

Round Overview :

I. Asteroid Belt Rotation Phase:

- Rotate each ring one quintile, counter-clockwise. Start with the Outer Ring.
- Make sure the dashed lines end up aligned throughout the Asteroid Belt.

II. Production Phase:



- Gain the production of all of your **Outstations** and your claimed **Asteroids**.
- There is a **production limit** of 12 for each Resource.
- **Influence** and **Credits** are not Limited. Credits come from the common supply. When you gain Influence place one of your influence markers beneath the A.M.A.C location.

III. Activation Phase: Players take turns following the turn order track.

A. Activate a Location on the board (Place a LEADER token):



- **Trade Bureau Action:**
- **Settlement Project** action: Complete a project (pay the cost and gain the VP) or Commit to a project: place it beneath your board (max 2) & pay later. If uncompleted lose 1/2 VP of the card.
- Do not draw a new card to replenish the row, this happens at the end of the round.
- **Interplanetary Trade** action: choose 1 of the available options. (Up to 2 times).
- **Construction Yard Action:** Buy 1 of the 6 Facility cards & gain it's VP. Then use it to take:
- **Corporation Expanse** action: Place the card on it's own, starting a new single Outstation and gain it's production.
- **Corporation Upgrade** action: Slide the card under an existing single outpost of any type. Leave only the Function visible. This is an Upgraded Outstation with a top & bottom Function.
- As a **free action** you may spend 1/2 influence to draw 3/5 facility cards. Buy 1 from the board or from your hand. Discard any leftover cards from your hand.
- Replace the chosen card with a new one. Reshuffle the discard pile if needed.
- **AMAC Council Action:**
- Spend 1 of your Influence to take 1 of the 4 possible actions. (See actions on page II)
- **Contractors Association Action:**
- Spend 2 credits to take the **Reassign Worker** action. To an empty Outstation of the same Type.
- Spend 2 credits to take the **Construction Yard** action.
- Spend 1/2/3 credits to perform the **Manufacture Product** action 1/2/3 times.
- **Corporate Headquarters Action:** On your own player board.
- You can take this action up to 2 times/round. Both times you may activate the production of an outpost. The 1st time you also place your leader on the leftmost space of the turn order track.



B. Activate an Outstation (Place a WORKER pawn):

- An Outstation can be 1 or 4 types (Colour). For Upgraded Outstations the top card counts.
- To **activate**: take a matching worker from the Living Quarters, if not available: you may take a matching worker from the active Cargo Spacecraft. Place it on an empty Outstation.
- Functions are activated from Left to Right, Top to Bottom. Dark coloured functions have a cost.

C. Pass:

- When you can't or don't want to activate an Outstation or a Location.
- Move your turn order token to the leftmost available space on the Pass order track.

IV. End of Round Phase: Only after round 1 and 2, The game ends after round 3.

- Remove the docked Spacecraft and discard the remaining Settlement Project and Facility cards. Draw new cards to replenish.
- Return your Leader tokens to your supply and return all workers to the game board.
- Return all Favor tokens to the council and move the turn order tokens up.



Extra Information

A.M.A.C Council Action: Spend Influence from the Council to choose 1 of 4 possible actions:

- Spend 1 Influence to perform the **Trade Bureau Action**.
- Spend 1 Influence to perform the **Launch Action**. Take one of your available Mining Probes from the Launch Complex and use it to claim an Asteroid. Pay any Traverse cost when crossing rings or zones. Then you **gain it's VP's** and **gain it's Production**.



- Spend 1 Influence to perform the **Research Action**. Pay to move 1 of your Research markers to the next level and gain that Lvl's VP's. You use research to upgrade the **Launch**, **Construction Yard** and **Trade Bureau** action. You unlock one at a time. All unlocked Lvl's are active.
- **Timing** to use the benefits: **LvL 1:** Gain the reward **after** you took the action, **LvL 2:** **Whenever** you take the action, **LvL 3:** **After** you finished the action, you can perform it one more time but only with the LvL 1 advantage
- Spend 1 Influence to perform the **Favor Action**: Choose one of the tokens and pay it's cost to put it in your play area.

Favor Tokens:

- **Manufacturing Efficiency:** During this round, when you take the **Manufacturing action** at least once, you may perform it one more time. All products require 1 less Ore to be made.
- **Continuous Ice supply:** During this round, pay 2 ice less performing the **Launch action** and whenever you need to pay ice to activate an Outstations function, skip this cost.
- **Mars Droid:** Once per round on your turn you may place the Mars Droid token (instead of a worker) on any of your Outstations to activate it, even if there is already a worker present. The droid is not considered as a worker.
- **Leader Assistant:** Once per round on your turn, take the production of one of your Outstations. Then **instead of placing a Leader token** you may place a Leader Assistant token on any location on the board, without occupying an action slot, even if no slot is available! And activate it.
- **Special Grant: (Printed on the board)** Gain 4 **different** productions from any of your outstations. If an outstation shows more than 1 production, **these count as different selections**. This favor can be chosen multiple times during a round, even by the same player.

Manufacturing Action:

- **Alloy:** Spend 2 Ore to produce 1 Alloy. Place the Alloy in your supply.
- **Mining Probe:** Spend 1 Ore, 1 Advanced Ceramics and 1 Energy to produce a Mining Probe. Take a Mining Probe from your play area and place it on the Launch Complex Location.

Starting Resources:

1st Player	2nd Player	3rd Player	4th Player
2	3	2	3
		1	1

Scoring points at the end of the game:

Add the following to your score:

- 1 VP/2 Influence you have beneath the A.M.A.C Council.
- 1 VP/5 Credits on your Depository board.