

Megagame of colonisation, cooperation, corruption and greed set in a futuristic science-fiction environment, the game explores the development of a new human colony on a far-flung world - the untouched paradise we've come to call Niwa.

Ву



Written by Zane Gunton

Martin, Barry, James,
thanks to all those that helped us,
Jo for providing snacks and putting up with us
Everyone that has had to listen to us talk endlessly about the Megagame
Jim Wallman and the Megagame makers for inspiring us to write and run megagames
To all the control teams everywhere
And to the players

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Building Catalogue

This catalogue covers the buildings that are available at the start of the game, more buildings may become available as more of the planet is explored and as scientific breakthroughs are made.

Rules for creating, constructing and using buildings are covered in the Players handbook..

All factions start with a standard set of Blueprints that will allow you to build everything needed to secure their place on Niwa. However, you may need to trade, borrow or request from Earth additional Blueprints to allow you to construct additional buildings.

The Core blueprints all factions have access to are:

- Alpha Outpost
- Bio-farm
- Mine
- Recycler
- Rig
- Road
- Storage facility
- Training facility

Industrial (Built in the Colony)

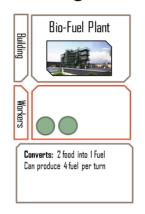
Bio-Fuel Plant

It was found that by reprocessing the high energy high yield crops produced in the bio farms a good quality fuel could be produced, even if there is a strange smell in the area.

Blueprint



Building card

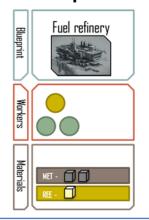


Converts: 2 food into 1 fuel, with a limit of 4 fuel per turn produced.

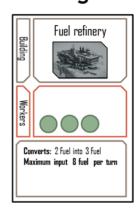
Fuel refinery

Hydrocarbons are hydrocarbons. The technology might have got a little more efficient, but the future still looks like the opening of Blade Runner.

Blueprint



Building card



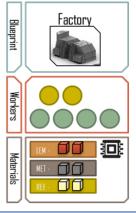
Allows more efficient Fuel production. When your refinery is manned,

Converts: 2 fuel into 3 fuel to a maximum out put of 8 fuel per turn

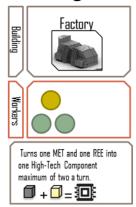
Factory

The backbone of the industrial world, a marvel of iron and brick... shame we're in the space age. These mostly-automated production lines take your mined materials and turn them into all manner of high-tech components – essential for more complex or advanced building projects.

Blueprint



Building card

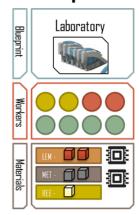


A Converts one MET and one REE into one High-Tech Component. Can produce a maximum of two a turn.

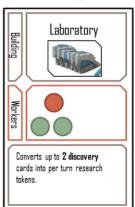
Laboratory

Bright, clean lines and lots of glass makes these structures stand out from the grim functional landscape that surrounds them. The best work comes from inspired and happy people, after all.

Blueprint



Building card

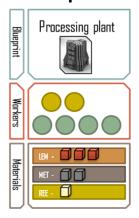


Converts up to 2 discovery cards into research tokens...

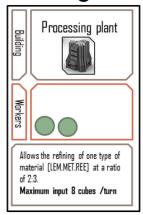
Processing plant

These architectural abominations are all function no form... but they are engineering marvels, able to refine and process any raw material into a purer form, allowing vastly more value pure unit of raw materials.

Blueprint



Building card



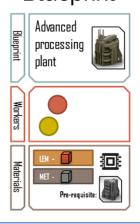
At a ratio of 2:3 the processing plant converts either LEM/MET/REE but can only process one type each turn to a maximum input of 8 cubes.

Example: if you can place 2 units of MET during Phase 4 it will refine it into 6 units of MET

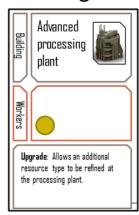
Advanced Processing plant

Architecturally no better than the processing plant they are an improvement on the original design.

