

# COOPERATIVE PLAY STRATEGY



EONS is a completely different beast when played in a cooperative environment. The game is a fun mix of collaboration and adrenaline as the players try to race the game to the eventual conclusion. Usually, the base game rules are used with some minor modifications to the starting essence, resource pool or entropy counter. All the rules variations are explained in the scenarios themselves. This guide is a compilation of items that groups must think about prior to and during cooperative gameplay.

## FOR ALL SCENARIOS:

1. Stay in a predictable order if possible - If you can predict who will be acting in a specific order, this makes it easier to work together to make sure resources are available when it comes time to fuse and purchase.
2. Anyone with a neutron star should be fusing first. This allows them to exchange elements for essence, potentially adding elements that other players will need to fuse.

## SCENARIO ALPHA:

1. Supernova your stuff whenever you can, don't wait - This game is different in that the entropy counter goes up and if it gets past 19, the game ends and you lose. Be careful though, because you need to score points and essence to build, so a delicate balance is needed.
2. Plan two turns ahead and keep all the bullets you can.
3. Work out with players who needs to have a cosmic body destroyed when the time comes - If someone needs to fuse or needs a planet for a specific purpose, don't hit it before you agree on the target.
4. Build quickly and build the cheap stars to fuse, pull resources and blow up to get the uranium.
5. Build Neutron stars as soon as possible.
6. Black Holes are your friends.

## SCENARIO BRAVO:

1. Focus everything and build a little slower if you can.
2. Remember that every time you draw a dart (destruction card), you have to use it. Focused items can't be destroyed so work with the group to focus what you can, and only have one type of body in play so the other will not trigger entropy.
3. Build life/civ and nebulas immediately. Life and Civ will insulate your planets, and nebulas cannot be destroyed.
4. This one is hard, consider using the easy variant for your first time.

## SCENARIO CHARLIE:

1. Make sure and not come to the table angry, this one is very hard.
2. The darts all act on the person drawing them, so plan accordingly with focus and life/civ as mentioned for Bravo.
3. Get to black holes as soon as possible, since they will not destroy resources this time.
4. Work with everyone to make sure carbon is there when you have to fuse. Carbon runs short anyway, and this adds a constraint that forces players to work together.

Overall, it boils down to communication. Pure and simple. Communicate with your table mates and plan ahead. Sometimes, the cards will conspire against you and you will feel like there was no way to win. When that happens, place blame with the player that shuffled!

Remember, you can submit coop scenarios at our site and we will publish two per quarter from the fans, as long as we have some! More scenarios will be coming out at the end of December 2013, so be on the lookout at [www.thegarmation.org](http://www.thegarmation.org) for more fun news!