

DAWN ON
TITAN
RULEBOOK

BJÖRN EKENBERG



CONTENTS

OVERVIEW	1	COMPONENT GUIDE	12
COMPONENTS	2	KEY CONCEPTS	17
SETUP	3	DAWN ON TITAN SOLO RULES	19
PLAYING THE GAME	5	ABOUT SATURN AND ITS MOONS	25

OVERVIEW

BRIEFING

In the not very distant future you lead a big corporation that fights for control over the resources on the moons around Saturn.

In this game you will fly through the Orbits that circle Saturn, using it's gravitational pull to maneuver your spaceships with speed and cunning. Approach the moons in the correct Orbital Direction to make a successful landing and explore what resources they have to offer.

Be careful though! The hazards of space can be unforgiving, planetary lightning causing surges of electricity! Meteorites soaring around crashing into spaceships! Exploding ice geysers on unstable moonlets!

Space exploration is not for the light hearted...

HOW TO WIN

There are two ways of winning the game.

1. Whoever is the first player to place their 7th industry on the board wins and the game ends immediately at that point.
2. When the last moon and moonlet is explored:
 - ▲ The player who explored it gets to finish their turn.
 - ▲ Then the game ends and the player who has the most industries built is the winner.
 - ▲ In the case of a tie, the tied player who has the most resources on their HQ board is the winner. Still tied? Share the victory!

COMPONENTS

- » 1x Rule book
- » 1x Game board
- » 4x HQ Boards
- » 32x Combat cards
- » 20x Spaceships
- » 9x Main moons
- » 15x Norse moons
- » 1x Titan
- » 18x Moonlets
- » 2x Helium clouds
- » 6 Bolt tokens
- » 8x Diamond mines
- » 8x Alloy factories
- » 8x Life labs
- » 4x Helium extractors
- » 92x Resource tokens

GAME BOARD



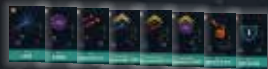
Pg. 12

4 HQ BOARDS



1 per player Pg. 12

32 COMBAT CARDS



8 per player Pg. 13

20 SPACESHIPS



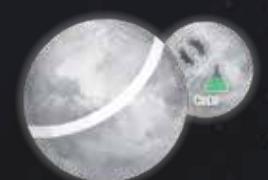
5 per player Pg. 13

9 MAIN MOONS



Pg. 14

15 NORSE MOONS



Pg. 14

TITAN (MOON)



Pg. 14

2 HELIUM CLOUDS



Pg. 14

18 MOONLETS



Pg. 15

6 BOLT TOKENS



Pg. 15

8 DIAMOND MINES



In player colors Pg. 16

8 ALLOY FACTORIES



In player colors Pg. 16

8 LIFE LABS



In player colors Pg. 16

4 HELIUM EXTRACTORS



In player colors Pg. 16

92 RESOURCE TOKENS

Pg. 16



20 pcs



24 pcs



24 pcs



24 pcs

SETUP

1. Place the board between all of the players.
2. Find Titan and place it on its assigned spot.
3. Randomly draw and place on the board according to the table below:
 - ▲ The helium clouds
 - ▲ The moons (facedown)
 - ▲ The moonlets (facedown)



Players	Helium Orbit	Main Orbit (Gold)			Norse Orbit (Silver)	
2	1 Cloud	Titan	5 Moons	6 Moonlets	3 Moons	0 Moonlets
3	2 Clouds	Titan	5 Moons	6 Moonlets	6 Moons	6 Moonlets
4	2 Clouds	Titan	5 Moons	6 Moonlets	12 Moons	6 Moonlets

4. Each player randomly takes a HQ board, along with (in your player color):
 - A. 7 industries, placed on your HQ board.
 - B. 5 spaceships, placed on your HQ board.
 - C. 4 upgraded combat cards, placed facedown next to your HQ board where indicated.
 - ▲ Keep them facedown. Other players aren't allowed to check your pile during the game.
 - D. 4 Basic combat cards, held in your hand.
5. Randomly choose a starting player. Player order is clockwise. In player order, each player:
 - ▲ Flips 1 of the Norse moons (silver in color).
 - ▲ On this moon, place 1 matching industry and the  (top left) spaceship from your HQ board on its silver side. (See example below.)

EXAMPLE STEP 5

The player chooses a moon (turns out to be Greip). Here they can place an alloy factory or a life lab. Then they place their spaceship with its silver side face up.

5





Example: 4-player setup

THE GOLDEN RULE

If any text on any game component contradicts these rules, the component's text has precedence.

COMPONENT LIMITS

All components are limited to the ones provided.

KEY CONCEPTS

All words with capital letters are key concepts and are listed in the key concepts section, page 17.

PLAYING THE GAME

SEQUENCE OF PLAY

ON EACH TURN:

Choose and perform 3 actions, these can be any combination of **ship**, **industry** and **combat** actions, including 3 actions of the same kind. Then at the end of your turn, remove any bolts from your spaceships.

