

NUCLEUM

TEACHING SCRIPT

INTRO

Nucleum is a heavy euro game. You are industrialists trying to succeed during the economic and technological boom of alternative history's 19th-century Saxony, fueled by the invention of the nuclear reactors called Nucleum.

You earn Victory Points by developing your networks, building and powering Buildings, securing Contracts, and meeting milestones (randomized endgame goals). Moreover, each of you get the unique asymmetric Technologies.

GAMEPLAY INTRO

We will start the game at the beginning of the fifth round. I will play the game for two rounds, explain all the concepts while doing it, and then pass it into your hands.

GENERAL OVERVIEW OF THE PLAYER BOARD AND THE MAIN BOARD

• Highlight on the Main board:



Cities



Railway lines



Building spaces



Power plants



Coal production



Mines

• Highlight on the Player Boards:



Income tracks



Urban Buildings



Turbines



Mines



Contract spaces



Experiment board

WHAT CAN YOU DO ON YOUR TURN?

During your turn you will be almost always playing a tile - either on the game board (with a meeple) or above your player board. If you don't have any more tiles or can't or don't want to play any more tiles, your turn will consist of a recharge - a sort of an active pass, but I will explain it in detail later.

LET'S SEE HOW IT WORKS!

Every player has a different experiment board named A,B,C or D. So for now I will just say Player A, B, C or D when I will perform an action using your components.

1.

Player A plays their **development + worker or 2 Thaler** tile.

The **cog symbol** is called Development action. It is all about purchasing more tiles. Because you will lose some during the game while placing them on the board, you want to have an option to acquire new ones.



Firstly, using the bottom action, they take 2 Thaler, they will need them for the next action.

Secondly, using the top action, they will purchase two tiles from the offer, paying 3 Thaler altogether for them. If you're buying one tile from the offer, you simply have to pay the depicted price. If you want to buy a second one, you have to not only pay the visible price, but also pay 2 extra Thaler. At the end of the turn - we can slide the remaining tiles and refill the offer.

2.

Player B plays their **black tile** to build with a discount of 1 Thaler.



As you can see, the black tile allows you to perform only one action, but always gives you a discount of 1 Thaler, if possible (when a Thaler is green it counts as a discount, but if you ever see a Thaler in red it means an extra cost). There is one more exception regarding the black tile - you can **only play it above your player board** and NEVER on the main board.

Player B builds their **level III house in Goerlitz**, paying 3 Thaler for it.

Cost of placing a building is depicted on the left side of the row. And we have **3 types** of buildings: **houses, factories and laboratories**. The icon of the building must match the icon on the square spot designed for buildings. Some of them have no icon, but a **red border**. Whenever you see a red border you need to **pay 2 more coins** to place components there. You must always place a building in a spot with **one icon first**, before placing a building in a 2-icon space. Red spaces are always available.

Placing a Building is also restricted by the player's **NETWORK** - meaning you can only build in Cities with your buildings / mines / turbines or next to your railway tiles. No network would mean they could build anywhere (beginning of the game). Now, There are 3 Cities with Player B **PRESENCE** creating 2 different networks.

3.

Player C plays their **industrialisation + contract** tile on the board.



You must always put a worker on the tile you are playing on the main board. If you don't have workers, you cannot play a tile on the main board.

They place their tile between **Glashütte and Dresden**, and they close the connection by doing so.

Whenever you place a tile so that it finishes a connection between two cities, you will perform actions from the tile you played under one condition: **the colours of your tile halves must match the colours of the components the halves are touching** - both the city colour and the other tile colour. That means that if both of your halves match - you will perform two actions - one from each of the halves. If only one of them matches - you will only perform that one. If none - no action for you. Moreover, not only you will get to perform the action, but also the player, whose tile you matched will.

In this particular case Player C matched the colour of Player D's tile, and that means that Player D gets two stars, but it happens after player C's turn is finished. Now it's Player C's turn to perform their both actions.

Firstly, using the contract action, they **take the mines contract** and place it on their board - as you can see, there is a **uranium cube** next to the spot they are placing the contract, so they are getting this resource. Same would happen in the other spots - they'd get two Thaler, one worker, or two achievement stars. Now, this player doesn't have any space left for the uranium, as their mine is already full. In that case they can immediately **exchange it for worker** and worker for gold, as it is shown on the player board. They decide to take a worker.

