

Salvage and build while you can...

The background is a dark, textured green with a large, dark grey silhouette of a city skyline in the center. The skyline includes various buildings, including a prominent cathedral-like structure. Several gears of different sizes are scattered around the skyline, and two airships are visible in the sky. The title 'AS THE EARTH CRUMBLES' is written in a stylized, white, serif font with decorative flourishes. The word 'AS' is small and positioned above 'THE'. 'THE' is also small and positioned above 'EARTH'. 'EARTH' is in a larger, bold font. 'CRUMBLES' is the largest word, in a very bold, serif font. The entire title is set against a dark, irregular shape that resembles a piece of broken ground or a shadow.

# AS THE EARTH CRUMBLES



SLINKO  
GIBBON  
GAMES

# Slinky Gibbon Games 2020

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[www.slinkygibbongames.com](http://www.slinkygibbongames.com)

## -COMPONENTS-

**4 Reference &  
2 High Score  
Cards**



**6 Social  
Directives**



**40 Salvage tiles**



8 Basic



32 Advanced

**4 Surface Boards**



**79 Resources**



25 Prosperity  
(crystals)



50 Culture  
(meeples)



4 Resource Chips

**65 Coins**



40 Coins (1)



20 Coins (5)



5 Coins (25)

*The first thing we noticed was a disturbance in the magnetic field. After further investigation, we grew to find that the problem originated far deeper than we had anticipated - in the Earth's core. It had begun to move faster, grow hotter.*

*We calculated we had less than a decade before the surface would finally crack and be consumed by magma.*

*So the citizens turned to us - the Engineering Guilds - and for the first time since our inception, we lay aside our petty differences and worked together to find a solution. We developed probes that penetrated the thin crust and cooled the core. We held strong in our beliefs that this would stabilise the turbulence... but something went horribly wrong.*

*The core cooled too quickly and started to shrink, forcing the crust to crack. This was soon followed by the crumbling of the ground beneath our feet.*

*Everyone was quick to blame us... but they were faster still to accept our help as we once again offered them salvation. Many of the Engineering Guilds managed to liberate a sizeable portion of the surface, turning it into a floating 'Island City' to save it from the fracturing Earth.*

*Now, each Guild races to salvage the scant remains of the Earth's resources and build our world anew...*

*...as the Earth crumbles.*



## -SETUP-

1. Each player takes a Surface Board and places it in front of them.
2. Separate the Coins, Culture (meeples) and Prosperity (crystals) into piles.
3. Separate the Basic and Advanced Salvage tiles into piles and shuffle them.

Build the Earth (see below).

4. Randomly select three Social Directives and place them face up next to the Earth. Each of these Social Directives may be claimed by a player at the end of the game to score additional Prestige. Remaining Social Directives are returned to the box and will not be needed.

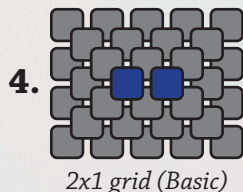
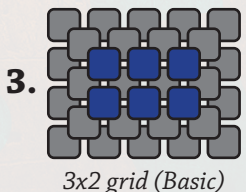
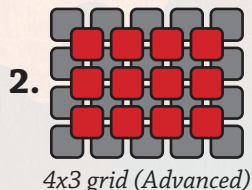
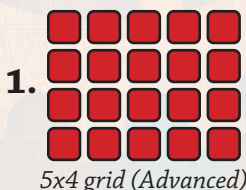
*Note: players are not given coins at the start of the game.*



## -BUILDING THE EARTH-

Starting with the Advanced Salvage tiles, place them face up, randomly in a 5x4 grid leaving a small gap between each tile. After the grid has been made, continue placing the Advanced Salvage tiles on top by covering four different tile corners with each new tile. This will create a 4x3 grid and will use up the remaining Advanced Salvage tiles.

Next, using the Basic Salvage tiles, place them (face up) on top in the same way as above. This will make a 3x2 grid and a 2x1 grid. There will be no tiles left over.



### SOLO PLAY

As *The Earth Crumbles* can be played solo. Game play is resolved in the same way as multi-player games, although the Social Directives are not used. There is a Solo Scoring section on page 7.

## -PLAYING THE GAME-

The player who most recently broke something goes first.

During each of your turns, you must complete the following steps in order:

1. **Salvage (Active Player)**
2. **Generate Income (All Players)**
3. **Build (Active Player)**

Once you have finished these steps, play continues in a clockwise direction until there are no tiles left on the Earth. The player who picks up the last tile finishes their turn, and then the game ends.


Players then calculate their Prestige based on the number of Coins, Culture, Prosperity and Social Directives they have acquired during the game. The player with the highest Prestige wins.

### Colours and Symbols

During these instructions we will refer to the tiles by colour, however, each colour also has a unique symbol associated with it, so you may wish to refer to the symbol instead.



### 1. SALVAGE (Active Player)

Pick up a Salvage tile from the Earth. This may be any tile that is fully uncovered (ie, there are no tiles on top of it). If the tile has a Salvage Bonus ( , you may gain its benefits. Then, place the tile in your Reserve (next to your Surface board).



Salvage Bonus



No Salvage Bonus

### Gas Pocket Tiles

As soon as one of these tiles is uncovered (after Salvage Bonuses have been gained), the player who uncovered the Gas Pocket flips it like a coin.

If it lands showing the back side (cogs), then nothing happens.

If it lands showing the Gas Pocket side, then all players with at least one built tile must discard a visible built tile from their Surface board. You may instead choose to pay the amount listed on the Gas Pocket tile.

*Note: if you do not have any built tiles, you do not need to pay the amount listed on the Gas Pocket tile.*

In either case, discard the Gas Pocket tile after it has been resolved.