- » Actions are divided into spaceship actions (performed by 1 of your spaceships), industry actions (performed at 1 of your industries) and combat actions (performed by your Units with the same Location and Direction as another player's Units.)
- » **No Units on the board?** If, at any point during your turn, you have no Units on the board (spaceships or industries), then you must pass your turn.
 - ▲ At the start of your next turn, choose any moon or cloud, explored or unexplored, that has no industry on it, place a spaceship and an industry down following the same procedure as in step 5 of the setup. Then continue to take your turn's 3 actions.
 - ▲ If there are no moons or clouds where you can build an industry, you must pass your turn.

SHIP ACTIONS

FLY

In a fly action you can **Move** and/or **Immelmann**. Each costs one step. The maximum number of steps in a fly action depends upon the Orbit that the spaceship starts in at the start of the fly action (see illustration on next page):

- ▲ From a nose Orbit's Location it may move 1 step.
- ▲ From a main Orbit's Location it may move up to 2 steps.
- ▲ From a helium Orbit's Location it may move up to 3 steps.
- ▲ From the slingshot Orbit's Location it may move up to 4 steps.

Move

Move 1 spaceship from 1 Location to a bordering location (not diagonally).

- » **Entering a new Location is 1 step.**
- » The spaceship must be moved along the Orbit according to its Direction. Movement between Orbits can be done regardless of the spaceship's Direction and when moving away from

Norse Orbit —

Main Orbit —

Helium Orbit —

Slingshot Orbit —



EXAMPLE OF FLY ACTION

The blue player starts off in the helium Orbit (3 steps allowed).

Step 1. They move from the helium Orbit into an bordering Location in the main Orbit.

Step 2. They move once clockwise around the Orbit.

Step 3. They perform an immelmann, flipping their spaceship to the other side. The spaceship can now travel in the other direction.

the center, there may be 2 options for the spaceship to move into, you may move into either space.

- » When entering or starting your turn in a Location that has any other players' Units in it, that have the same Direction as your Unit has, each player who owns these Units have to decide (individually in player order) if your Unit has to stop or if it is allowed to pass.
 - ▲ If an opposing player does not allow you to pass, your 'fly' action is over and you cannot leave without fighting. (See combat pg. 9.)
 - ▲ The players may change their mind in a later turn to allow you to leave without fighting.

Immelmann (Turn orbital direction)

With an "immelmann" maneuver you change a spaceship's Orbital Direction, i.e. moving clockwise or counter clockwise around Saturn.

- » To do this, flip the spaceship to show its other side. **This counts as 1 step.**

Tip - although a spaceship's color indicates its Direction, it is visually helpful to point its nose in the Direction it is flying in as well.

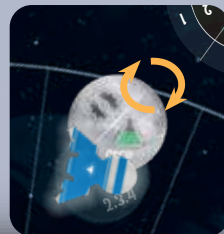
Note - you may not move a spaceship diagonally.

Note - a Unit can perform the same action multiple times in a single turn (up to your 3 action limit).

EXPLORE

Flip an unexplored moon or moonlet that has the same Direction as your spaceship.

- » You must have a spaceship in the Location to explore the moon / moonlet
- » If you are exploring a moonlet, immediately resolve its effect (effects are described under "moonlets" in the Component Guide) and then discard it.
 - ▲ There is no immediate effect when exploring a moon.



BUILD INDUSTRY

Place 1 industry on an explored moon or on a cloud. You must have a spaceship in that Location to be able to build there.

» There are 4 types of industries that can be built:

- A. *Diamond mine*
- B. *Alloy factory*
- C. *Life lab*
- D. *Helium extractor*



- » Only 1 industry can be built on a moon. Moons have the possibility to host different types of industries, but if you build 1, the other can not be built.
- » The moon 'Titan' can have 2 industries built on it. (See Titan pg. 14)
- » Moonlets can not be built upon.
- » During the game, when you build an industry you immediately take 2 resources of the same type as the industry.
- » All other players will also receive 1 resource of that type.
 - ▲ Players must place the resources on your HQ on the indicated resource spots.
 - ▲ If you can't place a resource on your HQ you must discard that resource.

Note - it does not cost resources to build the industry.

Note - you may build on a moon or cloud even if there are enemy Units in the same Location.



EXAMPLE BUILD INDUSTRY ACTION

The blue player has a spaceship on an explored Norse moon.

They spend an action to place a life lab from their HQ on to the moon.

They get 2 life resources and every other player gets 1 life resource.

INDUSTRY ACTIONS

BUILD SPACESHIP

Pay the resources required to build 1 spaceship.

- » Place the spaceship in the same Location as the industry and with the same Direction as the industry (this equals the moon's Direction).
- » Observe that each spaceship can only be built in a specific industry.



EXAMPLE BUILD SPACESHIP ACTION

The blue player has a diamond mine on a main moon.

They spend an action to build a spaceship and place it on the the moon, gold side up.

They take the spaceship with the diamond symbol from their HQ and they spend the 3 diamond and 1 life resource required.

BUILD CARD

Pay the resources required to build 1 card taken from your card pile next to your HQ.

- » Add the new card to your hand.
- » Observe that cards can only be built in a specific industry and this is indicated by the industry icon on the card.