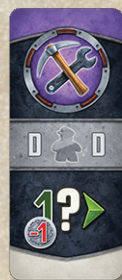
Secondly, using the industrialisation action, they **place a Mine in Brück**, where they already have a connection - **by using two workers**. This is a second mine, so they are **getting two uranium**.

After all the actions have been completed, we flip the tiles, marking that everything's done. Now both cities are connected for both players.

For closing a longer railway there is also an inauguration bonus - 2vp income for participating in a 2 tile long railway, and 2 vp income per tile in a 3 tile long railway. This is also depicted on the bottom right of the main map.

4.

Player D plays their **industrialisation + any income for 1 Thaler** tile.



They play it above their player board.

They pay 1 Thaler and gain **1 level of worker income** - move the marker 1 step to the right.

Now they **spend two workers** to place their **turbine number two in Glashütte**. Three turbines are the same for each player, but the second level turbine will give each player a unique ability. For example, Player D gets 1 worker every time they energise a building.

5.

Back to Player A, we're **halfway through the explanation!**

Player A plays their **contract + Thaler income** tile above their player board.



They increase Thaler income.

Then they take the **contract with eight action tiles** (you have to have them in your player area - either in your hand or above your player board). They put it by the +1 worker icon, so they take one worker.

At the end of their turn - because they placed the tile above their player board - they can **fulfil a contract**. They can do it before, after, or in between their actions - not during an action! They can fulfil even the one contract they've just picked up.

The contract reward is to **get 1 worker and a level 1 technology**.

Technologies are special abilities that one can unlock during the game. They have three levels and come in three types. The brown ones are passive abilities, the blue ones are instant one-time-only benefits, and the purple one is an additional endgame scoring for the player if unlocked.

You will get level 1 and 2 technologies mostly from the contracts and from energising your laboratories. Your level 3 technologies can be acquired by:

- Recharging on the highest tier
- Unlocking the lowest set of turbine and mine
- Energising one of your laboratories
- Government contracts

Player A decides to unlock the **topmost technology** that gives them 1 Thaler when they energise buildings.

This player fulfilled a contract that was laying next to their player board, but there are also three government contracts available for everyone throughout the entire game.

You can fulfil them instead of your regular contracts - first come, first served!

6.

Player B plays their **energising (+1) + VP income** tile on the main board, between **Zittau and Aussig**.



They gain one level of victory points income.

How does energising work? You can energise with coal and uranium. In order to energise a building, it has to be connected by rail to one of the power plants. This alone allows us to energise using coal - if you have a connection to any of the coal sources you can pay the depicted cost and use as much coal as you want. At first coal costs 1 Thaler, then 2, and finally it gets quite expensive, costing 3. Moreover, if the power plant has a **Nucleum**, you can also energise with uranium. You can combine both of these energy sources while energising.

Each building shows how much energy it needs to be energised. This is how much energy we need to deliver - **1 coal equals 1 energy, and 1 uranium equals 2 energy**. You can energise your own buildings, as well as the neutral ones that were placed during setup. Everyone can energise these neutral buildings.

Each building shows how much energy it needs to be energised. This is how much energy we need to deliver - **1 coal equals 1 energy, and 1 uranium equals 2 energy**. You can energise your own buildings, as well as the neutral ones that were placed during setup. Everyone can energise these neutral buildings.

IMPORTANT: The building and the powerplant have to be connected by completed rail lines - it doesn't matter who they belong to. The resources - coal and uranium - must be connected to the power plant by a network of completed rail lines as well.

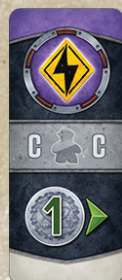
As you can see, this power plant doesn't have a nucleus, so even if we had some uranium connected to it by the rail network, we would not be able to use it. We need 4 energy to energise the **Neutral Building in Gornitz**. One of the turbines we built before gives us +2 energy. We have the two from the turbine, one is guaranteed by the tile we played. This means we still need to deliver 1 more energy. To do that we spend 1 Thaler to buy 1 coal.

Thanks to this energising action, Player B gets the bonus depicted on the building tile, that is **2 Thaler and 3 levels of Thaler income**. We now flip the building tile, and give

the Player B **4 achievement stars**. Every time we energise a building, we get as many achievement stars, as there is energy required by the building.