## 2. GENERATE INCOME (All Players)

All players will then Generate Income. Activate the Lane that matches the colour of the tile that was previously salvaged.

Each of your tiles in the Activated Lane will allow you to gain either Coin, Culture or Prosperity (except for tiles that have a Salvage Bonus). See the Salvage Tile Descriptions for more details (*page 6 or Reference card*).

If you have multiple tiles in an Activated Lane, you may choose the order in which they Generate Income.

*Note: only visible tiles Generate Income. Any tiles beneath are ignored unless calculating the height of a Stack.*

Some Sites on your Surface board will generate a Coin even before you have Built any tiles on them. This will allow you to Generate Income in the early stages of the game.



## 3. BUILD (Active Player)

Each turn you gain two Build Points (BP) to spend on the actions below. Actions may be taken in any combination, including the same action multiple times (provided you have sufficient BP to spend). Any unspent BP are lost at the end of the turn.

**Build (1BP)** - Select a tile from your Reserve and pay its Build Cost. Place the tile on one of the six Sites of your Surface board. This includes placing it on top of existing tiles (but not underneath).

*Note: You may Build tiles on any Site on your Surface board. You do not need to build tiles in their corresponding colour Lanes.*

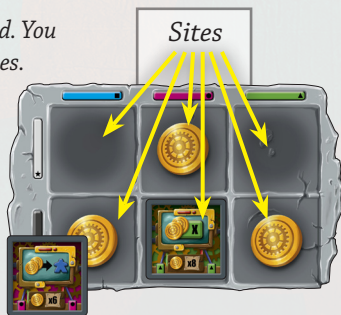
**Scrap (1BP)** - Discard a tile in your Reserve and gain one Gold.

**Fabricate (2BP)** - This action is the same as *Build*, although you select a discarded tile instead of one from your Reserve.

*Note: This also includes tiles discarded by other players.*



Build Cost



## -SALVAGE TILE DESCRIPTIONS-

Most tiles will be Activated as part of the Generate Income step.

Some tiles will Activate as soon as they have been Salvaged. When this is the case, it is mentioned in their description. While these tiles will not generate anything during the Generate Income step, they may still be useful for building Stacks or colour combos.



### **Generate Coins (Basic and Advanced)**

Generate the number of coins shown.



### **Generate Coins Per Colour (Basic and Advanced)**

Generate the number of Coins shown for each matching colour tile visible on your Surface board (including this one).



### **Coin Pickup (Basic)**

As soon as you pick up this tile in the Salvage step you gain the number of Coins shown.



### **Move Tile Pickup (Advanced)**

As soon as you pick up this tile in the Salvage step you may move a tile from the top of one of your Sites to the top of another.



### **Buy Culture (Advanced)**

Pay the number of Coins shown to gain the number of Culture shown.



### **Culture Pickup (Advanced)**

As soon as you pick up this tile in the Salvage step you gain a Culture.



### **Buy Prosperity (Advanced)**

Pay three Culture to gain one Prosperity.



### **Prosperity Pickup (Advanced)**

As soon as you pick up this tile you may discard a visible tile from your Surface board then gain a Prosperity.



### **Stack Multiplier (Advanced)**

This symbol will always be accompanied by one of the options above. You may Generate Income from this tile up to a number of times equal to the number of tiles in the Stack on this Site. If you are required to pay to gain either Culture or Prosperity, you must pay separately each time you Generate Income.



## -SOCIAL DIRECTIVES-

At the end of the game, players may claim Social Directives to increase their final scores. Social Directives will award additional Prestige to whoever scored the most in a particular category. In the case of a tie, no one claims that Social Directive.

*Note: Social Directives are not used in Solo games.*



**Most Coin**



**Most Culture**



**Most Built Tiles**



**Highest Single Stack**



**Most of a Single Visible Colour**



**Most of a Single Visible Colour**

To claim a Most of a Single Visible Colour you must have the highest number of visible tiles with a common colour that match one of the colours shown on the Social Directive tile. For example, if you have five blue tiles and your opponent has four green tiles you would claim the Social Directive.

## -WINNING THE GAME-

When the last tile is picked up, that player finishes their turn and the game ends. Players then claim any Social Directives and convert their resources into Prestige as shown below. The player with the highest amount of Prestige wins.

5 Coins = **1 Prestige**

1 Culture = **1 Prestige**

1 Prosperity = **5 Prestige**

1 Social Directive = **5 Prestige**

### **SOLO SCORING**

Use the guide below to see how well you've done:

**60 Prestige** - Just pulled through

**80 Prestige** - Solid Achievement

**100 Prestige** - Phenomenal

# -QUICK START GUIDE-

## Setup

1. Give each player a Surface Board.
2. Separate Coins, Culture and Prosperity.
3. Separate and shuffle Basic and Advanced Salvage tiles. Build the Earth.
4. Place three random Social Directives.

## Playing the Game

The player who most recently broke something goes first. Play continues clockwise until there are no more tiles left.

### 1. Salvage (Active Player)

- Take a tile from the Earth and place it in your Reserve.
- Claim any Salvage Bonuses from the salvaged tile.
- Explode any exposed Gas Pockets.

### 2. Generate Income (All Players)

- Activate Lane that corresponds with the previously salvaged tile.
- All players Generate Income from their tiles in the Activated Lane.

### 3. Build (Active Player)

- Spend up to two Build Points on the following actions:

**Build (1BP)**

**Scrap (1BP)**

**Fabricate (2BP)**

## Winning the Game

Players claim Social Directives. If there is a tie for a Social Directive, then it is instead discarded.

Convert resources into Prestige. The player with the most Prestige wins.

5 Coins = **1 Prestige**

1 Culture = **1 Prestige**

1 Prosperity = **5 Prestige**

1 Social Directive = **5 Prestige**