Note - both the cards in your hand and in your pile are secret from the other players. You should not show them what you have built. But since the cards are shown during combat, players can start to figure out and remember what cards you have.

PRODUCE

Take 2 resources of the same type as an industry you have built and place them on empty resource spots on your HQ.

RESUPPLY FROM EARTH

Use all **3 actions** in 1 turn to get 1 resource of any type.

COMBAT ACTION

Here we learn about how combat works, why it's beneficial and how the other player can defend. Both, spaceships and industries, can be used for attacking and defending. Each combat counts as 1 action.

COMBAT SEQUENCE

1. Choose a Location. You may attack enemy Units in this Location, if you have at least 1 spaceship or 1 industry there, that has the same Direction as the Unit you attack.

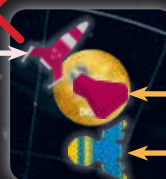
Silver side



Gold side

Combat cannot be initiated here as the spaceships have different Directions.

Silver side



Gold side

(on a gold moon)

Gold side

Combat can be initiated here between the blue player's spaceship and the red player's industry.

2. If there are more than 1 other player's Units that can be attacked, you have to declare which player you are attacking.
3. Both players choose 1 card from their hand and place it facedown on the table.
 - ▲ *Note that the "stealth" and "security" card can only be played if there is an industry at the Location.*



4. Simultaneously reveal the chosen cards and check the result.

- ▲ If the players have played the same card, any effect is cancelled but it still counts as a combat action.
- ▲ Charged particles beats plasma.
- ▲ Plasma beats laser.
- ▲ Laser beats charged particles.
- ▲ Upgraded versions beat their non-upgraded counterparts. So the upgraded laser beats the normal laser, but would still lose against plasma.



The art on the cards shows against which cards they win or lose.



- ▲ The stealth card beats all weapon cards but loses to the security card.
- ▲ The security card beats the stealth card, but loses against all weapon cards.

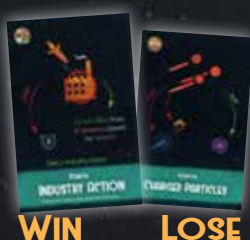


5. **Unless stealth was played**, the losing player chooses and removes 1 of their Units. The removed Unit must be in the same Location and have the same Direction as the winning Unit. The losing player's Unit is returned to its HQ.
6. **If stealth was played** and the defender did not play security, the attacker takes 1 free industry action using the opponent's industry (build spaceship, build card or produce).
7. **If stealth was played** and the defender played security, the attacker loses and chooses 1 of their Units to remove (from that Location and with the same Direction as the industry).

COMBAT WITH STEALTH CARD EXAMPLES



B



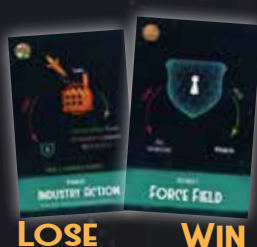
A - the blue player initiates combat against the red player's diamond mine.

B - the blue player plays their stealth card and the defender plays charged particles.

C - the blue player gains 2 diamond resources from the supply and adds them to their HQ



B



A - the blue player initiates combat against the red player's diamond mine.

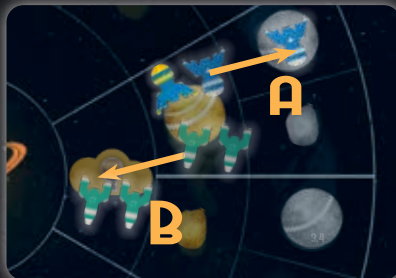
B - the blue player plays their stealth card and the defender plays their security card.

C - the blue player loses and so removes their spaceship and returns it to their HQ.

8. Both players put the played cards back into their hand.
9. As the last step of a combat action, both players choose if they want to retreat.
 - ▲ This is declared by the defending player first.
 - ▲ A retreating player must move all spaceships they have left in the Location, that have the same Direction as the attacker, 1 step following the normal Movement rules (this step may not be an immelmann).
 - ▲ A player may not retreat into a Location with an enemy Unit in it.
 - ▲ All retreating spaceships must move to the same Location.

Tip - if you want to build a certain spaceship or card but you do not have the industry required, and your opponent has such an industry, the stealth action can be very useful. (See stealth card in component guide)

EXAMPLE RETREAT



A - the blue player (defender) retreats by moving their remaining spaceship (silver side up) 1 step into a new Location.

B - the green player then also decides to retreat and moves their remaining spaceships (silver side up) 1 step into a different Location.

END CONDITION REMINDER

The game ends when a player has placed their 7th industry out on the board (winning the game) or when a player explores the last moon and moonlet and finishes their turn, at which point the player with the most industries built wins. (See how to win on pg. 1)

HANDICAP

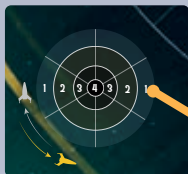
If you want to make it easier for 1 or more players, include 1 or both of the following handicap rules:

1. They only have to spend the 3 identical resources when they build the diamond, alloy and life spaceships, not the extra resource of another kind.
2. All players keep their cards open, both their hand cards and the deck, by their HQs. In combat all players take their current combat cards to their hands.

