

S E T H J A F F E E

EMINENT DOMAIN

O B L I V I O N



OVERVIEW

“Ask not what your Empire can do for you...”

Your empire has grown vast and powerful, reaching out beyond every edge of the galaxy. Now you must ensure the ties that bind your planets do not falter. Assert your dominance in the political arena. Use your clout to advance your agendas. As your borders expand farther and farther, do not let the core of your empire fall into Oblivion!

Oblivion is the third installment of the Eminent Domain series, and cannot be played without the base game. Its focus is on political aspects of running a space empire, adding a new Politics role and global Agendas that affect all players. The Oblivion Promo Pack, included in this box, will integrate Oblivion with the Escalation and Exotica expansions. We recommend that you play the base game several times before incorporating Oblivion. Furthermore, we recommend playing with Oblivion, Exotica, and Escalation separately several times before using multiple expansions in the same game.

COMPONENTS



GAME BOARD X1
DOUBLE SIDED BASED ON PLAYER COUNT



START PLANET TILES X2



CLOTH BAG X1

CLOUT TOKENS X42



AGENDA CARDS X31



PLANET CARDS X14



TECHNOLOGY CARDS X11

1 ADVANCED, 1 FERTILE, 1 METALLIC, 8 PRESTIGE



POLITICS ROLE CARDS X20



POLITICAL INFLUENCE TILES X4



OBLIVION PROMO PACK
(FOR COMBINING OBLIVION WITH OTHER EXPANSIONS)

2 "OE" TECHNOLOGY CARDS, 1 POLITICAL INFLUENCE TILE, 3 "OX" PLANET CARDS (2 EXOTIC, 1 ASTEROID), 6 AGENDA CARDS (2 "OE", 3 "OX", 1 "OEX").

Oblivion Promo Pack cards are for use when combining Oblivion with other expansions.

Small letters in the upper right corner denote which cards to use with which expansion:

OE: OBLIVION + ESCALATION **OX:** OBLIVION + EXOTICA **OEX:** OBLIVION + ESCALATION + EXOTICA

Important Note: Ship and Resource tokens are not intended to be piece-limited. If you run out of these tokens, use any suitable proxy. As in the base game, depleting the Influence Tokens in the supply will trigger game end, but additional Influence may be collected through the final player's last turn.

Clout Tokens

Clout represents your political capital, and comes in the form of tokens drawn out of a bag. Each Clout token has a Politics symbol on one side, and one of the 6 standard Role symbols on the other. You will draw Clout tokens when following a Politics role, when using the action on the Political Influence tile, or, occasionally, via other actions on Tech cards or Planets.


Keep these Clout tokens face down in your Empire until used, but you can look at them at any time. You may spend these tokens to boost or follow a Role where their symbol is relevant. After use, discard the tokens into a pile near the draw bag. If the draw bag runs out, mix the discarded tokens back into the bag.



POLITICAL INFLUENCE

The Political Influence Tile

Like the Fleet and Mining tiles from Escalation and Exotica, Oblivion has a reference tile that you'll start with called the Political Influence tile. This tile gives you 2 different options of things you can do as an action instead of playing a card from your hand:


- Draw 1 
- Trade 1 Resource for another, different Resource (this new Resource does not require a slot on a planet; you keep it in your inventory like you do ships).

Improved Political Influence

When leading or following a Research role, you may upgrade Political Influence to Improved Political Influence (flip the tile over) by paying 3  instead of buying a Tech card. There is no Planet requirement for this upgrade.

Once upgraded, the Improved Political Influence tile provides a permanent Politics symbol. It also increases the efficiency with which you can do both of the actions listed above:

- Draw 2 Clout tokens, then discard any Clout token from your Empire (it need not be one of the two just drawn).
- Trade up to 2 Resources for other, different Resources (the new resources do not require slots on your Planets).


Finally, Improved Political Influence gives each of your Planets an Annex cost of 7 , allowing you to Annex any Planet in the game. This does not increase the Annex cost of Planets with a printed Annex cost, or Planets that are given a different Annex cost by another method.



