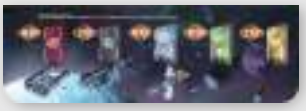
SPACE STATION PHOENIX

2 to 4 players
30 min. per player
Created by Gabriel J. Cohn

COMPONENTS

1 Diplomacy board


1 Neutral Ships board

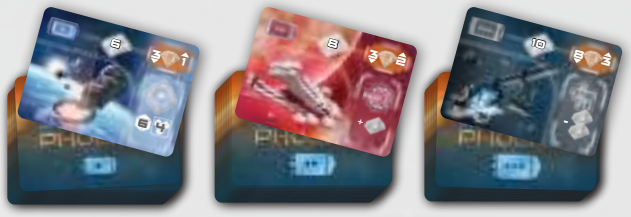
Home Planets board

4 Player boards

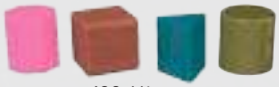
4 Scoring Reference tiles

1 Cloth bag
(for Aliens)

4 Reference Guides
4 Quick Guides


Ship cards:
20 Level-1 ships (1-dot ship icon), 18 Level-2 ships (2-dot ship icon),
16 Level-3 ships (3-dot ship icon)

24 Humans
(silver)


100 Aliens
(25 each in pink, brown, teal, and gold)

Space Station parts:
24 Level-3 Sectors
24 Level-2 Sectors
24 Level-1 Sectors
12 Basic Station Hubs
12 Advanced Station Hubs

4 Action markers
(1 each in the 4 player colors)

24 Player tokens
(6 each in the 4 player colors)

Resource cubes
40 food ( ), 40 water ( ), 40 metal ( )

16 5-metal cubes (large)
( )

Galactic Exchange Minerals (GEMs)
80 orange 1-unit GEMs
20 clear 5-unit GEMs
8 purple 20-unit GEMs

8 double-sided Score Track Lap tokens
(50/100 and 150/200)

14 Terran Expedition dice

NOTE: The supply of resource cubes (food, water, and metal) and GEMs ( ) is unlimited. In the unlikely event that they run out, use something suitable as a substitute to cover the shortage.

GOAL OF THE GAME

Each player begins with a small fleet of spaceships. Each ship represents an action that the player can take on their turn. Throughout the game, players will use these actions to build a space station and populate it with members of four different alien species (and the occasional human). The primary way to get the metal needed to build their stations is by dismantling the very ships they depend on to power their actions.

Diplomatic posturing, careful timing of actions, and resource management all come into play as players race and outmaneuver one another in an attempt to construct the largest, most powerful, and most populous space station around this planet the natives call Earth.

The player with the most points at the end of the game wins.

DEFINITIONS

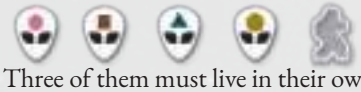
GEMS AND RESOURCES

GEMs ( ), or more formally, Galactic Exchange Minerals: These are the currency used in the game. Players most commonly use these to pay for using ships that provide actions during the game.

Metal ( ): Players usually use this for the construction of new Station Sectors. Building Station Sectors is one of the key aspects of building a game engine and scoring.

Food ( ) and Water ( ): Players usually use these to pay for the Aliens and Humans who will populate their stations. Aliens must be settled on space stations to activate the special powers that drive the game's engine-building and scoring mechanisms.

ALIENS AND HUMANS



There are four different species of Aliens. Three of them must live in their own wings of each player's space station. Each wing has an atmosphere customized for their needs; however, the gold Whijinga can live in any Sector since they do not need to breathe.

Humans are picked up during expeditions to Earth. They can also live in any Sector since they always wear environmental suits to protect them.

Aliens and Humans aboard players' stations are ***residents***; residents activate various Sector abilities and bonuses, and each resident is worth points at the end of the game.

SHIPS

Each player starts with a fixed set of five Level-1 ships. Players also draft two Level-2 and two Level-3 ships with more powerful abilities, for a total of 9 ships per player at the beginning of the game. Once the game has started, no one will **ever** gain more ships—quite the opposite: players will dismantle them for their metal, which removes them permanently from the game.

ANATOMY OF A SHIP

Metal ( ) Value:
If the owner dismantles this ship, they will gain 8 .

Ship Level:
The two windows/dots indicate that this is a Level-2 ship. Level-1 ships additionally have a colored header background to indicate which player owns it.

Cost to Use:
If any player wants to use this ship, they must place 4 on the ship. Also, if that player is not the ship's owner, they must pay an additional 2 to the owner of this ship.

Ship Type:
This is indicated by the icon and the background color. For example, this is a Terran Expedition ship. Ship types are explained in detail starting on the next page.

Ship Abilities:
The icons describe the ship's abilities. (See "Ships and Their Actions" on pages 12-16.)

Types of ships:

Dismantle ships: Players use these to dismantle one of their ships and gain the dismantled ship's .

Construction ships: Players use these to build new Sectors by spending .

Terran Expedition ships: Players use these to gather resources and to recruit Human allies or observe Humans (gaining points).

Transport ships: Players use these primarily to bring Aliens to populate their space stations, but also to trade for other resources.

Diplomacy ships: Players use these to advance along the Diplomacy tracks (see "Diplomacy Board," page 5) by spending .

Farms and **Ice Collectors:** Players use these to gain and , respectively.

The above actions are explained in greater detail in "Ships and Their Actions" on pages 12-16.

SPACE STATION SECTORS

Each player begins the game with a hexagonal Station Hub and, during the game, may build up to three different-colored wings to extend their station. All of the Sectors in a wing must be the same color (i.e., all pink, all teal, or all brown).

Each wing may have a Level-1 (small), Level-2 (medium), and Level-3 (large) Sector in it, and each wing must be built from smallest to largest. Each wing must house Aliens of the matching color *(because they must live in an environment where they can breathe)*. Additionally, the gold Aliens (Whijinga) can live in any Sector because they are anaerobic *(they do not breathe)*, and Humans can live in any Sector because they all wear environmental suits.

SECTOR SPECIAL ABILITIES

Most Sectors have special abilities that are color coded. The colors correlate with actions: either matching a ship color or orange to match the Income action. These abilities are related to single spaces in the Sector called living quarters (see below). A resident must occupy that space to activate the benefits from these special abilities. As players build and populate their stations, they will gain new and more powerful abilities.

ANATOMY OF A SECTOR

Species:
Because this Sector is brown, it can host brown Aliens (as well as gold Aliens and Humans).

Living Quarters:
Each one of these can house one resident. They must always be filled left to right.

Cost:
This number is the amount of needed to build this Sector by using a construction action. In this case, this Sector requires 13 .

Sector Number:
This is only for reference. The first digit matches the Sector's level.

Immediate Abilities:
Some Level-3 Sectors have abilities that are triggered only once, immediately upon the construction of the Sector.

Special Abilities:
Many Sectors have these. These abilities are only active if there is a resident in the connected living quarters.

Income Abilities:
An icon with an orange background indicates an income ability. If there is a resident in the living quarters connected to the ability, then the owner will receive the indicated income when they use the Income action. (See "Income," page 18.)

STATION HUBS

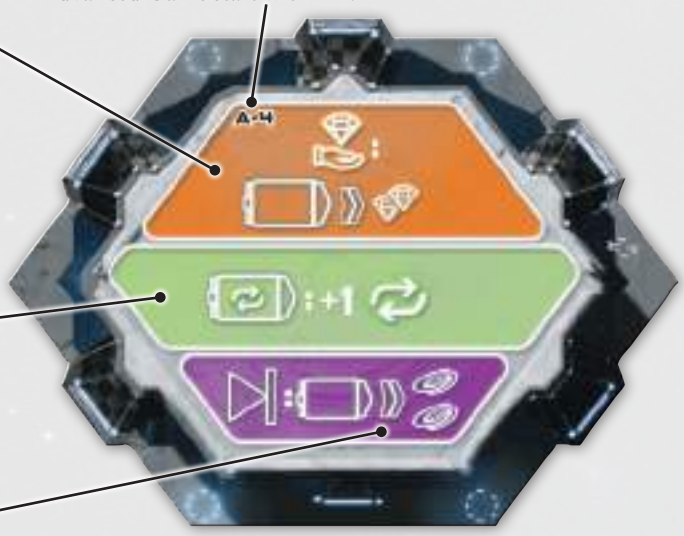
During setup, each player will select one of two possible Station Hubs. These Hubs represent the abilities and starting benefits available to the player at the beginning of the game. The back of the Station Hub displays the benefits (and penalties) a player gains during setup. The front of the Station Hub acts just like any other Station Sector, except that it does not require residents to be present for its abilities to operate. Detailed explanations for all Station Hubs may be found in the Reference Guide.

Hub Number:
This is only for reference. It can be used to look up detailed explanations of each Hub's abilities in the Reference Guide. Hubs used in the Basic Game start with "B" while Hubs used in the Advanced Game start with "A".

Income:
All Station Hubs will have one or more Income abilities as indicated by the orange background. Most Hubs show that each ship produces 1 GEM ( ) during income, but this one shows that each ship produces 2 GEMs.

Other Benefits:
Most Station Hubs will have some other benefits or bonus actions. Most are associated with a particular type of Ship action and are therefore color coded to match. In this case, the Hub allows the player an extra transport transaction each time they use a Transport ship.

Endgame Bonuses:
Many Station Hubs will have a section showing special scoring rules that apply at the end of the game (purple background). In this case, the owner of this Hub will gain 2 points for each ship left in their tableau.



FRONT SIDE OF STATION HUB
(ONGOING BENEFITS)

Resources and GEMs:
At the top, each Hub lists the number of GEMs ( ) and other resources the player should take during setup.

BACK SIDE OF STATION HUB
(STARTING BENEFITS)

Diplomacy Benefits:
Many Station Hubs will list free advancements on the Diplomacy board that the player receives during setup. In this case, the player selecting this Hub would advance one space on the Transport Diplomacy track.

Hub Number:
This is only for reference. It can be used to look up detailed explanations of each Hub's abilities in the Reference Guide.

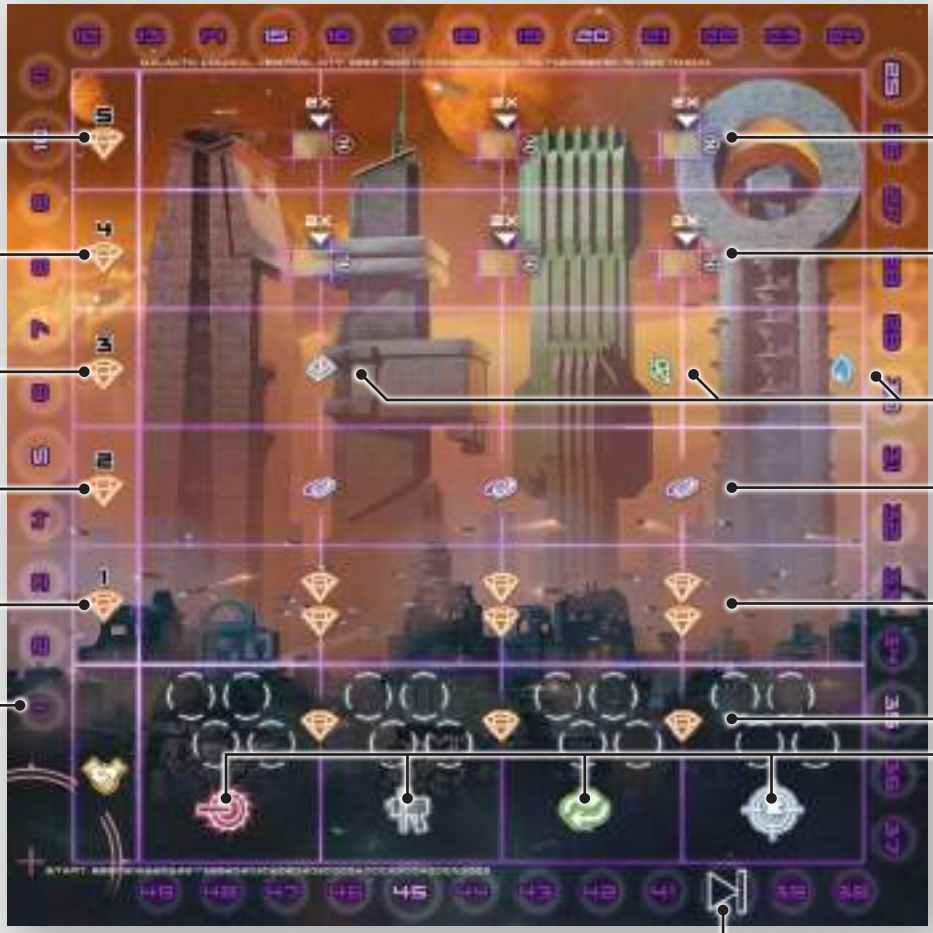
Other Benefits/Penalties:
Unique station benefits and penalties are described here, and clarifications can be found in the Reference Guide. In this case, the player selecting this Hub must discard their Level-1 Diplomacy ship.