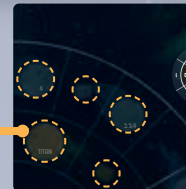
COMPONENT GUIDE

GAME BOARD

- Norse Orbit
- Main Orbit
- Helium Orbit
- Slingshot Orbit



The numbers represent your spaceship's speed (how many steps it has in a single fly action) and the arrows show the Direction it can travel in.



Where to place Titan, moons, moonlets and helium clouds during setup.



The Directions you can move in around the board, based on which color is showing on your spaceship.

HQ BOARDS

Where your industries are stored and where they return to if they are destroyed.

Where your spaceships are stored and where they return to if they are destroyed. The symbol shows which industries the spaceship can be built at.



Where your resources are stored and how much it costs to build a spaceship or card

Quick guide for the different actions you can take.

COMBAT CARDS

WEAPON CARDS



Basic weapon cards



Upgraded weapon cards

You take the basic weapon cards (marked with ) during setup and you can play these in combat.

The upgraded weapon cards can also be played in combat. You do not start with these, they must instead be built at a specific industry by spending the necessary resources.

The upgraded weapon cards will beat their basic counterpart. For example, an ultra-frequency laser will win when played against a laser. However the ultra-frequency laser will still lose when played against a plasma or a superheated plasma.

The symbol in the top left corner of the upgraded weapon cards shows you which industries these cards can be built at. For example, the superheated plasma card can be built at 1 of your life labs.

SECURITY CARD

You take this card during setup.

It is played during combat in the same way as the other weapon cards.

The security card could be played by the defending player during combat if they think the attacker will play their stealth card.

It creates a force field that would block a stealth card, but it would be defeated by all other combat cards.



STEALTH CARD

This card can be built at any industry.

When performing a combat action, if the other player has an industry in that Location and you have a spaceship there with the same Direction, you could choose to play your stealth card.

If your combat opponent plays any weapon card then they will lose and you will be able to perform an industry action using their industry (gain 2 resources of that type).



SPACESHIPS



Silver side
and orbital
Direction



Gold side
and orbital
Direction



Each player has 5 spaceships and each spaceship has 2 sides.

The color on each side shows the Direction the spaceship can move in around the board.

To change the side (and Direction) of a spaceship you must use the fly action to perform an immelmann.

Spaceships cost resources to build and can be rebuilt after they've been destroyed.

TITAN (MOON)



Titan, the biggest moon in the Saturnian system, is the only moon that starts already explored and is able to hold multiple industries.

The moon has 3 options for building, but there is only space for 2 of these industries to be built. (Exception, see bolt pg. 15).

A spaceship moving in the same Direction may spend an action to build an industry here.

MAIN MOONS



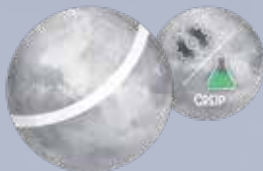
The main moons are placed facedown in the main Orbit during setup.

A spaceship moving in the same Direction may explore a moon in the same Location by spending an action and flipping it.

The moon has 2 options for building, but there is only space for 1 of these industries to be built. (Exception, see bolt pg. 15).

A spaceship moving in the same Direction may spend an action to build an industry here.

NORSE MOONS



The norse moons are placed facedown in the norse Orbit during setup.

A spaceship moving in the same Direction may explore a moon in the same Location by spending an action and flipping it.

The moon has 2 options for building, but there is only space for 1 of these industries to be built. (Exception, see bolt pg. 15).

A spaceship moving in the same Direction may spend an action to build an industry here.

HELIUM CLOUDS



The helium clouds are placed in the helium Orbit during setup.

They do not need to be explored, instead any spaceship in the same Direction and Location as the cloud can build a helium extractor on the cloud, as long as there is not already a helium extractor there.

Fact note - the atmosphere of Saturn is one of the few places in the solar system where he3 (helium-3) can be found in quantity. Helium-3 is valued as a clean fuel in nuclear fusion, both for rockets and for energy production back on earth."

MOONLETS

Moonlets are placed facedown during setup in Norse and main Orbits. A spaceship with the same Orbital Direction may explore a moonlet in the same Location as the spaceship by spending an action and flipping it. Any effects are resolved immediately and the moonlet is discarded. (The effects are listed below.)

NATURAL RESOURCES

Large deposit of natural resources. Take 3 resource tokens of the type indicated.

Place the resources on your HQ. If all spots for that resource are taken, discard that resource.



BOLT

An electric current suddenly discharges between the moonlet and Saturn. This will stun your spaceship but will also allow you to use the extra industry spot on a nearby moon.

- » Place a bolt token on the spaceship used to explore the moonlet. This individual spaceship can't perform any more actions this turn.
- » Choose 1 explored moon in the sector (if any) and place a bolt token on it. All industry spots on this moon are now available to build upon.
- » At the end of your turn remove the bolt token from your spaceship.

Once the extra industry is built on the moon, the bolt token is removed and has no further effect.



