

Starship Interstellar Teaching and Quick Start Reminder Guide v1.3

Fuel and Resource Cubes:

Fuel is used by your explorer ship to travel between planets and by your probe travelling to the trappist system. '*resource cubes*' come in five different colours and their value is dictated on each corporation board and are used to buy extra '*fuel*' from the market, save a population and by building '*mechanism blueprints*'. Whenever a corporation pays a cost the '*resource cubes*' used to pay for that cost are placed in the '*resource market*' (under '*interstellar probe*'). If there are not enough spaces in the '*resource market*' to hold all the '*resource cubes*' that have been spent, the corporation paying the cost chooses which '*resource cubes*' are placed into the '*resource market*' and the rest are discarded to their '*general supply*'. When using '*resource cubes*' to pay a cost the corporation may use a higher value '*resource cube*' than required to substitute one lower value '*resource cube*' required by the cost. However a corporation cannot use a higher value '*resource cube*' to pay for multiple lower value '*resource cubes*' in a cost, even if the values of the multiple '*resource cubes*' would be met by the higher value '*resource cube*' used.

The Solar System (game board: top left):

The spaces (dots) on the orbit rings are only used for moving the planets in their '*orbit line*'. In the government phase at the end of each round each planet will move to the next space (dot) in their '*orbit line*' in a clockwise direction around the sun. The solar system is also divided into four '*quadrants*' denoted by the red lines, when a corporation's explorer ship enters an adjacent '*quadrant*' they must spend one additional '*fuel*'.

Sun's Status (game board: top right):

Solar Spiral Track: This area tracks the sun's transformation into a red giant. Each time a 'solar advance' must be resolved the '*solar spiral marker*' must be moved forward one space on the '*solar spiral track*', if the '*solar spiral marker*' moves onto a space with a white exclamation mark a '*solar event*' must be resolved. If the '*solar spiral marker*' moves through a planet on it's way to the next space on the '*solar spiral track*' then that planet with all it's '*buildings*' and '*resource cubes*' are destroyed. If Earth is destroyed this will trigger the end of the game, however the current round is completed in full (action phase, salvation phase and government phase) before the game ends.

Solar Extraction Track: Each time a corporation extracts '*resource cubes*' from the sun via the '*solar bag*', this will hasten Earth's demise as when the '*solar extraction marker*' gets to the end of this track it will also move the '*solar spiral marker*'.

Interstellar Probes (the journey to trappist) (game board: under 'sun's status'):

Each corporation's probe will explore a route to the trappist system collecting rewards as they travel. Once a probe reaches the trappist system the corporation that owns the probe immediately receives 10 prestige, and places their probe on an unoccupied planet (position) with the highest prestige value. This will grant that corporation the listed prestige multiplier on that planet at the end of the game.

Resource Market (game board: under 'interstellar probes'):

Corporations may buy and sell '*resource cubes*' from here. Additionally each time a corporation pays a cost that requires '*resource cubes*' those cubes are placed here unless stated otherwise. '*Resource cubes*' can only be bought from the '*resource market*' they can never be bought from the '*general supply*'.

Planetary Zones (game board: under 'solar system' and 'resource market'):

Each '*planetary zone*' is divided into four '*planet quadrants*'. Each '*planet quadrant*' is owned by a corporation and includes a '*base space*', three '*building spaces*', five '*storage spaces*' and a '*deposit*' (the empty space below the '*building spaces*'). To establish a '*base*' on a '*planetary zone*' a corporation must use their explorer ship to fly to the planet in the solar system.

Prestige Track (game board: under 'planetary zones'):

This is just the area that shows each corporation's prestige (victory points) during the game.

World Government (game board: bottom right):

Corporations will send '*scientist*'s here to petition world governments for bonuses. Each corporation can only have one '*scientist*' in each row of the world government. When placing a '*scientist*' the corporation will receive all rewards on the '*scientist*'s' space as well as all the rewards on the spaces to the left of the '*scientist*'. However the '*scientist*' that is on the

highest row and in a space that is furthest to the left is considered the 'governor' in the government phase and will receive bonuses at the end of each round.

Starship Construction Site (game board: left of 'world government'):

This is where the starship '*mechanism blueprints*' will be built using '*resource cubes*' and installed into the interstellar starship. Each '*mechanism blueprint*' has a colour or set of colours that denote the amount of '*resource cubes*' and the colour of the required '*resource cubes*' that must be spent in order to build the '*mechanism blueprint*' and place it on the current '*starship module*'. Once built the '*mechanism blueprint*' grants the corporation that built it an amount of prestige equal to the number inside the star in the middle of the '*mechanism blueprint*'.

Progress Summary (game board: left of the 'starship construction site'):

This section of the board contains two tracks, the top track is the '*leaders of humankind track*' and the bottom track is the '*leaders of the starship track*'. Whenever a corporation moves along either of these tracks they immediately gain the bonus depicted on the space. Under these two tracks are two '*turn order tracks*' for the '*action phase*' and the '*salvation phase*'. Corporations will take turns in an order determined by these tracks starting with the corporation marker that is in the left most space. In either phase when a corporation passes they will take their '*corporation marker*' and place it in the left most unoccupied space of the '*turn order track*' that is not currently being resolved.

Population and Reputation (game board: bottom left):

Each time a corporation resolves the '*save a population*' salvation action they move a '*meeples*' from the '*Earth tile*' to the highest left most space of the cryogenic pods on the starship (the left most track) by paying one '*resource cube*' based on the chosen '*meeples*' colour. The corporation receives a number of reputation on the '*reputation track*' equal to the value of the colour of the '*meeples*' moved (the value of each '*meeples*' is the same as the colour of each '*resource cube*' in the bottom left of each corporation's board). Additionally move the '*corporation's marker*' on the '*leaders of humankind track*' and receive the bonus depicted on that space.

