

GAIA PROJECT

SETUP

Choose a **first player** (who takes the **first player marker**).

1 or 2 players: assemble the board using sector tiles 01-07. Tiles 05-07 are outlined-number-side up. Return unused tiles to the box.

3 or 4 players: assemble the board using all 10 sector tiles. Tiles 05, 06, and 07 are solid-number-side up.

Place the **research board** next to the game board. Take the 9 **standard tech tiles** and randomly place each of them faceup on a different tech space of the research board. Then stack the remaining standard tech tiles on the placed tiles of the same type to give you 9 piles of 4 identical tech tiles.

Randomly place 1 **advanced tech tile** faceup on each space between level 4 and 5 of the 6 research areas. Return the unused tiles to the box.

Set aside the *Gleens'* **federation token**. Randomly take 1 federation token from those remaining and place it on level 5 of the *Terraforming* research area. Stack the remaining tokens by type and place these 6 piles next to the game board with their green sides faceup (the 12 VP federation tokens have 2 gray sides).

Place the **scoring board** next to the game board. Randomly place 1 **round scoring tile** faceup on each numbered tile space. Randomly place 1 **final scoring tile** faceup on each tile space to the right of the green ranking tracks.

Randomly select as many **round boosters** as there are players in the game plus 3, and place them next to the game board. Return unused round and scoring tiles and round boosters to the box.

Place all **action tokens**, **Gaia Planet tokens**, the **Lost Planet token**, purple **power tokens**, **Q.I.C.**, and **record tokens** near the game board as a general supply.

The first player chooses a **faction** and takes the matching **faction board**. In clockwise order, each other player chooses one of the remaining factions. Place your faction board in front of you with the chosen faction faceup.

Place the **structures** of your color on their spaces on your faction board, and the 3 **Gaiaformers** of your color near your faction board.

Take 1 **ore** (white), 1 **knowledge** (blue), and 2 **credit** (yellow) **markers** and place them on the starting positions of your resource track. Return unused markers to the box.

If your faction board shows at least 1 **QIC** below your name, place that many QIC on your faction board.

For each area of the power cycle on your faction board, place the number of **power tokens** shown and place them in that area.

Take 6 **player tokens** of your color and place one of them on level 0 of each research area on the research board.

If your faction board shows level 1 of a research area, advance your token 1 level in the corresponding area. If that level shows a resource marked by a star and a white outline, gain that resource immediately as a one-time bonus:

- To gain **ore**, move the ore token that many spaces to the right on your resource track.
- To gain a **QIC**, take a QIC token from the supply and place it on your faction board.
- To gain a **Gaiaformer**, take one of your set-aside Gaiaformers and place it on your faction board.

The level 1 bonuses of the *Economy* and *Science* research areas are income bonuses and are not gained during setup.

Place the seventh player token of your color on space 10 (10 VP) of the VP track as a **VP marker**.

Take all **satellites** of your color; place one on each 0 space on the scoring board and the rest near your faction board.

Place a **player aid** faceup near your faction board.

If you are playing the *Taklons*, place the **brainstone** in area I of your power cycle. If you are playing the *Gleens*, place the *Gleens'* **federation token** near your faction board. If you are playing the *lvits*, place the 6 **space stations** near your faction board.

Starting with the first player and continuing in clockwise order, place 1 **mine** on a home planet (matching your color) of your choice. Then, starting with the last player and continuing in counterclockwise order, place your second mine on a different home planet. Always take the leftmost mine on your faction board when placing a mine. You do not charge power for mines your opponents place during setup.

The *Xenos* place their third mine after all players have placed their second mine. The *lvits* place their planetary institute last, after all mines have been placed.

Starting with the last player and continuing in counterclockwise order, choose an available **round booster** and place it faceup in front of you. Unchosen round boosters stay next to the board.

1 or 2 players: Add a **neutral player**: take 2 satellites of an unused color and place one on each ranking track next to the final scoring tiles; the number on each final scoring tile determines the satellite's position on that ranking track. During final scoring, these satellites count as a neutral player at the appropriate rank.

GAMEPLAY

The game plays in 6 **rounds**, each with 4 **phases** played in order:

1. INCOME

At the beginning of each round (including the first), **income** (hand icon) allows each player to gain resources. Your **faction board**, **round booster**, **tech tiles**, and **current level** in each research area on the research board all allow you to gain income.

Track your ore, knowledge, and credits using the corresponding tokens on the resource track of your faction board. You cannot have more than 15 ore, 15 knowledge, and 30 credits (15 per token).

You choose the order in which you **charge** and **gain power**. When you gain income from a source (a single income icon), you must take it all at once before taking the income from another source.

2. GAIA

If you have **power tokens** in the **Gaia area** on your faction board, move them to **area I** of your power cycle (following the arrow).

Terrans move the power tokens directly to **area II** instead of area I of the power cycle (as shown by the arrow on their board).