NEW TERMINOLOGY

Oblivion introduces a few new common abilities that will appear on several of the new Planet, Technology or Agenda cards. These include:

Recon

Recon is an ability which allows players to search one of the decks in the game and its discard pile for a number of cards, shuffle that deck and discard pile, then put the chosen cards on top. It is written “**RECON** [DECK] for X cards,” where “X” is the number of chosen cards, and [DECK] is the deck searched. For example: “**RECON** the Planet deck for 1 Prestige Planet” means “Search the Planet deck and discard pile for any 1 Prestige Planet card, shuffle the Planet deck, and place the chosen Prestige Planet card on top.” And “**RECON** the Clout tokens for any one  and take it” means “Search the Clout token bag and discard pile for any one Clout token, take it into your Empire, and then shuffle the Clout tokens back into the bag.”




In Oblivion there are 4 cards that utilize Recon. See the card appendix for details.



Replenishing Slots

Some Planets provide replenishing Clout token slots. When one of these cards comes into play, draw and place a Clout token on the slot. You may spend that token at any time. These slots automatically replenish at the beginning of your turn.





Politics Symbols


 Politics symbols have always been on the Politics card, but until now they have not done anything. Politics symbols are used to boost or follow the new Politics Role.


 Permanent Politics symbols, found on Planets and Tech cards in your Empire, are gold, while temporary symbols, found on cards in your hand, are silver. Both types of symbols can be used to boost or follow a Politics Role, but some cards (such as Call In A Favor and Wheel & Deal) refer to only the permanent, gold symbols. For example, Wheel & Deal allows you to repeat the effect of the card for each  in your Empire.




Note:  can be used whenever  is required!



Political Translators

Political Translators allow you to use  symbols from your Planets, permanent Tech cards in play, and Tech cards in your hand, as certain other Role symbols.



The Agenda below allows you to spend  to boost or follow Produce roles or Survey roles.



Some cards in Oblivion allow you to translate other symbols into  as well.

For example, Grassroots Movement allows you to use any  symbol as a  symbol.



If you have two different translators in play, each  may be translated by either one. However, having two copies of the same translator in play does not allow a single  to count as 2 Role symbols at once.

NEW PLANETS

Oblivion adds 1 new planet of each of the original types, Advanced, Fertile, and Metallic, and adds several Planets (and 2 Start Planets) of a type you may recognize: Prestige.

Prestige Planets are the political hubs of the galaxy. Once flipped, these Planets provide an ability or a new action that can be used during the Action phase instead of playing a card.

The Oblivion Promo Pack also includes 2 Exotic planets and 1 Asteroid for use with Eminent Domain: Exotica. Those are explained in the rulebook for that expansion.


PRESTIGE PLANETS

Oblivion adds new Advanced, Fertile, and Metallic Planets to the Planet Deck, and also features Prestige planets, which you may have seen before. There is a stack of Prestige Technology cards which require that you have flipped 1 or 2 Prestige Planets to research.

In addition to a Colonize cost and a Warfare cost, the new Prestige planets also have an Annex cost. Annexing a Planet is a new way to add it to your Empire.



Annexing Planets

Annexing a Planet means flipping it over, paying an Annex cost instead of the Colonize or Warfare costs. When directed to Annex a Planet, spend a number of  equal to its Annex cost, and then flip it over. You may Annex a Planet as part of the Politics role, or with the action on a Planet or Tech card.



AGENDAS AND THE POLITICS ROLE

Oblivion introduces a new board that replaces the Central Card Display. It has space for an Agenda deck, and slots along the top for Upcoming Agendas and along the bottom for Active Agendas. The slots show costs, with the leftmost being the most expensive and the rightmost being the cheapest. These costs are the number of Politics icons you need to Activate or Dismiss the Agenda in that slot during a Politics role.

Agendas

Agendas are global effects that can be activated and dismissed via the new Politics role. The player activating the Agenda will generally get a bonus for doing so, and while active, the Agenda will affect all players equally.

For example, an Agenda may award you Influence at the end of your turn if you meet certain criteria, offer an action you can use during your action phase instead of playing a card, or provide a constant ability as long as it is active.


You may do well to activate Agendas that support your strategy, or tweak your strategy to take advantage of the Agendas that get activated.