Rounds of the game:

Each round is divided up into the following three phases:

1. **Action Phase** Each corporation will explore the solar system, gather resources from either solar extraction or their explorer and advance their corporation's technology.
2. **Salvation Phase:** Each corporation will contribute to the construction of the interstellar starship, rescue humanity by installing the best of them into cryo-pods, find a route to the trappist system and send scientific representatives to petition world governments for extra funding.
3. **Government Phase:** The game is prepared for the next round and the current '*governor*' receives prestige from the government building a '*mechanism blueprint*' and the '*government probe*' moving towards the trappist system.

How the game ends:

The game ends either when the '*solar spiral marker*' has reached earth or when two of the following conditions have been met:

- The third '*starship module*' has been completed.
- All available cryo-pods have been filled according to the amount of corporations playing the game.
- At least one probe has reached the trappist system.

When the end of the game has been triggered the rest of the current round is fully completed (action phase, salvation phase and government phase) before the game ends and final scoring is calculated.

The Pass Token:

For both the '*action phase*' and the '*salvation phase*' the '*pass token*' acts the same way. If a corporation does not have any more '*action tokens*' or '*salvation tokens*' to play or does not wish to play any tokens or perform repeatable actions they then play their pass token and orient it with the word "pass" at the top. For each token that is applicable to the phase being resolved that has not been played by the corporation they will rotate their '*pass token*' counterclockwise an amount of rewards equal to the amount tokens they have not played, **this also includes '*asteroid tokens*' on the corporation's '*asteroid mining board*' in the '*salvation phase*' (danger from kuiper exp)**. As soon as a corporation passes they will move their '*turn order marker*' from the current '*turn order track*' to the left most unoccupied space on the '*turn order track*' not currently being resolved. Once a corporation has passed they may not play any '*action tokens*', '*salvation tokens*' or perform repeatable actions. Instead when it is their turn they will rotate their '*pass token*' counterclockwise one reward, thus

improving the reward options a corporation has access to when the current phase ends. Every time a 'pass token' rotates 360 degrees back to the word "pass" that corporation may immediately gain any reward on their 'pass token' and then rotate it counterclockwise to the next reward shown on the 'pass token'. As soon as all corporations have played their 'pass token' finish the round according to the 'turn order track' so that all corporations have had an equal amount of turns. Then all corporations choose the reward that is currently at the top of their 'pass token' or any reward that they have unlocked counterclockwise toward the word "pass".

Action Phase:

Corporations take turns in the order shown on the 'action phase turn order track'. Each corporation on their turn will play one 'action token' on it's "A" side on top of any previously played 'action tokens' or they may repeat the top 'action token' as long as the 'action token' is repeatable, repeatable actions are denoted with an infinity symbol in the top right of the token.

Solar Extraction (pg 12):

Draw two 'resource cubes' from the 'solar bag' and decide how many to keep placing any 'resource cubes' the corporation doesn't want back into the bag. **If a corporation only keeps moscovium 'resource cubes' when performing a 'solar extraction' action do not perform any of the steps below (anti-matter exp).** Perform the following steps if the corporation has kept any 'resource cubes' **except moscovium 'resource cubes'**:

- **Population and Reputation (bottom left):** The corporation moves their 'reputation marker' to the right a number of spaces equal to the total value of the 'resource cubes' they kept (lowering their reputation). If the 'reputation marker' reaches the far right space of a row on the 'reputation track' and still needs to lose reputation then move the 'reputation marker' to the left most space on the row below it. If the corporation's 'reputation marker' reaches the far right space of the bottom row and still needs to lose reputation then the corporation will lose one prestige for each reputation that the corporation still needs to lose.
- **Solar Extraction Track (sun's status: top right):** The 'solar extraction marker' is moved to the right a number of spaces equal to the total value of the 'resource cubes' the corporation has kept. If the 'solar extraction marker' reaches the end of the 'solar extraction track' and still must be moved, then move the 'solar spiral marker' one space on the 'solar spiral track' then place the 'solar extraction marker' on the beginning space of the 'solar extraction track' and continue moving the 'solar extraction marker' if required.

Planet Destruction: If the 'solar spiral marker' passes through a planet on the 'solar spiral track' that planet is immediately destroyed along with all 'deposits', 'storage', 'buildings' and 'bases' which are placed back into the 'general supply'. A corporation's explorer ship can never be destroyed. All corporations that have a 'planet production' token relating to the planet that was destroyed removes it from their corporation's 'personal reserve' and places it on the destroyed planet's 'planetary zone' (underneath the solar system). **If a planet or planets are on the same 'orbit line' as the planet that has been destroyed then all other planets on that same 'orbit line' are also destroyed (anti-matter exp).**