If you have a **Gaiaformer** on a **Transdim planet**, place a **Gaia planet token** on that planet (it now counts as a **Gaia planet**). The Gaiaformer remains there until you build a mine on that planet.

3. ACTIONS

Starting with the first player and continuing in clockwise order, players take turns taking a **single action**. As soon as you have passed, you do not take any more turns for the rest of the phase. The phase ends when all players have passed. Most other actions can be taken multiple times per phase.

During your turn, you can take **free actions** immediately before or after your action. During other players' turns, you can **charge power** when your opponents take actions that trigger your **charge power** passive action.

4. CLEAN-UP

At the end of round 6, skip this phase and proceed to scoring.

Remove all action tokens from all power, QIC, and special action spaces and return them to the supply. Flip all round boosters faceup. Remove this round's round scoring tile from the scoring board and return it to the box.

ACTIONS

1. BUILD A MINE

You can **build a mine** on a planet, thereby colonizing that planet.

You must **spend 2 credits and 1 ore** (shown to the left of the mines on your faction board), and you must have at least 1 mine on your faction board. You must entirely complete this action, and you can take it only if you pay all necessary costs immediately. You can build a mine only on a planet that meets these conditions:

- It is **empty** (there are no structures on it).
- It is **accessible** from one of your planets.
- It is **habitable** to your faction. If it is not habitable, you must pay any costs required to **terraform** it to make it habitable.

Take the **leftmost mine structure** from your faction board and place it on the planet.

Accessibility

A planet's accessibility is determined by your progress in the **navigation** research area. If your token is on level 0 or 1, your **basic range** is 1 and you can build a mine only on a planet 1 space away from a planet you have colonized. At levels 2 and 3, range is 2, at level 4 range is 3, and at level 5 range is 4.

To determine range, choose the shortest path from one of your planets to the intended planet. The path can cross planets, whether or not they are colonized. You can colonize planets that are closer than your maximum range.

Additionally, you can spend any number of QIC to **increase your range by 2 spaces for each QIC spent**.

Habitability

There are 10 different **planet types**. Only the respective type of your faction's home planet is habitable to your faction. The color of your faction board corresponds to the color and type of your home planet.

To build a mine on a planet other than your home planet type, you must follow these rules:



Transdim planets can't be built on, but you can transform a Transdim planet into a **Gaia planet** using a **Gaia project**.



Gaia planets can be made habitable by paying 1 QIC. Your home planet type has no impact on this cost.

After transforming a Transdim planet into a Gaia planet, the Gaiaformer remains on that planet and:

- Only the faction that owns the Gaiaformer can colonize that planet.
- The planet is considered accessible to that faction.
- You do not need to pay the QIC cost to make the planet habitable.
- After building a mine on the planet, return the Gaiaformer to your faction board.

The 7 **colored planet types** must first be **terraformed**. Your faction board shows the required number of terraforming steps. You must spend a specific amount of ore for each terraforming step, at a cost determined by your progress in the **terraforming** research area. When your token is on level 0 or 1, each terraforming step costs 3 ore. At level 2 the cost is 2 ore per step, and at levels 3 and beyond the cost is 1 ore per step.

Some power actions and special actions provide free terraforming steps. When taking these actions, do not pay the cost of those terraforming steps. If those steps are not enough to make a planet habitable, you can spend ore to perform additional steps.

The **Lost Planet** is the last planet type, and is only discovered by reaching level 5 of the **navigation** research area.

2. START A GAIA PROJECT

To start a Gaia project you must have an available Gaiaformer; have access to a Transdim planet without a Gaiaformer on it; and spend the necessary power. Once you have done so, place one of your available Gaiaformers on the Transdim planet.

Availability

A Gaiaformer on one of the 3 spaces of your faction board is available to you. When you reach level 1 in the **Gaia project** research area, place one of your set aside Gaiaformers on one of the spaces on your faction board. You gain a second Gaiaformer when you reach level 3, and a third when you reach level 4.

A Gaiaformer stays on the planet after the Gaia project finishes. You cannot use a Gaiaformer to start a new Gaia project until you build a mine on its planet to return it to your faction board.

Accessibility

The accessibility of a Transdim planet follows the same rules as the **build a mine** action. A planet with a Gaiaformer does not count as colonized by the faction owning that Gaiaformer, so it cannot be used as a 'starting point' to access another planet.

Cost

To start a Gaia project, move a total amount of power (as required by your progress in the **Gaia project** research area) from areas I, II, or III to your Gaia area. When your token is at level 1 or 2, the cost is 6 power per Gaia project. At level 3, the cost is 4 power, and at level 4 or 5, the cost is 3 power. The cost is the same for all of your Gaiaformers, regardless of when you gained them.

Since Gaia projects are completed in the following round, any Gaia projects you begin in the final round will never be completed.

3. UPGRADE EXISTING STRUCTURES

You can upgrade your structures (including your starting mines) one step at a time. Only mines can be placed directly on empty planets; all other structures are upgrades that replace another structure on the game board.

