

SARAH'S

VISION



EUROPE 2163AD

Automated transport systems, flying cars, unlimited energy, seamless information flow...

The growth of technology continues to disrupt, amaze and influence society.

The human race is fast approaching a huge catalytic technological disruption that will democratise knowledge and systems, potentially enabling people to live truly fulfilled lives. This is a point beyond which we cannot imagine how human civilisation might actually look like because it is a moment of "Singularity".

But one group oppose this. An elite few, who want to see a return to the dark ages of the early 2000s, where they held all the power.

Only The Agency stands in their way. You take on the role of Agency operatives, dedicated to keeping people safe in the future and enabling them to live their lives freely, surrounded by a sense of ease in this complex, constantly changing new world. The key lies in a few High Potential Individuals (HPIs). They have the ability to create a new technology called the MindNet that will move the world closer to "Singularity"... but this also makes them targets. The Agency is responsible for ensuring the best possible outcome for society of the future by keeping these citizens safe. To find out more about the world of 2163 visit www.baloise.com/sarahsvision.

Sarah's Vision is a story driven, co-operative game of strategy and resource management set in a world beyond imagination where powerful forces seek to undermine society and return us to the dark days of the early 21st century.

Players take on the role of Agency operatives and have to work through a series of story driven Events. At the end of every round, the leading Event will trigger and danger will build up on three special citizens, unless the players can find a way to keep them safe.

Players will have to choose wisely which Agency HQ Tower resources to use and when to use them if they are to succeed.

COMPONENTS

- 46 Resource Blocks
- 1 Bag
- 1 Headquarter (HQ) Board
- 1 City Board
- 40 Danger Cubes
- 40 Inspiration Cubes
- 69 Event Cards (23 per Scenario box 1 – 3)
- 26 Directive Cards
- 8 Character Tiles
- 6 Scientist, Senator and Engineer tokens
- 3 Character Standees
- 4 Reference Cards
- 1 Turn Marker

SET UP



1. Randomly draw Resource Blocks from the Bag until you have 2 x two-colour Blocks and place them at the bottom of the Engineer Column on the Inspiration Grid. Repeat this process for the Scientist and Senator Columns. Then, find 1 single-colour Block that matches the colour of each row of the Inspiration Grid, and place them at the end of the corresponding rows.
2. Place 1 Inspiration cube in the Leadership Section of the Senator column, in the Technical Section of the Engineer's column, and the Scientific Section of the Scientist's column.
3. Stack the remaining Resource Blocks on the HQ Board flat in sets of three until you have built a Tower (HQ Tower) that is 12 Blocks high. Each new layer of 3 parallel Blocks should be rotated 90° from the last layer.
4. Choose 3 out of 8 character tiles and place them into the Character Standees. Place the character standees on the marked areas of the City Board.
5. Place the Danger and Inspiration Cubes to one side of the City Board in reach of all players.
6. Deal out 1 Reference Card to each player.
7. Place the Directive Cards in a shuffled pile (deck) face down in reach of all players.
8. Select a Scenario box and pull out the corresponding Event Deck. For your first game start with Scenario 1. Ensure the cards are ordered so that the top card of the Event Deck is Event 1 and the bottom card is Event 20. Then draw and reveal the top 5 Event Cards from the Event Card deck, and place them in order in a line such that Event 1 is furthest from the Event Deck and Event 5 is the closest. Note there are several 'Story' Cards dispersed throughout the Event Deck, which look different to the others.

Experienced Mode

If playing a Scenario that any player at the table has already played, remove the associated 'Story' Cards and randomize the order of Event Cards by shuffling them thoroughly before drawing and revealing the top 5 Event Cards.

