

FLOW OF A TURN

- A.** Beginning with Start player and proceeding clockwise, each player **takes 1 Action** (see **Actions** below).
- B.** Then they discard from their hand any Resource cards they wish and **draw up to 3 Resource cards** *
(* Hand limit – only for Resource cards).



ACTIONS: 7 **Basic**, 3 **Operational** Actions on Faction board, 1 **Faction** Action on Faction card, and **Card** Actions.

BASIC ACTIONS

1. Buy a Card:

- Spend 5 **¢** and draw 1 card from the top of the **Ship**, **Planet**, or **Technology** deck. Place it to the left of your Faction board in your “Under Construction” area. There is no limit to the number of cards you can have in your “Under Construction” area.
- For each additional 1 **¢** spent draw 1 extra card from the chosen deck. Keep 1, discard remaining cards to the bottom of their deck.

2. Discover a **Planet**:

- Spend 5 “**green**” Resources +1 for each **Planet** in your Empire (right side of Faction board).
- **Settle:** Move it to the Empire **Logistics** side face-up. This gains you a permanent bonus from the newly discovered **Planet**.
- **Exploit:** Move it to the Empire **Operational** side face-up. **Produce** (Building Bonus): Draw 3 cards from the Resource deck and tuck them under this **Planet**, showing only half of each card. You may spend these Resources (**Assembly Limit** applies to spending these cards).

Produce: draw the indicated number of cards and tuck them under the **Planet** with half showing, following these rules:

- If one section matches the **Planet** “type”, you may choose this section. If you do so, **Score 1 Victory Point**.
- Else, choose the half with the least amount of Resource symbols. If both sides have same amount, you may choose either side.

3. Develop a **Technology**:

- Spend 5 “**blue**” Resources +1 for each **Technology** in your Empire (right side of Faction board).
- **Deploy:** Move it to the Empire **Logistics** side face-up. This gains you a permanent bonus from the newly developed **Technology**. If it has the keyword “Additionally”, you may use this bonus immediately.
- **Sell to Corporation:** Move it to the Empire **Operational** side face-up. **Score:** Draw the top card of the Resource deck; if either half of the Resource card matches the “type” of **Technology** you just developed, score the **Technology** card.

Score: When you score an Operational **Technology** for any reason, you only score the highest value that you can complete. At the end of the game, this **Technology** will score you additional Victory Points (“End Scoring” column).

4. Build a **Ship**:

- Spend 5 “**red**” Resources +1 for each **Ship** in your Empire (right side of Faction board).
- **Join the Fleet:** Move it to the Empire **Logistics** side face-up. This gains you a permanent bonus from the newly built **Ship**. If new **Ship** “type” is **Exploit**, take a Defense Plan Card (no limit, keep secret until used).
- **Go on a Mission:** Move it to the Empire **Operational** side face-up. This **Ship** may immediately **Attack** an Alien System or anyone’s Empire.

Attack: First choose if you want to attack the available **Alien System** or another **player’s Empire**.

- If attacking another player’s Empire, they choose either the Basic Defense Plan tile or a Defense Plan card from their hand.
- Determine your Attack Value: Reveal top Resource deck card. Add middle number on card to any “attack bonuses” from **Ship** and **Technology** cards in your Empire. Compare attack value (>4 = 4) to Alien System or Defense Plan and determine effect of the attack.
- Discard the Alien System card to the bottom of Alien System deck. Defense Plan card/tile is **NOT discarded**.
- Each **Ship** resolves an attack with only its own bonus (not additive).
- Even if you attack with many Ships, it is still considered as **ONE Attack** Action for all game **Technology** effect purposes.
- Even if you attack with many Ships, you can choose only **ONE target**.
- [You **may** decide NOT to have any of your Ships participate **Attack**.]
- [Damaging/Destroying **doesn’t disable** a ship’s ability.]

5. Prepare Resources:

- Choose 1 row “Under Construction” area. Tuck Resource cards under Construction cards with correct Resource showing. These attached Resources are used to pay for that Construction card and do not count towards your **Assembly Limit** when completing the card.
- The **Assembly Limit** applies when taking this Action. However, cards that “Modify” your **Assembly Limit** for **Discover**, **Develop**, and **Build** also **apply** when you Prepare Resources on those cards.

6. Trade Resources:

- Choose 1 color of Resource from the cards in your hand and discard to gain 1 **¢** for each discarded Resource. You can use Universal Resources as any Resource “type”, or as its own unique Resource “type” for Trading purposes. Remember **Assembly Limit**!

7. Remove Blockades:

- Choose 1 row of your Empire: **Planets**, **Technologies**, or **Ships**. Remove 1 Blockade token from the chosen cards for every 2 Resources spent that match the color of the card. You can use Universal Resources. Remember **Assembly Limit**!
- Cards with a Blockade token are treated as if they were blank. May spend 1 **¢** per token on a card to use its ability.