THE DIPLOMACY BOARD

The Diplomacy board is used to track points ( ) gained during the game and to display each player's standing on the four Diplomacy tracks. These tracks correspond to different types of ship actions: Dismantle, Construct, Transport, and Expedition. A player's position on these tracks may allow them to gain benefits when **any player** (including themselves) uses a ship of the type shown. Players should pay attention to actions taken by other players since they may gain a benefit.

Lobbying Cost:
When a player advances a token on any of the four Diplomacy tracks, they must pay the number of GEMs shown here in the left column.

Diplomacy Benefits:
Whenever any player uses a ship of the type shown at the bottom of each track, all players who have advanced on that track will gain a benefit. These benefits are explained on page 10.



Diplomacy Tracks:
There are four Diplomacy tracks (from left to right): Dismantle, Construct, Transport, and Expedition. Each of these will produce benefits when a ship of that type is used by **any player**.

Score Track:
Players use this to track points ( ) gained during the game and then to calculate scores at the end of the game.

End of Game:
If any player has 40 or more points ( ) at the end of their turn, the end of the game is triggered (see page 19). This is one of three ways that the end of the game may occur.

SETUP

It is important to follow these steps in order (in particular, completing Diplomacy Board and Component Supply setup before Each Player setup).

For the first game: Please follow the special "first game" rules in blue for each step, in addition to the rules in black.

DIPLOMACY BOARD AND COMPONENT SUPPLY

1. Place the **Diplomacy board, Home Planets board,** and **Neutral Ships board** in the middle of the table.
2. Place a number of **Humans** depending on the player count on Terra on the Home Planets board.

2p	3p	4p
16	20	24

3. Put all 100 **Aliens** in the bag. Draw a number of Aliens depending on the player count, and sort them onto the Home Planets board by type.

2p	3p	4p
50	70	90

4. Each player chooses a **player color** and takes the player tokens of that color, then places a **player token** on the **0** space of the **score track** around the Diplomacy board to track points ( ).
5. Each player places a **player token** on the bottom space of each of the four **Diplomacy tracks** on the Diplomacy board (directly above the ship type icon).
6. Make piles of the following nearby to form a **supply**:
   a. Terran Expedition dice
   b. All resources (, ,)
   c. GEMs ( )
7. Set up a display of **random Station Sectors** as follows:
   a. Sort the Station Sectors by level (size) and color into stacks. Then, shuffle each of these stacks separately.
   b. From each stack, randomly select 1 sector **per player**.*

   Example: *The illustration depicts a setup for a 3-player game. Note that there are thus 3 teal Sectors, 3 pink Sectors, and 3 brown Sectors of each size/level. There will be a total of 27 Sectors available in a 3-player game.*

   c. Return the other Sectors to the box.

For the first game:
Use only the Sectors whose Sector Numbers end with 1, 2, 3, or 4 (e.g., 101–104, 111–114, etc.).

*Friendly Variant: For each level, add 1 more of each color. **Warning:** This offers players more choices, which may slow the game.

EACH PLAYER

8. Each player takes the following:
   a. The **Player board** of their color.
   b. A player token of their color, and places it as their **Neutral Ship marker** on their Player board.
   c. The **Action marker** of their color, and places it on their Player board.
   d. The **Score Track Lap tokens** (**50/100** and **150/200**) of their color.
   e. A Scoring Reference tile.
   f. The **5 Level-1 ships** that have the player's color at the top.
9. Players pick a starting player using any mutually agreed upon method. Turn order is clockwise around the table.

For the first game: Skip the next three steps (10, 11, and 12). Instead, create these 4 predefined sets consisting of a Station Hub, two Level-3 ships, and two Level-2 ships. Distribute one set to each player randomly.

The predefined sets are as follows:

	Station Hub B-1	**Station Hub B-2**	**Station Hub B-3**	**Station Hub B-4**
Level-3 Ships	Construction Dismantle	Transport Ice Collector (+5)	Dismantle Terran Expedition	Terran Expedition Construction
Level-2 Ships	Terran Expedition Dismantle	Construction Farm (+4)	Dismantle Construction	Terran Expedition Transport

Note: There is **no hidden information** in this game. Players' components and resources must always be visible.

10. Deal each player **2** random **Station Hubs**.

For an **easier** game, use only Station Hubs B-1 to B-12 ("Basic").
For the **"Advanced"** game, use all 24 Station Hubs ("Advanced" and "Basic").

11. **Draft** Level-3 ( ) and Level-2 ( ) ships as follows:
   a. **Level-3 ships**
      i. Shuffle the deck of Level-3 ships. Draw cards from that deck as needed for the number of players in the game based on the chart below. Place these cards face-up on the table so all players can see them.

2p	**3p**	**4p**
5	7	9

      ii. In turn order, each player takes 1 of those ships.
      iii. Then in **reverse** turn order, each player takes a second ship.
   b. **Level-2 ships**
      i. Create a set of face-up Level-2 ships following the same procedure as explained above.
      ii. In **reverse** turn order, each player takes 1 of those ships.
      iii. Then in turn order, each player takes a second ship.
   c. Return the remaining ships to the box.
   d. The players lay out all of their ships face up in front of them.

12. Considering the Sectors available and the ships in their fleet, in turn order, **each player keeps 1 of their Station Hubs and returns the other to the box**.

For the first game: The starting bonuses on the back of each player's Hub entail taking resources and advancing on the Diplomacy tracks, with one exception: the player with **B-2** has a +3/-1 ship bonus. That player ignores this particular bonus, and instead takes the following Level-2 ships in addition to the ones already taken: Transport, Dismantle. This is part of Step 13 below.

13. Each player takes the starting bonuses on the back of their Hub.
(If anyone feels that it matters, all players can take their bonuses in turn order.)
Many Hubs get free advances on the Diplomacy tracks. If the bonus has a "?" after the Diplomacy symbol, the player may choose on which track or tracks to advance (and may, in some cases, take double advances on a single track). **Do not take any bonuses as a result of these advances that are part of setup.**
Refer to the **Reference Guide** if anyone is unsure about any starting bonuses.
Flip the Station Hub over to the other side and attach it to the player board as shown below.

14. In compensation for turn order, some players take extra GEMs according to the table below:

P2	P3	P4
1	2	3

Starting Station Hub A-3

Move on the Diplomacy tracks as shown on back of the Station Hub

Finished starting player setup example with Station Hub B-5

GAMEPLAY

The players will take turns during the game, going clockwise, until one of the game end conditions is met (see "Game End," page 19).

TURN OPTIONS

On a player's turn ( ), they must do **one** of the following two things:

A. Use a Ship action ( ).

B. Take the Income action ( ).

(Pages 9-17)

(Page 18)

WHICHEVER OPTION THE PLAYER CHOOSES, they must move their Action marker:

If they are using a ship (option A), they must move their Action marker to the ship they are using to perform this action. This indicates to other players which Diplomacy bonuses everyone should gain (see "Everyone checks for bonuses from the Diplomacy tracks," page 10).

If they are taking the Income action (option B), they must move their Action marker to their Player board.

TURN OPTION A: USE A SHIP ACTION

General Rules:

- A player can only use a ship action if they can complete at least one part of its action.
- A player can use **any *unused*** ship on the table: their own, another player's, or a neutral ship. An **unused** ship has **no** on it.

To use a ship, perform the following steps:

The player moves their Action marker to the ship, and then **places the required cost in on the ship**.

If they use a ship belonging to another player, they must also pay the ship's owner an **owner's fee**.

The cost to use a ship is indicated in the orange box in the upper-right corner.

- The number on the left **(a)** is the **cost** in that they must **place on the ship**.
- The number on the right **(b)** is the **owner's fee** in that they must pay directly to the owner of the ship (the owner does not need to pay themselves).

See "Ships and Their Actions" (pages 12-16) for more details on individual actions.

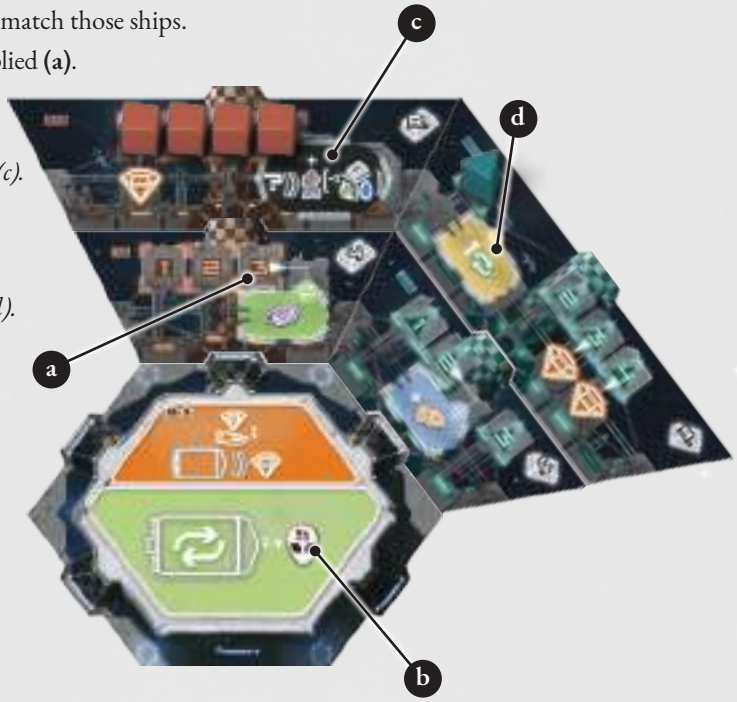
The active player checks for bonuses from their own Station Sectors. Only Sectors in the active player's station affect that player's actions.

- Bonuses that apply to specific ship actions are color coded to match those ships.
- Bonuses from living quarters that are unoccupied are not applied **(a)**.
- Bonuses on the player's Station Hub are always active **(b)**.
- Some bonuses alter the ***basic action*** of a ship.
  Example: *Sector 215's bonus alters the cost to gain a Human ally (c).*
- Other bonuses grant the player a bonus action, which they perform **after** the specified action is complete.
  Example: *After using a yellow Diplomacy ship to perform a Diplomacy action, sector 206's bonus grants a transport action (d).*

IMPORTANT:

Only **ship** actions trigger Sector bonuses marked with a ship outline! Bonus actions **do not**.

Example: *If Alayna has Hub B-3 and Sector 206 and takes a diplomacy action ( ), she then gets a bonus transport ( ) action (d). This bonus transport action* ***does not*** *then trigger the bonus depicted on Hub B-3 (b).*



3. Everyone checks for bonuses from the Diplomacy tracks.

After the active player takes an action using a ship depicted on the Diplomacy board, any player who has advanced on the corresponding track on the Diplomacy board gains a bonus. This bonus is collected after that entire action has been completed.