When you upgrade, remove the original structure from the board and place it in the appropriate row of your faction board from right to left. Like mines, trading stations and research labs are taken from left to right from your faction board. To upgrade a structure, you must spend a cost in ore and credits, as shown on the left side of the corresponding structure row on your faction board.

You can do one of these 4 upgrades each time you take this action:



Mine to trading station (6 credits and 2 ore): If there is at least 1 opponent's structure in the neighboring area (within a range of 2 spaces) of your mine, this cost is reduced to 3 credits and 2 ore.



Trading station to planetary institute (6 credits and 4 ore): As soon as you upgrade to your planetary institute, your faction gains a special ability or action space that is unique to your faction.



Trading station to research lab (5 credits and 3 ore): When you upgrade to a research lab, you immediately gain 1 tech tile.



Research lab to academy (6 credits and 6 ore): Decide which of the academies on your faction board to upgrade to (one grants you an income of 2 knowledge each round, and the other gives you an action to gain 1 QIC). When you upgrade, immediately gain 1 tech tile.

Gaining a tech tile

Keep your tech tiles near your faction board. Whenever you gain one, you may advance in a research area on the research board:

- You can take any standard tech tile, except one you already own. No faction can own more than one of the same tech tile, even if it is covered by an advanced tech tile.
- If you take one of the 6 tech tiles directly below a research area, you can advance only in the research area above it. If you cannot advance any further in that area, you do not advance.
- If you take one of the 3 tech tiles in the lower row, you can advance in the research area of your choice.
- Instead of taking a standard tech tile, you can take an **advanced tech tile** and then advance in any research area. These tiles are not refilled and only 6 of them are available each game.
 - Your player token must be on level 4 or 5 of the research area from which you wish to take the advanced tech tile.
 - You must own at least 1 federation token with its green side faceup. To take the advanced tech tile, flip one of your federation tokens to its gray side.
 - You must have at least 1 uncovered standard tech tile. When you gain an advanced tech tile, place it faceup covering one of your standard tech tiles. A covered tech tile has no effect. A standard tech tile can hold exactly 1 advanced tech tile. You cannot replace an advanced tech tile with another advanced tech tile.

4. FORM A FEDERATION

You can form a **federation** consisting of several of your colonized planets. You can form any number of federations as long as you meet their requirements.

You can form a federation only with planets you have colonized. The structures on those planets must have a total power value (PV) of at least 7. Mines have a PV of 1, trading stations and research labs have a PV of 2, and planetary institutes and academies have a PV of 3 (the PV is shown under the structure's cost on your faction board).

To form a federation, you must **connect** the necessary planets. Planets you have colonized that are directly adjacent to each other are connected. To connect planets that are not adjacent, you must immediately build satellites.

To build a satellite, discard 1 power. Then take one of the satellites near your faction board and place it in a space adjacent to either one of your colonized planets or one of your satellites. Satellites cannot be placed on planets. A space can hold up to 1 satellite of each player color. You can build as many satellites as you need to connect the necessary planets, but you must connect all of the necessary planets during a single action.

When you form a federation, take a **record token** from the supply and place it on any planet in that federation as a reminder. If you built any satellites when forming the federation, you do not need to place a record token.

When you form a federation, **gain 1 federation token of your choice** from the supply, placing it in front of you with its green side faceup. You immediately gain everything shown on the token.

One type of federation token awards 12 VP; these are gray on both sides and are placed with either side faceup when you gain them.

You can later flip tokens from their green side to their gray side to gain an advanced tech tile or advance to the highest level (level 5) of a research area.

You cannot form a federation by connecting more planets and satellites than are needed to form it. So if the federation would be valid with at least 1 fewer planet and 1 fewer satellite, you must change the federation.

Each planet and satellite can be part of only 1 federation. If you colonize planets directly adjacent to one of your federations, they enlarge the federation without any advantage for you. Connecting 2 federations by colonizing a connecting planet has no effect.

5. RESEARCH PROGRESS

Spend 4 knowledge to advance 1 level in a research area of your choice. If that level shows a resource marked by a star and a white outline, gain that resource immediately as a one-time bonus. Any other effect of that level is active immediately, and remains active as long as you are at that level.

To advance to level 5 of a research area, in addition to any other costs, you must flip one of your federation tokens from its green side to its gray side. **Only one player can advance to level 5 of each research area.**

Each time your research token advances from level 2 to level 3 in any research area, you **charge 3 power** (this also applies if you advanced by taking a tech tile).

6. POWER AND QIC ACTIONS

The lower part of the research board shows octagonal purple and green action spaces. To take a **power action** (purple spaces), spend the indicated amount of power. To take a **QIC action** (green spaces), spend the indicated number of QIC.

After paying the action's cost, resolve the effect shown. Each power and QIC action can be taken only once per round: after you take the action, place an octagonal **action token** onto the space.

7. SPECIAL ACTIONS

Special action spaces are octagonal orange spaces that can be used for an immediate effect. These actions have no cost and are available only to the player that owns the component they appear on. They appear on faction boards, tech tiles, and round boosters.