Flip the moonlet, revealing the Bolt symbol and then remove the moonlet.



Place a Bolt on your Spaceship and on any explored moon in the same Sector.



At the end of your turn remove the spaceship's Bolt.



When the extra industry is built, remove this Bolt.

METEORITE

The active player may send the meteorite to destroy any Unit in the same Orbit.

EXPLOSION

All Units in the Location are destroyed and returned to the owners' HQ boards.



RESOURCE TOKENS



Alloy -
produced in
alloy factories



Diamond -
produced in
diamond mines



Helium -
produced in
helium extractors



Life - produced
in life labs

The currency used to build spaceships and cards.

These are produced with industries and can be found by exploring moonlets.

Once placed on your HQ board they can be spent but they cannot be moved around your HQ board

INDUSTRIES

Be the first person have all 7 of your industries built at the same time to win the game!

If all the moons have been explored then you can also win by having more industries built than any other player.

ALLOY FACTORIES

Produces alloy



DIAMOND MINES

Produces diamond



LIFE LABS

Produces life



HELIUM EXTRACTORS

Produces helium



Fact note - 24 known moons rotate clockwise around Saturn, matching the rotation of the planet, like most moons in the solar system. They were formed at the same time as Saturn. In the game we call them the main moons.

Further out there are a 58 more moons that Saturn has picked up over the years. Rocks that have been floating around in space and have been captured by Saturn's gravity, they are moving in the opposite Direction and these include the norse moons.

Fact note - lightning bolts from Saturn to its moons can excavate material and reveal resources in a process called electric discharge machining.

KEY CONCEPTS

UNIT

A spaceship or an industry of a player color.

LOCATION

One of the 43 areas you can move to on the board.



SECTOR

The map is divided into 6 pie-shaped Sectors, each containing 7 Locations.

ORBITS

The map has 4 concentric zones, called Orbits. The Orbits have the names; norse, main, helium and slingshot. All moons and moonlets in an Orbit have the same Direction. The norse Orbit's moons are in the silver clockwise Direction. The other Orbits are in the gold anti-clockwise Direction. When a spaceship takes a fly action it moves more spaces the closer to Saturn it is when it starts.

Fact note - the Orbits' names are based on where these Orbits are in reality around Saturn. The norse Orbit represents the outer moons of Saturn which have been collected over the years. The main Orbit represents the area where the main moons of Saturn are found. The helium Orbit represents the area inside Saturn's rings, simulating an installation where you can stay in Orbit and at the same time extract helium-3 from the clouds of the outer layers of Saturn.

Fact note - the more mass a planet has, the deeper its gravity well is and the more gravitational pull it has. The closer a spaceship flies to a massive planet, the more momentum can be transferred to slingshot it at great speed. Hence why, in dawn on Titan, the number of steps you can move with 1 action increases the closer to Saturn you start.

DIRECTION

Each spaceship and moon (including the industries on it) always has a Direction (indicated by its color) in the game, due to the fact that they are Orbiting Saturn. The Direction of spaceships is indicated by their Direction marking's color. The Direction of a moon/cloud is indicated by its general color. The Direction of an industry is the same as the moon/cloud it is on.

INTERACTION

A Unit can only interact with other Units or moons, including combat, if they are in the same Location and have the same Direction.

Fact note - the moons are moving fast, Titan for example, is moving at a speed of 5 km every second! To be able to land on the moon you need to match the speed and Direction of the moon and then descend to the surface. In the game we show this through the concept of Direction. You must match the Direction of the moon you are interacting with by matching the color of the spaceship with the moon. A spaceship with it's gold side facing up can land on a golden moon, and a spaceship with its silver side facing up can land on a silver moon.

MOVEMENT

A spaceship moving along an Orbit has to move clockwise when its silver Direction is face up and counterclockwise when its gold Direction is face up. As part of your fly action you can immelman to flip a spaceship and change its Direction. A spaceship can move between Orbits regardless of its Direction.

Fact note - almost everything in our solar system Orbits in the same Direction, clockwise, and in the same plane. Saturn is like a little solar system, and again almost everything Orbits in the same Direction, clockwise, and in the same plane. However, there are a few exceptions; somehow the norse moons missed the memo and Orbit the opposite to the others. To land on a norse moon, you have fire the engines to bring the rocket to a full stop, then again to bring the rocket to full Orbital speed in the opposite Direction, a difficult and fuel-intensive maneuver.



DAWN ON TITAN SOLO RULES

BRIEFING

As battle looms on the horizon, you are keen to prove your skills in the fight over the resources of Saturn. Until you learn that the struggle will not just be fought against other corporations, but against a new foe... The machines...

GOAL OF THE GAME

You complete your mission and win the game when you **place your 7th industry** on the game board.

However:

- » You will be racing against the 'AI' to place your industries. You will fail your mission as soon as **they place their 6th industry**, thus ending the game.
- » The game will end and you will fail your mission if there are **not enough industry spaces left** to build your 7 industries.
- » The game will end and you will fail your mission if the **AI command deck runs out and there are no more effect cards in play**. So speed is of the essence!

