Chimera Station

A game for 2-4 players by Mark Major. Condensed rules by Eric Postpischil, https://edp.org.

Introduction

Chimera: kī-ˈmir-ə or kə-ˈmir-ə. A mythical animal with parts taken from various animals.

Chimera Station is all the modules on the board (including those along the sides) but not any on perk cards.

- The Command Hub is the three central hexes: slot A, the connector, and slot B. (B is built but initially locked.)
- Modules with multiple border colors qualify as any of their colors.
- Modules are activated by workers to produce various benefits and effects. (A few modules are not activated.)

Chimera Station is operated by workers who may have 1-2 genetic components added.

A genetic component is a brain (purple), claw (red), leaf (green), or tentacle (yellow).

- Components may be in the general *supply*, in a player's available *pool*, or *attached* to a worker.
- If the supply is empty when you would gain a component, gain 2 points instead.

Module tiles may be added to the station. They show cost on the left, point value on the right, and action at bottom.

Perk cards have game-end points and may have acquisition rewards, ongoing benefits, or a module to activate.

Research tracks on player boards give perk cards, new workers, components, or points (A side) or other benefits (B).

Genetic Components

Definition: A *brain/claw/leaf/tentacle worker* is a worker with at least 1 brain/claw/leaf/tentacle, respectively.

A brain worker scores points equal to the point value of the module it is placed on.

A 2-brain worker also scores extra when doing the command modules action:

- Count modules occupied by your own workers (in addition to the usual counting of those occupied by others).

A claw worker may displace an opponent's worker with 0-1 attached components.

- Send the displaced worker to the Worker Lounge, where its owner gains 1 food or 1 coin.
- Workers may not be displaced from Splicing Lab, Worker Lounge, or modules stating a displacement restriction.

A 2-claw worker may displace any opponent's worker, except from the locations noted above.

A leaf worker does not require food during Feeding.

A 2-leaf worker does not require food and also produces 2 food at the beginning of each Feeding phase.

A tentacle worker gains additional resources at the end of a turn (not immediately):

- If the worker gained at least 1 coin, additionally gain 1 coin at the end of the turn, and similarly for food.
- (The rulebook says end of an action. Actions triggered by an initial action are considered included, so the end of the initial action is the end of the turn.)

A 2-tentacle worker also gains additional components at the end of a turn:

- For each component type the worker gained, additionally gain 1 component of that type at the end of the turn.

Setup

Cover slot B of the Command Hub with the token that marks it locked. (Slot B cannot be used until round 3.)

Put the round marker (showing a clock) on round 1 of the round track (top left of board).

Put a score marker for each player on the 10 space of the score track.

Give the start player badge to a random player.

Give each player 1 mat, 1 research marker (showing flask), and 6 workers (head and feet pair).

- With new players, use mat side A (labeled at top left). With experienced players, use side B. With a mix, new players use side B and experienced players use side A but take a perk card from the display at game start.
- Put the research marker on the research track start tier (right side of your mat, tier 1 except for Brainiacs side B).
- Assemble your two-piece workers. With 2/3/4 players, return 0/1/2 to box. Set 2 aside. Put the rest in the worker pool spaces in center of your mat (the specific spaces are unimportant).

Put genetic components (7 each of purple brains, red claws, green leaves, and yellow tentacles) by board as a supply.

Shuffle the station module tiles facedown (or in a bag). Deal 6 face-up onto reactor spaces (bottom of board).

Shuffle the perk cards. Deal 3 face-up near board. Stack the rest facedown.

Set coin and food tokens aside as a supply. (Coins and food are not token limited; use substitutes as needed.)

Draft starting resources:

- For 2 players, use the starting resource cards marked "2+". For 3, add the "3+" cards. For 4, use all the cards.
- Display the cards. In reverse player order, each player drafts a card and gains the resources shown on it.
  - See the back of the rules or page 9 for the icons. Advancing on the research track provides its tier reward.
- Remove undrafted cards from the game.
- Keep your card. (Once per game, it can be discarded to flush and refill the modules in the reactor.)