Each special action can be used only once per round. After you take one, place an **action token** onto that space. A special action cannot be combined with another special, power, or QIC action.

8. PASS

On your turn, if you cannot or do not want to take any other actions in the current round, you must **pass**. After you pass, you do not take any more turns for the rest of the round.

When you pass, take 1 of the 3 available **round boosters** (including one that another player returned this round), then return the booster you started the round with. You cannot use the same booster 2 rounds in a row. In the final round, do not take a new booster before returning yours.

Place the new round booster facedown in front of you to show that you have passed. Once all players have passed, the action phase of the current round ends.

Some round boosters have effects that trigger when you pass, indicated by a red icon. These effects trigger during the round you return that booster. Tech tiles that also show that icon have effects that trigger every time you pass.

The first time a player passes during a round, that player takes the first player marker.

9. FREE ACTIONS

You can take any number of **free actions** during your turn, before or after your action, but not during. You can take each free action as many times as you can afford to.

You can take free actions before you pass but not after (passing is an action). You cannot take a free action if it is not your turn.

- Discard 1 power token from area II of your power cycle to move 1 power token from area II to area III. You can do this even if you have power tokens in area I.

- Spend 4 power to gain 1 QIC.
- Spend 3 power to gain 1 ore.
- Spend 1 Q.I.C. to gain 1 ore.
- Spend 4 power to gain 1 knowledge.
- Spend 1 power to gain 1 credit.
- Spend 1 knowledge to gain 1 credit.
- Spend 1 ore to gain 1 credit.
- Spend 1 ore to gain 1 power (in area I).

10. PASSIVE ACTION: CHARGE POWER

Each time you build a mine or upgrade a structure, each other player with at least 1 structure in the neighboring area (within 2 spaces) may spend VP to **charge power**.

To charge power for a structure, spend 1 fewer VP than the power you wish to charge. You do not have to spend VP and charge power.

If you own multiple structures in the neighboring area, **you can charge power only for your structure with the highest PV** (if you have multiple ones with the same PV, only charge power for one).

You cannot spend fewer VP to charge less than the full amount of power: charge all of the power or none of it. However, if you cannot charge all of the power because it is more than you would need to move all of the tokens in your power cycle to area III, you charge only as much as you can by spending the corresponding number of VP. Also, if you cannot spend the necessary VP because you do not have enough, you spend as many as you have and charge the corresponding amount of power.

The player who builds or upgrades must point out which opponent(s) can charge power; in clockwise order from the player, other players decide if they want to charge power. **An opponent that has passed can still charge power.** You only spend VP only for power you charge this way, not for any other power you charge.

THE POWER CYCLE

During the game, **power cycles** through 3 numbered, connected power areas on your faction board. Charging power allows you to move power tokens toward area III, and spending power in area III moves it to area I. To the left of the 3 power areas is the green Gaia area, which interacts with your power cycle.



You need to **charge power** before you can spend it. Effects that allow you to charge power are represented by this icon. For each power you need to charge:

- If there is at least 1 power token in area I, move a power token from area I to area II.
- If area I is empty, move a power token from area II to area III.
- If areas I and II are empty, you cannot charge the power.

Some actions require you to **spend power**. You can spend only power tokens that are in area III. To spend power, move it from area III to area I.



To **gain power**, take power tokens from the supply and place them in area I. Effects that allow you to gain power are represented by this icon.

To **discard power**, take the power token from your faction board and return it to the supply. Unless specified, you can discard power tokens from any combination of areas except the Gaia area.

GAME END AND SCORING

The game ends after round 6's action phase, followed by a final scoring. **The player with the most VP wins the game.** On a tie, the tied players share the victory.

Final scoring tiles: For each final scoring tile on the scoring board, gain VP based on progress on the corresponding ranking track:

The highest-ranked player gains 18 VP.

The second-highest gains 12 VP.

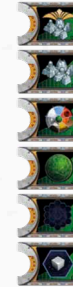
The third-highest gains 6 VP.

The fourth-highest gains 0 VP.

On a tie, for each tied player, add the VP for the highest remaining rank. Divide the total points evenly among those players.

Remember to take into account the neutral satellites in a solo or 2-player game.

The 6 final scoring tiles are:



Owns the most structures that are part of federations (the Lost Planet's mine counts as a structure).

Owns the most structures (the Lost Planet's mine counts as a structure).

Colonized the most different planet types (including Gaia planets and the Lost Planet).

Colonized the most Gaia planets.

Colonized in the most space sector tiles (at least 1 structure per sector, including the Lost Planet).

Built the most satellites. (The *Ivits'* space stations count as satellites.)

Research scoring: For each level 3, 4, and 5 you have reached or passed on the research board, gain 4 VP.

Resource scoring: Gain 1 VP for every 3 credits, knowledge, or ore you have (in any combination).

VARIANTS

Variable turn order

Instead of using clockwise turn order, you can use the **turn order card** for variable turn order.

