

Expo by Stephen Harkleroad (stephenharkleroad@gmail.com)

Welcome to Expo! You are representing your nation at the world's biggest display of new technology and culture. By putting on the most impressive show, you'll come away from the fair the talk of the globe.

You will need: seven 6-sided dice, ten Pavilion cards, pencils, and a player sheet for each player.

Setup: Each player takes one pencil and one player sheet. Place the Pavilion cards and the dice in the center of the playing area. One player is randomly selected to go first; play moves clockwise.

On your turn:

1. Take six dice.
2. Write down numbers on your player sheet depending on what you want to do:
 - a. Write a number next to any resource you wish to collect. You may select up to two different resources.
 - b. Write a number on the Focus blank if you wish. This is optional.
 - c. The number(s) you write down must be between 1 and 6. You may not duplicate any numbers.
 - d. You may change the numbers from round to round or keep them the same.
3. Once you are finished, any other player may write down a number on their own Resources or Focus, as long as the numbers do not match any that the active player has placed. These are kept secret, and other players may duplicate numbers between themselves.
4. Roll all six dice. You may then, if you wish, choose any of the dice to re-roll up to two additional times.

When you stop, assess the results.

1. If you have at least four dice equal to what you marked down for Focus, you may check off one Focus item. The Focus you select is kept secret. No one may use these dice to collect resources.
2. If you have dice equal to the numbers you wrote next to the resource(s) you picked, you earn one unit of that resource per die that matches it. Add this to the number of resources you've accumulated so far.
3. Any rival may then reveal any numbers they have written down, using any remaining dice to collect resources or Focus on their side, following the same rules.

After you roll, *all* players may do the following, starting with the active player and going clockwise:

- Build Display. You may spend any number of any one resource to build a Display, so long as you haven't already claimed it. The cost of building a Display is equal to its level. Mark an X in the Display Grid to show what Display you've built. For example, if you spend 3 Energy, you would mark an X in the Display Grid that crosses "Energy" and 3rd.
- If you are the *first* person to claim all of the Displays in one row or one column, you get the bonus points listed at the end of that column or row. Circle it. Once a row or column is claimed, no other player may claim it.
- Build Pavilion. There are 10 Special Pavilions. If you have an empty Pavilion Slot, you may spend the appropriate resources listed on the card and claim it. Once claimed, no other player may claim it. Each grant you a special ability you may use from this point forward.

When all players are done, play passes to the next clockwise player.

Game End

The game ends after eight days have passed. A day passes any time any player claims a 6th-level Display, or if they claim a Pavilion. Each player marks the passage of a day simply by checking off the next box under Day of Expo, or one person can keep track. When the eighth box is checked, each remaining player gets one more turn.

Scoring

- Each player scores 1 point for every box in the Display Grid they have checked off.
- Each player scores points equal to any Grid Bonuses they have earned.
- Each Pavilion is worth 3 points.
- If a player has a Focus checked, they get an additional +1 point for *each* Display they have constructed for that Resource type, regardless of level.

The player with the most points wins.

If there is a tie, the player with the most Pavilions wins. If there is still a tie, the player with the most 6th-Level Displays wins. After that, the player with the most resources on hand wins.

Solo Mode

Solo mode works the same way except for the passage of time:

Each turn, you *must* write down one number next to Delay. All dice you end up with that result will cause one day to pass. For example, if you write down 5, and your final roll has two 5s, two days have passed. 6th-Level displays and Pavilions still cause days to pass as normal.

Calculate your final score as above.

0-20: The Expo was a disappointment. You lose.

21-40: You have represented your nation well. This is considered a success.

41+: You knocked it out of the park, and people name future expansion baseball teams after you. Congratulations!

Scoring Example:

EXPO																			
Player Sheet																			
Day of Expo:		<table border="1" style="width: 100%; text-align: center;"> <tr><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td><td>X</td></tr> </table>								X	X	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X	X	X										
Inventory																			
6 Creativity	<input type="text"/>	3 Energy	<input type="text"/>	3 Knowledge	<input type="text"/>	0 Labor	<input type="text"/>	2 Materials	<input type="text"/>	1 Nature	<input type="text"/>								
Focus		Delay (Solo Only)																	
Display Grid																			
Level																			
	1st	2nd	3rd	4th	5th	6th													
Creativity	X	X					+2												
Knowledge	X		X	X		X	+2												
Materials	X	X					+2												
Energy	X	X	X		X		+2												
Labor	X	X					+2												
Nature	X						+2												
	(+2)	+2	+3	+3	+4	+5													
Focus																			
X	<input type="text"/>	X	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>													
Creativity	Knowledge	Materials	Energy	Labor	Nature														

LABYRINTH

Material: 2/Creativity: 4/Labor: 4

You may re-roll one additional time per turn.