- ◆ **Planets Move (anti-matter exp):** If using the anti-matter expansion each time the 'solar spiral marker' moves onto a space that does not contain a 'solar event' (white exclamation mark), the planets on the same 'orbit line' as the depicted planet on the 'planet token pile' all move a number of spaces clockwise around the sun equal to what is rolled on a D4 die. After the movement the 'planet token' on top of the 'planet token pile' is placed on the bottom of the 'planet token pile'.
- ◆ **Solar Spiral Track: Solar Event:** If the 'solar spiral marker' has been moved and lands on a 'solar event' space (white exclamation mark), the corporation must immediately reveal and resolve a 'solar event token'. Each 'solar event token' shows three colours green, red and black, each of these colours is associated with the spaces that are on the solar spiral. The event that is resolved is the colour of the space that the 'solar spiral marker' is currently occupying. *There are two types of events these are:*
 - **Accelerated Advance:** Move the 'solar spiral marker' one additional space on the 'solar spiral track'.
 - **Government Action:** Based on the icon's colour, one population 'meeple' of the depicted colour per corporation is moved from the 'Earth tile' to the left most unoccupied space of the highest row of the population track (population and reputation: bottom left). If there are not enough 'meeples' of the colour depicted on the 'government action' icon move a 'meeple' of the next lower value colour instead (a 'meeple's' value is the same as the resource cube values found on a corporation's personal board). If there are a lower amount of 'meeple's on the 'Earth tile' than the amount of corporations in the game or the 'meeple's are of a higher value colour than the 'government action' icon, then only move the 'meeples' that are of the colour depicted or of a lower value colour. Corporations do not gain reputation from this effect.

Asteroids Move (danger from kuiper exp): Move each 'asteroid' that matches the colour of each 'government action' icon on the entire event token 2 orbits closer to the centre of the solar

system. After moving the 'asteroids' place one new 'asteroid' on Neptune's 'orbit line' in each 'quadrant' that does not have an 'asteroid' on Neptune's 'orbit line'. If an 'asteroid' moves from Mercury's 'orbit line' into the sun then add 2 'resource cubes' that match the colour of the 'asteroid' to the 'solar bag' and remove the 'asteroid' from the game. After moving an 'asteroid' if the 'asteroid' has moved into the 'orbit line' of the target planet depicted on the top of the 'kuiper token pile', and if the planet is in the same 'quadrant' then resolve a 'target impact'.

- **Target Impact:** Each 'deposit' on the target planet that has an established 'base' receives 2 'resource cubes' that match the colour of the 'asteroid' that impacted the planet. Then the 'asteroid' is removed from the game.

Moscovium Enhanced Action (anti-matter exp): On the 'laboratory board' the corporation places one 'moscovium resource cube' from their 'personal reserve' onto an unoccupied space on their 'moscovium synthesis track' (corporation track). If there are no unoccupied spaces on their 'moscovium synthesis track' (corporation track) place the 'moscovium resource cube' into the 'solar bag' instead. They then take one 'specialist' from their 'personal reserve' and place it onto an unoccupied space on this enhanced action to receive the following benefit:

- Take 4 'resource cubes' from the 'solar bag' and keep 2 'resource cubes' then place the 'resource cubes' not kept back into the 'solar bag'. Do not perform any more steps (do not perform any of the above steps a corporation normally performs by resolving a 'solar extraction').

Technology Research (repeatable) (pg 13):

Most technologies have three levels of improvement and the cost increases with each level of improvement. A corporation must research the levels of technology in order from the first level to the third level. 'Salvation' technologies located in the bottom right of each corporation board do not have level prerequisites, but each 'salvation' technology researched makes the other 'salvation' technologies more expensive to research (the first 'salvation' technology costs one yellow cube, the second 'salvation' technology costs one yellow and one green cube, the third 'salvation' technology costs one red, one blue and one purple cube). Each corporation can only research up to three 'salvation' technologies, There is no such limit on the other technologies. *To research a technology follow these steps:*

- **Place a Scientist:** Place a 'scientist' on a technology level on the corporation board. If a corporation does not have a 'scientist' in their reserve they cannot take this action.
- **Moscovium Enhanced Action (anti-matter exp):** On the 'laboratory board' the corporation places one 'moscovium resource cube' from their 'personal reserve' onto an unoccupied space on their 'moscovium synthesis track' (corporation track). If there are no unoccupied spaces on their 'moscovium synthesis track' (corporation track) place the 'moscovium resource cube' into the 'solar bag' instead. They then take one 'specialist' from their 'personal reserve' and place it onto an unoccupied space on this enhanced action to receive the following benefit:
 - Place a 'specialist' instead of a 'scientist' on a 'technology level' on their corporation board. If a corporation does not have a 'specialist' in their 'personal reserve' they cannot take this action.
- **Pay the Cost:** Place the 'resource cubes' required into the 'resource market' (under 'interstellar probes'). Remember a corporation may use a higher value 'resource cube' than required to substitute one 'resource cube' required by the cost. However a corporation cannot use a higher value 'resource cube' to pay for multiple lower value 'resource cubes' in a cost, even if the values of the multiple 'resource cubes' would be met by the higher value 'resource cube'.

Travel (repeatable) (pgs 15-17):

This action token allows corporations to move their explorer ship. The explorer ship performs many important tasks throughout the solar system, it can establish new 'bases' on planets, assist in harvesting 'resource cubes' from a planet and can ferry 'resource cubes' to earth so the corporation has access to them. The explorer is also used to transport 'buildings' from earth to 'bases' that have been established on other planets to improve the extraction process or create more fuel.

Follow these steps when moving the explorer ship:

1. **Load Cargo:** A corporation may load any of the following into the explorer ship's 'cargo hold':
 - ◆ **Resources:** Any amount of 'resource cubes' from the planet's 'storage area'.
 - ◆ **Buildings:** Any amount of 'buildings' from the planet or corporation's 'personal reserve' may be packed up and placed in an explorer's 'cargo hold' to be transported and setup on a different planet. To establish 'buildings' on other planets gained from research they must be transported from a corporation's 'personal reserve' on Earth to the planet the corporation wishes to set up the 'building' on.
 - ◆ **Fuel:** Any amount of 'fuel'. 'Fuel' can only be loaded into the cargo hold from a corporation's 'personal reserve' that is located on Earth.