OPERATIONAL ACTIONS (on Faction Board)

- You may NOT spend Gold Resources when paying for Operational Actions.
- Remember the **Assembly Limit!**

1. **Start an Offensive:** Spend 5 “red” Resources. All **operational Ships** in your Empire may immediately **Attack**.

2. **Gain Revenue:** Spend 5 “blue” Resources. All **operational Technology** in your Empire may now **Score**.

[Examples:

- *3 operational tech that score 8 VPs or more:* That tech checks other operational techs in your Empire to see what their highest possible scoring tier would be. So if you have 3 operational techs that **could** score 8 VPs, then you would score tier 3 of this tech.
- *3/6/12 Resource Cards produced on any planets:* It counts unspent resources presently tucked under planets in your empire at the time of scoring.
- *6 in total: operational planets, operational ships, and operational techs:* You need 6 total operational cards, of the “types” listed.
- *Most: operational planets, operational ships, and operational techs:* You need to have the most of one of the “types” listed.
- *3 Resource Cards produced on any planet score 1/2 VPs:* You just count total resources on all your planets.]

3. **Mine the Planets:** Spend 5 “green” Resources. Each **operational Planet** in your Empire **Produces 1** Resource.

- There is no limit to the number of Resource cards produced on your **Planets**.
- Only operational **Planets** can have resources.

FACTION ACTIONS (on Faction Card) – unique action of every Faction

- [They are an addition option choice.]
- [Gold Resources can’t be used as wilds.]
- [These can be used multiple times.]

NOTES

- **4X Icon Types:**  **eXplore**  **eXpand**  **eXploit**  **eXterminate**
- **Assembly Limit:** You may only spend up to **2** Resource cards from your hand and/or **Planets** (unless a card effect allows otherwise).
- **Gold Icons:**  are Universal Resources. They may be used as if they were any other Resource when paying for a **BASIC ACTION**.
- **Resource Cards:** Hand limit of **3** cards is only for Resource cards. When spent on an Action you can choose which half to use.
- **Automatic Construction:** Cards added to Empire may fulfill the cost to **Discover**, **Develop**, or **Build** cards in the Under Construction area.
- **Additionally** (keyword) triggers during the Action step and grants you a special bonus you may use before or after your 1 Action.
- **Action** (keyword) indicates you can activate the effect of this card instead of your 1 Action for the turn.
- **Ongoing** (keyword) indicates these effects are always active and modify your other Actions as explained on the card.
- **Damaged** (keyword): Put the **Ship** back in your Under Construction area. [If a **Ship** is damaged, later when you rebuild it you make the choice of side to use.]
- **Destroyed** (keyword): Discard **Ship** to bottom of the **Ship** deck.
- **Blockade** token(s) are placed on any cards(s) in the Defender’s Empire. Cards with a Blockade token are treated as if they were blank for ALL game purposes. If you want to use a card’s ability that has a Blockade token on it, you can spend 1 **¢** for any Blockade token present in order to do so. [Operational cards also effectively blocked. Consequently, before you use that Blocked **Ship** (and prior to drawing card) you would first have to pay 1 credit. Blocked Operational **Planet** cannot provide its resources to you, nor can it be used during its Operational Action unless you pay the credits.]
- **Alien Artifacts:** Play any time on your turn (even when acquired – then discarded to discard pile) and are NOT an Action. No hand limit.
- **Search** through a deck to find the card instructed, and discard all cards searched through to bottom of deck.
- **Reshuffle Resource & Artifact decks** every time they are empty. If Resource deck empty, move the Round marker 1 space to the right.

GAME END TRIGGER & SCORING

Once the Round marker reaches the spot marked ‘1’, the next time the Resource deck is empty the **Game End Triggers**.

When this occurs, shuffle the discard pile to form a new Resource deck and continue drawing cards.

The game continues until every player has had an equal number of turns, and then **Game End Scoring** occurs as follows:

- Victory points (VPs) gained during the game on the victory point track.
- Score 1 VP for every card in your Empire (**Planets**, **Technologies**, and **Ships**). Resource cards do NOT yield any VP.
- Check each Operational **Technology** and **Score** only the highest value that you fulfilled listed in the **END SCORING** column.
[The “check” means to look at your operational tech cards and count the scoring effects. There are no resource cards drawn.]
[At end of game all BLOCKED cards are scored normally, the only payment that needs to be made is to score operation techs.]
- Score VPs according to each Faction's scoring condition (on Faction Card).

The player with the most VP Wins. First tie breaker is **¢** in bank, and second is cards in Empire. If still tied celebrate your shared Victory.