A. What triggers Diplomacy bonuses?
When **any player** uses a Dismantle, Construct, Transport, or Terran Expedition ship, the corresponding Diplomacy track will produce bonuses. **IMPORTANT: Bonus actions that a player receives from their Station Sectors will not trigger Diplomacy bonuses.**

B. When are Diplomacy bonuses gained?
Bonuses are gained **after** the entire action is completed. (Therefore, resources or GEMs gained from Diplomacy cannot be used as part of the action in step 1.)

C. Who receives a Diplomacy bonus?
All players who have advanced at least one space above the starting position on the matching Diplomacy track will gain a bonus.

D. What Diplomacy bonus does each player receive?

- A player who is the <u>sole leader</u> on the track may choose the bonus in their **current space** or any single bonus **below** it on the same track.
- A player who is <u>tied for the lead</u> on the track may choose the bonus from **any** single space **below their current level** on the track.
- A player who is <u>not in the lead</u> on the track may choose the bonus from **any** single space **below their current level** on the track.
- If a player has <u>not advanced</u> beyond the starting space, they get **no bonus**.
- The top two spaces of each track allow a choice of **2 different** bonuses from the first four spaces of that track (they cannot be the same bonus). For example, players tied on level 4 will only gain a single lower-level bonus, but players tied on level 5 will gain any two bonuses (because level 4, below them, gives two bonuses).

The fourth and fifth level bonuses allow a player to choose any two different bonuses from lower levels of the track.
Example: 1 metal ( ) and 2 GEMs ( ).

The third level bonus is 1 resource. The resource available depends on the Diplomacy track.

The second level bonus is 1 point ( ).

The first level bonus is 2 GEMs ( ).

Tokens on the starting level **never receive a bonus**. The 1 GEM ( ) bonus shown here is available to players with tokens **above** this level.

SOLE LEADER EXAMPLE

- Blue player uses a Dismantle ship (A).
  The Dismantle Diplomacy track will trigger bonuses (B).
- (Not shown) Blue player completes entire action before Diplomacy bonuses are gained.
  (For details, see "Ships and Their Actions" on pages 12-16.)
- Red and Green will gain Diplomacy bonuses because they are above the starting level. Blue and Yellow will not.
- Red may gain 1 point ( ) because they are alone in the lead on this track and that is the bonus of the level their marker is on. As an alternative, they may gain 2 (the level below them) or 1 (bottom level).

  Green may only gain a bonus from below their current level and therefore may only gain the 1 bonus.

TIED LEADERS EXAMPLE

- Blue player uses a Terran Expedition ship (C).
  The Terran Expedition Diplomacy track will trigger bonuses (D).
- (Not shown) Blue player completes entire action before Diplomacy bonuses are gained.
  (For details, see "Ships and Their Actions" on pages 12-16.)
- Red, Blue, and Green will gain Diplomacy bonuses because they are above the starting level. Yellow will not.
- Red and Blue are tied for the lead and therefore may only gain a bonus from below their current level. That means they may gain 2 or 1.

  Likewise, Green may only gain a bonus from below their current level and therefore may only gain the 1 bonus.

Bonuses:

- Generally, everyone can gain Diplomacy bonuses simultaneously, but if there are any doubts, simply do so in turn order, beginning from the active player.
- Remember that the active player placed their Action marker on the ship they are using, so everyone can start looking at the corresponding Diplomacy track (if any) to see what their bonuses will be. Vigilantly watching the active player's Action marker really expedites the game!

AN IMPORTANT REMINDER: Only Ship actions generate Diplomacy bonuses! **Bonus actions do not.**

SHIPS AND THEIR ACTIONS

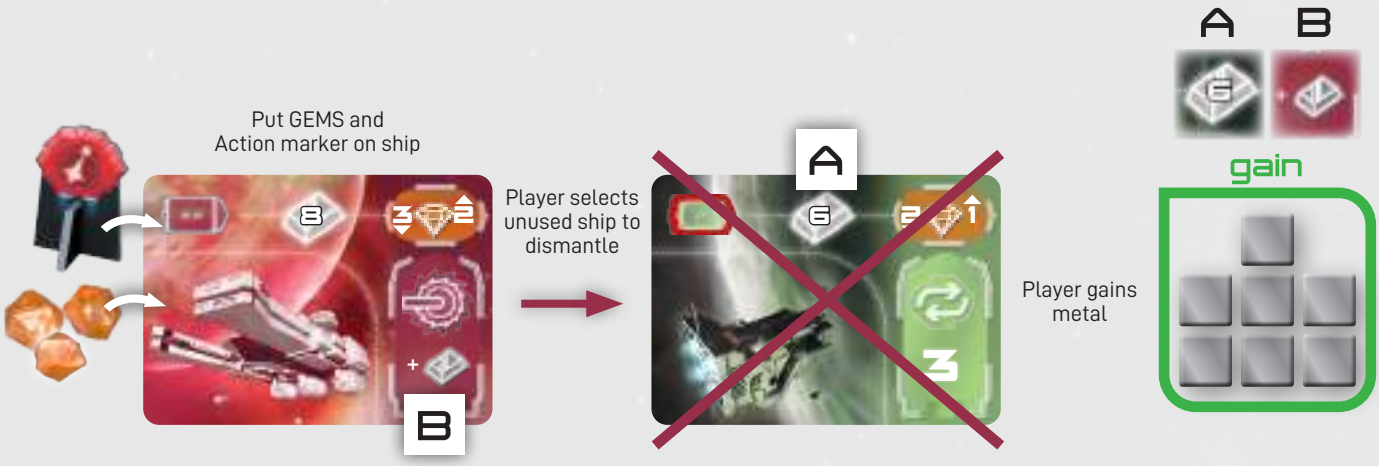
IMPORTANT: Players can use their own ships, other players' ships, and neutral ships!

Dismantle Ship/Action

When a player uses a Dismantle ship to perform a dismantle action, they must select an **unused** ship (i.e., one with no on it) **from their own fleet** to dismantle. They permanently remove this ship from the game, returning it to the box. In exchange, they receive from the supply equal to the number shown on the ship (plus any bonuses that may apply).

The Dismantle ship **cannot** dismantle itself: it is not an unused ship! If a player wants to dismantle a Dismantle ship, they can use another Dismantle ship to do so.

Level-2 and Level-3 Dismantle ships may provide additional metal when used to perform this action.



Dismantle example: *Paul wants to dismantle his Level-1 Transport ship. To do this, he chooses to use his own Level-2 Dismantle ship. He pays 3 and puts them, along with his Action marker, on his Dismantle ship. Doing this indicates that he is using that ship to perform the action.*

As shown at the top of the ship card (A), the Level-1 Transport ship is worth 6 when dismantled. Because Paul is using a Level-2 Dismantle ship (B), he gets one extra because of its ability. Therefore, he receives 7 as a result of this action.

Construction Ship/Action

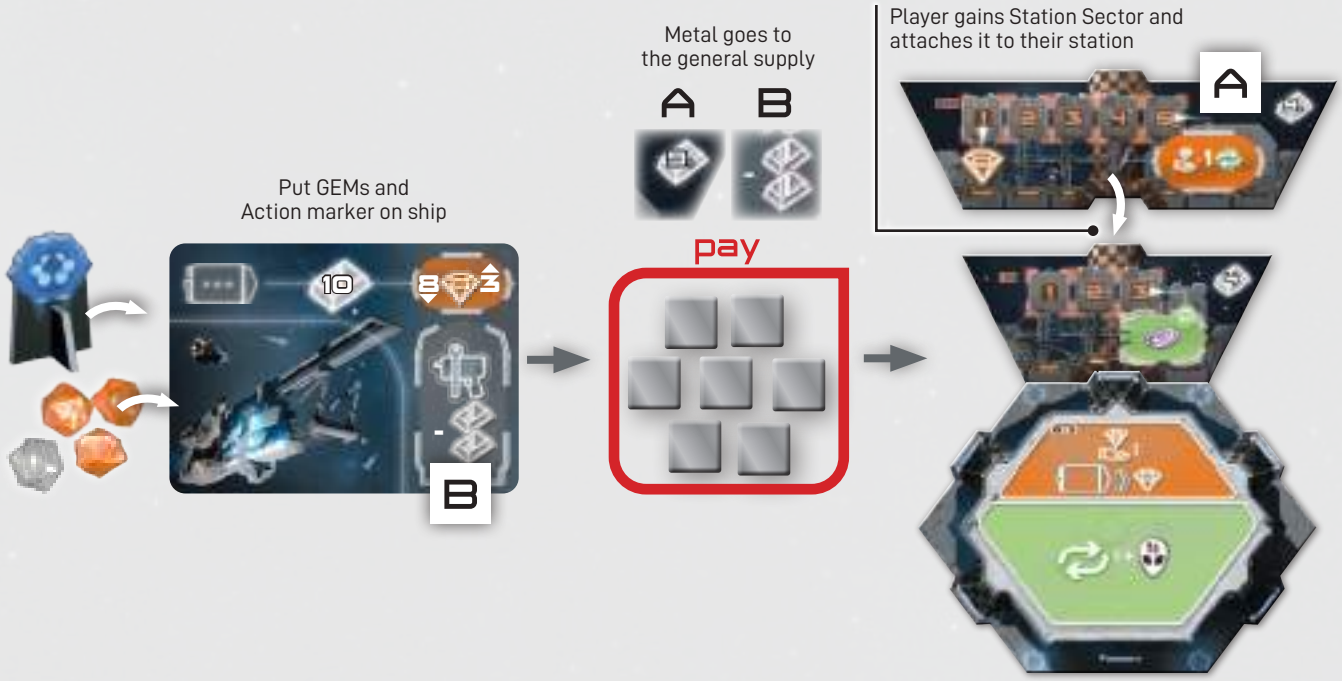
When a player uses a Construction ship to perform a construction action, they pay to the supply to select a Sector from the supply and add it to their space station. They must use the amount of indicated in the upper-right corner of the Sector.

Once they pay the required to the supply, they take the Sector from the supply and add it to a wing of their station.

Level-2 and Level-3 Construction ships allow players to build Sectors for 1 or 2 less.

STATION CONSTRUCTION RULES

- Sectors of different colors can never be in the same wing, and each of the three wings must be of a different color.
- A wing must have a Level-1 Sector before it can have a Level-2 Sector, and it must have a Level-2 Sector before it can have a Level-3 Sector.
- A station can have several wings under construction at once; there is no requirement to complete all three levels of a wing before starting another wing.
- A station can have wings of different levels; there is no requirement to complete the same level in all three wings before building the next level in one of them.
- Each wing can have only one Sector of each level. As a result, a station will have at most nine Sectors by the end of the game.
- Some Level-3 Sectors have ***immediate*** ( ) bonus actions listed. If a player builds one of these Sectors, they must take the immediate bonus action right away, to the greatest extent possible. **No residents are required to activate immediate bonus actions!**



Construction example: *Anna wants to build a new Sector on her space station. She already has a Level-1 brown Sector, so she decides to build Sector 218, a Level-2 brown Sector. To do this, she chooses her own Level-3 Construction ship. She pays 8 and puts them, along with her Action marker, on the Construction ship to indicate that she is using that ship to perform the action.*

As shown at the top of Sector 218, it costs 9 to build this Sector (A). Since Anna is using a Level-3 Construction ship, which provides a 2 discount (B), she pays 7 to the supply. Anna then takes Sector 218 and attaches it to her station.

Terran Expedition Ship/Action

When a player uses a Terran Expedition ship to perform an expedition action, they collect resources and/or Humans from Earth, as determined by rolling dice. To do this, they roll a number of dice equal to the expedition ***duration*** ( ) indicated on the ship, then select dice—up to the ship's ***capacity*** ( )—from those rolled and collect the results.

Every Terran Expedition die is identical and has the following faces:
2 , 2 , 1 , 1 Human ( ).