2. **Move Explorer Ship:** In order for the explorer ship to travel through the solar system it must expend 'fuel'. 'Fuel' must be removed from the explorer ship's 'cargo hold' not the corporation's 'personal reserve'. If an explorer ship does not have enough 'fuel' in it's 'cargo hold' then for each 'fuel' that is missing to reach it's destination the corporation loses 2 prestige, after the prestige is lost the explorer ship moves to it's destination. *Use the following formula to calculate the 'fuel' costs for the explorer ship:*
 - Take off: 1 fuel.
 - Each orbit line moved into: 1 fuel. (including the 'asteroid field').
 - Each quadrant entered: 1 fuel.

Moscovium Enhanced Action (anti-matter exp): On the 'laboratory board' the corporation places one 'moscovium resource cube' from their 'personal reserve' onto an unoccupied space on their 'moscovium synthesis track' (corporation track). If there are no unoccupied spaces on their 'moscovium synthesis track' (corporation track) place the 'moscovium resource cube' into the 'solar bag' instead. They then take one 'specialist' from their 'personal reserve' and place it onto an unoccupied space on this enhanced action to receive the following benefit:

 - This travel action does not cost the explorer ship any 'fuel'.
3. **Unload Cargo:** A corporation may unload any of the following from the explorer ship's 'cargo hold':
 - ◆ **Resources:** Any amount of 'resource cubes' from the explorer ship to the planet's 'storage area' or if on Earth the corporation's 'personal reserve'.
 - ◆ **Establish Base:** If there isn't a base already on the planet then a base can be established by the explorer ship, but this will end the travel action for this round. Basically the explorer ship can't move again after establishing a base. *Follow these steps to establish a base:*
 1. **Planetary Production Token:** Draw a random 'planetary production token' from the planet, you may spend 2 'fuel' from the corporation's 'personal reserve' or the explorer ship's cargo hold to draw an additional token. The corporation may repeat this process as many times as it wishes. Choose one 'planetary production token' and place it on top of the 'travel action token'. This is to remind the corporation that they cannot repeat the travel action and cannot use the 'planetary production token' they have gained this round.
 2. **Deposit (pie chart symbol):** From the chosen 'planetary production token' place a number of coloured resources indicated by the deposit symbol and place it on the planets 'deposit' (the empty space in the corporation's 'planet quadrant' underneath the 'building spaces').
 3. **Corporation's Personal Reserve (ARS symbol):** From the chosen 'planetary production token' the corporation receives the number of 'resource cubes' indicated by the ARS symbol from the 'general supply' into the corporation's 'personal reserve'.
 - ◆ **Construct Buildings:** Place buildings from the explorer ship's 'cargo hold' onto the 'building spaces' on the planet. A maximum of three buildings can be installed on each planet.
 - ◆ **Fuel:** Any amount of 'fuel' can be unloaded to the corporation's 'personal reserve' if it is on Earth.
4. **Mine Halley's Comet:** An explorer may travel to Halley's comet just like travelling to a planet. Once an explorer is at Halley's comet a corporation may mine a sector on the comet by placing a 'counter' (plastic dome) on a 'sector' they wish to mine then put all the 'resource cubes' from that 'sector' into their explorer's 'cargo hold'. Each corporation can only place one 'counter' (plastic dome) on Halley's comet in each round, but the 'counter' (plastic dome) is returned to the corporation in the government phase.

Planetary Production (pg 14):

Each 'planetary production token' in a corporation's 'personal reserve' can be played once per round. When playing a 'planetary production token' 'resource cubes' from the planet's deposit is moved to the planet's 'storage area' where it can be loaded onto the explorer ship and transported to earth so the corporation can use the 'resource cubes'. The corporation's 'base' and explorer ship will each move one 'resource cube' from the corporation's 'deposit' on the planet to the corporation's 'storage area' on the planet. If there are additional 'buildings' they may also now be activated to benefit from their effects. If 'Earth's planetary production token' is activated then 4 'fuel' will go directly into the corporation's 'personal reserve'.

Anti-matter Exp: While resolving the 'Earth planetary production token' a corporation can also synthesis up to 5 'moscovium resource cubes'. A 'moscovium resource cube' is synthesised by paying the required cost listed above the 'moscovium resource cube' on the corporation's 'moscovium synthesis track' (corporation track). For each cost paid take the corresponding 'moscovium resource cube' from the space on the corporation's 'moscovium synthesis track' (corporation track) and place it into the corporation's 'personal reserve'. A higher value 'resource cube' can be substituted for the 'resource cube' required by the cost as normal.

Action Phase Buildings:

- **Outpost:** For each level add 3 'fuel' to the corporation's 'personal reserve'.

- **Drill:** For each level move 1 'resource cube' from the planet's deposit to the corporation's 'storage area' on the planet.
- **ARS (automated return system):** Move an amount of 'resource cubes' from the corporation's 'storage area' on a planet to the corporation's 'personal reserve'. The amount of 'resource cubes' moved is 2 plus all the modifiers on the levels of ARS the corporation has unlocked (level 2: moves 3 cubes in total, level 3: moves 5 cubes in total).
- **Converter:** Resolve all steps in order of the level of the converter technology researched:
 - ◆ **Level 1:**
 - Replace 1 'resource cube' located in the corporation's 'storage area' on the planet with 1 'resource cube' up to two levels higher from the 'general supply'.
 - ◆ **Level 2:**
 - Replace 1 'resource cube' located in the corporation's 'storage area' on the planet with 1 'resource cube' up to two levels higher from the 'general supply'.
 - Then move 1 'resource cube' from the planet's 'deposit' into the 'general supply' and place 2 'resource cubes' that are one level lower from the 'general supply' into the corporation's 'storage area' on the planet.
 - ◆ **Level 3:**
 - Replace 1 'resource cube' located in the corporation's 'storage area' on the planet with 1 'resource cube' up to two levels higher from the 'general supply'.
 - Then move 1 'resource cube' from the planet's 'deposit' into the 'general supply' and place 2 'resource cubes' that are one level lower from the 'general supply' into the corporation's 'storage area' on the planet.
 - Then move 1 'resource cube' from the planet's 'deposit' into the 'general supply' and place 1 'resource cube' that is one level higher from the 'general supply' into the corporation's 'storage area' on the planet.