HOW TO PLAY

Game Summary

The game is divided into a series of turns. The players decide who goes first and give this person the Turn Marker. After a player takes their turn the person sitting clockwise from them takes the Turn Marker and begins their turn. A turn is structured as follows:

1. Take one Action
2. Resolve one Event
3. Play Directive Cards
4. Resolve Danger and Inspiration

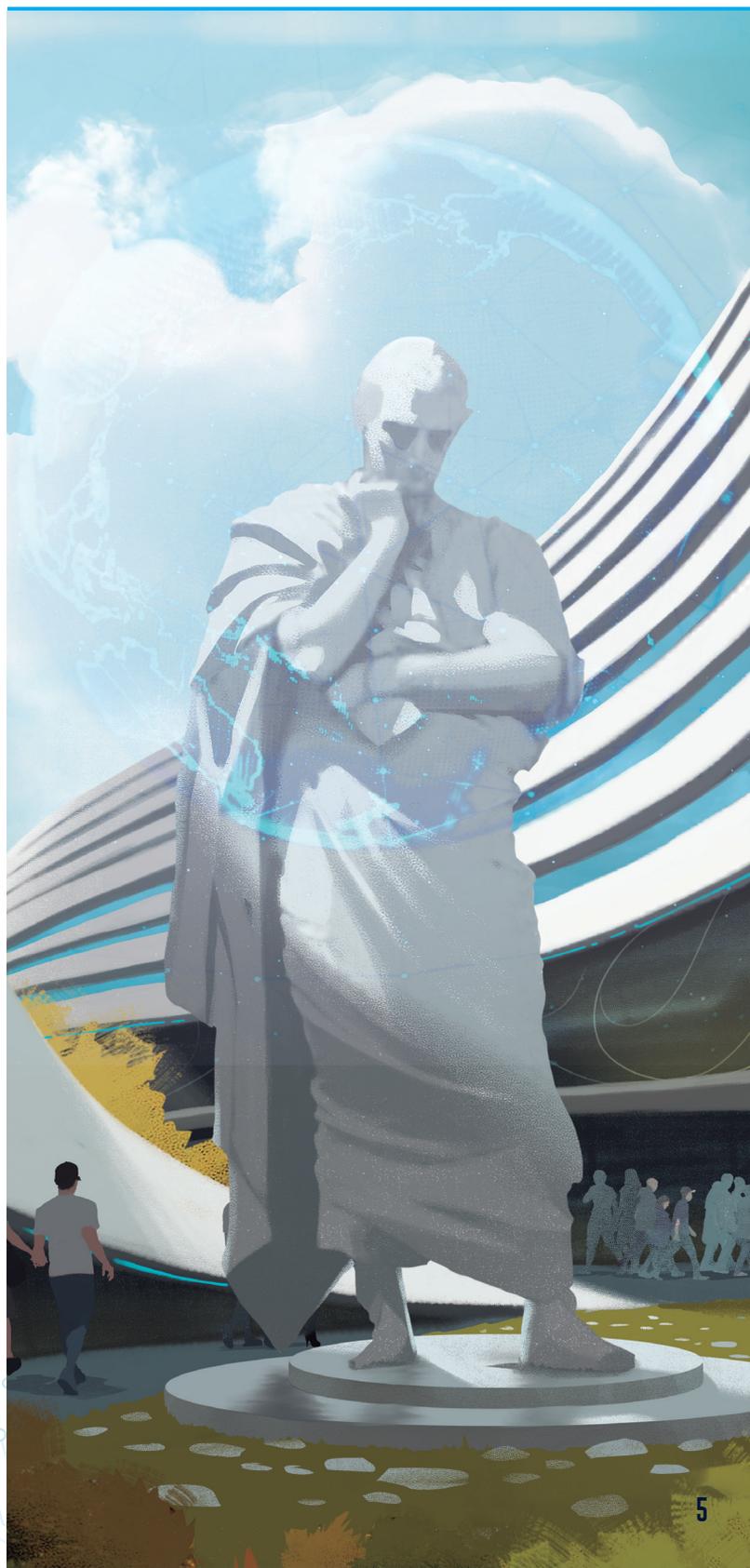
Over the course of the game, Events will distribute Danger Cubes onto different locations around the City Board, and move the Engineer, Scientist and Senator characters around the board. Players attempt to manipulate Events using different Actions and Directive Cards, in order to avoid characters finishing their turn on a location with one or more Danger Cubes. Actions and Directive Cards are paid for by pulling specific colours of Resource Blocks from the HQ Tower and placing them back on top. If players spend too many Resource Blocks, or are not careful, and the Tower falls down, disaster will befall the city!