EXPEDITION DIE ROLL RULES

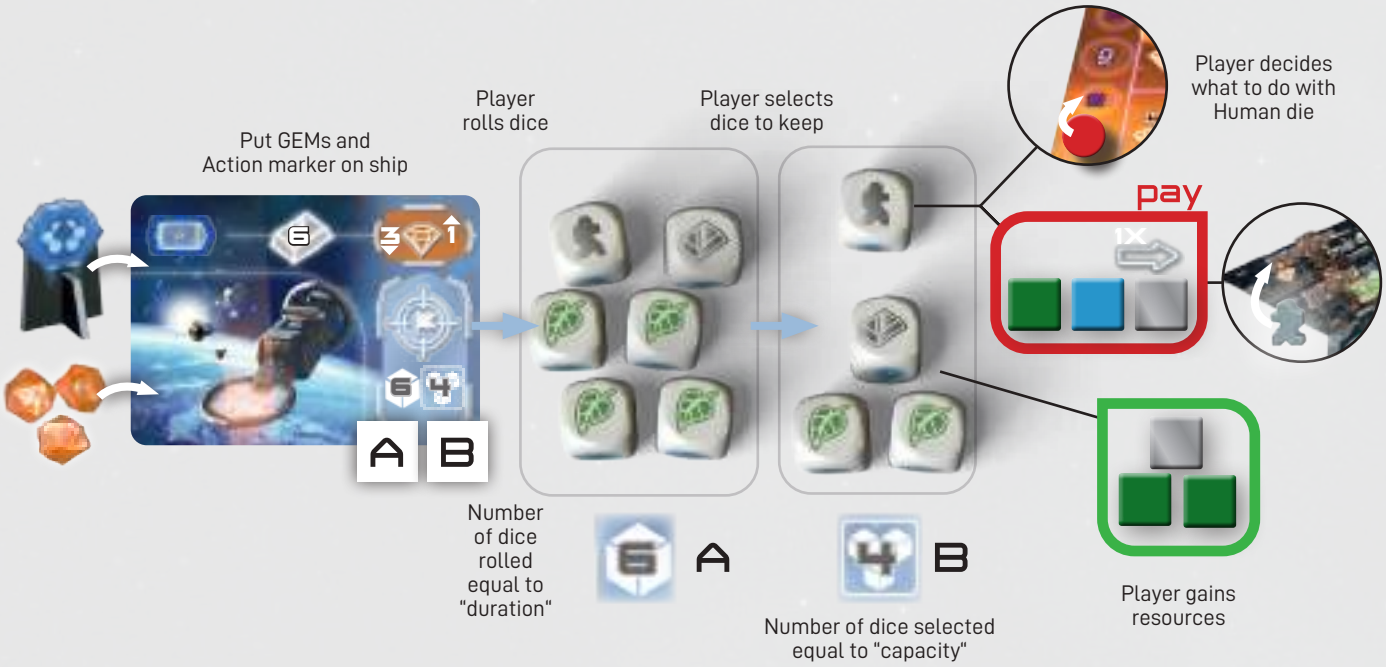
- The active player rolls the number of dice indicated by the duration icon on the Terran Expedition ship being used to perform the action. The player chooses which dice to collect, up to the number indicated by the ship's capacity.
- The active player may collect the items in any order, which can allow them to use rolled resources to pay to gain Human allies (see below).
- Each die the active player chooses takes up 1 capacity ( ), no matter whether it is a resource or a Human.
- Each rolled resource collected comes from the supply.
- For each die depicting a Human selected, there are two options, but either option takes capacity ( ):

  Observe Humanity: The player gains 1 point ( ).
  Why does observing take up space? Just look at all the scientific equipment (and souvenirs!).

  Gain a Human Ally: The player pays 1 , 1 , and 1 to the supply, then takes a Human and places it in the leftmost empty living quarters in any Sector of any wing of their station. The player can only gain a Human if they have living quarters available!
  Dice used to gain a Human ally (or to observe humanity) still take up capacity.

  Food and water, I understand, but why metal? For the environmental suit, of course!

Player board
(right side)



Terran Expedition example: *Matthew decides to gather resources by using a Terran Expedition ship. He chooses his own Level-1 Terran Expedition ship and places 3 , along with his Action marker, on the ship. By doing this, he indicates that he is using that ship to perform the action.*

The ship has a duration ( ) of 6 (A), so he rolls six dice. He rolls 4 , 1 , and 1 . The ship has a capacity ( ) of 4 (B), so he selects 4 of those dice to keep. Matthew selects 2 , 1 , and 1 . He takes 2 and 1 from the supply. For the die showing , Matthew must make a decision – he can either gain 1 point ( ), or he can spend 1 , 1 , and 1 from his personal supply (including the resources he just gained) to take a Human and add it as a resident to an open living quarters space on his station.

Transport Ship/Action

When a player uses a Transport ship to perform a transport action, they may make any number of transactions less than or equal to the number shown on that Transport ship. However, they must make at least one in order to use the ship at all. The active player may perform transactions **in any order they choose**, which can allow them to trade for or buy resources that they might use to gain Aliens. Players may choose the same transaction multiple times.

Player board
(right side)

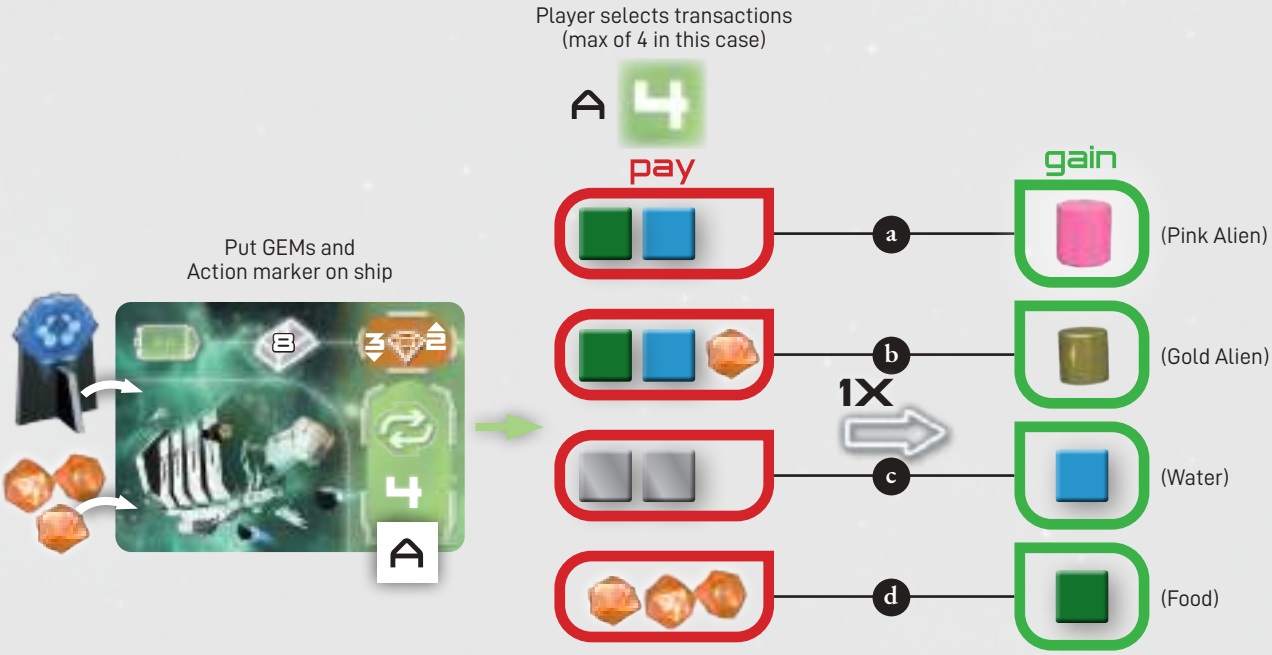
Transport Transactions Available

A. Gain aerobic (teal, pink, brown) Alien: The player pays 1 and 1 to the supply to take 1 teal, pink, or brown Alien and place it in the leftmost empty living quarters in any **same-color** Sector of their station. The player can only gain an aerobic Alien if they have appropriate living quarters available!

B. Gain anaerobic (gold) Alien: The player pays 1 , 1 , and 1 to the supply to take 1 gold Alien and place it in the leftmost empty living quarters in **any** Sector of any **wing** of their station. The player can only gain a gold Alien if they have living quarters available!

C. Trade resources: The player pays **any** 2 resources ( ) to the supply to take **any** 1 resource ( ) from the supply.

D. Buy resources: The player pays 3 to the supply to take any 1 resource ( ) from the supply.



Transport example: *Sofia decides to use a Transport ship. She chooses her own Level-2 Transport ship and places 3 , along with her Action marker, on the ship. Doing this indicates that she is using that ship to perform the action.*

Because she used a Level-2 Transport ship, she may make up to 4 transactions, as indicated on the ship (A).

a. For her first transaction, she spends a and a and takes a pink Alien, placing it on the leftmost open living quarters space on any pink Sector of her station.

b. For her second transaction, she spends 1 , 1 , and 1 , which gains her a gold Alien. She places the gold Alien on the leftmost open living quarters space of any Sector on her station.

c. For her third transaction, she spends two to gain 1 .

d. Finally, she spends 3 to gain 1 .

General Placement Rules for Residents

Aerobic Aliens (teal, pink, brown) must go to Sectors of a matching color *(e.g., Pink Aliens must go to pink Sectors, which have an atmosphere suitable for pink Aliens).*

Humans and **gold Aliens** can go to **any color** of Sector.

- Residents must always go to the leftmost available living quarters in the Sector in which they are placed.
- Residents cannot be acquired if there are no available living quarters for them.
- Residents **may** be added to higher-level Sectors before lower-level Sectors are full.
- Residents do not activate their Sector bonuses until **after** the turn in which they were placed.
- Residents cannot be moved from one Sector to another, except during the Income action (see "Turn Option B: Take Income," page 18).

Farm and Ice Collector Ship/Action

When a player uses a Farm or Ice Collector ship, they take resources from the supply as depicted on the the ship.

- Farm ships provide 4 or 5 .
- Ice Collector ships provide 4 or 5 .

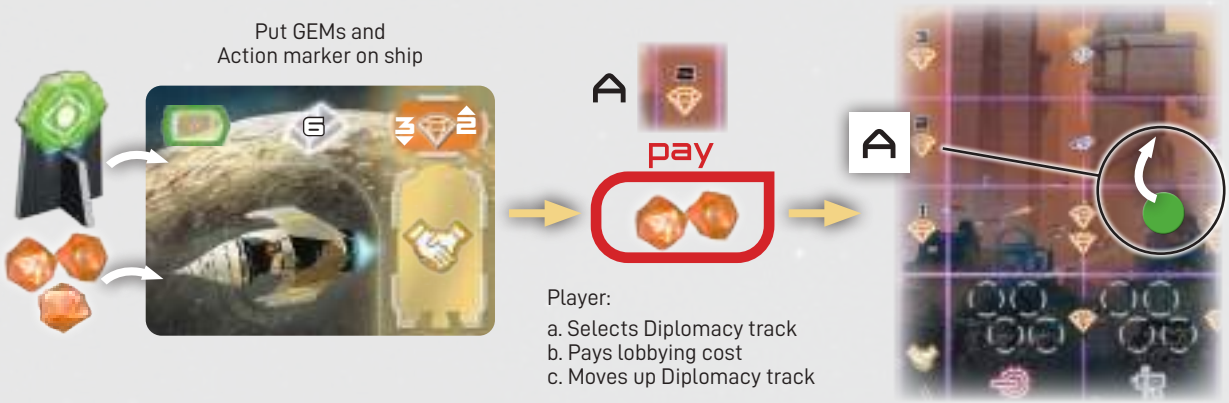
There are no other effects for these simple ships.

Diplomacy Ship/Action

When a player uses a Diplomacy ship to perform a diplomacy action, they select a Diplomacy track on the Diplomacy board, **pay the lobbying cost** in shown on the step above the current level of their token on that track, and advance their token 1 space to that new level. Once a token reaches the top space, it cannot advance further. Multiple players' tokens can be on the same space.