Moscovium Enhanced Action (anti-matter exp): On the 'laboratory board' the corporation places one 'moscovium resource cube' from their 'personal reserve' onto an unoccupied space on their 'moscovium synthesis track' (corporation track). If there are no unoccupied spaces on their 'moscovium synthesis track' (corporation track) place the 'moscovium resource cube' into the 'solar bag' instead. They then take one 'specialist' from their 'personal reserve' and place it onto an unoccupied space on this enhanced action to receive the following benefit:

- All 'buildings' are treated as being 1 level higher (except level 3 'buildings').

Resource Market (repeatable) (pg 18):

Corporations may buy and sell 'resource cubes' here. For each action a corporation may buy or sell as many 'resource cubes' of the same colour as they wish. If the corporation is selling resources then for each 'resource cube' sold they will receive 2 'fuel' as well as 'fuel' equal to the value of the 'resource cube'. If the corporation is buying resources then for each cube bought they must pay 2 'fuel' as well as an amount of 'fuel' equal to the value of the 'resource cube'. The value of each 'resource cube' is in the bottom left of each corporation's board. The 'resource market' has limited spaces for 'resource cubes' based on the number of players, if the market is full then any excess 'resource cubes' that are sold are just placed back into the 'general supply' instead. 'Resource cubes' can only be bought from the 'resource market' they can never be bought from the 'general supply'.

Moscovium Enhanced Action (anti-matter exp): On the 'laboratory board' the corporation places one 'moscovium resource cube' from their 'personal reserve' onto an unoccupied space on their 'moscovium synthesis track' (corporation track). If there are no unoccupied spaces on their 'moscovium synthesis track' (corporation track) place the 'moscovium resource cube' into the 'solar bag' instead. They then take one 'specialist' from their 'personal reserve' and place it onto an unoccupied space on this enhanced action to receive the following benefit:

- Sell up to 4 'resource cubes' that are worth any value for 7 'fuel' each.

Base Activation (danger from kuiper exp):

A corporation's launch base has direct access to a corporation's 'personal reserve'. When this action is resolved the corporation may resolve the following sub actions in any order:

- **Move Base:** Move the launch base to a different 'quadrant' along the asteroid belt's 'orbit line', any time it enters a 'quadrant' 1 'fuel' must be paid from the corporation's 'personal reserve'.
- **Launch ACS (asteroid capture system):** To capture one of the 'asteroid's' in the same 'quadrant' as the 'launch base' the corporation must pay 'fuel' from their 'personal reserve'. The amount of 'fuel' required is equal to the value of the 'resource cube' depicted on the 'asteroid token' as well as the amount of 'orbit lines' that must be entered to reach the 'asteroid token'. Once the 'asteroid token' is captured it is added to the corporation's 'asteroid mining board' and can be activated in the 'salvation phase'.

Salvation Phase:

Every corporation flips their 'action tokens' to the side that has an "S", if an 'action token' doesn't have an "S" on the back (such as 'planetary production tokens') it is not used for the 'salvation' phase'. The 'salvation phase' follows the same process as the 'action phase', the main difference being that you can use any 'salvation token' to perform any of the four 'salvation actions'. However each time a corporation performs the 'salvation action' depicted in the centre of the 'salvation token' they are resolving will receive one bonus prestige point.

Send a Representative to the World Government (pg 22):

Corporations will send 'scientists' here to petition world governments for bonuses. A corporation places one of their 'scientist's' from their 'personal reserve' on the lowest row where they do not have a 'scientist'. The corporation then receives all the bonuses from the spaces of that row starting at the left most space proceeding right and ending on the space where the 'scientist' was placed. Each corporation can only have one 'scientist' in each row of the world government. The 'scientist' that is on the highest row and in a space that is furthest to the left is the 'governor' and will receive bonuses in the government phase at the end of each round.

Moscovium Enhanced Action (anti-matter exp): On the 'laboratory board' the corporation places one 'moscovium resource cube' from their 'personal reserve' onto an unoccupied space on their 'moscovium synthesis track' (corporation track). If there are no unoccupied spaces on their 'moscovium synthesis track' (corporation track) place the 'moscovium resource cube' into the 'solar bag' instead. They then take one 'specialist' from their 'personal reserve' and place it onto an unoccupied space on this enhanced action to receive the following benefit:

- Place a 'specialist' on an unoccupied world government space instead of a 'scientist' (the 'specialist' counts as a 'scientist' for all other purposes).

Build a 'mechanism' (pgs 20-21):

There are three rows that can hold 'mechanism blueprints' ready to be built and installed into the interstellar starship. The three rows starting from the top are the 'future projects track' (top row), the 'current projects track' (middle row) and the 'long-term projects track' (bottom row).