Lose Condition

If any of the characters have 5 or more Danger Cubes in their Danger Zone you have lost the game!

Win Condition

All 20 Event Cards of the Scenario have been fully resolved and no character has more than 4 Danger Cubes in their Danger Zone.

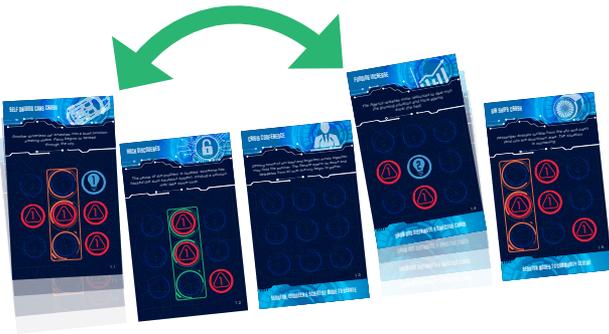


ACTIONS

On a given turn players take one of the following Actions (as depicted on the Reference Cards).

1 Swap 2 Event Cards

This action can be used to make the order that Events are resolved more favourable.



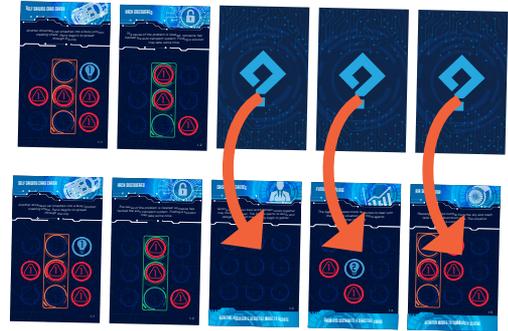
4 Remove 1 Revealed Event

This action can be used to prevent a particularly nasty Event from happening.



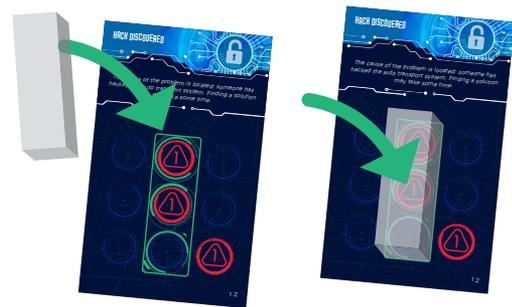
1 Reveal up to 5 Facedown Events

This action is important to help you plan several turns in advance.



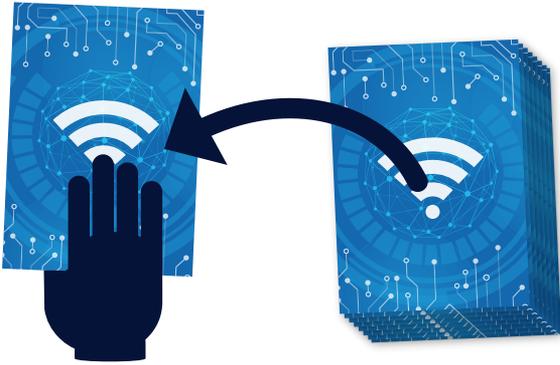
X Spend X Blocks to cover X outlined spaces on Event Cards

Place the Blocks spent for this Action on the outlined sections of Event Cards that match the Block's colour. Text and symbols covered up by Blocks in this way are ignored during resolution. You may spend any number of blocks in any combination of colours with this Action. After an Event is resolved, move all Blocks placed on it onto the top row of the HQ Tower. This Action is very strong when you can place multiple Blocks on Events in the same Action.



