, simply return all the Scout tiles back to the district you took them from in the same orientation as they were before (face-up/face-down).
  - If you want to collect a Scout tile, do the following:
    1. Return any other tiles you looked at to the district they came from, face-up.
    2. Choose 1 challenge on the Scout tile (simple or advanced.) The “Simple challenge” is the one shown above the “Advanced challenge” on the Scout tile layout.
    3. Based on which challenge you choose, you will need to form a “search team” using cards from your hand to find as many “search icons” (symbol shown on the left side of the Scout tile) as you can to succeed in your search. To find search icons, do the following:
      - Play cards from your hand that have the search icon on them to the table. This is your “search team.” You have to pick at least 1 person. Add these search icons to your total.
      - Add up search icons from Contingency Plans in your “check-mark area.”
      - Add up search icons from your face-down Scout tiles next to your player board.
      - Use GPS tiles for 3 search icons each.

4. If the sum of your search icons meets or exceeds the challenge number, yay! Take the reward shown and the Scout tile itself.
5. Put the Scout tile next to your player board either face-up or face-down.
  - Place the Scout tile face-up if it is the first Scout tile you collected of this reward type.
  - Place the Scout tile face-down if it is not the first Scout tile of this reward type.
6. Lastly, 1 of your team members got “hurt” while searching, randomly choose 1 card from those on your team and put this card face-up in your hospital (right of player board.) The rest of your team cards go back in your hand.
  - **Probe Challenge** – When you choose a Scout tile with the lowest “simple challenge” search number remaining in that district, you can alternatively take a Probe challenge instead. You only need 4 search icons. If you take this choice, show the other players that you are indeed taking the lowest simple challenge Scout tile, and place it face-down next to your player board without taking a reward. Still injure a team member like normal (hospital.)

## 5. **New Objectives**

- Starting with the 1<sup>st</sup> player, going clockwise, each player can buy 1 Objective card from the right side of the main board or pass. The phase will end when ALL players pass in succession, so it is possible a player could pass on a turn only to buy a card when play comes back around to them.
- If a row of cards becomes depleted, refill it immediately with 3 cards from the draw deck. If the draw deck runs out, use cards from the set aside “reserve” deck (see Set-Up.) The End Game is triggered when this happens.
- The cost of a card in a 3/2/1 card row is 4/3/2 HK\$. Place the newly bought card in an empty Objective card spot (max 3.) Note – The “Emergency Plan” card has its own slot and once used, that slot is closed and can’t be used.

## 6. **Clean Up**

- The 1<sup>st</sup> player discards the right-most card from each of the 3 Objective card rows (right side of board.) If a row becomes depleted from this, refill that row immediately with 3 cards from the draw deck. If the draw deck runs out, use cards from the set aside “reserve” deck (see Set-Up.) The End Game is triggered when this happens.
- In clockwise order, each player returns cubes in the “Water” and “Food” zones of the rondel back to their supply. Each “Food” cube returned earns 2 HK\$. When returning “Water” cubes, in any combination you choose, a single Water cube returned earns 1 HK\$ and/or a pair of Water cubes returned earns 1 GPS token.
- Each player may discard 1 card from their Objective area to the discard pile.

## 7. **Secure Districts**

- If player has a cube of their color in each of the locations surrounding a single district (multiple players can do this in the same round,) these players are considered to have “secured” this district.
- If at this time, a new district has become secured, do the following:
  - Remove any Scout tiles from this district back to the box.
  - Each player that managed to secure this district chooses 1 of the “Secure District” markers on their player board and places it in that district. (If they have no markers left, use a cube.)
  - ALL players now scores VP based on how many cubes they have in locations surrounding this district.
  - See main board or page 14 of the rulebook for the chart. 1-2/3/4/5/6/7 cubes = 2/3/5/7/10/14 VP

## 8. **Refresh Hand/Check-mark Actions** (Must meet the requirement)

- Starting with the 1<sup>st</sup> player, going clockwise, players check if they can “refresh” their hand now. At the start of the game, you can only refresh your hand if you have 0-4 cards remaining in it, but during the game there is a way to unlock the “0-6” marker which allows you to refresh your hand when you have 6 or less cards in it.
- If you decide to “refresh,” take all cards from the slot at the bottom of your player board with the most cards and put them back in your hand. If there is a tie for the most cards in a slot, choose 1 tied slot.
- Next, and only if you added cards back to your hand, you may carry out any unlocked “check-mark” actions now, in any order you want, but only once each. See page 16 for details on each action.
- Pass the 1<sup>st</sup> player marker to the left, and start a new round. If this was the round after the game was triggered, go to End Game now and perform Final Scoring.

## **End Game:**

- When the draw deck runs out, the end game is triggered. Finish the current round and then play 1 more round to completion. When that round ends, perform Final Scoring as followed:
  1. Each resource you still have on the rondel is worth 1 HK\$. Convert 5 HK\$ into 1 VP now as much as you can.
  2. See the table in the top-right of the board to determine VP you get for each face-up Scout tile you have.
  3. Each card in your hand and in your slots at the bottom of your player board are worth the VP printed in the upper right corner. Cards in the hospital and on your Objective spots are worth nothing.
- Most VP wins! Tied? Player with the most leftover HK Dollars after conversion wins.