This action does not grant any immediate benefit. It improves the player's options when the selected type of ship is used in the future. (See "Everyone checks for bonuses from the Diplomacy tracks," page 10.)

Note: Level-3 Diplomacy ships let players do the above action on **2 different** Diplomacy tracks at once; however, they must pay the lobbying cost for both advancements. Players are allowed to use a Level-3 Diplomacy ship to advance only one space on just one track.



Diplomacy example: *Kurt decides he wants to increase the benefits he receives on the Construction Diplomacy track. He uses his own Level-1 Diplomacy ship, so he places 3 , along with his Action marker, on the ship. This indicates that he is using that ship to perform the action.*

In order to advance on the Construction Diplomacy track, Kurt notes that he will have to pay 2 to the supply because of the 2 lobbying cost (A) listed at the far left on the level above the current level of his token. He pays the 2 to the supply and advances his token one level.

The Neutral Ships

The Neutral Ship board depicts five neutral ships, which are available for players to use just like any player's ship. However, there are a few restrictions when using neutral ships. In addition to placing their Action marker and cost on the ship, the active player must place their Neutral Ship token on it.

- That player cannot use another neutral ship until they retrieve their Neutral Ship token in an Income action ( ).
- Nobody else can use a particular neutral ship while another token is there.

How can a player get metal?

There are several ways to get :

- The quickest way for a player to get is by using a **Dismantle ship** to dismantle their ships. Players should not ignore this option!
- A player can use a **Transport ship** to trade resources for or buy with . Early in the game, this may seem like an expensive option, but as a player's income increases, they may find it affordable.
- A player may find during **Terran Expeditions**.
- A player can also gain from the **Diplomacy tracks** for Construction and Dismantling.
- Some **Sectors** provide income or bonuses that can provide .

TURN OPTION B: TAKE INCOME

Instead of taking an action using a ship, a player can take the income action.

A player can only take income if at least one of the following is true:

- The player has **7 or fewer remaining**.
- At least **1 of the player's ships is used** (i.e., has on it).

  Note: If the player has dismantled all of their ships, this will never be true again; they will need to rely on the other requirements.
- There are **no ship actions** the player can take, neither with the player's own ships, other players' ships, nor neutral ships. This can only happen if everyone has dismantled most of their ships, and even then, it is extremely rare.

Red Player board (left side)

There are three steps to the Income action:

1. The player retrieves their Action marker and resets any of their ships that were used since they last took income:

a. The player returns their **Action marker** to their Player board.

b. If the player's **Neutral Ship token** is on a neutral ship, they return the token to their Player board. Return the to the supply.

c. If there are on any of their own ships, they return all to the supply and any other players' Action markers to their owners' Player boards.

2. The player uses their space station:

a. The player **takes income** from the supply according to their **Station Hub** (most Hubs generate 1 per ship) and all of their **occupied Sector living quarters** with an orange background. The player may take this income in any order.

b. The player may use **special income** ( ) **powers** of **occupied Sector living quarters** or their **Station Hub**.

Important: Any living quarters where residents were placed on this turn are not eligible for special powers or bonuses. These only take effect on future turns.

3. **Relocate residents** (optional): For each resident the player wishes to relocate, the player must **pay 1** and must respect the "Placement Rules for Residents" (see page 16). If moving a resident leaves one or more empty living quarters to the left of occupied ones in the same Sector, shift the remaining residents to the left to close the gap.

Income example: *Jessica decides to do an Income action. She is eligible to choose the Income action because she already has several used ships (ones with on them).*

First, she takes her Action marker and returns it to her Player board. She then returns all of the on her ships to the general supply (1).

Next, Jessica examines her station to see what income she should gain (2).

- *Her Station Hub provides 1 for each ship she still has, so she gains 6 .*
- *Sector 121 provides 1 because there is a resident above the icon.*
  It does not provide 1 because there is not a resident above the icon.
- *Sector 221 provides 1 and 1 because there are residents above those icons.*

Finally, Jessica decides to pay 1 to move one of her residents from Sector 221 to Sector 121 (3).

CHECK FOR GAME END

At the end of the player's turn, they must check to see if at least one of these conditions is true:

- The **active player** has **40 or more points** on the score track.
- The active player has **built all nine Sectors** of their space station
  (It does not matter whether the living quarters are occupied or not.)
- There are **4 or fewer total Aliens remaining** in the supply. Humans do not count for this condition.

If the player has triggered the end of the game, then **everyone else** gets one more turn (but **that player** does not).

If none of these endgame conditions have been met, the game then continues with the next player clockwise around the table.

GAME END SCORING

Use the Scoring Reference tiles to perform each step of the final scoring, and tally the players' final scores by continuing to advance their markers from their current spaces on the score track. Each time a player laps the board, use their Score Track Lap tokens to keep track of their total points. The endgame scoring categories are described in detail here:

A. Sectors built:

- Each Level-1 Sector scores 4 points.
- Each Level-2 Sector scores 6 points.
- Each Level-3 Sector scores 10 points.

  (The Sectors' living quarters do not need to be occupied.)

B. Each resident (Alien or Human) on the space station scores 2 points.

C. For **each of the five species** of resident (teal Aliens, pink Aliens, brown Aliens, gold Aliens, Humans), a player scores 10 points if they have a **plurality** (more than anyone else); 5 points for second place.

If there is a tie for first, the tied players add the rewards for first and second and divide the 15 points among them (round down); nobody else gets any.

If there is a tie for second, the tied players must divide the 5 points among them (round down).

Players cannot score for first or second place if they have no residents of a given species.

D. Each player scores each endgame bonus on their Station Hub and each **occupied** endgame bonus ( ) in their Level-3 Sectors.

E. Each player scores 1 point for every 20 GEMs the player still has (round down).

Each player also scores 1 point for every 5 resources (food, water, and metal) the player still has, regardless of their types (round down).

The player with the most points wins.

In the case of a tie, check the following tiebreakers:

- The tied player with the **most Aliens** wins.
- If it is still a tie, the tied player with the **most Humans** wins.
- If it is still a tie, the tied players share the victory.

FOR EASIER SCORING, we recommend printing the score sheets available at www.riograndegames.com or photocopying the score sheets found on the back side of the Quick Guide player aid.

SCORING EXAMPLE (3-PLAYER GAME)

Anna (Red)

Central Board
End Position

Connor (Yellow)

Beth (Blue)

Anna (red), Beth (blue), and Connor (yellow) have concluded their game. They now record their final scores on the score sheet shown below to assist in the calculation of their final scores.

1. **Total In-Game Points:** Each player records points based on their current positions on the point track around the Diplomacy board.
   - Anna only has **1** point, Beth has **24** points, and Connor has **9** points.
2. **Total for Sectors Built:** They now record their points for their constructed Station Sectors.
   - Anna has two completed wings. Each wing will score 20 points: 4 points for the Level-1 Sector, 6 points for the Level-2 Sector, and 10 points for the Level-3 Sector. In addition, her partially completed wing will score 4 points for the single brown Level-1 Sector. Therefore, her total is **44** (20 + 20 + 4) points for this category.
   - Beth's station has a simliar station configuration to Anna's and also scores **44** points.
   - Connor's station is complete, with all three wings having three Sectors each. He scores **60** points, which is the maximum value.
3. **Residents:** The players count the total number of residents (Aliens and Humans) on their station. Each resident is worth 2 points.
   - Anna and Connor each have 25 residents and therefore score **50** points (25 x 2).
   - Beth's 21 residents score **42** points.
4. **Pluralities:** The players check to see who has the most and second-most of each type of resident (Aliens and Humans).
   - Humans: Beth has the most with 11, so she scores **10** points. Anna's 1 Human is good for second place, scoring her **5** points.
   - Whijinga (gold): Anna has the most with 9 (**10** points), while Connor has 4 (**5** points).
   - Turkanshee (teal): Anna has the most with 7 (**10** points), while Beth has 5 (**5** points).
   - Ensaroo (pink): Anna and Connor both have 8, so the first- and second-place points are added together (10 + 5), and then divided by the number of players involved in the tie (in this case, 2) and rounded down to get **7** points each.
   - Zonri (brown): Connor has the most with 10 (**10** points), while Beth has 5 (**5** points).
5. **Station Endgame Bonuses:** Each player then checks for any endgame bonuses provided by their stations.
   - Anna's Station Hub gives her 2 points for each completely full Sector on her station. All 7 Sectors are full, so she gains **14** points.
   - Beth's Level-3 teal Sector gives her 1 point per Human, so she gains **11** more points.
   - Connor's Station Hub gives him points for dismantling his ships. He ends the game with only one remaining, so he gains **15** points.
6. **Leftover GEMs & Resources:** Each player gains points for their remaining resources and GEMs.
   - Anna has 6 resources, gaining her **1** point.
   - Beth's 2 resources and 2 GEMs aren't enough to score any points for leftover resources.
   - Connor gets **2** points for his 11 resources and **1** point for his 22 GEMs.
7. **Totals:** Finally, the points are added and entered into the appropriate place on the score sheet.

Connor wins with 159, while Anna (142) and Beth (141) trailed behind.

NOTE: These scores can be recorded on the point track using the Score Track Lap tokens, but great care must be taken to score each part in sequence. We recommend printing or photocopying the score sheet found in the Quick Guide player aid and using it to tally the scores.

Player Names		**Anna (Red)**	**Beth (Blue)**	**Connor (Yellow)**
Total In-Game Points		1	24	9
Total for Sectors Built (L1: **4** + L2: **6** + L3: **10**)		44	44	60
Residents (**2** each)		50	42	50
Pluralities	**Humans** (silver)	5	10	
(1st : **10**, 2nd : **5**)	**Whijinga** (gold)	10		5
	Turkanshee (teal)	10	5	
	Ensaroo (pink)	7		7
	Zonri (brown)		5	10
Station Endgame Bonuses		14	11	15
Leftover GEMs & Resources (**1** per 20 GEMs; **1** per any 5 resources)		1		3
TOTAL		**142**	**141**	**159**

FINER POINTS: CLARIFICATIONS AND OFTEN-FORGOTTEN RULES

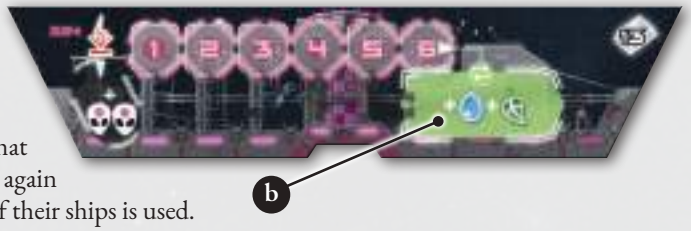
No passing
A player may use a ship only if they can complete at least part of its action. If there are no ships available that the player may legally use, then they must take income instead.

Only ship actions generate bonuses
When a player uses a ship, they may gain related bonus actions from occupied living quarters in their station's Sectors; however, these bonus actions do not trigger further bonuses!

For instance, if Dan has Station Hub A-3, after using an Expedition ship, he gets a free transport action (a). Even if he also has Sector 324, he ***does not*** *then get a free + (b). Similarly, all players who have advanced on the Expedition Diplomacy track would gain from the Expedition track, but not the Transport track.*

A player may dismantle all of their ships
It is possible for a player to dismantle all of their ships. Once this is done, they can only use other players' ships or the neutral ships (see "The Neutral Ships," page 17).

A player can take income two turns in a row, but only if one of the following is true



- If the player takes income but gains very few , they can take income again on their next turn if the player **still** has 7 or fewer remaining.
- If the player takes income and then another player uses one of that player's ships on their turn, the original player may take income again on their next turn. They may do this because now at least one of their ships is used.
- If the player takes income and then the other players use the few remaining ships that the original player was able to use, then the original player must take income again because there are no actions the player can take.

Making change
A player may always make appropriate change at any time: A player may trade 5 for a single 5- piece or vice versa. Similarly, a player may trade a 5- piece for 5 individual or vice versa. If a player pays for something with a 5- or 5- piece, they always get back the change. Players are not permitted to overpay for anything in the game.