During setup, place the turn order card next to the game board. Starting with the first player and continuing in clockwise order, each player places a satellite on the topmost available space on the left side of the card. During the game, when you pass, move your satellite to the topmost available space on the *other side* of the turn order card. The numbers on the card indicate the turn order during the rounds.

Variable game board

Instead of assembling the game board, after players have chosen their factions, the last player in turn order assembles it. Alternatively, players can agree to assemble the board together. In a 3 player game, you can play without sectors 09 and 10 to reduce the size of the game board.

Two planets of the same type can never be directly adjacent.

3 or 4 players: Use all 10 space sector tiles and place sectors 05, 06, and 07 solid-side up.

Method 1: Place space sector tiles 01-04 as described in basic setup, then randomly place tiles 05 through 10 to create the same board shape as the basic setup. Rotate each tile as you choose.

Method 2: Randomly place space sector tiles 01-04 in the same orientation as in basic setup, then randomly place tiles 05 through 10 to create the same board shape as the basic setup. Rotate each tile as you choose.

Method 3: Randomly place all the space sector tiles to create the same basic setup board shape. Rotate each tile as you choose.

1 or 2 players: Use sector tiles 01 through 07 and place sectors 05, 06, and 07 outlined-side up. Randomly place all of the space sector tiles to create the same board shape as the basic setup. Rotate each tile as you choose.

GAIA PROJECT

1. INCOME

Your **faction board**, **round booster**, **tech tiles**, and **current level** in each research area on the research board all allow you to gain **income** (hand icon). You cannot have more than 15 ore, 15 knowledge, and 30 credits (15 per token).

2. GAIA

If you have **power tokens** in the **Gaia area** on your **faction board**, move them to **area I** of your power cycle. Terrans move the power tokens directly to **area II** instead of area I.

If you have a **Gaiaformer** on a **Transdim planet**, place a **Gaia planet token** on that planet (it is now a **Gaia planet**).

3. ACTIONS

Starting with the first player and continuing clockwise, players take turns taking a **single action**. The phase ends when all players have passed.

4. CLEAN-UP

At the end of round 6, skip this phase and proceed to scoring.

Return any action tokens on power, QIC, and special action spaces to the supply. Flip all round boosters faceup. Place this round's round scoring tile back in the box.

ACTIONS

1. BUILD A MINE

Build the leftmost mine on your faction board on a planet, thereby colonizing that planet.

Spend 2 credits and 1 ore; you must have at least 1 mine on your faction board. The planet must be **empty** (no structures on it), **accessible** from one of your planets, and **habitable** to your faction (if it is not habitable, you must pay any costs required to terraform it to make it habitable).

Accessibility: When your token is on level 0 or 1 in your **navigation** research area, your **range** is 1 and you can build a mine only on a planet 1 space away from a planet you have colonized. At levels 2 and 3, range is 2, at level 4 range is 3, and at level 5 range is 4. You can spend any number of QIC to increase your range by 2 spaces for each QIC spent.

Habitability: Only the respective **type** of your faction's home planet is habitable to your faction.



Transdim planets can't be built on, but you can transform a Transdim planet into a **Gaia planet** using a **Gaia project**.



Gaia planets can be made habitable by paying 1 QIC. Your home planet type has no impact on this cost.

After transforming a Transdim planet into a Gaia planet, the Gaiaformer remains on that planet and only the faction that owns the Gaiaformer can colonize it. The planet is considered accessible to that faction. You do not need to pay the QIC cost to make the planet habitable. After building a mine on the planet, return the Gaiaformer to your faction board.

The 7 **colored planet types** must first be **terraformed**. Your faction board shows the required number of terraforming steps. When your token is on level 0 or 1, each terraforming step costs 3 ore. At level 2 the cost is 2 ore per step, and at levels 3 and beyond, 1 ore per step.

The **Lost Planet** is the last planet type, and is only discovered by reaching level 5 of the **navigation** research area.

2. START A GAIA PROJECT

To start a Gaia project you must have an available Gaiaformer; have access to a Transdim planet without a Gaiaformer on it; and spend power. Then take one of your available Gaiaformers and place it on the Transdim planet.

Availability: A Gaiaformer on one of the 3 spaces of your faction board is **available**. When you reach level 1 in the **Gaia project** research area, place one of your set aside Gaiaformers on one of the spaces on your faction board. You gain a second Gaiaformer at level 3, and a third at level 4.

A Gaiaformer stays on the planet after the Gaia project finishes. You cannot use a Gaiaformer to start a new Gaia project until you build a mine on its planet to return it to your faction board.

Accessibility: The accessibility of a Transdim planet follows the same rules as the **build a mine** action. A planet with a Gaiaformer does not count as colonized by that faction, so it cannot be used as a 'starting point' to access another planet.

Cost: Move power (as required by your progress in the **Gaia project** research area) from areas I, II, or III to your Gaia area. When your token is at level 1 or 2, the cost is 6 power per Gaia project. At level 3, 4 power, and at level 4 or 5, 3 power.