Draw 1 Directive Card

This Action is useful when none of the other Actions are going to be much help!



For example, to take the 'Remove 1 Revealed Event' Action, the active player must remove 4 yellow Blocks from the HQ Tower and place them on to the top of the Tower.

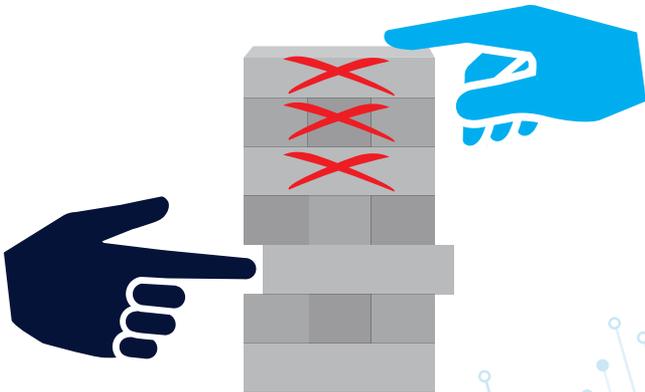
When removing Resource Blocks from the HQ Tower, the active player may only use one hand and may only touch one Block at a time. They may check to see which Blocks are loose before attempting to pull one.

Active Player

The active player is the person currently taking their turn, except when paying the cost of and resolving Directive Cards (see page 9), when the active player is the person who played the Directive Card.

Paying for Actions

The cost for these Actions is measured in Resource Blocks of a given colour that the active player must pull from the HQ Tower, which are then replaced on top of the Tower. Blocks may not be pulled from the top 3 rows of the Tower.



Lending a Hand

When pulling Resource Blocks from the HQ Tower, the player clockwise of the active player may use one finger to steady the HQ Tower.

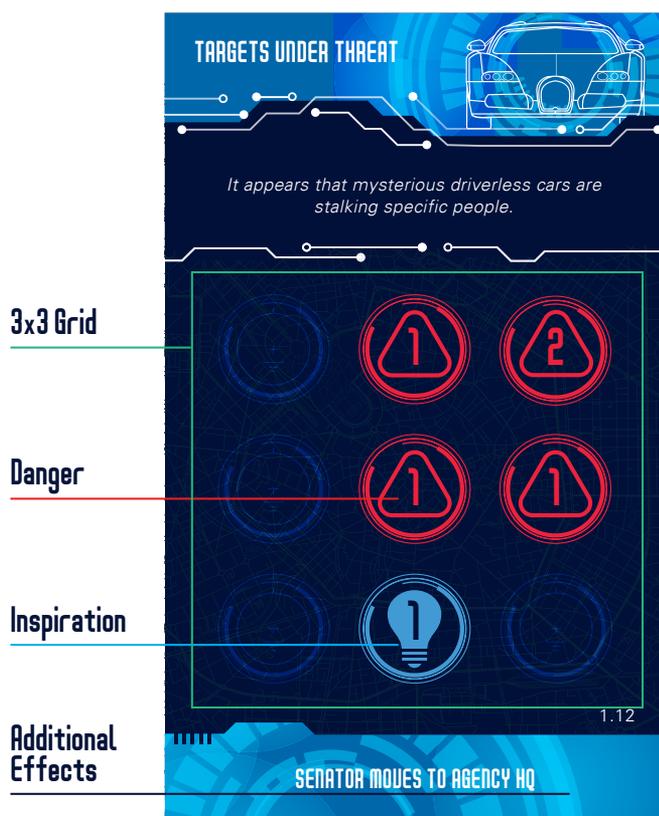
HQ Tower Collapse

If the HQ Tower collapses, immediately rebuild the Tower in a random configuration and resolve the next 5 Events. Players cannot play Directive Cards or take Actions while these 5 Events are resolved. Then, if the lose condition has not been met, draw and place 5 Event cards face down, replacing the resolved Events.