If you are playing mat side A while others are playing B, take a perk card from the display and draw a replacement.

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Play
Play 5 rounds with each of the phases below: Station Progress, Placement, Splicing Lab, Feeding.

Station Progress
Advance the round marker.

In round 3:
- Deal 3 new perks face-up to the supply. (There will now be 6 on display.)
- Each player advances 1 tier in their research track and gains its benefit, in turn order.
- Remove the locking token from slot B of the Command Hub.
- Note that all points for building modules are doubled, in rounds 3 and 4.

In round 5:
- Deal 3 new perks face-up to the supply. (There will now be 6-9 on display.)
- Each player advances 1 tier in their research track and gains its benefit, in turn order.
- Note that all points for building modules are tripled.

Placement
Clockwise from the start player, each player places 1 worker from their pool until all player pools are empty.
- Skip players with no more workers to place.
- **Special action (once per game):** You may discard your starting resource card to flush the reactor. Discard any number of modules from the reactor, then refill it from the supply. You may then place a worker as normal.
- You may put a worker may in an unoccupied module on the board or one of your perk cards. Immediately activate the module and gain its benefit.
    - To place a worker in a module, you must be able to fulfill its effects.
- You may put a worker in the next available slot (A, B, C) in the Splicing Lab. Immediately add and/or swap 1 or more components (required) from your component pool to the worker. A worker may have up to 2 components.
- You may put a worker in the Worker Lounge, regardless of occupancy. Immediately take 1 food or 1 coin.

Splicing Lab
In order from slot A to C in the Splicing Lab, players move their workers from the Splicing Lab to a module or the Worker Lounge and activate them and gain their benefits as above.
- If you gain a worker to your pool due to the benefit, place it before the next worker in the Splicing Lab is placed.

Feeding
Each player returns all workers to their pool.

Each player must pay 1 food for each of their workers.
- For each food a player is short, they must lose 1 component from one of their workers (to the supply).
- For each such component they are short, the player loses 2 points.

End
Add to players' scores:
- 1 point for each 3 coins,
- 1 point for each 2 food,
- 1 point for each component they have, attached or not, and
- points from their perk cards.

High score wins. Break ties in favor of most components, attached or in a player's pool.

Research Tracks
Whenever you advance on a research track, gain the benefit of the new tier. Tier 8 repeats as needed.

When you gain a perk card, if fewer than 3 remain in the display, deal a new card to the display, if deck is not empty.

Tier	2	3	4	5	6	7	8+
A side	a perk	a worker	a perk	a worker	a perk	2 components	8 points
Brainiacs: Start on tier 2 with 1 attached brain and 1 perk.							
		a perk	a worker	a worker	a perk	2 components	6 points
Eco-Friendlies: Start with 1 attached leaf.							
	a perk	a worker	a perk	a worker	a perk	2 components	8 points
Toughies: Start with 1 attached claw.							
	a perk	a worker	a worker	a perk	a perk	2 components	8 points
Weirdoes: Start with 1 attached tentacle.							
	an unattached tentacle	a perk	a worker and a food	a perk and a component	a perk and a worker	3 points, a food, and a coin	5 points and a component

Terminology, Modules, and Perk Cards

Terminology

Attach: Add components to a worker, from your component pool unless stated otherwise.

Build a module:
Gain points equal to the module's value, doubled in rounds 3-4, tripled in round 5.
Put the module on the board adjacent to an already built module (including all 3 hexes of the Command Hub).
Gain the bonus printed on the space where the new module is built. (See back of rules or page 7 for icons.)

Command modules: Score points equal to the total value of all modules occupied by opponents' workers.
- (This is the commander taking credit for other people's work.)

Detach: Remove a component from a worker, returning it to your component pool.

Lose: Remove components from a worker, returning it to the general supply.

Recall: Return 1 of your previously placed workers to your worker pool. (It may be played again this round.)