3. UPGRADE EXISTING STRUCTURES

You can upgrade your structures one step at a time. Only mines can be placed directly on empty planets; all other structures are upgrades that replace another structure on the game board.

Remove the original structure from the board and place it in the appropriate row of your faction board from right to left. Trading stations and research labs are taken from left to right. To upgrade, spend a cost in ore and credits, as shown on the left side of the corresponding structure row on your board.

Choose one of these upgrades each time you take this action:



Mine to trading station (6 credits and 2 ore): If there is at least 1 opponent's structure in the neighboring area (within a range of 2 spaces) of your mine, this cost is reduced to 3 credits and 2 ore.



Trading station to planetary institute (6 credits and 4 ore): As soon as you upgrade to your planetary institute, your faction gains a special ability or action space that is unique to your faction.



Trading station to research lab (5 credits and 3 ore): When you upgrade to a research lab, you immediately gain 1 tech tile.



Research lab to academy (6 credits and 6 ore): Decide which of the academies on your faction board to upgrade to (one grants you an income of 2 knowledge each round, and the other gives you an action to gain 1 QIC). **When you upgrade, immediately gain 1 tech tile.**

Gaining a tech tile: Whenever you gain a tech tile, you may advance in a research area on the research board.

You can take any standard tech tile, except one you already own. No faction can own more than one of the same tech tile, even if it is covered by an advanced tech tile. If you take one of the 6 tech tiles directly below a research area, you can advance only in the research area above it. If you cannot advance any further in that area, you do not advance. If you take one of the 3 tech tiles in the lower row, you can advance in the research area of your choice.

Instead of taking a standard tech tile, you can take an **advanced tech tile** if you meet the conditions, and then then advance in any research area. Advanced tech tiles are not refilled and only 6 are available each game.

GAIA PROJECT

1. INCOME

Your **faction board**, **round booster**, **tech tiles**, and **current level** in each research area on the research board all allow you to gain **income** (hand icon). You cannot have more than 15 ore, 15 knowledge, and 30 credits (15 per token).

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1. BUILD A MINE

Build the leftmost mine on your faction board on a planet, thereby colonizing that planet.

Spend 2 credits and 1 ore; you must have at least 1 mine on your faction board. The planet must be **empty** (no structures on it), **accessible** from one of your planets, and **habitable** to your faction (if it is not habitable, you must pay any costs required to terraform it to make it habitable).

Accessibility: When your token is on level 0 or 1 in your **navigation** research area, your **range** is 1 and you can build a mine only on a planet 1 space away from a planet you have colonized. At levels 2 and 3, range is 2, at level 4 range is 3, and at level 5 range is 4. You can spend any number of QIC to increase your range by 2 spaces for each QIC spent.

Habitability: Only the respective **type** of your faction's home planet is habitable to your faction.



Transdim planets can't be built on, but you can transform a Transdim planet into a **Gaia planet** using a **Gaia project**.



Gaia planets can be made habitable by paying 1 QIC. Your home planet type has no impact on this cost.

After transforming a Transdim planet into a Gaia planet, the Gaiaformer remains on that planet and only the faction that owns the Gaiaformer can colonize it. The planet is considered accessible to that faction. You do not need to pay the QIC cost to make the planet habitable. After building a mine on the planet, return the Gaiaformer to your faction board.

The 7 **colored planet types** must first be **terraformed**. Your faction board shows the required number of terraforming steps. When your token is on level 0 or 1, each terraforming step costs 3 ore. At level 2 the cost is 2 ore per step, and at levels 3 and beyond, 1 ore per step.

The **Lost Planet** is the last planet type, and is only discovered by reaching level 5 of the **navigation** research area.

2. START A GAIA PROJECT

To start a Gaia project you must have an available Gaiaformer; have access to a Transdim planet without a Gaiaformer on it; and spend power. Then take one of your available Gaiaformers and place it on the Transdim planet.

Availability: A Gaiaformer on one of the 3 spaces of your faction board is **available**. When you reach level 1 in the **Gaia project** research area, place one of your set aside Gaiaformers on one of the spaces on your faction board. You gain a second Gaiaformer at level 3, and a third at level 4.

A Gaiaformer stays on the planet after the Gaia project finishes. You cannot use a Gaiaformer to start a new Gaia project until you build a mine on its planet to return it to your faction board.

Accessibility: The accessibility of a Transdim planet follows the same rules as the **build a mine** action. A planet with a Gaiaformer does not count as colonized by that faction, so it cannot be used as a 'starting point' to access another planet.

Cost: Move power (as required by your progress in the **Gaia project** research area) from areas I, II, or III to your Gaia area. When your token is at level 1 or 2, the cost is 6 power per Gaia project. At level 3, 4 power, and at level 4 or 5, 3 power.

3. UPGRADE EXISTING STRUCTURES

You can upgrade your structures one step at a time. Only mines can be placed directly on empty planets; all other structures are upgrades that replace another structure on the game board.