Politics role

The Politics role will allow you to amass support from other players in order to activate or dismiss Agendas or annex Planets. In exchange for their support, those players draw Clout tokens which they can use to boost or follow roles in the future.

When choosing the Politics role, take a Politics card from the stack and put it into play as normal. Then resolve the role in this specific order:

- 1) Declare a proposal
 - a) Activate an Agenda
 - b) Dismiss an Agenda
 - c) Annex a Planet
- 2) Boost your role
- 3) Solicit Support
- 4) Spend  symbols
- 5) Draw Clout

1) Declare a proposal

Declare a proposal you are trying to garner support for:

- a) Activate an Agenda
Choose an Upcoming Agenda. If this proposal is successful, move that Agenda to the leftmost Active slot, bumping other Active Agendas to the right 1 slot to make room. If there is an empty slot, Agendas beyond the empty slot stay in place.

If an Agenda slides off the rightmost slot, return it to the bottom of the Agenda deck. While active, an Agenda applies to all players as if it were a permanent Tech card in their Empire.

b) Dismiss an Agenda




Choose an Active Agenda. If this proposal is successful, move that Agenda to the bottom of the Agenda deck. Do not shift any other Agendas to fill the empty slot.

Once dismissed, the effect of the Agenda ceases immediately.




c) Annex a Planet

Choose a face down Planet in your empire that has a Annex cost. If this proposal is successful, flip that planet over.


2) Boost your rôle



Boost your rôle with  symbols from cards in your hand and permanent  symbols in play. You must play any cards you intend to play at this time, but you do not need to play  yet.


3) Solicit support


Opponents in turn order either follow, playing  symbols from their hand, , or  from their Empire, or Dissent, drawing a card from their deck.


4) Spend  symbols

Spend  symbols played by all players:




a) If you have enough  for the proposal declared in step 1, then you must do that proposal. You must spend  if necessary.






b) If you do not have enough  for the declared proposal, then you may do any 1 proposal of your choice (Activate or Dismiss an Agenda or Annex a planet) that you can afford.

c) If you have leftover  symbols after paying for the declared proposal, then you may do another, different proposal of your choice.

At most you can Activate 1 Agenda, Dismiss 1 Agenda, and Annex 1 Planet. You may spend  at this time to pay for the additional proposals. These additional proposals may be done in any order, but the declared proposal must be done first. When doing multiple proposals in one turn, fully resolve one proposal before moving on to the next.

5) Draw Clout





Finally, opponents draw 1  for each  they contributed, then discard any played cards and Clout tokens. As the Leader of the rôle, you do not draw .

For example, you call Politics rôle (taking a Politics card from the stack and putting it into play) and declare "I want to enact the Agenda in the 5-cost slot," boosting with no additional cards, and no  in play. Player 2 follows with 2 icons (drawing 2 ). Players 3 and 4 dissent (drawing 1 card each). If you have 2 or more , then you must play 2 and activate the 5-cost Agenda. If you have only 1  to play then you could choose to play it (making 4 total) and activate or dismiss the Agenda in the 4-cost slot, or Annex a Prestige Planet in your Empire. Or you could play no  (making 3 total) and activate or dismiss the 2-cost or the 3-cost Agendas.

At the end of each Politics rôle, no matter what option was chosen, if there's an Agenda in the rightmost Upcoming slot, return it to the bottom of the deck. Then slide all Upcoming Agendas to the right as far as they go (maintaining 1 card per slot) and refill the empty (leftmost) slot(s) from the top of the deck.

SETUP

Set up the game according to the base Eminent Domain rulebook, but use the new game board in place of the original Central Card Display. Be sure to use the correct side according to player count. Then:

- 1) Give each player a Political Influence Tile.
- 2) Shuffle the new Planet cards into the planet deck.
- 3) Sort all of the new Technology cards by type ( /  /  / ) and place them into 4 FACE-UP piles near the original Technology cards. You may consolidate new and old techs into similar stacks if you wish. Note: these piles are for convenience only. You may access any Technology card at any time during the game.
- 4) Before creating players' starting decks, create stacks of role cards according to the setup reference below.
- 5) Give each player 2 Politics cards in their starting deck instead of 1.
- 6) Shuffle the Agenda cards and deal one Agenda face up into each Upcoming Agenda slot across the top of the game board. Nothing goes in the Active Agenda slots yet.