RESOLVE EVENTS

After taking an Action, resolve the Event that is furthest away from the Event Deck, resolving effects on the Event Card from top to bottom.

After resolving the Event, place it in the Event discard pile next to the Event Deck and slide the remaining Event Cards down to fill the space vacated. Then draw and place a 5th Event Card face down without looking at it.



3x3 Grid

The grid on Event Cards corresponds to the 3x3 grid of locations on the City Board. When a symbol relates to a specific section of the grid it relates to the corresponding location on the City Board.

Danger

Danger is represented in game by Danger Cubes that are placed on the locations indicated by Event Cards. The number of Danger Cubes placed is indicated by the number inside the red circle.

Inspiration

Inspiration is represented in the game by Inspiration Cubes that are placed on the locations indicated by Event Cards. The number of Inspiration Cubes placed is indicated by the number inside the blue circle.

Resolving Unrevealed Events

If the next Event Card to be resolved has not yet been revealed, simply turn it face-up at the beginning of this phase and resolve it as normal.

Additional Effects

Other effects caused by Event Cards are displayed in this box at the bottom of the card. For example, this Event causes the Scientist to move to the Agency HQ location on the Board.

Story Cards

When a Story Card on the top of the Event Card Deck is visible, read it out loud and place the card face-up near the City Board.



PLAY DIRECTIVE CARDS

All players may play any number of Directive Cards from their hand. Once a Directive Card is resolved, it is placed in the discard pile next to the Directive Card Deck. If the last card in the Directive Card Deck is drawn, shuffle the Discard Pile and place it face down, forming a new Directive Card Deck.