Remove the original structure from the board and place it in the appropriate row of your faction board from right to left. Trading stations and research labs are taken from left to right. To upgrade, spend a cost in ore and credits, as shown on the left side of the corresponding structure row on your board.

Choose one of these upgrades each time you take this action:



Mine to trading station (6 credits and 2 ore): If there is at least 1 opponent's structure in the neighboring area (within a range of 2 spaces) of your mine, this cost is reduced to 3 credits and 2 ore.



Trading station to planetary institute (6 credits and 4 ore): As soon as you upgrade to your planetary institute, your faction gains a special ability or action space that is unique to your faction.



Trading station to research lab (5 credits and 3 ore): When you upgrade to a research lab, you immediately gain 1 tech tile.



Research lab to academy (6 credits and 6 ore): Decide which of the academies on your faction board to upgrade to (one grants you an income of 2 knowledge each round, and the other gives you an action to gain 1 QIC). **When you upgrade, immediately gain 1 tech tile.**

Gaining a tech tile: Whenever you gain a tech tile, you may advance in a research area on the research board.

You can take any standard tech tile, except one you already own. No faction can own more than one of the same tech tile, even if it is covered by an advanced tech tile. If you take one of the 6 tech tiles directly below a research area, you can advance only in the research area above it. If you cannot advance any further in that area, you do not advance. If you take one of the 3 tech tiles in the lower row, you can advance in the research area of your choice.

Instead of taking a standard tech tile, you can take an **advanced tech tile** if you meet the conditions, and then then advance in any research area. Advanced tech tiles are not refilled and only 6 are available each game.

- Your player token must be on level 4 or 5 of the research area from which you wish to take the advanced tech tile.
- You must own at least 1 federation token with its green side faceup. To take the advanced tech tile, flip one of your federation tokens to its gray side.
- You must have at least 1 uncovered standard tech tile. When you gain an advanced tech tile, place it faceup covering one of your standard tech tiles. A covered tech tile has no effect. A standard tech tile can hold exactly 1 advanced tech tile. You cannot replace an advanced tech tile with another advanced tech tile.

4. FORM A FEDERATION

You can **form a federation** consisting of several of your colonized planets. You can form any number of federations.

You can form a federation only with planets you have colonized. The structures on those planets must have a total PV of at least 7. Mines are PV 1, trading stations and research labs 2 PV, and planetary institutes and academies 3 PV.

You must **connect** the planets. Planets you have colonized that are directly adjacent to each other are connected. To connect non-adjacent planets, you must immediately build satellites. You cannot form a federation by connecting more planets and satellites than are needed to form it.

To build a satellite, discard 1 power. Place one of the satellites near your faction board in a space adjacent to either one of your colonized planets or one of your satellites. Satellites cannot be placed on planets. A space can hold up to 1 satellite of each player color. You can build as many satellites as you need, but you must connect all of the planets during a single action.

Place a **record token** on any planet in that federation as a reminder. If you built any satellites when forming the federation, you do not need to place a record token.

Gain 1 federation token of your choice from the supply, placing it in front of you with its green side faceup. You immediately gain everything shown on the token. The 12 VP federation token is placed with either side faceup.

Each planet and satellite can be part of only 1 federation.

5. RESEARCH PROGRESS

Spend 4 knowledge to advance 1 level in a research area of your choice. If that level shows a resource marked by a star and a white outline, gain that resource immediately as a one-time bonus. Any other effect of that level is active immediately, and remains active as long as you are at that level.

To advance to level 5 of a research area, in addition to any other costs, you must flip one of your federation tokens from its green side to its gray side. **Only one player can advance to level 5 of each research area.**

Each time your research token advances from level 2 to level 3 in any research area, you **charge 3 power** (this also applies if you advanced by taking a tech tile).

6. POWER AND QIC ACTIONS

To take a **power action** (purple spaces), spend the indicated amount of power. To take a **QIC action** (green spaces), spend the indicated number of QIC. Each power and QIC action can be taken only once per round: after you take the action, place an **action token** onto the space.

7. SPECIAL ACTIONS

Special action spaces are octagonal orange spaces, available only to the player that owns the component they appear on, that can be used for an immediate effect and at no cost. Each special action can be used only once per round. After you take a special action, place an **action token** onto that space.

8. PASS

After you pass, you do not take any more turns for the rest of the round. Take 1 of the 3 available **round boosters**, then return the booster you started the round with. You cannot use the same booster 2 rounds in a row. Round boosters with effects that trigger when you pass (during the round you return that booster) have a red icon. Tech tiles that also show that icon have effects that trigger every time you pass.

The first time a player passes during a round, that player takes the first player marker.

9. FREE ACTIONS

You can also take any number of **free actions** during your turn, before or after your action. You can take free actions before you pass but not after.