SETUP REFERENCE

PLAYERS	NUMBER OF ROLE CARDS						END GAME TRIGGERS	DEPLETED ROLE STACKS
								
2	16	14	16	12	16	20	24	1
3	20	16	20	16	20	20	24	1
3*	18	15	18	14	18	20	24	2
4	20	16	20	16	20	20	24	2
5**	24	20	24	20	24	24	32	2

* 3 Player Extended Variant. ** 5 Player requires the Escalation expansion.

5 Player Setup - requires Escalation expansion

For 5 Players (requires the Escalation expansion): Add the four blue-bordered "5 PLAYER ONLY" Role cards to each stack. Also add the eight blue Influence Tokens to the standard supply pile. In 5-player games, the game end will trigger when any two role stacks are empty, or when the Influence Token supply pile (including the blue tokens) is empty.

GAMEPLAY

Many of the gameplay mechanisms of Oblivion are identical to the base game of Eminent Domain. However, the expansions have introduced some concepts which require slight modifications to the basic gameplay structure. These rules replace the base game rules.

Replenish Phase

At the very beginning of your turn, replenish any empty Replenishing slots in your Empire. If a card contains more than one Replenishing slot, each empty slot will refresh even if the other slots are full.

Any Replenishing slots that are full at the beginning of your turn are unaffected.

Action Phase

During your Action phase, you are allowed to take one action. This action may be from a card in your hand, from your Political Influence tile, or from any face up Planets or Tech cards in your Empire. Taking an action is optional; you may choose to take no Actions during your Action phase.

Any cards played during your Action phase are set aside from the play area. Cards set aside in this way have no effect during subsequent Role phases. Cards played during your Action phase will not be placed into the Discard pile until the beginning of the Cleanup phase.

Actions printed on Planets and permanent Technology cards are limited to once per action, not once per turn.

FINAL ROUND

With the expansion, it is even more important to know whether you will have one last turn at the end of the game. When the game end triggers, complete the current round as normal, and then play one additional full round. This way, all players will know for sure whether any given turn is their last turn. Remember: if the Influence supply is depleted, additional Influence may still be collected. Use any suitable proxy to track the additional Influence.

Role Phase

The Role phase is mandatory and works just like it does in the base game. If using the Escalation expansion, it is possible to get two Role phases in a single turn. When that happens, each Role phase is resolved separately.

Any cards played to boost or follow a role are set aside from the play area at the end of the Role phase. Cards set aside in this way have no effect during subsequent Role phases. Cards played during any Role phase will not be placed into the Discard pile until the beginning of the Leader's Cleanup phase.

Role symbols on Planets and permanent Technology cards may be used once per Role phase.

Cleanup Phase

The Cleanup phase works just like it does in the base game, except as follows:

At the beginning of the Cleanup phase, before you reconcile your hand, place all cards that were set aside during your Action and Role phases into your Discard pile. Players who followed during your Role phase(s) place any cards they set aside into their Discard piles at the beginning of your Cleanup phase.

TECHNOLOGY CARD APPENDIX

This appendix includes the complete text of all new technology cards, as well as any specific notes or rules governing their usage.

PRESTIGE TECHNOLOGY



Political Annexation

ANNEX a Planet by paying equal to its Annex cost.



Wheel & Deal

Trade a Resource for a and another Resource (doesn't need a slot).

: Repeat.



Call In A Favor

Draw 1 per , then trade 1 for 1 .



Campaign Trail

Target Planet gains Annex cost 4 until end of turn.



Targeted Lobbying

EITHER Draw 2
OR RECON the Clout tokens for any one and take it.

NOTES

Political Annexation

You may count in your empire.

Wheel & Deal


You may repeat the effect for each in your empire.

Call In A Favor

No matter how many are in your empire, only trade 1 for 1 .




Party Whip

When another player follows your Role, draw 1 .