Blueprint



Building card



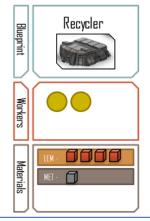
An upgrade to the processing plant that allows one addition material type to be processes and produces less waste

Example: if you can place 2 units of MET and 2 units of REE on the same building

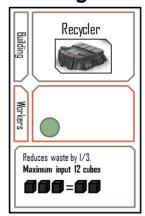
Recycler

At the cutting edge of efficacy these recycling units can drastically reduce your waste creation and make the colony a cleaner place to live

Blueprint



Building card



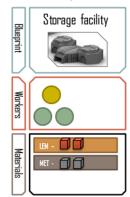
A manned Recycler reduces your current waste by 1/3 (rounding down). Can never process more than 12 units a turn

Example: if you place 7 units of waste on the building it will be reduced to 5 units

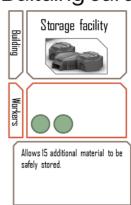
Storage facility

Worried about your resources? Feel they need addition security... people getting upset that piles of materials are just piled up in the streets? Then a storage facility is the answer.

Blueprint



Building card



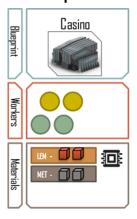
Allows 15 resources (or other assets) to be stored safely .

Commercial (Built in the Colony)

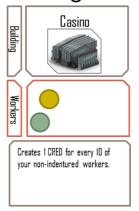
Casino

Somewhere for all those good colonist to spend their hard-earned CREDs.

Blueprint



Building card

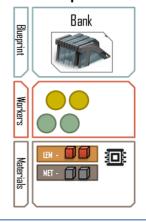


Create o-3 CREDs per season. May produce more CREDs (or some influence) if Luxury goods or contraband is supplied via the casino

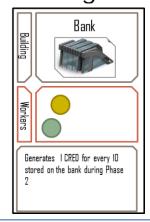
Small Bank

Somewhere for all those good colonists to keep their hard-earned CREDs. And as the old adage goes money makes money

Blueprint



Building card

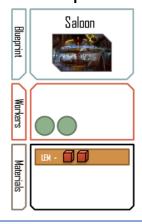


Generates 1 CRED for every 10 CREDs stored in the Bank.

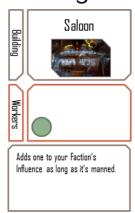
Saloon

Somewhere for all those good colonists to drink away their sorrows.

Blueprint



Building card



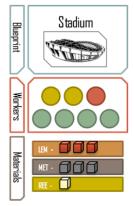
Increases your influence over the colonists.

May produce more influence (or some CREDs) if luxury goods or contraband is supplied via the saloon

The Stadium

Somewhere for all those good colonists to spend their free time... Keep them distracted and keep them happy.

Blueprint



Building card

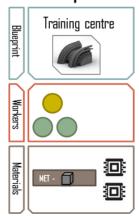
No card... just the Colony tile

This allows Events and Games to be held in the colony.

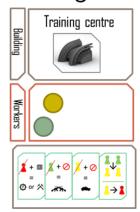
Training Facility

Provides real hands-on training, allowing you to upskill the workforce and train new units.

Blueprint



Building card



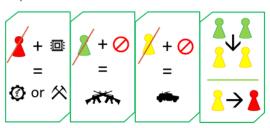
The training facility allows one of the following per turn:

Convert: one indentured expert worker (red) and a Hi-tech component into an Engineer or Survey team Convert: one indentured unskilled worker (green) and a contraband goods into Militia unit

Convert: one indentured skilled worker (yellow) and a contraband goods token into security unit

Convert: an unskilled worker into a skilled worker (max 2 per turn)

Convert an skilled worker into an expert worker (max 1 per turn)



Residential and Administrative (Built in the Colony)

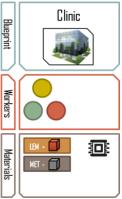
Clinic

Clean, sterile, efficient building othering the latest in medical science.

Luxury Habitat

Bosting move of every amenity one could want to a higher standard and in large safe environment.

