

EONS™

Cooperative Play

Game Setup:

The Eons cooperative play rules are unique, like the game itself. The cooperative mode of Eons will allow players to choose from a variety of "Scenarios" that allows them to compete against the game while trying to meet an ending goal. Some scenarios will alter the beginning entropy total, some may require the group to count up instead of down. Some may alter the resource pool to create a resource crunch. Each Scenario will specify the changes made to the basic setup of Eons in the overview with a brief explanation of any changed rules or conditions and these will form the basis for the cooperative game the group will play.

Eons Community Scenarios:

An Eons community is currently being established at <http://www.thegamernation.org/eons> and will be a vital part of the cooperative game. Everyone who registers will be able to submit content that will be evaluated and posted as a part of regular content updates that will augment the scenarios that can be used for Eons. Gamer Nation Studios will also publish 5 new cooperative play scenarios every three months.

Solitaire:

Where indicated, most of the scenarios for Eons will scale from 1-5 players with goals to match. Scenario set ups will indicate if there is a solitaire variant.

Scenario Alpha: 'Preparing for the Big Bang'

OVERVIEW:

In this scenario, the cosmic architects are trying to prepare the universe for the big bang. The entropy counter begins at 0 and moves upward at the end of each account phase by the number of players in the game (solitaire and two player co-operative is allowed, but the counter will still increase by three each eon). The basic rules of eons are followed in this scenario, meaning that each supernova and cosmic collision that destroys a star or planet will reduce the entropy counter back toward zero.

The players are racing against the big bang to score a number of victory points before the entropy counter moves past 19. Once that happens, the big bang occurs. If they have not reached the victory point goal, the game is over and the players lose. If the entropy counter ever reaches 0, the game also ends in a losing condition for the players.

The Architects must manage entropy while maintaining a good pool of resources from which to build cosmic bodies and continue to accrue victory points.

The goals are as follows:

1 Player - 60 VPs	2 Players - 100 VPs
3 Players - 120 VPs	4 Players - 135 VPs
5 Players - 150 VPs	

SETUP CHANGES: Begin in the Plan Phase. Remove Meteor Strike Cards. Starting Essence per player is 20.

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Scenario Bravo: 'The End is Nigh'

OVERVIEW:

In this scenario, the cosmic architects are racing against an entropy counter that starts at the recommended starting point based on the number of players (solitaire starts at 7), as a normal game of Eons would. The Architects simply must achieve a set number of victory points before entropy reaches 0.

Play proceeds as normal, with the exception that during the plan phase, any supernova or cosmic collision must be acted on immediately. The Architect that draws the card may decide who will be affected by the card, but if a cosmic collision can destroy a planet, it must be played accordingly so that the entropy countdown is maximized. NOTE: Only one destruction card must be acted on per player, per eon. If a player draws multiple supernovae or cosmic collisions, they may discard the additional cards.

If entropy reaches 0 before the Architects are able to attain their goal, the game ends and the group fails. If the Architects are able to achieve their victory point total during any account phase, the game ends and the architects have beaten the game!

The goals are as follows:

1 Player - 30 VPs	2 Players - 60 VPs
3 Players - 85 VPs	4 Players - 110 VPs
5 Players - 125 VPs	

SETUP CHANGES: Begin in Plan Phase. Starting Essence: 12 per player. Remove Meteor Strike

EASY VARIANT: At start, remove 5 Supernovae and 3 Cosmic Collision Cards

Scenario Charlie: "Carbon Crunch"

OVERVIEW:

In this scenario, the cosmic architects are again racing against an entropy counter that starts at the recommended starting point based on the number of players (solitaire starts at 7). In this game, however, carbon resources are removed from the game during setup, based on the table below. Play then proceeds as a normal game of Eons would. The goal is to score a number of victory points based on the table below.

Architects play as normal, except that when they draw a supernova or cosmic collision, they must play that card on themselves if they are able. If their only star or planet is protected, or if the Architect has no cosmic bodies of that type, the event card may be discarded. NOTE: Only one destruction card will be acted on per player per eon and additional destruction cards may be discarded. Cosmic Collisions must destroy a planet when able. Black Holes, when played, do not destroy resources. Place any resources eliminated by black holes back in the stockpile.

If entropy reaches 0 before the Architects meet their goal, the game ends and the group loses. If any star is unable to perform fusion at any time during the game, the game ends and the group loses. If the group meets their goal at any account phase, the game is over and the Architects have scored a victory!

The goals are as follows:

1 Player - 35 VPs	2 Players - 65 VPs	3 Players - 90 VPs
4 Players - 115 VPs	5 Players - 130 VPs	

SETUP CHANGES: After setting up individual resource pools, stock the resource stockpile as a normal game of EONS, except that for a 1-2 player game, remove 5 carbon. For a 3-4 player game, remove 4 carbon and for a 5 player game, remove 3. Remove Meteor Strike

**CREATE YOUR SCENARIO! GET PUBLISHED BY
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AND POST COMMENTS IN THE COOPERATIVE
COMMUNITY BLOG OR THE EONS FORUMS.**