No discards
A player may not discard or resources ( ) unless a game effect requires them to do so.

Only the active player triggers the end of the game
If a player reaches 40 points during someone else's turn, the end of the game is **not** triggered! It is triggered at the end of that player's next turn (after which the other players will each get one more turn).

TIPS FOR FASTER GAME PLAY

1. Do not use the Action markers. If all players are familiar with the game, they may dispense with the Action markers. Instead, the active player simply announces which action they are taking so that other players may take their Diplomacy bonuses while the active player performs their action. Still pay the ship activation cost onto the used ship (and fee to the owner), as normal. Not needing to move Action markers saves time, but it requires all players to stay focused on the game.

2. Make change in the simplest fashion. While it is important to **pay** the correct number of to use a ship, it is not important how many physically remain on the ship. As long as a ship has **some** on it, it is considered "used" and cannot be used by another player. Using this shortcut saves a lot of time, but you will no longer be able to check your math by looking at the on the ships!

EXAMPLE 1: *Jenny has a 5- token. She wants to use a 2- ship. She puts the 5- token on the ship and takes 3 change from the supply. The ship is marked as used, and she has the correct number of remaining.*

EXAMPLE 2: *Paul wants to use Sara's Level-3 Construction ship (cost 8/3). He hands her three 5- tokens. While Paul is busy building his Sector, Sara puts one of the three 5- tokens on the ship. She puts the other two 5- tokens in the supply and takes 3 for her owner's fee while Paul takes 4 from the supply for his change. So, Paul paid the correct 11 total, Sara ended with the correct 3 fee, and the ship has a 5- token on it, marking it as used.*

EXAMPLE TURNS

Bianca's Turn

Bianca decides to take income. She may do so since she has at least one ship that has been used (i.e., has on it).

First, she takes her Action marker back to her Player board (A) and removes all of the from her ships, returning them to the supply (B).

Next, she looks at her station to determine her income. Based on her Station Hub, she receives 1 for each ship still in play for a total of 5 (C).

She also has residents in living quarters that generate 4 more and 1 (D).

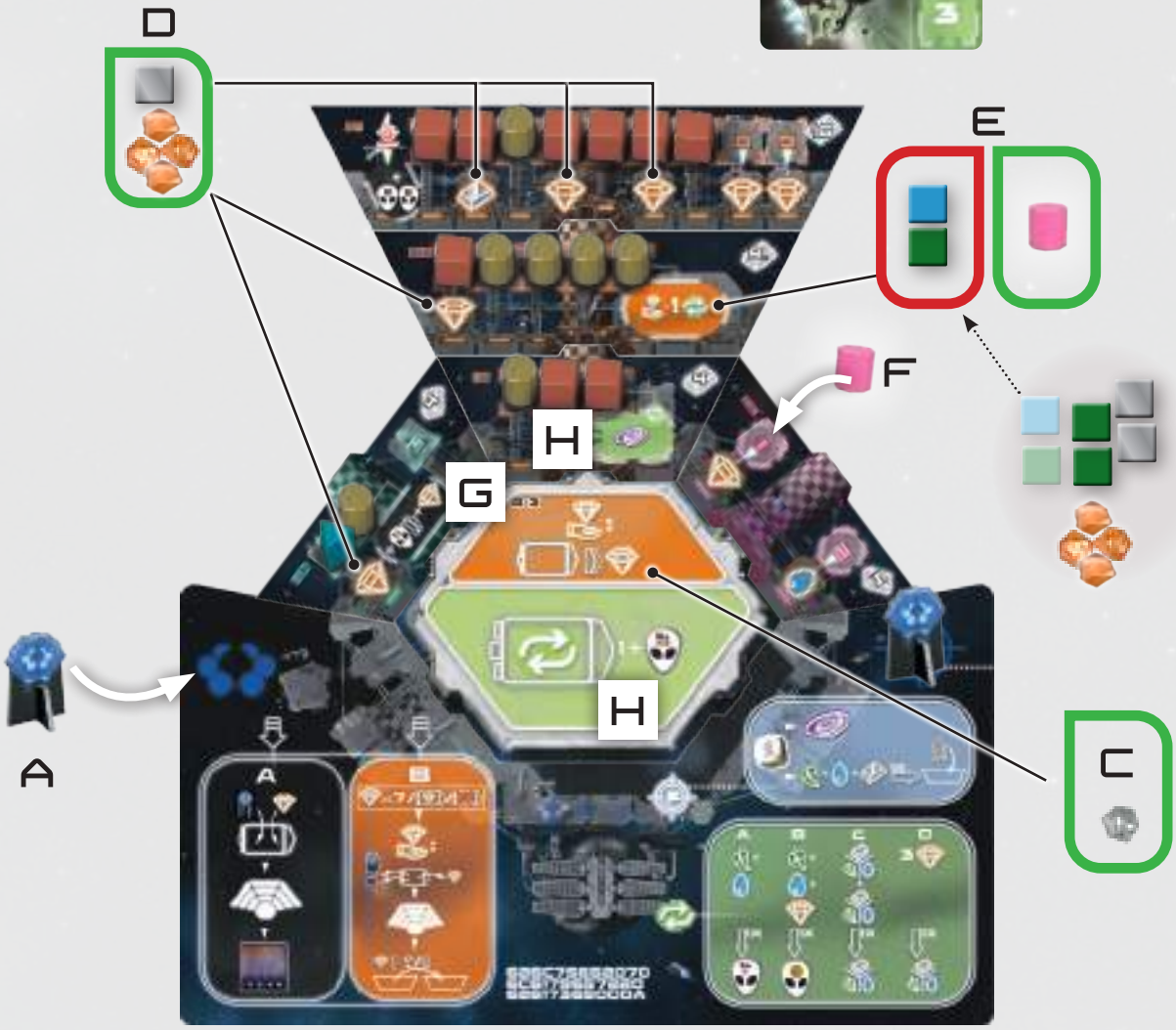
Her resident in space 5 of Sector 218 allows her to make a single transport transaction during income (E).

She chooses to return a and a to the supply to gain 1 pink Alien. She places this Alien on the first slot on Sector 123 (F).

This triggers her bonus on Sector 106, which says she gains 1 anytime she gains an Alien (G). (Because this bonus is not tied to using a particular ship, it is always available.)

However, this transport transaction **does not** trigger the bonus actions on her Station Hub or on Sector 116 because she did not use a Transport ship (H).

Her turn ends, and play passes to the next player.



Rick's Turn

Rick (red) decides to use his Level-1 Transport ship. He places 2 and his Action marker on it (A). He now has up to three separate transactions available (the maximum provided by this ship).
He chooses to do the following:

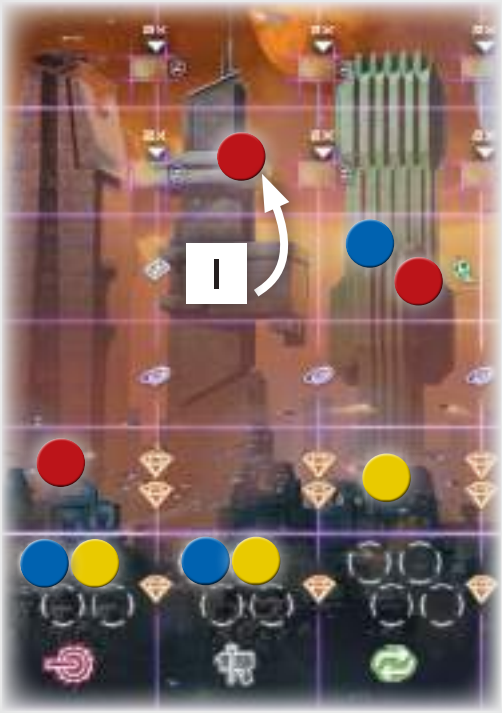
1. He pays 1 , 1 , and 1 to gain 1 gold Alien (B). He adds this to Sector 214 in the first space (C). Gold Aliens may be added to any Sector, regardless of color.
2. He pays 1 and 1 to gain 1 brown Alien (D). He adds this to Sector 214 in the second space (E).
3. He pays 3 to gain 1 (F).

As a result of using the Transport ship action, he gains 2 because of the ability on Sector 107 (G).

He does not gain the bonus transaction provided by Sector 214 because there is no resident in living quarters number 4 of that Sector (H).

The ability of Sector 306 allows him to gain a free advancement on the Diplomacy track of his choice without having to pay the lobbying cost (I).

He chooses to advance on the Construction track.

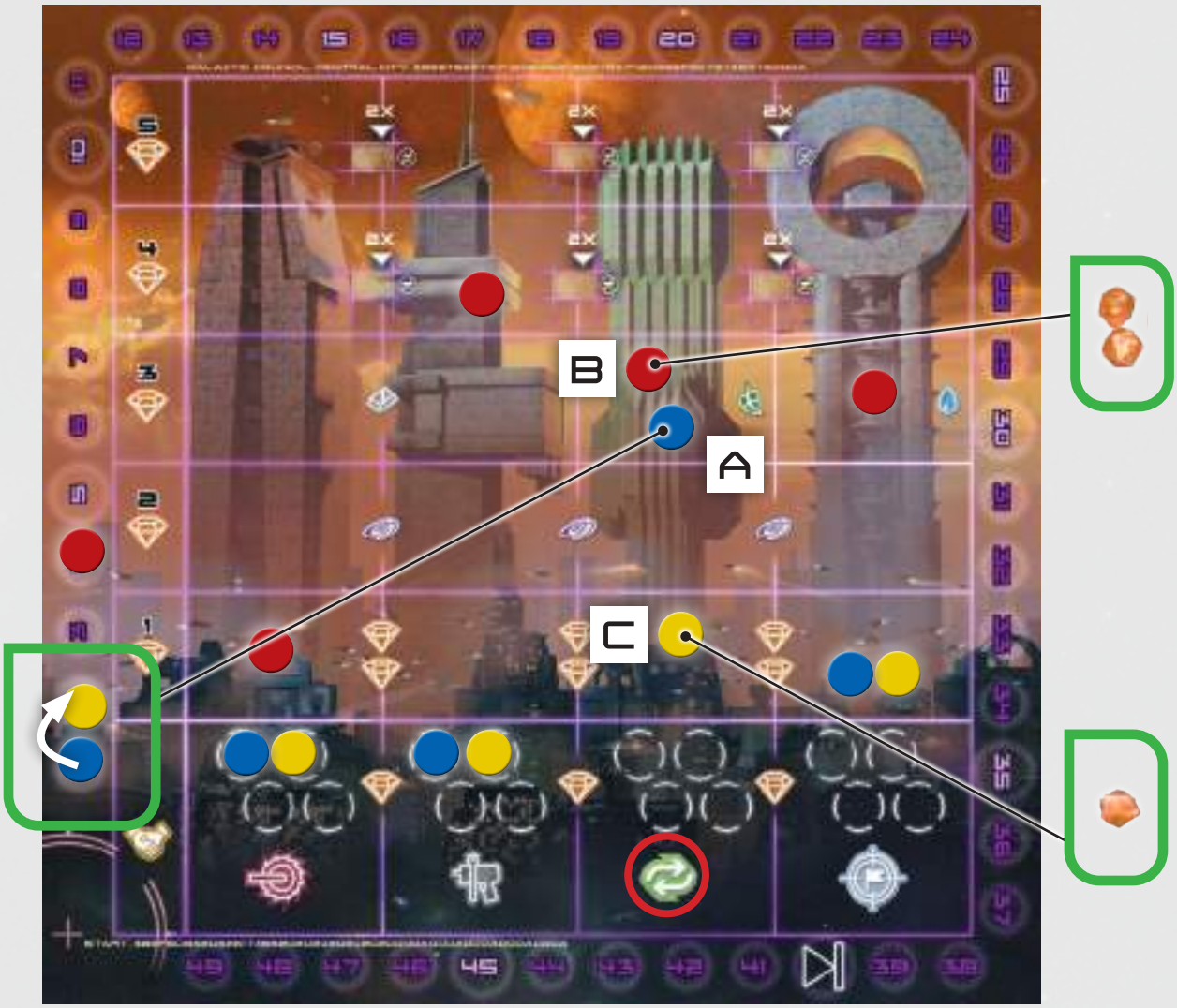


Rick's Turn (continued)

After Rick (red) completes his action, all the players examine the Diplomacy board. Because Rick used his Transport ship on his turn, all the players may receive bonuses from their positions on the Transport track of the Diplomacy board. Rick and Bianca (blue) are tied at level 3 of the Transport Diplomacy track, so they may each gain any bonus from below that level.

