SETUP

I) Place Mariners/Planeteers/Starfarers board

    Mariners/Planeteers) 6/6 **e1** & 3/14 **e2** & 0/8 **e3 discovery tiles** (randomise) → matching space on the board

    Mariners/Planeteers) **1st/2nd Beyond markers** → matching space on the board

    Starfarers) Shuffle 16 Primary → 2*8; 12 Secondary → 2*6; 5 Alien tokens = 5 separate Disciovery stacks

II) Place „Business" Display → Contract Fulfilled orange disc on their starting spaces

III) Place „Sideboard" Display (back of Mariners map – only in Planeteers/Mariners era)

    1) Place 16 Adaptation (Genetics) and Breakthrough (Revelation) cards, stack match name ($ (VP) on top)

    2) Any Player Genetics cube moved into wheel's top → gain 1 Adaptation

    Starfarers) 12 (2-PL) / 17 (3-PL) / 20 (4-PL) Colony tiles → matching space on the side board

IV) Each Player takes HQ (must match era chosen)

    Place matching **Profit marker** → Business Display, space „0" (EXC: 3-/4-PL = last player „1")

    Place 9*3 matching **Base round markers** → HQ Board (matching spaces)

    Place 2 (Starfarers 3) matching **Teams cubes** → Base space on the game board

        Planeteers) „1st Beyond" → may setup to Ceres & EXPLORE for free; „2nd Beyond" → „Vesta" (unexpl.)

        Starfarers) „1st Beyond" → may setup to Alpha Centauri (star); „2nd Beyond" → „Luhman 16" (leftmost box)

    Place 1 **Genetics tan** and 1 **Revelation black** cube → top of HQ's Progress Wheel (later eras = leave)

IV) Setup the Deck

    1) Set aside 12 era „Start" cards

    2) Prepare Draw Deck: +0/2/4 (2-/3-/4-PL) „Time" cards + current era deck & shuffle

    3) Prepare starting hand:

        Mariners) 1 „Time" card [remove remaining] + 1 Chemical Drive „Mariners Start" card

        Planeteers) 1 „Time" card [remove remaining] + 2 random „Planeteers Start" card

        Starfarers) 1 „Time" card [remove remaining] + 2 random „Starfarers Start" card

    4) Shuffle remaining „Start" cards & place on top of the draw deck

    5) Determine Start Player

        Mariners) Last gazed at the night sky; 2nd (2-PL) / 2nd+3rd (3-PL) / 3rd+4th (4-PL) +1 card; last +1$ (3-4 PL)

        Planeteers) Previous „1st Beyond" (team on Ceres) > least Profit > random

        Starfarers) Previous „1st Beyond" (team on Alpha Centauri) > least Profit > random

    6) Fill in Card Offer on the Game Board

SEQUENCE OF PLAY

    Note: Player Turn can be interrupted by any card(s) played for an „Edge" [p.8]

0) Advance each own Team on the Star Track 1 box closer towards the Star [p.19] (Starfarers only)

1) Conduct an Action [p.6] → see ACTIONS

2) Claim un-fulfilled Contract(s) Awards [p.7] (any # contracts if meeting the prerequisites)

    Claim # $ = current era's contract (+any previous era's in row) & progress Contract marker to the current era.

3) Opponent claim Rewards [p.7] (once for each instance of help, e.g using another Player's Infra / base etc.)

    For each Reward = Inactive Player(s) (in turn order) draw 1 card <u>from the deck</u>

4) Perform a free Team Transport [p.7] (only team that didn't perform Action that turn)

    May move 1 Team between 2 own Bases (1 must be Spaceport), over any distance

5) Discard played cards → Discard pile; Replenish Offer (if draw deck empty = don't refill)

6) Draw 1 card from the deck [p.7] (only if 4- cards)

END OF AN ERA [p.13]

    a) 6 (out of 7) contracts fulfilled → each player 1 more turn, then End Era

    b) draw pile empty → players continue to perform Actions; may „pass" instead of Action:

        2-PL = once 1 Player pass = all remaining 1 Player Turn (double Intercept edge ok), then End Era

        3/4-PL = once 2 Players pass = all remaining 1 Player Turn (double Intercept edge ok), then End Era

Mariners / Planeteers)

    1) Legacy Production → may place 1 Discovery tile with P# [▬] & own Base → HQ's „Legacy Production"

        Contributes towards Production = remove any previously placed Discovery tile

    2) Remove all non-Infra Era cards

    3) Return all Players Teams & Bases

Starfarers)

    1) Award VP (Profits) based on # Colonies Established in the Era:

0	1	2	3	4+	Total # Colonies Established
-1$	+1$	+4$	+8$	+13$	Increase / Decrease in $ (VP)

    2) **END GAME**; Winner = highest $ > highest total Colony Value > # Progress cards > tie

ACTIONS → Active Player selects any 1 Action:

Note: action Value (EXC: Upgrade/Special) depends on # „points" gained – added <u>then</u> multiplied:
- a) using all matching Infra from any 1 Player's (EXC: only own if „End of Era" triggered) HQ [p.6]
- b) playing any # cards from Hand [p.6]
- c) using the ability of a base [p.7] (e.g. +2 Move if moving from Mariners Starport; own if „End Era" triggered)
- d) using a bonus granted by a Adaptation/Breakthrough card (Planeteers/Starfarers only; only own cards)
- e) spending $ (VP) [p.15] → -1$ (VP) (mx 3, Planeteers/Starfarers only)