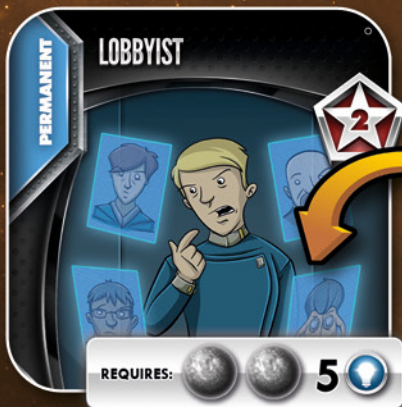
Filibuster

When dissenting a Role, draw 1 .



Executive Order



Activate one of the 3 rightmost (cheapest) Upcoming Agendas.



Lobbyist



Political Clout


When you draw any number of , draw 1  more.

NOTES

Executive Order

No activation cost is necessary.



Lobbyist

This counts as a  in your empire.

FERTILE TECHNOLOGY



Farming Subsidy

Discard any number of . Produce 2 Resources for each  discarded.






Grassroots Movement



NOTES

Grassroots Movement

You may use  as . They do not count as .

METALLIC TECHNOLOGY





Political Climate

When leading or following a Survey, Role: **RECON** the Planet deck for a Prestige Planet.



Poice State


You may spend  as .

NOTES

Political Climate

The Prestige Planet goes on top of the shuffled Planet deck.

Poice State

These do not count as .

ADVANCED TECHNOLOGY



Free Trade Agreement
ONCE PER TURN:
 You may discard 1 to collect .



Trade Deal
 →

NOTES

Free Trade Agreement
 You may only discard 1 this way per turn, and only on your own turn.

Grassroots Movement
 You may use as . They do not count as .

OBLIVION PROMO PACK



Secret Service
 Collect 1 per , then attack a Planet.



Hostile Takeover
 Attack a planet, replacing any number of in the cost with .

WARNING

We highly recommend playing several times with Oblivion and Escalation separately before using these Promo Pack cards to combine the two expansions together!

NOTES

Secret Service
 Only count in your empire.

AGENDA CARD APPENDIX

AGENDA



Gain 1 Politics symbol.

WHEN ACTIVATED: Improve Political Influence.


AGENDA



Gain 1 Colonize symbol.

WHEN ACTIVATED: Settle a Planet.
(The symbol on this agenda counts).

AGENDA


+  per Trade Action or Role if you trade

at least 1 Resource of this type:



WHEN ACTIVATED:
Put a Resource from the supply on this Agenda.

AGENDA

+  per Trade Role if you trade at least

1 Resource of this type:



WHEN ACTIVATED:
Put a Resource from the supply on this Agenda.

AGENDA

ONCE PER TURN: Discard  and



to collect  + .

WHEN ACTIVATED:
Put a Resource from the supply on this Agenda.

AGENDA

ONCE PER TURN: Discard  and




to collect  + .

WHEN ACTIVATED:
Put a Resource from the supply on this Agenda.

AGENDA

ONCE PER TURN: Discard




to collect  + any other Resource.

This resource doesn't require a slot.

WHEN ACTIVATED:
Put a Resource from the supply on this agenda.

AGENDA

You may trade  as if they were Resources.

WHEN ACTIVATED: Draw 2 .

AGENDA



WHEN ACTIVATED: Take an Action.

AGENDA



WHEN ACTIVATED: Take an Action.

AGENDA



WHEN ACTIVATED: Take an Action.

AGENDA



WHEN ACTIVATED: Take an Action.

AGENDA



Gain 2 Produce symbols.

WHEN ACTIVATED: Produce any 2 Resources.
These Resources don't require slots.

AGENDA




Gain 2 Survey symbols.

WHEN ACTIVATED:
Take the top Planet card (face down).

AGENDA



Attacking a Planet requires 2 less .

WHEN ACTIVATED: Collect 2 .

AGENDA



Hand size +1 for each
Permanent Technology in your Empire.

WHEN ACTIVATED: Draw 3 cards
and then play an Action.

AGENDA CARD APPENDIX

AGENDA



Colonize costs increase by 2.

WHEN ACTIVATED: Attack a Planet.

AGENDA



Research costs increase by 2.

WHEN ACTIVATED: Take a 3 -cost Technology. Ignore prerequisites.