Bianca chooses to gain 1 (A), and Rick chooses to gain 2 (B).

Yvette (yellow) is at level 1 of the Transport Diplomacy track, behind the leaders, so she may choose only the level below her, gaining 1 (C).



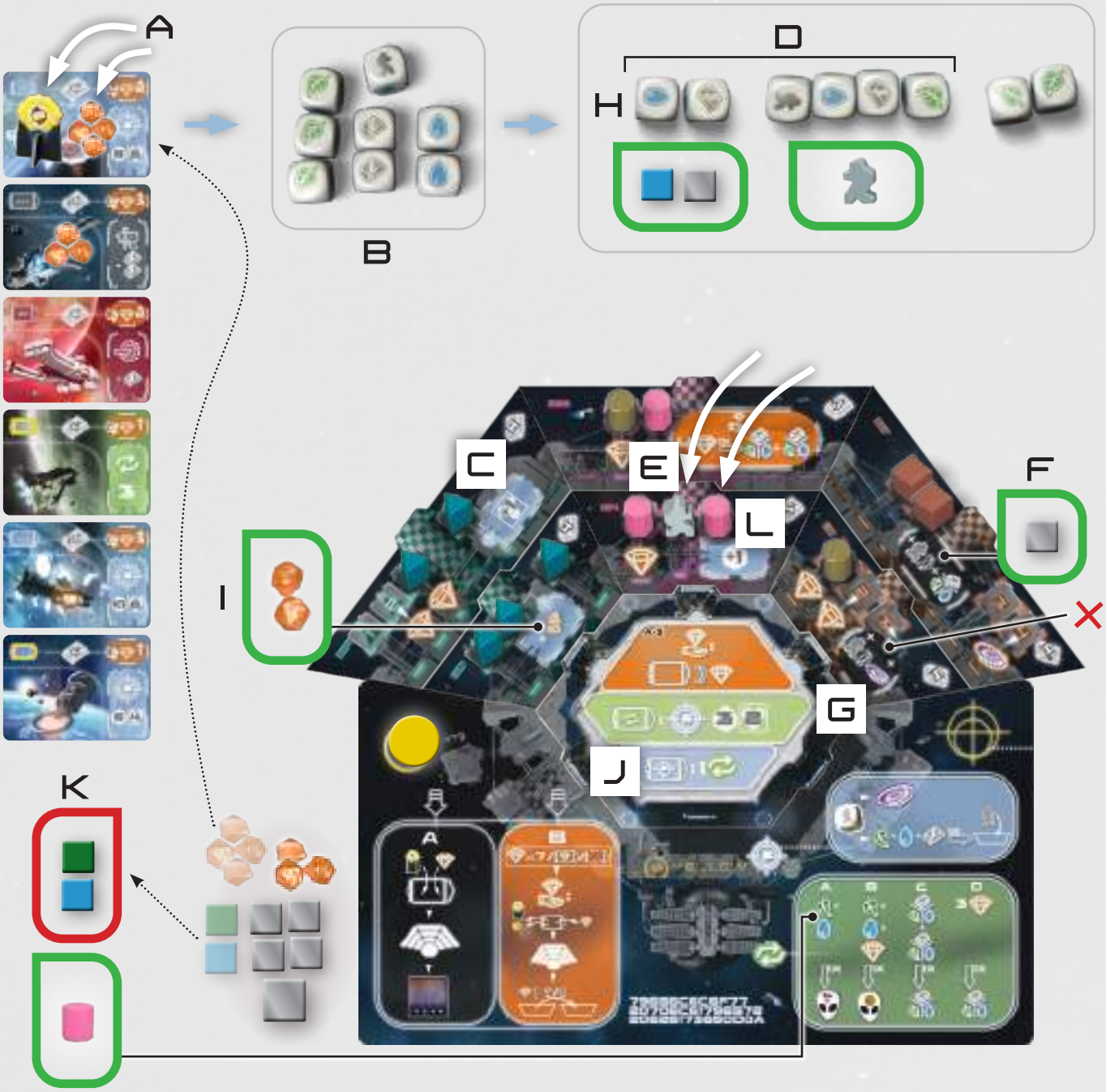
Yvette's Turn

Yvette (yellow) wants to use a Terran Expedition ship, which will trigger several of her abilities. She places her Action marker and 4 on her Level-2 Terran Expedition ship (A). This gives her the ability to roll 8 dice [ ]. She rolls 3 , 2 , 2 , and 1 (B).

She selects which of those dice to keep. Normally, the ship she used would allow her to select 5 dice [ ], but her ability from Sector 204 (C) lets her choose one additional die. She selects 1 , 2 , 2 , and 1 (D). She uses the , one of the , and one of the , along with the die, to gain a , which she places on Sector 124 (E). When she gains a , this triggers the ability on Sector 217 (F), so she decides to gain 1 additional . She does not gain a from a similar ability on Sector 115 since the living quarters above it are not occupied (G). With the other 2 dice, she gains 1 and 1 from the supply (H).

She gains 2 because of her ability on Sector 105 (I). Also, she gets to perform 1 transport transaction due to the ability she has on her Station Hub (J). Using this transaction, she pays 1 and 1 to the supply and takes a pink Alien in return (K), also adding it to Sector 124 (L). **Important Note:** *This free transport transaction does not trigger the ability on her Station Hub to roll 3 dice and choose 2 because she did not use a Transport ship.*

After she completes her action, all the players examine the Diplomacy board (see page 25). Rick (red) is the most advanced on the Terran Expedition track, so he may gain the bonus listed at his level or any below it. Since his level (4) allows him to choose any two lower bonuses, he chooses to gain 1 and 2 . Yvette (yellow) and Bianca (blue) are behind the leader, so they may only gain the bonus from the level below them, each gaining 1 .



THANK YOU!

I could not have made this game alone. Hundreds of playtesting sessions helped refine this from a giant and slow-moving mess to a game I enjoy playing endlessly. A few people need to be singled out for their enormous contributions to making this game a success. First of all, this game would not exist without David Salcedo providing space for my first playtests at Club Rath's Edge in Lima, Peru, way back in 2013. Thanks also to Cesar Rabines, Carlos Jimenez, and Mauricio, among others, for being the first guinea pigs. Since then, two people have guided the development of this game more than any others. Jessica Taft, my amazing partner, has played at least a hundred two-player games with me, and Kenny Tracy has played nearly that many times, usually with other players on board. His help in noting imbalances, strengths, and weaknesses of various ships, Sectors, and Diplomacy tracks has been invaluable.

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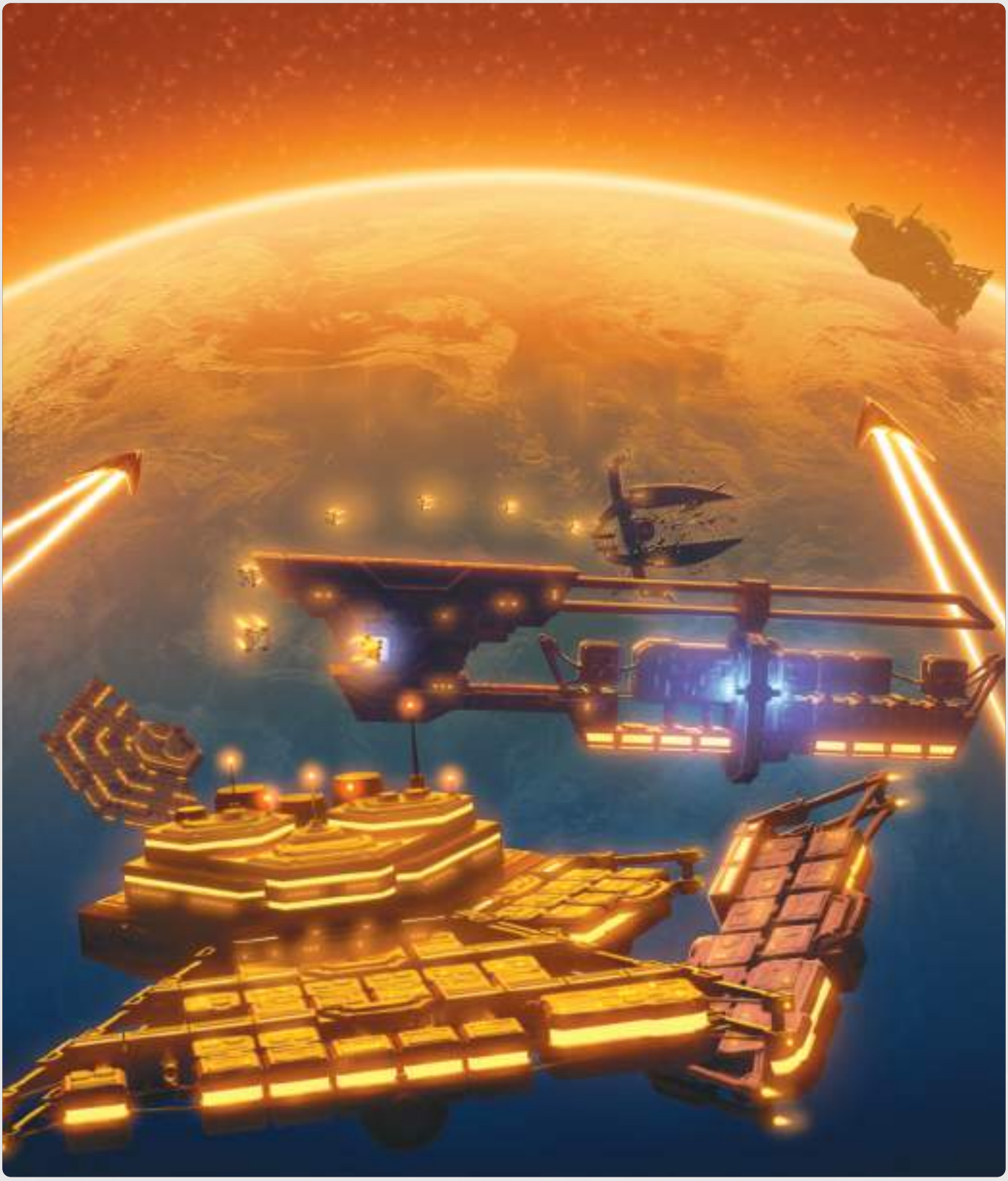

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BASIC HUBS

B-1: When constructing, gain an Alien of the same color. If there are no Aliens of the appropriate color, do not gain any. The new Alien may go on the Sector just built or any other appropriate living quarters. At the end of the game, score 2 points per Level-3 Sector built (in addition to the normal scoring of Sectors).

B-2: During setup, draw three extra Level-2 ships from the deck and keep two of them. When using a Dismantle ship, gain 1 extra metal, food, and water.

B-3: When using a Transport ship, gain 1 free Alien of any color. This does not count as one of your transactions.

B-4: During income, gain an extra for every 2 Humans on your entire station. When using an Expedition ship, after rolling but before collecting resources and/or Humans, you may reroll any number of dice once. Set aside any dice you wish to keep, pick up the rest, and reroll them all at once. Then, select dice out of the entire set. At the end of the game, score an extra 1 point per Human on your entire station.

B-5: During income, you may perform 1 transport transaction. At the end of the game, score 2 points per Sector you have that has residents filling all available living quarters.