SCORING

Your winning score equals the number of AI command cards that are left in the draw pile when you complete your mission and the game ends. **The higher the score the better.** There is no scoring for failing your mission.

NEW COMPONENTS

- » 16 AI command cards
- » 1 Dice (d3)



SETUP

Follow the normal setup process for a 2-player game with the following changes.

The second player will now be referred to as the AI and their components will be referred to as the AI's components.

4A. Remove the AI's helium industry from their HQ board.

- ▲ The AI only needs to have 6 industries out on the board to win.

Players	Helium Orbit	Main Orbit (Gold)			Norse Orbit (Silver)	
1	1 Cloud	Titan	5 Moons	6 Moonlets	3 Moons	0 Moonlets

4C/D. Collect all the AI's combat cards and **remove** the stealth card and the security card, the AI will only fight with the weapon cards during the game.

- ▲ Shuffle the remaining combat cards and place facedown in a pile, then take the top 2 cards and, without looking at them, place in a facedown 'combat discard pile'.

5. As well as choosing your starting point, choose the starting point for the AI too.

Finally, shuffle all 16 AI command cards, then place them in a pile face up.

- ▲ These cards will make up the AI command deck for the game.



Example: 1-player setup



AI Command deck
(16 Cards)



AI Combat deck
(4 cards)



Combat discard
pile (2 cards)

PLAYING THE GAME

AT THE START OF EACH TURN

Look at the **top card** on the AI command deck.

- » If it is an 'activated' event card then leave it and proceed to have your turn.
 - An activated event card will have a dice placed on it. (See event cards pg. 23-24)
- » If it is an 'inactive' event card then this event card must be 'activated', leave it on top of the AI command deck and roll the dice.
 - Depending on which number was rolled, place the dice on the indicated spot on the event card (do not perform the action straight away).
 - This roll will also allow you to discard any effect cards that are in play with the same discard number. (See effect cards pg. 23-24)
- » If it is an 'effect' card, remove it from the pile and place it on the table, it is now in play.
 - If there are other effect cards in play then place this new card next to the existing ones. Multiple effect cards can be in play at once.
 - **After moving the effect card**, look at the new top card on the deck and repeat the steps above until you find an inactive event card, activate this event card and then proceed with your turn.

EXAMPLE START OF A ROUND

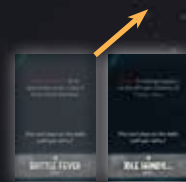
The top AI command card is an effect card and so it gets added next to the effect cards already in play.



The next card is an event card so the dice is rolled and then placed on the event card to activate it.



Because a 2 was rolled the 'battle fever' effect card gets discarded. The player then proceeds with their turn.



ON YOUR TURN

As the human player, you will take your turn first and perform your actions just like in the standard game.

- » However, during your turn, look at the effect card/s that are in play. These will make certain actions harder and may completely stop you from being able to perform certain actions.
- » You may initiate combat with the AI according to the standard rules.

After you have finished taking your turn, it will be the AI's turn.

ON THE AI'S TURN

Look at the activated event card on top of the AI command deck.

- » You must attempt to perform the action listed on the card. You decide how this action will play out according to the card's description and the card's current modification. This could be done to your advantage so plan wisely! (See events cards pg. 23-24)
 - ▲ The effect cards in play may have an affect on the AI, if so, the effect card will state if this happens at the start of the AI's turn or at the end.
- » After attempting to perform the action, check to see if any AI units are in the same Location on the board and have the same Direction as any of your units. If so the AI will initiate combat. (See combat pg. 24)
 - ▲ This includes industries.
 - ▲ The AI will attack repeatedly until there is only 1 player's units remaining on that Location with the same Direction.
 - ▲ The AI has unlimited combat actions.

At the end of the AI's turn do the following:

- » If the current modification on the activated event card tells you to discard the card, then remove the card from the AI command deck and add it to the discard pile.
- » Otherwise, move the dice down 1 space on the modification table and change the number showing on the dice accordingly.

THE AI

The AI is controlled through the AI command deck.

- » The AI will never use the explore action and will never collect any resources during the game and you do not get any resources when an AI industry is placed down.
- » The player will have some information about what the AI's actions could be because the top AI command card is always visible.

- » The decisions the AI makes are normally made by the human player, so you can make the choices that are best for you.
- » Unless there is an exception listed on the card, if the action cannot be performed exactly as written, then it does not happen.

AI COMMAND DECK

The AI command deck contains 2 types of cards, event cards and effect cards.

EFFECT CARDS

When an effect card is on top of the AI command deck at the start of a round, it gets moved to a space on the table. The card comes into play immediately and adds to the effects of any other effect cards in play.

The effect cards will only stop having an effect when they are discarded.

- » This happens when you roll a dice to activate an event card at the start of a round and the number you roll matches the discard number of any effect cards in play.
 - ▲ The dice being moved on an event card at the end of a round will not cause any effect cards to be discarded.
- » As always, the text on the cards overrides the rules in the rulebook.
 - ▲ For example, on the effect card 'slowdown', resource cost is doubled for spaceships and cards, and as result you may place excess resources down on your HQ as necessary.