Modules on the Board

Academy: Pay 5 coins for 2 brains or pay 2 for 1 brain or gain 2 coins per brain on this worker.

Boiler Room:
Gain 2 coins/food/brains per tentacle/food/brain attached to this worker, respectively.
Collect the rewards shown in the empty reactor spaces.
- From left to right, the bonuses are nothing, 1 point, 1 food, 1 coin, 1 component, and 1 research advance.
Deal module tiles face-up into the empty reactor spaces.

Claw Shop: Pay 5 coins for 2 claws or pay 2 for 1 claw or gain 2 coins per claw on this worker.

Command Hub Slot A or Slot B: Command modules (per above).
- If you are the first player to use slot A this round, take the start player badge. This can happen only once a round.

Constructor:
Choose a module from the reactor and pay its cost.
Build the module (per above).
Slide the remaining modules in the reactor right.
You may move this worker to the new module and activate it.

Genetics Vat: Pay 5 coins for 2 tentacles or pay 2 for 1 tentacle or gain 2 coins per tentacle on this worker.

Hydroponics: Gain 2 food.

Laboratory: Detach a component from this worker (put it in your pool) to advance your research track and gain its benefit.

Refinery: Gain 3 coins.

Seed Repository: Pay 5 coins for 2 leaves or pay 2 for 1 leaf or gain 2 coins per leaf on this worker.

Modules on Tiles

Advanced Laboratory: Advance on research track.

Aquarium: Gain 1 tentacle.

Autosurgeon: Pay 2 coins to attach a component from the supply to this worker. (If over its limit, return the extra to the pool.)
- When used by a double tentacle worker, which gains an extra component, do not attach the extra component.

Biofuel Refinery: Lose any number of components from this worker to gain 7 points per component lost.

Break Room: Gain 1 food plus food equal to the current round number. (Iconography on tile is mistaken in some game editions.)

Cargo Bay: Gain 2 coins and 2 food.

Catering Service: Pay food equal to an occupied module's points to activate it. (This may not be used with a no-points module.)

Commissary: Gain 1 point, 1 coin, and 1 food.

Covert Cloning: Gain 1 component per worker (of any player) in the Worker Lounge.

Cryogenics: Return 1 unattached component from your pool to gain 6 coins.

Dispatch Station: Recall 1 worker. Workers here cannot be recalled or displaced.

Dispensary: Gain 1 coin or food, in any combination, for each worker you have placed this round.

Farmer's Market: Sell 1 food for 5 coins or buy 5 food for 1 coin.

Freelancer Dormitories: Activate an adjacent module.

Gardens: Gain 1 leaf.

Generic Genetics: Pay 1 coin to take any 1 component from the supply.

Giant Statue: Workers may not be placed here. (The module is only for its points.)

Grant Office: Gain 2 coins and 1 coin for each 2 research levels you have achieved.

Hunting Park: Gain 3 food and 1 food per claw attached to this worker.

Inspection Station: Gain 1 point for each module adjacent to the Command Hub.

Integrated Constructor: Gain 2 coins, then build a module at its normal cost. Do not move a worker to it and do not activate it.

Life Support: Gain 2 points per attached component on adjacent modules.

Medical Bay: Trade 1 unattached component from your pool for any 2 components from the supply.

Mercenary Outpost: Gain 4 coins plus 1 coin per claw attached to this worker.

Monolith: Workers may not be placed here. (The module is only for its points.)

Newsroom: Gain 2 points for each worker you have placed this round.

Periphery Command: Command modules.

Petty Cash: Gain 1 coin plus coins equal to the current round number. (Iconography on tile is mistaken in some game editions.)

Predatorium: Gain 1 claw.