Building a Mechanism: A 'mechanism blueprint' can only be built if it is in the 'current projects track' (middle row) or the 'long-term projects track' (bottom row). Each 'mechanism blueprint' has a colour or set of colours that denote the amount of 'resource cubes' and the colour of those required 'resource cubes' that must be spent in order to build the 'mechanism blueprint' and place it on the current 'starship module'. Once a 'mechanism blueprint' has been built it turns into a 'mechanism token' and grants the corporation that built it an amount of prestige equal to the number inside the star in the middle of the 'mechanism token'. Additionally the corporation will advance their marker on the 'leaders of the starship track' found in the 'progress summary' section of the board (left of the 'starship construction site') and gain the bonus shown on the space. If a 'mechanism blueprint' has been built from the 'current projects track' (middle row) then a new 'mechanism blueprint' will slide down and take it's place from the 'future projects track' (top row) and a new 'mechanism blueprint' is placed in the empty space on the 'future projects track' (top row) from the 'general supply'.

Moscovium Enhanced Action (anti-matter exp): On the 'laboratory board' the corporation places one 'moscovium resource cube' from their 'personal reserve' onto an unoccupied space on their 'moscovium synthesis track' (corporation track). If there are no unoccupied spaces on their 'moscovium synthesis track' (corporation track) place the 'moscovium resource cube' into the 'solar bag' instead. They then take one 'specialist' from their 'personal reserve' and place it onto an unoccupied space on this enhanced action to receive the following benefit:

- Resolve two 'Build a Mechanism' actions instead of just one.

Completing a Starship Module: A 'starship module' has been completed once all the spaces have been filled with 'mechanism tokens', once this occurs remove all 'mechanism tokens' from the 'starship module' and flip the 'starship module' card revealing the 'command post'. The current 'governor' (the 'scientist' that is on the left most space within the highest row) is moved from the world government section of the board (bottom right) to the 'command post' of the completed 'starship module'. If there is no 'governor' the 'command post' is left empty. Any other corporations that have 'scientists' in the row that contained the 'governor' may now move their 'scientists' to any unoccupied space on the row starting with the 'scientist' that is in the left most space of the row. However the moved 'scientists' do not gain any bonuses from the row as they have already claimed them when they were initially placed in the world government area of the board.

Save a Population (pg 23):

The corporation places one 'meeple' from the 'Earth tile' to the highest left most space of the 'cryogenic population track' (the left most track) by paying one 'resource cube' with a value equal to the colour of the 'meeple' moved. The corporation receives a number of reputation on the 'reputation track' equal to the value of the colour of the 'meeple' moved (the value of each 'meeple' is the same as the colour of each 'resource cube' in the bottom left of each corporation's board). Additionally move the corporation's marker one space on the 'leaders of humankind track' and receive the bonus depicted under that

space (progress summary: left of the starship construction site). If you place a 'meeple' on a cryo-pod with a refill icon (the right most space of each row) immediately add 10 more random 'meeples' from the general supply to the 'Earth tile'.

Moscovium Enhanced Action (anti-matter exp): On the 'laboratory board' the corporation places one 'moscovium resource cube' from their 'personal reserve' onto an unoccupied space on their 'moscovium synthesis track' (corporation track). If there are no unoccupied spaces on their 'moscovium synthesis track' (corporation track) place the 'moscovium resource cube' into the 'solar bag' instead. They then take one 'specialist' from their 'personal reserve' and place it onto an unoccupied space on this enhanced action to receive the following benefit:

- Resolve two 'save a population' actions instead of just one.

Advance your Probe (pg 24):

Each corporation's probe will explore a route to the trappist system collecting rewards as they travel. Move the corporation's probe to a space that is either diagonally or orthogonally adjacent to it's current location. The space the probe is moved into cannot contain another probe. Once the probe has been moved the corporation must pay 'fuel' equal to the number at the top of the column where the space is located. If the space the probe is occupying is blank reveal a 'discovery token' (white probe icon) and place it under the probe. If the space the probe is occupying has a probe icon draw a 'point of interest token' instead (white probe icon with a blue circle) and place it under the probe. Regardless of the type of token revealed under the probe the corporation receives the token's effects. If a probe moves onto a space that has already been discovered the probe can resolve any effect on the tile except prestige and reputation. As soon as a corporation's probe reaches the sixth column that corporation receives an 'extra action token' chosen from the available 'extra action token pile'. Once the probe reaches the trappist system the corporation that owns the probe receives 10 prestige and places their probe on the highest unoccupied planet (ranking) in the trappist system. At the end of the game this planet (ranking) will grant that corporation the listed prestige multiplied by the 'fuel' cost on the trappist system column at the end of the game.

Moscovium Enhanced Action (anti-matter exp): On the 'laboratory board' the corporation places one 'moscovium resource cube' from their 'personal reserve' onto an unoccupied space on their 'moscovium synthesis track' (corporation track). If there are no unoccupied spaces on their 'moscovium synthesis track' (corporation track) place the 'moscovium resource cube' into the 'solar bag' instead. They then take one 'specialist' from their 'personal reserve' and place it onto an unoccupied space on this enhanced action to receive the following benefit:

- Before moving the corporation's probe pay the 'fuel' cost of the next column as normal, but then move the corporation's probe two columns and place it on any unoccupied space in the second column. The corporation only receives the bonus from the space it's probe ends on.

Mine Asteroid (danger from kuiper exp):

A corporation may choose to play an 'asteroid token' on their 'asteroid mining board' by receiving the reward depicted on the 'asteroid token' and then flipping it face down.

World Government Phase:

The game is prepared for the next round and the current 'governor' receives prestige from the government building a 'mechanism token', rescuing one 'meeple' from the 'Earth tile' and moving the government probe towards the trappist system.