EVENT CARDS

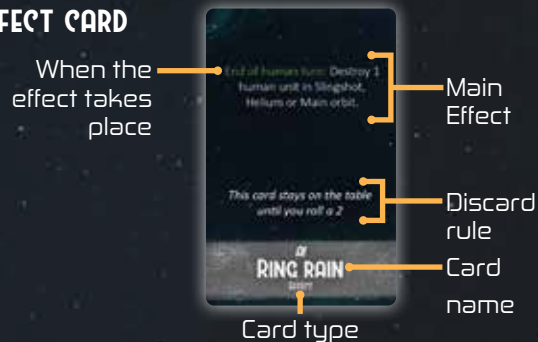
Event cards stay on top of the AI command deck, the dice is placed on top of them and they have an effect for 1 to 3 rounds. They are discarded when the dice reaches a modification that tells you to discard the card.

- » Some modifications limit how the AI's action can be performed.
- » Some modifications prompt the player to look at the next card in the pile until they find another event card and perform the main action on this card, without modifications.
 - ▲ This is done straight after the main action on the original event card is completed.
 - ▲ This new event card is then discarded.
- » Whenever an industry is placed down for the AI, it must follow the same rules for placing an industry down as in the normal game, however you do not get any resources for this.
- » When placing an AI spaceship on a moon, place it with its Direction matching the moon. When placing an AI spaceship elsewhere, you choose its Direction.
- » If a card instructs you to add AI spaceships to the board but there are none left on the HQ, take an AI spaceship from the board and relocate it.

EVENT CARD



EFFECT CARD

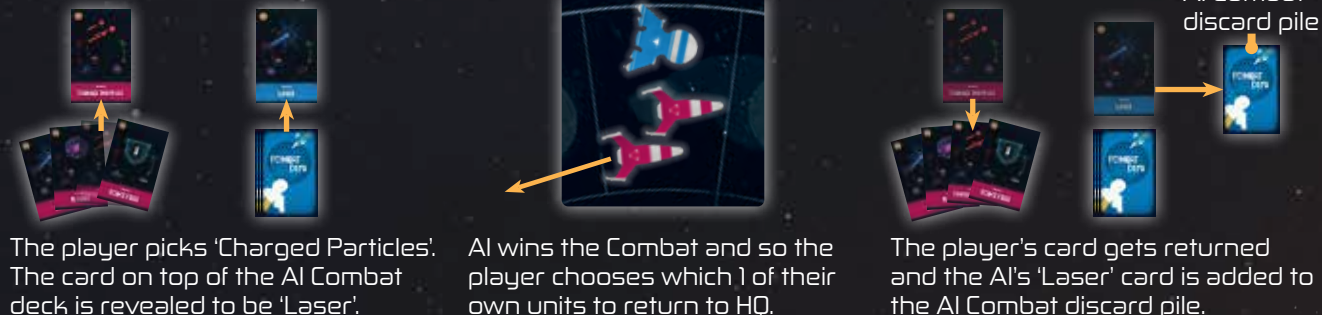


COMBAT

Human vs. AI combat works in the following sequence:

- » Pick 1 of your combat cards and place it in front of you.
- » Reveal the top card on the AI combat deck.
- » Resolve according to the standard rules.
- » Place the AI's revealed combat card facedown in the combat discard pile.
 - ▲ You are not allowed to look at the discarded combat cards.
- » Take your card back into your hand.
- » If there are no cards in the AI combat deck, shuffle the combat discard pile, then discard 2 AI combat cards facedown.
 - ▲ The 4 remaining cards make the new AI combat deck.

EXAMPLE COMBAT



ABOUT SATURN AND ITS MOONS

SATURN - THE GAS GIANT

Gas giants are sometimes called dark stars, as they resemble stars in their composition. Saturn is the planet furthest from the sun that you can see with the naked eye. A day on Saturn is 10 hours and 42 minutes long. It takes sunlight, and therefore messages from earth, about 80 minutes to reach the planet. Saturn's magnificent rings are rather mysterious; it is unknown how or when they were formed, or for how much longer they will stick around. It is also unknown why they stay so thin (10 meters), yet develop spokes that are kilometers high.

INNER MOONS

The inner moons of Saturn are called the main moons in the game. These may have been created from the leftover material after Saturn had formed. They orbit Saturn following the rotation of the planet. These moons are mainly named after the titans in Greek mythology.

NORSE MOONS

These irregular moons named after Norse mythology orbit in the opposite direction compared to the main moons. They are not native to the Saturn system but have been caught by Saturn's gravity over the years. They are small cold rocks far away from Saturn, some of them taking years to orbit the planet.

