



Game Manual

Autarki was developed by Simone Krüger & Martina Hillbrand.
More Info: www.autarki-game.de

Aim of the game:

Every player constructs their own self-sufficient village and has to provide food and energy for its growing population. This is done by adding building cards to the village, while action cards can be used to gain additional points. In each turn a player has to pass a challenge so that the population can grow.

The first player to get 6 population units wins!

Parts of the game:

Population units

Each player starts with 1 population unit that they need to supply with food or energy. With each successful challenge, the population grows, increasing food and energy demand. The **Basic Needs** are:

- 3 Energy points per population unit and
- 3 Food points per population unit.

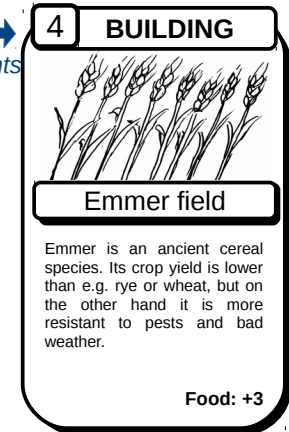
Building cards

Building cards are permanent additions to the village and will help to provide food and energy in a self-sufficient way.

If you want to play a building card, you need to use your **building points** which relate to the financial or labour costs of the card.

Most of the building cards *Required Building points* → produce **food or energy points**, which are needed to pass challenges.

Energy building cards that produce **electrical energy** (instead of heat), are marked with „EL“. For most challenges, heat and electrical energy can simply be summed up.



Special Case Insulation:

Some building cards **reduce basic energy needs** by one energy point for up to three population units. They are marked: „Energy needs: -1 per pop. (max -3)“

Example: If you play the card „Roof Insulation“, you can insulate three houses in your village at once. For three population units, the Basic Needs of energy decrease from 3 to 2 energy points.

Different types of insulation can be combined. Yet there will always remain a **Basic Need of at least 1** energy point per population unit.

Special Case Heat Pumps:

Electric heat pumps extract **thermal energy from their surroundings** and make it available for household needs (e.g. warm water and heating). However, to run the heat pump, **electrical energy is used** up. In the game, you can produce electrical energy with photovoltaics or wind power plants. The heat pump can „transform“ one electrical energy point into three or four heat energy points, depending on the type of the pump.

Action cards

Action cards can be **positive or negative**. The effect is always explained on the card and usually **lasts only for one round**.

Whenever you play an action card, you decide if you want it to affect **you or another player**.

Action cards can be played **at any time**, not only during your turn!

Challenge cards

Most of the challenges are special events for which the village needs to provide food and energy. Usually, you need to cover at least the **basic needs** of 3 food and energy points per population unit.

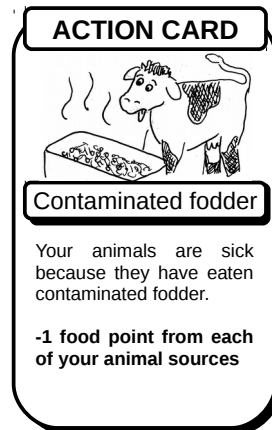
Sometimes there are also **special requirements**, e.g. electrical energy (EL) or vegetarian food.

Preparation:

Before the game, every player gets **1 population unit** and draws **8 cards**, that is building and/or action cards. We recommend that in the first round you mainly (only) take building cards.

The player who has last harvested something may start!

For a faster game: In their first two turns, each player can have 10 instead of 5 building points!



The Game:

1st phase: Drawing cards

At the start of your turn, you can **discard up to two cards** from your hand and put them on the discarded card stack. Then you can **take cards** from the building and/or action card decks until you have a **total of 8 cards in your hand**.

2nd phase: Building

Now you can play cards with a total value of up to **5 building points** (10 building points in the first two rounds) and place them in front of you. Try to cover at least the basic needs of 3 food and energy points for each of your population units.

Cards that require more than 5 building points can be built over two turns. **You cannot save unused building points for the next turn.**

3rd phase: Challenge

At the end of your turn, you take a **challenge card** from the deck. To pass the challenge, you need to provide enough food and energy.

Of course, other players can try to stop your success with negative **action cards**! You can try to gain advantages with your own positive action cards. If you succeed, you get an **additional population unit**. If not, the challenge is discarded without effect.

Then it's the next player's turn.

End of the game:

The game ends when a player succeeds with a challenge and wins his or her 6th population unit.

Have fun!