Note: may use 1 „Time" card to double / use Value with 2 Teams [p.7] (**MOVE** / **BUILD** / **EXPLORE** actions only)

Note: **Radiation** [p.15] (Planeteers/Starfarers only) = **MOVE** / **BUILD** in Radiation Zone) -2/3 VP if Unshielded
  Shielded if move from / build in Region using Base „Planetary Shield" / any 1 card used „Shielded"

Note: **Nearby** [p.19] (Starfarers only) = within 20 Move Value

A) RESEARCH [p.8] (only if 7- cards in Hand) → Draw # cards = **RESEARCH** Value (1 at a time, from deck/offer)

B) MOVE [p.9] (travel between <u>sites</u>; <u>must</u> be to/from <u>any Player's</u> Base; own Base if „End of Era" triggered))
  EXC: Starfarers) travel into Star System (not Empty Region) → place on leftmost space on Star Track
  May move „to Orion Spur" [p.20] (only from adj with own Colony) → lose team, 1st +5$; 2nd +2$ (VP)
  Move # Distance =< **MOVE** Value; Move cost:
- 1) Lift off = 1 + Lift off site's „Gravity Penalty" (0 if both sites on the same body, e.g. Mars)
- 2) Count Distance travelled = <#> cost / region border crossed + any Transit Additions; cumulative
- 3) Landing = 1 + Landing site's „Gravity Penalty" (0 if both sites on the same body, e.g. Mars)
- 4) Collect „1st Beyond" / „2nd Beyond" marker if reached the relevant area first (Mariners/Planeteers only)

C) EXPLORE [p.10] (own team & unexplored site with „e#" / Starfarers = all in the System) → „e" =< **EXPLORE** Value:
- 1) Reveal top tile matching „e#" for the current Era
- 2) Gain benefits (bottom left): +# $ (VP), Gen/Rev # (move **Genetics tan** and **Revelation black** cube)
- 3) Claim site → place exploring team on the explored tiles (cannot re-place if left)
- 4a) Phobes Alien Discovery = 1 Team → Sol; discover rest but no Benefits until **Energy Field / Secure** Base
- 4b) Introvs Alien Discovery = can't build Bases until **Cooperative Empathy / Sensory Focus**

D) BUILD [p.11] (site with own team & no Base & any site's „e" Explored) → Build „b" <= **BUILD** Vale:
  Note: „Base +/-" exploration tile (bottom-right) → increase/decrease „b" (harder/easier to build a Base)
  Note: if Build site is claimed (previously Explored) by another Player's Team → opponent +2 $ (VP)
  Note: Starfarers) 1 action Builds bases in all eligible Tiles in the Star System (same as explore)

if...	Base	Effect
Natural Wonder [▲]	**Attraction [1/2]**	exploration tile „P1"
Anom/Alien Art/Out/Ru.	**Attraction [3]**	exploration tile „P2"
P# [▪]	**Refinery**	exploration tile „P+1"
P# [▪] / Col# [3]	**Exploiter [2/3]**	+"P#"+"Col#" [3] $ (VP; once); ignore "P#"&"Col#" for the game
P# [▪] / Water [◉]	**Industrial [1/2]**	Build in the same Region = **BUILD** Value * 2
P# [▪] / Water [◉]	**Industrial [3]**	+1 CP (mx +1/Region)
Water [◉]	**Shield Fac. [2/3]**	Move from / Build in current Region Shielded (incl. Build Shield)
Life [☼]	**Bio Lab**	Genetics 1 (immediately)
-	**Research**	Draw 1 card from offers (immediately) / Revelation 1 [3 only]
-	**Secure [2/3]**	+1 $ / other Player's Base; 0 if another Secure (Region/nearby) Starfarers only) Ignore **Phobes** alien discovery
Lagrange Point	**Spaceport [1]**	Team may transfer to/from; move from +2 **MOVE**
Site no Gravity Penalty	**Spaceport [2]**	Team may transfer to/from; move from 1 card (hand/Infra) Value*2
Site not Anomaly/Dust	**Spaceport [3]**	Team may transfer to/from; move from 1 card (hand/Infra) Value*2

E) PRODUCE [p.12] (own bases with „P#") → Produce in # sites with P# & own Base =< **PRODUCE** Value:
  +# $ (VP) = P# for each tile producing

F) GENETICS [p.12] → move **Genetics tan** cube # times clockwise
  Moving into/past Progress Wheel's top → select Adaptation card w. passive ability; if 1st also bonus $ (VP)

G) UPGRADE [p.12] (1+ „May Upgrade as Infra" card in hand) → play 1 card into HQ's non-Research box
  Note: if another card occupies the spot: same era = place in hand; previous era = discard

H) SPECIAL [p.12] (1+ „WWW" card in hand) → play 1 for effect & remove

I) REVELATION [p.16] → move **Revelations black** cube # times clockwise (Planeteers / Starfarers only)
  Moving into/past Progress Wheel's top → select Breakthrough card w. passive ability; if 1st also bonus $ (VP)

J) COLONIZE [p.20] (Starfarers only; only in a System with no Colony & all Exploration Tiles with own Bases)
  Establish 1 available Colony with Colony Value <= accumulated Colony Points:
- +# „Col" on Discoveries; +1 if Enviro Tolerance
- +1 for <u>each</u>: nearby Colony / 1+ Industrial Base in System / 2+ any Bases in System
- +1 for <u>each</u>: use **BUILD** 8 (12 if 2+ Stars in System) / -5$ (VP) / remove Team present (out of play)