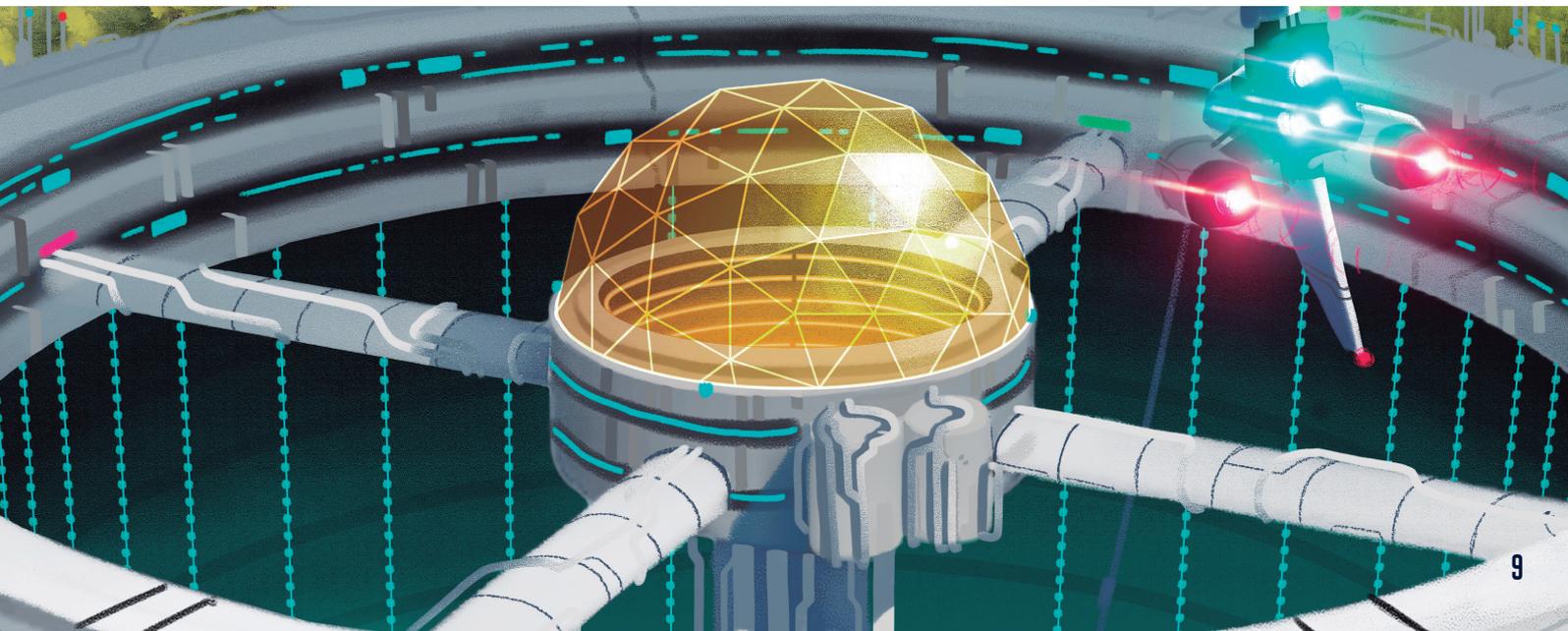
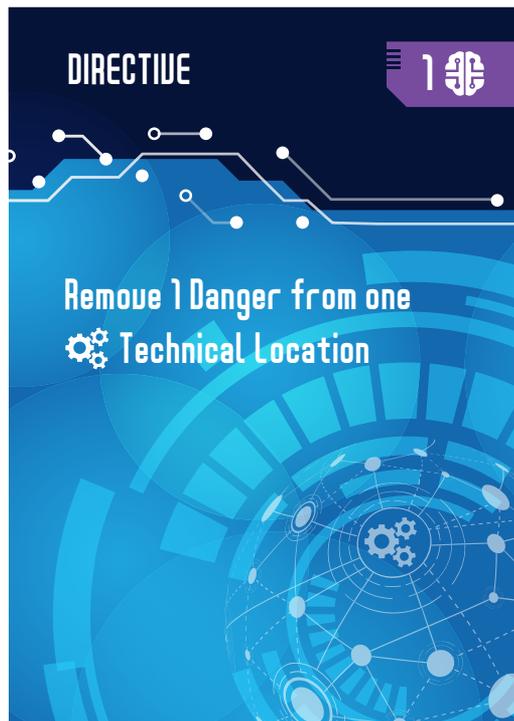
Distributing Directive Cards

When an Event instructs players to draw and distribute Directive Cards, players should deal cards clockwise, starting with the active player, until they have distributed the number of cards indicated by the resolved Event Card.