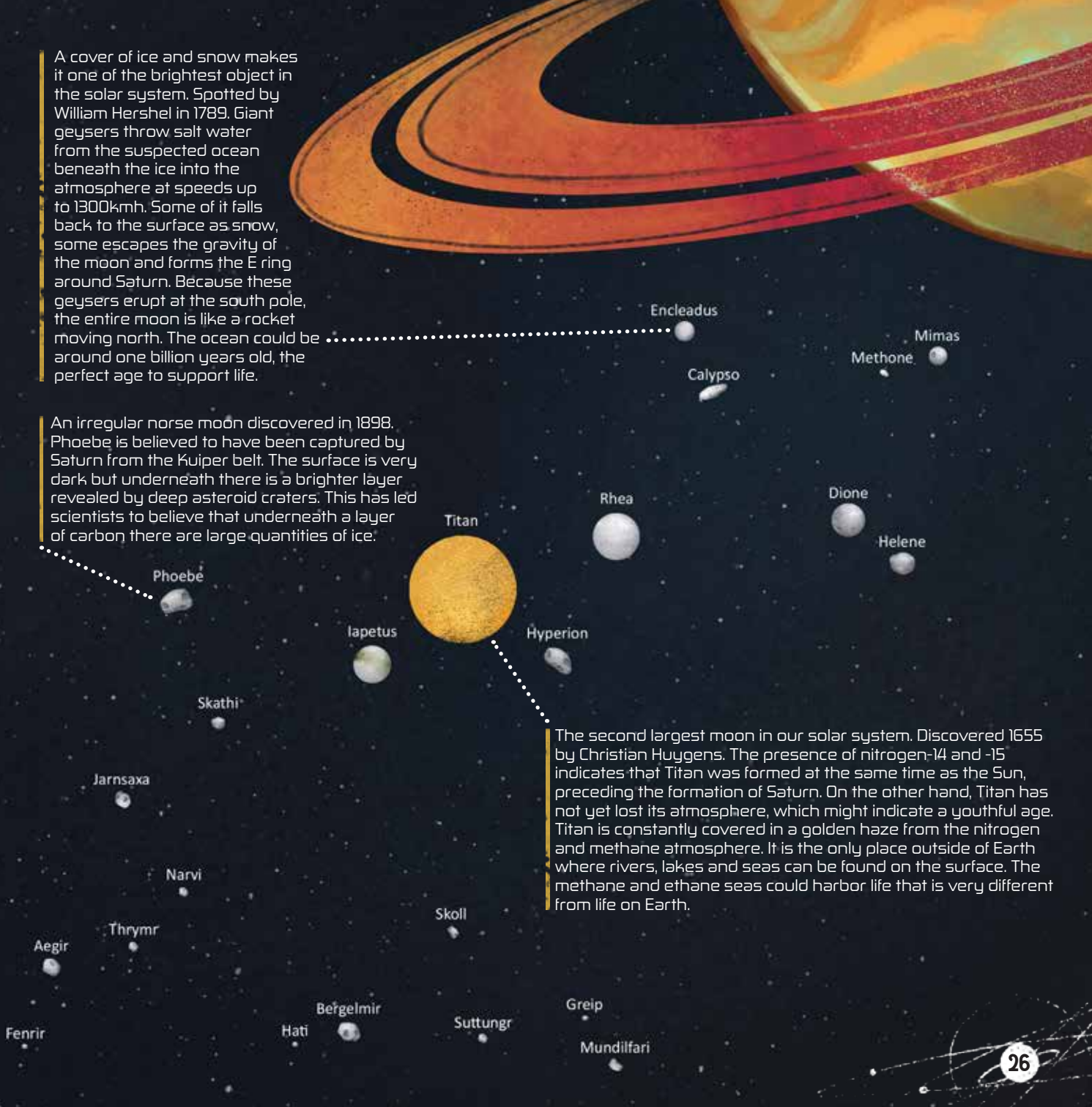
MOONLETS

A moonlet is a particularly small natural satellite orbiting another celestial body. This, for example, can be a belt of objects embedded in a planetary ring. There are also small asteroid moons, caught by a planet's gravitational force, that are labeled moonlets. Such small asteroids can also be formed from debris caused by impacts between larger moons and asteroids.

A cover of ice and snow makes it one of the brightest object in the solar system. Spotted by William Herschel in 1789. Giant geysers throw salt water from the suspected ocean beneath the ice into the atmosphere at speeds up to 1300kmh. Some of it falls back to the surface as snow, some escapes the gravity of the moon and forms the E ring around Saturn. Because these geysers erupt at the south pole, the entire moon is like a rocket moving north. The ocean could be around one billion years old, the perfect age to support life.

An irregular norse moon discovered in 1898. Phoebe is believed to have been captured by Saturn from the Kuiper belt. The surface is very dark but underneath there is a brighter layer revealed by deep asteroid craters. This has led scientists to believe that underneath a layer of carbon there are large quantities of ice.

The second largest moon in our solar system. Discovered 1655 by Christian Huygens. The presence of nitrogen-14 and -15 indicates that Titan was formed at the same time as the Sun, preceding the formation of Saturn. On the other hand, Titan has not yet lost its atmosphere, which might indicate a youthful age. Titan is constantly covered in a golden haze from the nitrogen and methane atmosphere. It is the only place outside of Earth where rivers, lakes and seas can be found on the surface. The methane and ethane seas could harbor life that is very different from life on Earth.



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