7.

Player C - they are playing the tile with **energising + +1 level of Thaler income**.



They raise their Thaler income by 1.

They energise - this player can energise with uranium, as they have a connection between the Glashütte power plant and the uranium Mine. They do not have any coal connected though, so they must energise with uranium. Nucleum itself can process one uranium cube.

If we wanted to use more uranium, we would need to process them in turbines - one turbine can process one uranium cube. If the turbine belongs to another player, we need to pay them 1 Thaler. The rest of the process is identical as in the previous case.

In this case, Player C uses **2 uranium cubes, pays 1 Thaler to Player D, and energises their own building in Dresden**. In the end, Player C gets **4 achievement stars** and gains **two levels of their worker income**.

8.

Player D - they have 4 stars and don't want to play their tiles above the player board - and cannot play a tile on the main board, as they have no worker. In this case they want to **RECHARGE**.

HOW DOES THE RECHARGE WORK?

First, comes the income. The income is limited by **two conditions**: the cubes on the income tracks and the tiles above them. You always take income based on the last visible field on the left from our cube, under the condition of having a tile above it.

(Show an example here - move the Thaler income cube to the right, further than the tiles are placed.)

This means that if this cube was that far, and there were no tiles above the last visible space, you would only take income from the last visible field with a tile still above it.

(At the end of the example place Thaler income marker back in the lowest position.)

Player D gets **4 Thaler, 3 workers, and 2 victory points**. They take all their tiles back from above the player board and they are all now available for the player again. At the end of the game, if your cubes are at some of these last fields on the tracks, you will get additional points per cube.

Now the player spends **ALL their achievement stars** and sets their Milestone marker on the Milestone track as far as the spent stars allow (unless we want to place it lower, that's perfectly fine). The Milestone track is divided in coloured Tiers with VP multipliers, and into Segments with endgame objectives. If we already had a star in this Tier, we must place our star on one of the lower ones. We are not limited by other players' presence on the milestone track in any way.

If we were to **recharge with zero stars**, we would get a bonus of 2 Thaler and 1 worker extra - but also lose 3 VP at the end of the game.

Player D was the first to place their marker in this Tier, they can now place the relevant **Nucleum** on the main board - for example **in Grimma**, where they already have their buildings. You are immediately rewarded for placing the Nucleum in a new power plant - see the rewards depicted there.

If all the stars have been removed from one stack, **The King's Day scoring** is triggered. The player the furthest on the track gets 6 victory points, the second - 2 victory points. Ties are friendly - everyone gets the points. There may be even situations where one player will get both 1st and 2nd place reward.

And now you will continue the game on your own, but before that:

GAME END TRIGGERS AND FINAL SCORING

Flags - during the game the flags will mark launching endgame triggers. When playing with 3 and 4 players - 2 flags are enough to end the game. With 2 players it's 3 flags.

When the game end is triggered, we finish the round so that everyone has the same amount of turns played, and then we play one more round. After that everyone can still spend their stars to place Their marker on the milestone track - but it's not a recharge, so there won't be any income and it doesn't trigger King's Day scoring.

Every time someone triggers a flag, they get 3 victory points.

Flags are triggered when:

- The last contract from the deck is revealed.
- The last development tile from the deck is revealed.
- The third stars stack is depleted.
- Someone unlocks all 8 technologies on their player board.
- Someone reaches 70 points.

FINAL SCORING

1. We check our markers on the milestone track and gain 1 VP multiplied by the number on Tier for the relevant goals.
2. Our energised buildings give victory points. Be aware that the government buildings from the last row of our player board give us points for every building of the same type in our network (same as the government tile is in).
3. Player board - you can get 3, 6, or 10 victory points by reaching the last three levels of your income tracks.
4. Points from our purple - level 3 - technology, if we unlocked it.
5. Lastly, we count our resources - combine uranium and workers and get 1 point per each two resources in this group, and get 1 point for each 5 Thaler you have left. You still can exchange uranium for meeples and meeples for Thaller to get as much points as possible.

The player with the highest score is the winner!