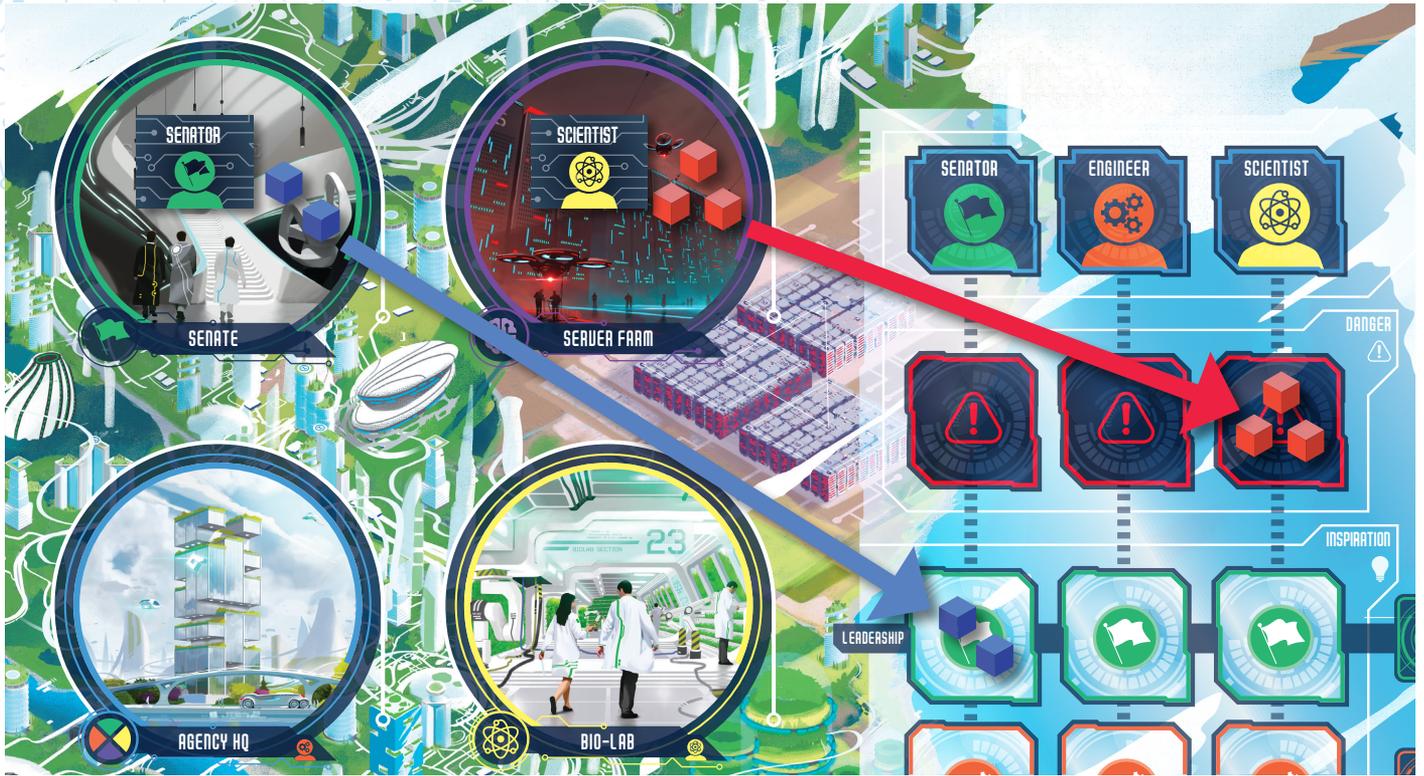
Using Directive Cards

Directive Cards have a cost in the top right corner. To play a Directive Card, players must pull purple Resource Blocks from the Tower (and place them back on top) and/or spend A.I. (Artificial Intelligence) Inspiration equal to the number shown.

Any number of Directive Cards may be played during this phase. Any player may play Directive Cards in this phase.



PICKING UP DANGER AND INSPIRATION



Any Danger Cubes on the same locations as a character standee are moved onto that character's Danger Zone. If multiple characters are at the same location as Danger, the active player chooses which character's Danger Zone the Danger is placed in.

If any location has 4 or more Danger Cubes, move them from it onto the Danger Zone(s) of any character or combination of characters (active player's choice) until every location has 3 or less Danger Cubes on it.

Any Inspiration Cubes on the same location as a character are moved onto the Inspiration Grid in the row matching the type of location the Inspiration was placed on and in the column matching the character standee on that location. If a Location has multiple types, players choose which type of Inspiration to

gain. If an Inspiration Cube is on the same space as multiple characters, players choose which character's column those Inspiration Cubes are placed in. Characters can have an unlimited amount of any combination of inspiration on their Inspiration Grid.

At the end of this phase, all Inspiration Cubes that are not on the same location as a character are removed.