-- **Ties:** If there is a tie the 'resource cube' or 'token' that has the highest value will be used. If a two or more "mechanism blueprints" are worth the same amount of prestige then choose the 'mechanism blueprint' that requires the highest value resource cube or combination of resources cubes. If there is a situation where a tie cannot be broken then the 'governor' will decide. If there is no 'governor' then the first player on the 'action phase turn order track' will decide. --

Resolve the following steps in order:

1. **Government Construction:** Take the 'mechanism blueprint' that is worth the least amount of prestige from the 'current projects track' (middle row) and place it on the current 'starship module' being constructed. Then refill the 'current projects track' (middle row) as normal. The current 'governor' receives the prestige from this built 'mechanism token' then if this completes the current 'starship module' remove all 'mechanism tokens' from the module and flip the 'starship module' card revealing the 'command post'. The current governor (the 'scientist' that is on the left most space in the highest row) is moved from the world government section of the board (bottom right) to the 'command post' of the completed 'starship module'. If there is no 'governor' the 'command post' is left empty. Any other corporations that have 'scientists' in the row that contained the 'governor' may now move their 'scientist' to any unoccupied space on the row starting with the 'scientist' that is in the left most space, however any moved 'scientists' do not gain any bonuses from this movement as they have already claimed the

- row's bonuses when the scientist was placed. A '*governor*' moved to a '*command post*' is still the '*governor*' for the current round. Unless you are using the '*module leaders variant*' The '*command post*' is just a mechanic to remove the current '*governor*' from the world government section of the board (bottom left).
2. **Rescue Humanity:** The lowest value population '*meeples*' is moved from the '*Earth tile*' and placed onto the highest left most space of the '*cryogenic population track*' (bottom left: the left most track) and the '*governor*' receives the reputation reward.
 3. **Government Probe Explores:** The '*governor*' moves the government probe (consult '*advance your probe*'). No '*fuel*' is paid for this movement and the '*governor*' receives any bonuses discovered by the probe. If there is no '*governor*' the probe just moves horizontally to the next space and no one receives any bonuses discovered by the probe. If the next horizontal space is occupied by another probe then randomly determine which diagonal space the government probe will move into, if all the valid spaces are occupied the government probe does not move.
 4. **Solar Spiral Advances:** Move the '*solar spiral marker*' forward one space.
 5. **New Long-Term Project:** The '*mechanism blueprint*' that is worth the most prestige in the '*current projects track*' (middle row) is moved to the '*long-term projects track*' (bottom row). Refill the '*current projects track*' (middle row) from the '*future projects track*' (top row) as normal.
 6. **Clear the Market:** Identify the most common '*resource cubes*' in the market and move those '*resource cubes*' from the market back to their '*general supply*' (If there is a tie consult '*ties*' above).
 7. **Refill Population:** Add one random population '*meeples*' to the '*Earth tile*' equal to the amount of corporations.
 8. **Reputation Rewards:** Each corporation gains or loses prestige based on the row that their reputation marker occupies on the '*reputation track*' (population and reputation: bottom left).
 9. **Anti-matter Gravitational Distortion:** Count the amount of '*specialists*' on the '*laboratory board*' then if there are at least an amount of '*specialists*' equal to double the amount of corporations in the game the '*governor*' rolls a D4. On a result of a 1 or a 2 the planet showing on top of the '*planet token pile*' moves to the next inner '*orbit line*'. On a result of a 3 or a 4 the planet showing on top of the '*planet token pile*' moves to the next outer '*orbit line*'. When a planet moves to a new '*orbit line*' it is moved to the closest unoccupied space in the '*orbit line*'. If there are multiple options the '*governor*' decides which of the valid spaces the planet moves to. If there is a planet already in the space the planet would move to, it will instead move to the next unoccupied space in the '*orbit line*' in a clockwise direction. If there are no available spaces in an '*orbit line*' then the planet does not move. If a planet moves into an '*orbit line*' where a planet has been destroyed by the sun, then the planet moving into that '*orbit line*' is also destroyed. If a planet is in Neptune's '*orbit line*' and must be moved to the next outer '*orbit line*' then the planet will be moved to '*outer space*' which is the corner of each '*quadrant*'. Planets in '*outer space*' do not have an '*orbit line*' and so do not move clockwise around the sun. If a planet in '*outer space*' has to move to the next outer '*orbit line*' then the planet is destroyed instead. Planets in outer space are still accessible by an explorer ship, but the explorer ship must spend 1 '*fuel*' just like entering an '*orbit line*'. If an explorer ship is on a planet in outer space and the planet is destroyed the explorer ship remains in outer space and must re-enter the solar system via spending 1 '*fuel*' to enter Neptune's '*orbit line*' when the corporation resolves its '*travel action*'.
 10. **Anti-matter Prestige:** Each corporation will earn prestige equal to the prestige listed on each unoccupied space on their '*moscovium synthesis track*' (corporation track). Then each corporation returns their '*specialists*' from the laboratory board back into their '*personal reserve*'.
 11. **Planets Movement:** Each planet moves one dot clockwise around the sun on their '*orbit line*'.
 12. **Remove Mining Counters from Halley's Comet (halley's comet exp):** Each corporation that has a '*mining counter*' (plastic dome) on Halley's comet now returns it to their '*personal reserve*'.
 13. **Halley's Comet Movement (halley's comet exp):** To move the comet follow these steps:
 - **Determine movement distance the comet will travel (1 + planets):** The distance the comet will travel is equal to one plus the amount of planets in the '*quadrant*' where Halley's comet is currently located.
 - **Move the comet:** The comet is always moved towards Mercury's '*orbit line*' by the number of orbit lines equal to its movement distance, however extra free movement may be required due to gravitational effects of the planets (consult '*gravitational pull*' below). The comet moves between the planet spaces (dots) called '*zones*'. If there are two '*zones*' that the comet can move into choose the '*zone*' that moves the comet in a clockwise direction. If the comet ends its movement in a '*zone*' that overlaps two '*quadrants*' the comet will remain in the '*quadrant*' it initially started in. Once the comet reaches Mercury's '*orbit line*' from now on it will move towards Neptune's '*orbit line*'. Once the comet reaches Neptune's '*orbit line*' any further movement removes Halley's comet from the game.
 - ◆ **Gravitational pull (free comet movement):** When moving the comet into an '*orbit line*' check to see if there is a planet on the '*orbit line*' that is one '*quadrant*' away or less. If there is then move the comet one '*zone*' towards the planet on the same '*orbit line*', this is a free movement and is not counted towards the distance the comet must be moved towards the centre of the solar system. If this free movement moves the comet from the back of a planet on the '*orbit line*' to the front of the planet then draw '*resource cubes*' from the '*Halley's comet resource bag*' and add one to each of