Thank you for your attention :)

SETUP

MAIN BOARD:



SIDE BOARD:

<p>34</p> <p>31</p> <p>28</p> <p>x6</p>	 
<p>18</p> <p>16</p> <p>x5</p>	 
<p>10</p> <p>x4</p> <p>9</p>	 
<p>5</p> <p>4</p> <p>3</p> <p>x2</p>	 

 				
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PLAYER BOARDS:

Player A

Player A's board features a top row of 13 numbered slots (4-13) and a bottom row of 13 numbered slots (2-13). The middle row contains 13 numbered slots (3-10) with a '1' in the 13th slot. The board is divided into four quadrants (I-IV) with various icons and numbers. A purple sidebar on the right contains four circular icons with numbers 1, 2, 5, and 10. Components include three cards (blue, orange, green), three blue pawns, and four blue coins.

Player B

Player B's board features a top row of 13 numbered slots (4-13) and a bottom row of 13 numbered slots (2-13). The middle row contains 13 numbered slots (2-10) with a '1' in the 13th slot. The board is divided into four quadrants (I-IV) with various icons and numbers. A purple sidebar on the right contains four circular icons with numbers 1, 2, 5, and 10. Components include three cards (purple, orange, green), two red pawns, and four blue coins.

Player C

Player C's board features a top row of 13 numbered slots (6-13) and a bottom row of 13 numbered slots (2-13). The middle row contains 13 numbered slots (3-10) with a '1' in the 13th slot. The board is divided into four quadrants (I-IV) with various icons and numbers. A purple sidebar on the right contains four circular icons with numbers 1, 2, 5, and 10. Components include three cards (blue, orange, green), two yellow pawns, one blue star, and one blue coin.

Player D

Player D's board features a top row of 13 numbered slots (6-13) and a bottom row of 13 numbered slots (2-13). The middle row contains 13 numbered slots (2-10) with a '1' in the 13th slot. The board is divided into four quadrants (I-IV) with various icons and numbers. A purple sidebar on the right contains four circular icons with numbers 1, 2, 5, and 10. Components include three cards (orange, green, blue), two teal pawns, two blue stars, and two blue coins.

SUMMARY OF TURNS

1.



Player A plays their *development + worker or 2 Thaler* tile.

Firstly, using the bottom action, they take 2 Thaler.

Secondly, using the top action, they will purchase two tiles from the offer, paying 3 Thaler altogether for them.

2.



Player B plays their **black tile** to build with a discount of 1 Thaller.

Player B builds their **level III house in Goerlitz**, paying 3 Thaler for it.

3.



Player C plays their *industrialisation + contract* tile on the board.

They place their tile between **Glashütte and Dresden**, and they close the connection by doing so.

Firstly, using the contract action, they **take the mines contract** and take the **uranium cube** reward. They can immediately **exchange it for worker**.

Secondly, using the industrialisation action, they **place a Mine in Brüx**, where they already have a connection - **by using two workers**. This is a second mine, so they are **getting two uranium**.

4.



Player D plays their *industrialisation + any income for 1 Thaler* tile.

Firstly, they pay 1 Thaler and gain **1 level of worker income**.

Secondly, they **spend two workers** to place their **turbine number two in Glashütte**.

5.



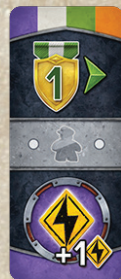
Back to Player A, they play their *contract + Thaler income* tile.

Firstly, they increase Thaler income.

Secondly, they take the **contract with eight action tiles** and they put it by the +1 worker reward.

At the end of their turn they can **fulfil a contract**.

6.



Player B plays their *energising (+1) + VP income* tile on the main board, between **Zittau and Aussig**.

Firstly, they gain one level of victory points income.

Secondly, they need 4 energy to energise the **Neutral Building in Gorlitz**. Thanks to this energising action, Player B gets the bonus depicted on the building tile, that is **2 Thaler and 3 levels of Thaler income**. We now flip the building tile, and give the Player B **4 achievement stars**.

7.



Player C - they are playing the tile with *energising + +1 level of Thaler income*.

Firstly, they raise their Thaler income by 1.

Secondly, they use **2 uranium cubes**, **pays 1 Thaler to Player D**, and **energise their own building in Dresden**. In the end, Player C gets **4 achievement stars** and gains **two levels of their worker income**.

8.

Player D wants to **RECHARGE**.