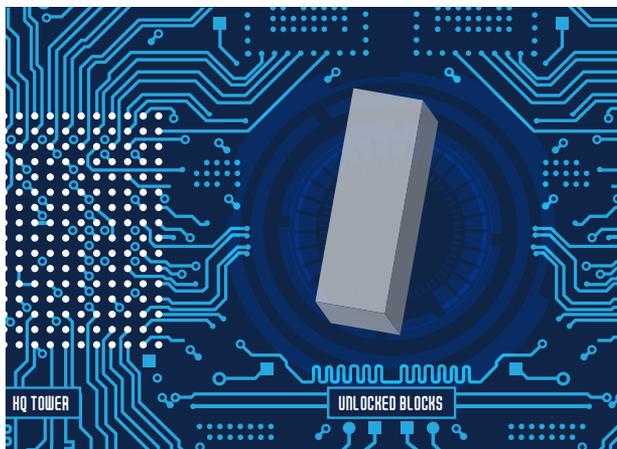
INSPIRATION AND UNLOCKED BLOCKS

When all 4 sections of a column or all 3 sections of a row on the Inspiration Grid have 1 or more Inspiration Cubes in them, the Resource Blocks at the end of that row or column are placed in the Unlocked Blocks Section of the HQ Board. When Resource Blocks are unlocked in this way, no Inspiration Cubes are spent.

Blocks in the Unlocked Blocks Section may be spent instead of pulling Blocks from the HQ Tower when paying for Actions and Directive Cards. Blocks spent in this way are also placed on top of the HQ Tower.

Inspiration Cubes may be spent in place of pulling Blocks from the HQ Tower at a ratio of 1-to-1. Leadership Inspiration may be spent in place of green Blocks, Technical Inspiration in place of orange Blocks and Scientific Inspiration spent in place of yellow Blocks. A.I. Inspiration can be spent in place of purple Blocks.

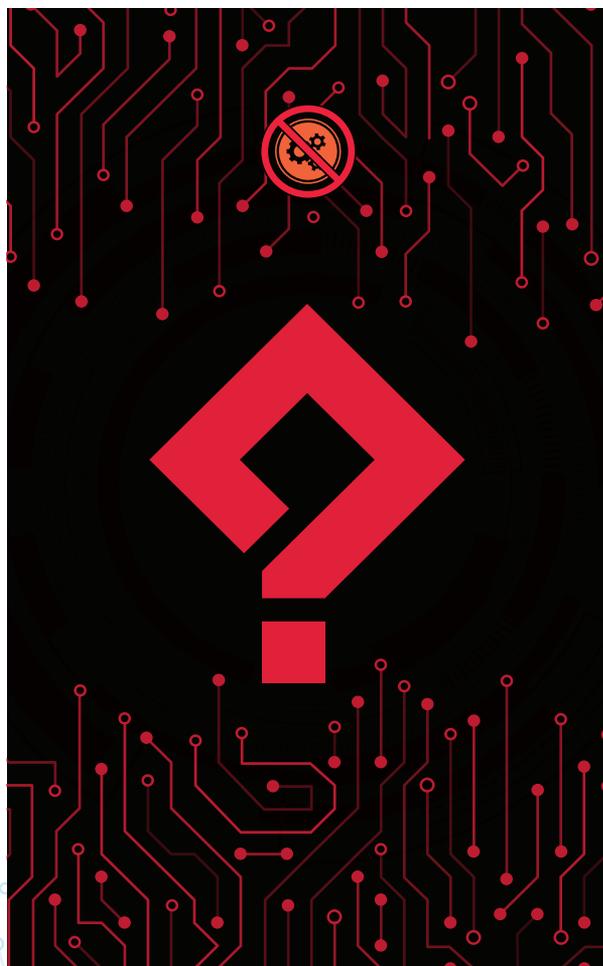
For example, a player may take the 'remove 1 Event' Action which costs 4 yellow resources by pulling 1 yellow Block from the HQ Tower, putting 1 yellow Block from the Unlocked Blocks Section of the HQ Board on top of the HQ Tower, and spending 2 Scientific Inspirations from the Inspiration Grid.



SCENARIO SPECIFIC RULES

Black Swan Events (Scenario 2)

Black Swan Events have a different card back to other Event Cards. Black Swan Events work in the same way as other Event Cards with one exception: they cannot be revealed using the 'reveal all facedown Events' Action on the Reference Card.



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