Display Score: 15

Grid Bonus: 2

Pavilion Bonus: 3

Focus Bonus: 4 (2 for Creativity, 2 for Materials)

Total Score: 24

EXPO

Player Sheet

Day of Expo:

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Inventory	Inventory						
___ Creativity <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td style="width: 20px; height: 20px;"></td></tr><tr><td style="width: 20px; height: 20px;"></td></tr><tr><td style="width: 20px; height: 20px;"></td></tr></table>				___ Energy <table border="1" style="display: inline-table; vertical-align: middle;"><tr><td style="width: 20px; height: 20px;"></td></tr><tr><td style="width: 20px; height: 20px;"></td></tr><tr><td style="width: 20px; height: 20px;"></td></tr></table>			
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___ Focus	___ Delay (Solo Only)						

Display Grid

Level						
1st	2nd	3rd	4th	5th	6th	
Creativity						+2
Knowledge						+2
Materials						+2
Energy						+2
Labor						+2
Nature						+2
+2	+2	+3	+3	+4	+5	

Focus

Creativity	Knowledge	Materials	Energy	Labor	Nature

EXPO

Player Sheet

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Focus

Creativity	Knowledge	Materials	Energy	Labor	Nature

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Knowledge						+2
Materials						+2
Energy						+2
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Nature						+2
+2	+2	+3	+3	+4	+5	

Focus

Creativity	Knowledge	Materials	Energy	Labor	Nature

EXPO

Player Sheet

Day of Expo:

___ Creativity	<input type="text"/>	___ Energy	<input type="text"/>
___ Knowledge	<input type="text"/>	___ Labor	<input type="text"/>
___ Materials	<input type="text"/>	___ Nature	<input type="text"/>
___ Focus		___ Delay (Solo Only)	

Display Grid

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Materials							+2
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Labor							+2
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<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Creativity	Knowledge	Materials	Energy	Labor	Nature

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Player Sheet

Day of Expo:

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___ Knowledge	<input type="text"/>	___ Labor	<input type="text"/>
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Focus

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Creativity	Knowledge	Materials	Energy	Labor	Nature

<p>GEODESIC DOME Materials: 4/Labor: 2/Creativity: 4</p> <p>If you can claim at least one Material Resource this turn, claim an additional +1.</p>	<p>INTERACTIVE MOVIE Creativity: 4/Labor: 2/Knowledge: 4</p> <p>If you can claim at least one Creativity Resource this turn, claim an additional +1.</p>	<p>MINIRAIL Energy: 4/Labor: 2/Materials: 4</p> <p>If you can claim at least one Energy Resource this turn, claim an additional +1.</p>	<p>INTERLOCKING HOUSE Materials: 4/Labor: 4/Creativity: 2</p> <p>If you can claim at least one Labor Resource this turn, claim an additional +1.</p>
<p>CONSTRUCTED FOREST Nature: 4/Energy: 4/Knowledge: 2</p> <p>If you can claim at least one Nature Resource this turn, claim an additional +1.</p>	<p>CULTURAL SHOWCASE Nature: 4/Creativity: 2 Knowledge: 4</p> <p>If you can claim at least one Knowledge Resource this turn, claim an additional +1.</p>	<p>INVERTED PYRAMID Nature: 4/Labor: 2/Materials: 4</p> <p>You may roll an extra die each turn.</p>	<p>LABYRINTH Material: 2/Creativity: 4/Labor: 4</p> <p>You may re-roll one additional time per turn.</p>
<p>VIDEOPHONE Energy: 4/Knowledge: 4 Creativity: 2</p> <p>You may change one result each turn after the dice are rolled, except your final roll.</p>	<p>AQUARIUM Nature: 4/Energy: 4/Knowledge: 2</p> <p>If you are able to select a Focus this turn, you can still use those dice to collect resources as normal.</p>	<p>FIRST PLAYER</p>	