AGENDA



Produce -1 Resource per Produce Role.
Trade -1 Resource per Trade Role.

WHEN ACTIVATED: Produce any 2 Resources. These Resources don't require slots.

AGENDA



Attacking a Planet requires 2 more .

WHEN ACTIVATED: Settle a Planet.

AGENDA



Lose 2 Survey symbols per Survey Role.
You may keep 1 additional Planet per Survey Role.

AGENDA

Planets cost 1 more to ANNEX.

WHEN ACTIVATED: All other players downgrade Political Influence.

AGENDA

Technology cards may not be played as Actions.



WHEN ACTIVATED: Take a 3 -cost Technology. Ignore prerequisites.


AGENDA




Hand size -1 for each Permanent Technology in your Empire (min. hand size = 4).

WHEN ACTIVATED: Draw 5 cards and ignore hand limit this turn.



AGENDA

+  for most Permanent Technologies.




After your turn, if you have the most Permanent Technologies in play, get .


AGENDA

+  whenever you play a 3 -cost Technology card for its Action.




WHEN ACTIVATED: Take a 3 -cost Technology. Ignore prerequisites.


AGENDA

+  for most Fertile Planets.




After your turn, if you have the most Fertile Planets (face up), get .


AGENDA

+  for most Metallic Planets.




After your turn, if you have the most Metallic Planets (face up), get .


AGENDA

+  for most Advanced Planets.




After your turn, if you have the most Advanced Planets (face up), get .


AGENDA

+  for most Prestige Planets.




After your turn, if you have the most Prestige Planets (face up), get .

AGENDA

+  for most different Planet types.



After your turn, if you have the most different Planet types (face up), get .




OBLIVION PROMO PACK

WARNING

We highly recommend playing several times with Oblivion, Escalation and Exotica separately before using these Promo Pack cards to combine the expansions together!

AGENDA

ONCE PER TURN:

Discard  to collect  + .


AGENDA




Players may not spend Ships for Research.

WHEN ACTIVATED: Call another Role after this one.

AGENDA

+  for most Asteroids.



After your turn, if you have the most Asteroids (face up), get .


AGENDA

Add  to all REPARATIONS.

WHEN ACTIVATED: Call another Role after this one.


Each Eminent Domain set has had an Alternate Victory card. Traditional Victory is a special Agenda in Oblivion along those lines. If you choose to play with the Alternate Victory cards, then you should also play with Traditional Victory.

During **SETUP**, set Traditional Victory to the left of the top Upcoming Agenda. Use the side that matches your player count. This Agenda is always considered an Upcoming Agenda when not active, but never changes in cost.

If **Activated**, move the card to the left of the topmost Active slot. While active, no player can win the game with any of the Alternate Victory cards (Elusive/Exclusive Victory, Military/Economic Victory, or Coalition Victory). It always costs the indicated number of  to dismiss Traditional Victory, it does not slide down the Active Agenda track like other Agendas.

If Traditional Victory is dismissed, return it to its original location beside the Upcoming Agenda track. When not active, the Alternate Victory cards work as normal.

AGENDA

ACTIVATE/DISMISS: 8 

TRADITIONAL VICTORY

Alternate Victory cards have no effect.


Traditional Victory is always Upcoming when not Active.

WHEN ACTIVATED:
ANNEX any Planet as if it had Annex cost 0.


2-3 Players

4-5 Players

AGENDA

+  for most Exotic Planets.



After your turn, if you have the most Exotic Planets (face up), get .

SPECIAL THANKS

Mike Watne, John Heder, Matias Korman, and Sean McCarthy contributed significantly to the testing and development of Eminent Domain: Oblivion.

PLAYTESTERS

Other invaluable playtesters include Russell Knox, Doug Bruch, Jonathan Watts, Tim Soholt, Robert McClenahan, and other members of the Tasty Testers guild on BGG.

CREDITS

Game Design: Seth Jaffee

Graphic Design: Ariel Seoane

Card Illustration: Brian Patterson

Box Art: Ariel Seoane



Copyright 2017
Tasty Minstrel Games, L.L.C.
Tucson, AZ
www.playTMG.com