the planet's 'deposits' that has an established 'base'. If the planet is Earth each corporation draws one 'resource cube' from the 'Halley's comet resource bag' and places it into their 'personal reserve'.

- **Melting core:** On the Halley's comet board starting with the left most sector move any 'resource cubes' horizontally to the left into the next sector, if the 'resource cubes' are moved off the 'Halley's comet board' return them to the 'Halley's comet resource bag'. After all the 'resource cubes' have been moved one sector to the left refill the right most sectors with one 'resource cube' each from the 'Halley's comet resource bag'.
- 14. **Reset Asteroid Tokens (danger from kuiper exp):** Each corporation turns all their 'asteroid' tokens on their 'asteroid mining board' face up.
- 15. **Asteroid Movement and Impact (danger from kuiper exp):** To move the 'asteroid tokens' and create new 'asteroid tokens' follow these steps in order:
 - **Asteroid Movement:** Flip the top 'Kuiper token' on the 'Kuiper token stack' and add it to the discard pile in the same orientation. Then for each 'quadrant' move each 'asteroid' in the 'quadrant' towards the centre of the solar system the listed number of 'orbit lines' depicted on the discarded 'kuiper token'. As soon as the last 'Kuiper token' is flipped, but before placing it into the discard pile take the discard pile and shuffle all the 'kuiper tokens' to create a new 'kuiper token stack' then place the flipped 'kuiper token' into the discard pile and resolve it as normal. If an 'asteroid' moves from Mercury's 'orbit line' into the Sun then add 2 'resource cubes' that match the colour of the 'asteroid' to the 'solar bag' and remove the 'asteroid' from the game. After moving an 'asteroid' if the 'asteroid' has moved into the 'orbit line' of the target planet depicted on top of the 'Kuiper token stack' and if the planet is in the same 'quadrant' then resolve a 'target impact'.
 - **Target Impact:** Each 'deposit' on the target planet that has an established 'base' receives 2 'resource cubes' that match the colour of the 'asteroid' that impacted the planet. Then the 'asteroid' is removed from the game.
 - **Asteroids Appear:** Place one 'asteroid' token on Neptune's 'orbit line' from the 'asteroid stack' only if there are no 'asteroid' tokens in the 'quadrant'. If an 'asteroid stack' for a 'quadrant' is empty no more 'asteroid' tokens will appear in that 'quadrant' for the rest of the game.

Final Scoring:

- **Recall Explorer Ship:** All corporations must move their explorer ship back to Earth following the normal movement rules. Remember if an explorer ship does not have enough 'fuel' in it's 'cargo hold' then for each 'fuel' that is missing the corporation loses 2 prestige.
- **Convert Resource Cubes:** Each corporation converts all 'resource cubes' in their 'personal reserve' to 'fuel' using the regular market rate of 2 plus the value of the 'resource cube'. Then each corporation receives one prestige for every five 'fuel' they have in their 'personal reserve' (rounding down).
- **Probe Exploration:** Each corporation is ranked based on how close they got to the trappist system. There are four positions (planets) in the ranking. If a probe is not in the trappist system do not move the probe when it is ranked instead use a 'corporation counter' (plastic dome) to mark which position (planet) they are on in the trappist system. If any corporations probes are not in the trappist system (last column), but are in the same column those tied probes will be ranked in the same position (planet) as each other, however the tied probes still take up an amount of positions in the ranking equal to the amount of tied probes (for example if there are two probes in the same column vying for second position, despite both being ranked into second position (planet) they will also take up the third position (planet)).
Each corporation now multiplies the 'fuel' cost of the column that their probe occupies with the prestige value of their position (planet) in the trappist system, the result is the amount of spaces they move their prestige marker on the prestige track.
- **Captured Asteroids (danger from kuiper exp):** A corporation receives an amount of prestige equal to the amount of different coloured 'asteroid tokens' they have on their 'asteroid mining board'.
Corporations receive 1 / 3 / 6 / 10 / 15 prestige for 1 / 2 / 3 / 4 / 5 different coloured 'asteroid tokens' on their 'asteroid mining board'.

The corporation with the most prestige wins the game. If there is a tie then it is broken in the following order:

- The tied corporation that has the most 'scientist's on command posts on the 'starship module's.
- The tied corporation with the highest reputation.
- The tied corporation's probe that is ranked the highest.
- The tied corporation who has the most researched technologies on their corporation board.

If there is still a tie all tied corporations share the victory.