B-6: During setup, discard the Level-1 Diplomacy ship. Then, take a free Level-1 brown Sector. During income, gain 1 point. At any time, you may spend 1 point to gain 4 . You can do this multiple times per turn. At the end of the game, score an extra 1 point per brown Alien on your entire station.

B-7: During setup, take a free Level-1 brown Sector. During income, gain 1 water for every 4 brown Aliens on your entire station (rounded down). At the end of the game, score an extra 1 point per brown Alien on your entire station.

B-8: During setup, take a free Level-1 teal Sector. During income, gain 1 food or 1 water. At the end of the game, score an extra 1 point for every teal Alien on your entire station.

B-9: During setup, take a free Level-1 teal Sector. During income, gain 1 food for every 4 teal Aliens on your entire station (rounded down). At the end of the game, score an extra 1 point per teal Alien on your entire station.

B-10: During setup, take a free Level-1 pink Sector. During income, gain 1 for every 2 pink Aliens on your entire station (rounded down). At the end of the game, score 1 point per pink Alien on your entire station.

B-11: During setup, take a free Level-1 pink Sector and place 3 pink Aliens on this Hub (they can be moved later). This Hub has living quarters for 3 pink Aliens (also usable by Humans and gold Aliens). At the end of the game, score 1 point per pink Alien on your entire station.

B-12: When using a Diplomacy ship, gain 1 Human. At the end of the game, score 1 point per Human on your entire station.

ADVANCED HUBS

A-1: During setup, draw two Level-2 ships and discard one of them. Note that income is 10 regardless of the number of ships you have. On each turn (before or after your main action), you may convert 1 metal into 1 food or 1 water. At the end of the game, score 20 points if you have no remaining ships, 15 points if you have one left, 10 points for two left, and 5 points if you have three remaining ships.

A-2: During income, gain an extra 3 . When you use an opponent's ship or a neutral ship, you pay 2 fewer than the listed cost (to a minimum of 1). When you use one of your own ships, pay 1 fewer than the listed cost (to a minimum of 1). These discounts apply only to the basic cost of put on the ship, not to the fee paid to the owner.

A-3: When using a Transport ship, after completing the action, you may roll 3 Expedition dice and keep 2. This effect does not trigger any Expedition-related bonuses, nor does it affect the Expedition Diplomacy track. When using an Expedition ship, after completing the action, you may perform one transport transaction. This transaction does not trigger any Transport related bonuses, nor does it affect the Transport Diplomacy track.

A-4: During setup, discard your Level-1 Diplomacy ship. During income, gain 2 per ship. When using a Transport ship, you get +1 to the normal number of transactions. At the end of the game, score 2 points per ship you have left.

A-5: During setup, discard your Level-1 Diplomacy ship and one of your Level-2 ships, and you may move up two spaces on one Diplomacy track or one space each on two different tracks. During income, gain 2 per ship. When using an opponent's ship or a neutral ship, pay 1 fewer than the listed cost (to a minimum of 1). This discount applies only to the basic cost of put on the ship, not to the fee paid to the owner.

A-6: During setup, you get a random selection of extra Sectors, one of each color at each level (9 total Sectors). When performing a construction action, you can build from these, but other players cannot. You can still build from the normal supply if preferred. All construction actions may be completed at a discount of 1 metal. At the end of the game, score 1 point extra for every Sector you have built (regardless of the level).

A-7: During setup, you may move up two spaces on one Diplomacy track or one space each on two different tracks. During income, you may perform a Diplomacy action (move up on a Diplomacy track by paying the lobbying cost). Each time you use a Diplomacy ship, you gain 1 point (note that this does not apply to the free actions during income!). **Continued...**

A-7: (continued) When using a Diplomacy ship belonging to another player or the neutral one, pay 2 fewer than the listed cost (to a minimum of 1). This discount applies only to the basic cost of put on the ship, not to the fee paid to the owner.

A-8: During setup, draw two Level-2 ships and discard one. In lieu of a normal turn, you may pay 1 food, 1 water, and 1 metal to gain a Human, place it in living quarters on your station, and **then** take income (so the new Human affects income). Discounts for gaining Humans (e.g., from Sector 215) **do** apply to this special action. When using an Expedition ship, roll 1 extra die and select one additional die to keep.

A-9: During setup, discard one Level-2 ship. You can build Sectors in any order. You can start with Level 1, 2, or 3 in any color. However, each wing must still all be the same color. You can still build only one Sector of each level/color combo. You score the same points as any other player. The Level-1 Sectors are worth 4 points, Level-2 Sectors are worth 6 points, and Level-3 Sectors are worth 10 points (so, a complete wing is still worth 20).

A-10: When using any Expedition ship, pay 1 fewer than the listed cost (to a minimum of 1). Whenever using an Expedition ship, roll 1 extra die and select one additional die to keep. Whenever gaining a Human, pay 1 less resource (not —GEMs are not a resource) than the normal cost.

A-11: During setup, take from the supply one of each type of resident (brown, pink, teal, gold Aliens, and a Human) and place them on the corresponding spaces on the front side of the Station Hub. The first five times you take an income action, after you complete your income, you must move one of these five residents from your Hub onto a legal Sector for no cost. If there is no legal place to move one of them, then one must be returned to the supply. The income listed under these five residents on the Hub is gained as long as those spaces are occupied, just like on any other Sector. Unlike other Sectors, residents do not shift left when one is removed.

A-12: During setup, you may move up two spaces on one Diplomacy track or one space each on two different tracks. At the end of each income phase, return one Alien, one Human, or one Sector to the supply. If you are unable to do so, lose 5 points immediately, going negative if necessary. When using a Construction ship, pay 1 less metal to build the chosen Sector. When using a Dismantle ship, gain 1 extra metal. When using a Transport ship, get +1 transaction. When using an Expedition ship, increase capacity by 1 (so you pick an extra die to keep).

REFERENCE GUIDE / SECTORS

REMINDER: Bonuses are only active if the corresponding living quarters are occupied.

LEVEL-1 SECTORS

101: During income, gain 1 food or 1 water.
104: When using a Dismantle ship, gain 3 .
105: When using an Expedition ship, gain 2 .
106: When gaining an Alien, gain 1 . It does not matter how the Alien is gained, so this bonus does apply to unusual means of gaining Aliens, such as through the use of Sector 227.
107: When using a Transport ship, gain 2 .
108: Once the living quarters here are occupied, your teal Sectors can hold Aliens of any color (they can intermingle). If this Sector is later unoccupied, previously placed residents may stay in place, but newly placed residents must follow standard placement rules.
112: When using a Diplomacy ship, gain one of any resource.
115: When gaining a Human, gain 1 point. It does not matter how the Human is gained, so this bonus does apply to unusual means of gaining Humans, such as through the use of Sector 307.
116: When using a Transport ship, gain 1 point.
117: If using a Diplomacy ship, you may pay 3 to the supply to take one additional Diplomacy action. You must pay the additional lobbying cost for the second action (but do not have to pay to use another ship). You can only do this once per action. This additional action is not a ship, so does not trigger additional bonuses.
118: When using a Transport ship, you may pay 2 to gain 1 metal. This does not count as a transaction for the Transport (so you may additionally buy more metal at the normal 3 per metal cost). You can only do this once per action.
122: When using a Construction ship, gain 2 points.
124: When using an Expedition ship, roll 1 extra die.
125: When using a Dismantle ship, gain 1 food or 1 water.
126: When gaining a Human, gain 2 . It does not matter how the Human is gained, so this bonus does apply to unusual means of gaining Humans, such as through the use of Sector 307.
128: When gaining income, you may exchange 1 resource for another resource (once per Income action).

LEVEL-2 SECTORS

204: When using an Expedition ship, increase capacity by 1 (so you pick an extra die to keep).
206: When using a Diplomacy ship, you may perform one transport transaction.
207: When using a Transport ship to gain **at least** 3 Aliens of a single color, gain an extra one of the same color without paying resources for it.
208: After completing an action with a Diplomacy ship, you may pay 3 to take an additional turn before the next player takes their turn. You can only do this once per action.
211: When using a Construction ship, pay 1 fewer metal to build the chosen Sector.
212: When using a Dismantle ship, gain 2 extra metal.
214: When using a Transport ship, get +1 transaction.
215: When gaining Humans, pay 1 fewer resource (if there is a resource cost—GEMs are not a resource). For example, you could pay only 1 food and 1 water when gaining a Human during an Expedition. This does apply when gaining a Human using Sector 307.
217: Whenever you gain a Human, gain 1 resource of your choice (after paying the cost to gain the Human). It does not matter how the Human is gained, so this bonus does apply to unusual means of gaining Humans, such as through the use of Sector 307.
218: During income, you may perform 1 transport transaction.
222: During income, you may pay 6 to gain 1 Human. You can only do this once per action.
225: During income, do an Expedition action, rolling 2 dice and keeping 1.
226: During income, count the number of your tokens in the level-3 row or higher on the Diplomacy tracks. Subtract 1 from that number. Gain this number of points. *For example, if you have 3 markers at the "Any 2 Unique" level, you gain 2 points.*
227: When constructing, gain an Alien of the same color as the Sector you build. If there are no Aliens of the appropriate color, do not gain one. The new Alien can go on the Sector just built or any other corresponding living quarters.
228: During income, you may spend 4 to gain 2 resources of your choice. You can only do this once per action.

LEVEL-3 SECTORS

301: When built, immediately take an additional turn before the next player's turn. When using an Expedition ship, after the Expedition action, you may do 1 transport transaction.
302: When built, immediately gain 5 points.
303: When using a Transport ship, gain 1 Human for free.
304: When using a Dismantle ship, gain 3 extra metal.
305: At the end of the game, gain 1 point for every 3 metal you possess (rounded down). This is in addition to the normal scoring of 1 point for every 5 resources. *For example, if you have 12 metal, 3 water, and 1 food at the end of the game, you gain 4 points from this Sector* ***plus*** *3 points for having 16 resources.*
306: At the end of the game, gain 1 point for every teal Alien on your entire station. Whenever you use a Transport ship, you may advance a Diplomacy marker one space without paying any cost.
307: When built, immediately gain 1 Human. During income, you may pay any 2 resources to gain 1 Human.
308: During income, gain 1 for every 2 Humans on your entire station (rounded down). At the end of the game, gain 1 point per Human on your entire station.
311: When built, immediately gain 2 brown Aliens. If there are no brown Aliens left, do not gain any.
312: When using a Dismantle ship, gain 1 food and 1 water.
313: When built, immediately gain 5 points.
314: When using an Expedition ship, the capacity is increased by 1 (pick an extra die to keep).
315: See Hub B-4. If you have both, you can reroll twice.
316: At the end of the game, gain 1 extra point per brown Alien on your entire station.
317: When built, immediately gain 10 points.
318: When built, immediately gain 1 Human. When using a Diplomacy ship, gain 1 Human.
321: When built, immediately roll 7 dice and select 5 to keep. Do not apply any bonuses for Expeditions and do not trigger Diplomacy bonuses. When using an Expedition ship, gain 1 food and 1 water.
322: When using an Expedition ship, you may pay 4 to gain a Human. You can only do this once per action. This does not count against its capacity.
323: When built, immediately take an additional turn before the next player's turn.
324: When built, immediately gain 2 pink Aliens. If there are no pink Aliens left, do not gain any. When using a Transport ship, you get one food and one water.
325: At the end of the game, score 1 point per pink Alien on your entire station. When using a Transport ship, gain an Alien without paying any cost. This may be any color, including gold. This does not count as a transaction.
326: When built, immediately gain a free Level-1 Sector of any color. If the station already has one of each color, ignore this immediate effect. When using a Construction ship, your cost is reduced by 2 metal.
327: At the end of the game, gain 1 point per Human on your entire station. When using an Expedition ship, roll 2 extra dice.
328: When built, immediately advance all four of your Diplomacy markers one space for free. When using a Transport ship, gain 1 metal.