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Quantum Constructor: Pay 2 coins to build a random module from the supply. Do not pay its cost. Do not move a worker to it and do not activate it.
Science Fair: Attach components to this worker from your pool, up to its maximum, and gain 3 points per component attached.
Scientific Display: Gain 1 point per research level you have achieved.
Shady Restaurant: Return 1 unattached component from your pool to gain 6 food.
Shopping Center: Gain 2 coins per worker on adjacent modules.
Symposium: Gain 1 food plus 1 food per 2 research levels you have achieved.
Tanning Salon: Gain 2 coins/food/brains per tentacle/food/brain attached to this worker, respectively.
Think Tank: Gain 1 brain.
Underground Lab: Detach any number of components from this worker and advance 1 research level per component detached.
Union Hall: Score a perk card and discard it. (Set aside any worker on it until feeding.) Take a new perk card from the display.
•   If fewer than 3 remain in the display, deal a new card to the display, if deck is not empty.
Vineyard: Gain 1 food per adjacent module.

Perk Cards

Architect: Always: Score 1 more point when building. Game end: 8 points.
Beggar's Alley: Activated: Gain 2 food and 1 coin. Each other player may give you 1 food or 1 coin to gain 1 point. Game end: 9 points if you have the most food.
Conference: Acquired: Score points equal to the current round number. Activated: Recall 1 of your previously placed workers to your worker pool (so it may be played again). Workers here cannot be recalled or displaced. Game end: 5 points.
Dispatch: Activated: Place 2 workers. At the end of the Splicing Lab phase, move this worker again. Game end: 8 points.
Engineer: Acquired: Gain points equal to the current round number. Always: When you refill the Reactor, take double the base Reactor rewards (Reactor rewards only, not Boiler Room rewards). Game end: 2 points per empty Reactor space.
Foundry: Activated: Discard all modules from the Reactor and refill it. Build a module and activate it. Game end: 8 points.
Geneticist: Always: You may have 1 worker with 3 components, not all the same. Game end: 2 points per research tier, up to 14 points. (If you lose this card, a worker with 3 components does not automatically lose any, but you lose the power to add a third.)
Grappler: Acquired: Gain points equal to the current round number. Always: Your claw workers may displace your own workers. Game end: 5 points.
Grocer: Always: When one of your leaf workers would gain food, you may instead gain that many coins, plus 1 coin. Game end: 2 points per leaf owned (attached or in pool).
Investor: At the start of each round: Gain 1 coin or 1 food for each modified worker you have. Game end: 8 points.
Lounge Lizard: Acquired: Gain points equal to the current round number. Always: Score 2 points each time one of your workers goes to the Worker Lounge. Game end: 5 points.
Mint: Activated: Gain 1 coin for each gold-bordered module in the station (not on perk cards). Game end: 9 points if you have the most coins.
Morale Center: Activated: Displace any 2 workers to the Worker Lounge, then place another worker. Game end: 3 points per worker with 2 or more components.
Nonhuman Resources: Activated: Swap your worker in the station (not on a perk card) with another player's worker. Both may trigger placement effects. Game end: 8 points.
Overseer: Acquired: Gain points equal to the current round number. Always: Your workers cannot be displaced by another player's claw workers. Game end: 8 points.
Prime Specimen: Always: At the end of a turn in which your workers score points, score an additional point. Game end: 2 points per tentacle owned (attached or in pool).
Savant: Always: When another player commands modules, score 1 point per brain worker you have placed. Game end: 2 points per brain owned (attached or in pool).
Thug: Always: When one of your tentacle workers displaces a worker, you receive your choice of 1 coin or 1 food when it goes to the Worker Lounge instead of the owner. Game end: 2 points per tentacle owned (attached or in pool).
Vendor: Activated: Gain 2 coins or 1 food. Game end: 9 points.
Warlord: Always: When you take start player, also steal 2 coins from 1 opponent or 1 coin from each opponent. Game end: 9 points if you are start player.
Workshop: Activated: Gain 1 coin then build any module from the discard pile and activate it without moving to it. Game end: 1 point for each module tile adjacent to the Command Hub.
Zoning Board: Activated: Take any uncovered build bonus. Game end: 8 points.