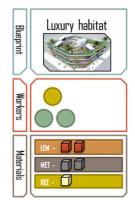
Blueprint



Building card

No card... Effects colony health

Blueprint



Building card

No card... just the Colony tile

Improves the health care for the residents of the Colony if supported by workers

Provides spacious homes where the residents of the Colony can feel safe and secure.

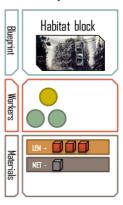
Habitat Block

Bosting every amenity one could want all in single practical self-contained block. What more could someone want.

Prison

When reprograming and rehabilitation are no longer an option this vision of brutalist architecture will help to deter the criminal classes.

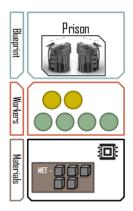
Blueprint



Building card

No card... just the Colony tile

Blueprint



Building card

No card... just the Colony tile

Provides homes for the population of the Colony. It includes everything the resident needs, shops, health centre, fitness suit and entertainment room.

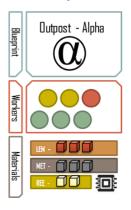
Reduces the number of criminal out on the streets and makes the colony a safer place

Infrastructure (Built on the Niwa Map)

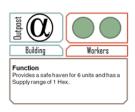
Alpha Outpost

An outpost provides everything needed to support a small number of colonists or workers away from the main colony. It acts a safe haven to nearby units, and a staging post for wider exploration of Niwa.

Blueprint



Building card



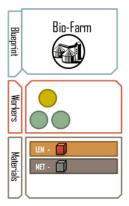
An outpost, when worked, can support up to 6 units (from any Faction) and creates a 1 hex Supply Range around it.

(worked Outposts are considered to be in supply range of the colony)

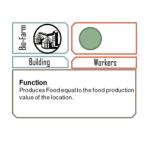
Bio-farm

These farms are the patented Losanna Biofarm: low-impact, high-yield, fast-turnover, multi-crop farms. There is talk of taking advantage of local livestock for use in Xenofarms, or even more exotic solutions, but further research may be needed..

Blueprint



Building card

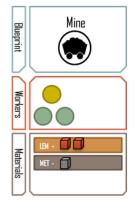


When worked, it produces Food equal to the food value of the land hex it is built on.

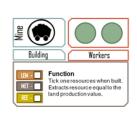
Mine

Mines come in many forms – each Faction might have a different blueprint or working practices, but essentially it all comes down to the same thing: getting the materials out of the ground.

Blueprint



Building card



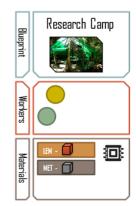
When mines are constructed on a Hex, they allow the Faction to collect resources (LEM, MET or REE) as shown on the production card..

When worked, it produces resources equal to the value of the land hex it is built on.

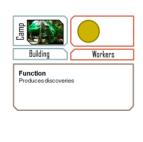
Research camp

Offering the bare minimum in comforts the camp allows field scientist to explore the surroundings in search of discoveries.

Blueprint



Building card

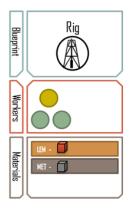


Must be built on a Hex with no other buildings When worked produces a discovery card.

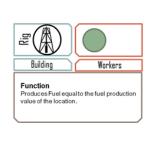
Rig

Rigs are high-tech multi-fuel recovery systems, based on an original design by WeyTani but adapted and improved by Cain Enterprises. They allow a fast extraction of fuel to help keep the colony running.

Blueprint



Building card

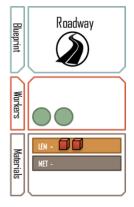


Improves the health care for the residents of the Colony if supported by workers

Road

A stable route carved through Niwa's dense jungle, allowing fast and safe travel between two locations.

Blueprint



Building card

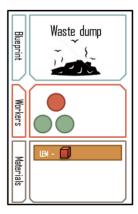
Line drawn on map

The measurement of operational supply range anywhere along a length of road counts as 1 Hex. .

Waste dump

Sometimes the easiest thing is to just burry the waste and forget about it. (in a safe and carefully controlled manner)

Blueprint



Building card

No card...
just a
prefab
token and
marked on
the map

Up to 10 waste cubes can be safely disposed of out in Niwa.