- Discard 1 power token from area II of your power cycle to move 1 power token from area II to area III (even if you have power tokens in area I).
- Spend 4 power to gain 1 QIC.
- Spend 3 power to gain 1 ore.
- Spend 1 Q.I.C. to gain 1 ore.
- Spend 4 power to gain 1 knowledge.
- Spend 1 power to gain 1 credit.
- Spend 1 knowledge to gain 1 credit.
- Spend 1 ore to gain 1 credit.
- Spend 1 ore to gain 1 power (in area I).

10. PASSIVE ACTION: CHARGE POWER

Each time you build a mine or upgrade a structure, each other player with at least 1 structure in the neighboring area (within 2 spaces) may spend VP to **charge power**. To do so, spend 1 fewer VP than the power you wish to charge.

If you own multiple structures in the neighboring area, you can **charge power only for your structure with the highest PV**.

An opponent that has passed can still charge power.

THE POWER CYCLE

During the game, **power cycles** through 3 numbered, connected power areas on your faction board.

Charging power allows you to move power tokens toward area III, and spending power in area III moves it to area I. To the left of the 3 power areas is the green Gaia area, which interacts with your power cycle.



You need to **charge power** before you can spend it. Effects that allow you to charge power are represented by this icon. For each power you need to charge:

1. If there is at least 1 power token in area I, move a power token from area I to area II.
2. If area I is empty, move a power token from area II to area III.
3. If areas I and II are empty, you cannot charge the power.

Some actions require you to **spend power**. You can spend only power tokens that are in area III. To spend power, move it from area III to area I.



To **gain power**, take power tokens from the supply and place them in area I. Effects that allow you to gain power are represented by this icon.

To **discard power**, take the power token from your faction board and return it to the supply. Unless specified, you can discard power tokens from any combination of areas except the Gaia area.

- Your player token must be on level 4 or 5 of the research area from which you wish to take the advanced tech tile.
- You must own at least 1 federation token with its green side faceup. To take the advanced tech tile, flip one of your federation tokens to its gray side.
- You must have at least 1 uncovered standard tech tile. When you gain an advanced tech tile, place it faceup covering one of your standard tech tiles. A covered tech tile has no effect. A standard tech tile can hold exactly 1 advanced tech tile. You cannot replace an advanced tech tile with another advanced tech tile.

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- Spend 4 power to gain 1 QIC.
- Spend 3 power to gain 1 ore.
- Spend 1 Q.I.C. to gain 1 ore.
- Spend 4 power to gain 1 knowledge.
- Spend 1 power to gain 1 credit.
- Spend 1 knowledge to gain 1 credit.
- Spend 1 ore to gain 1 credit.
- Spend 1 ore to gain 1 power (in area I).

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To **discard power**, take the power token from your faction board and return it to the supply. Unless specified, you can discard power tokens from any combination of areas except the Gaia area.

FACTIONS

TERRANS

Planet type: Terra

Ability: During the Gaia phase, move the power tokens in your Gaia area to area II of your power cycle instead of to area I.

Planetary institute: During the Gaia phase, when you move power tokens from your Gaia area to area II of your power cycle, you may gain resources as if you were spending that much power to take free actions.

LANTIDS

Planet type: Terra

Ability: When you take the **build a mine** action, you may build a mine on a planet colonized by an opponent (including the Lost Planet). Place your mine next to their structure. You do not have to pay for terraforming, but you must still pay the mine's cost. The mine counts as a normal mine in all ways except it cannot be upgraded, and it does not count for any effects relating to how many planet types or Gaia planets you have colonized.

Planetary institute: Each time you build a mine on a planet colonized by an opponent, gain 2 knowledge.

XENOS

Planet type: Desert

Ability: You place a third starting mine after all other starting mines have been placed.

Planetary institute: You can form federations with a total PV of 6 (not 7). You gain 1 QIC as income instead of 1 power token.

GLEENS

Planet type: Desert

Ability: If you ever gain QIC, gain that much ore *instead*; once you have upgraded to the indicated academy, this effect no longer applies. To make a Gaia planet habitable, pay 1 ore (not 1 QIC). Each time you build a mine on a Gaia planet, gain 2 extra VP.

Planetary institute: When you upgrade to the planetary institute, immediately gain the Gleens' federation token (and the resources shown). This tile counts as forming a federation. The planetary institute itself can still be part of a federation on the board.

TAKLONS

Planet type: Swamp

Ability: The brainstone counts as 1 power token, but you can spend it as if it were 3 power.

Planetary institute: Each time you would charge power from the **charge power** passive action you gain 1 power token. You can choose to gain the power before or after charging.

AMBAS

Planet type: Swamp

Planetary institute: Once per round, as an action, you can swap your planetary institute with one of your mines on the game board. This has no impact on existing federations, even if their PV becomes less than 7. The swap does not count as a **build** or **upgrade** action; no VP or power can be gained from it.

HADSCH HALLAS

Planet type: Oxide

Planetary institute: You can spend credits instead of power to take free actions that allow you to gain resources.

IVITS

Planet type: Oxide

Ability: During setup, do not place mines. After all other players have placed mines, place your planetary institute on any red planet. You can have only 1 federation during the game, but you can **grow** that federation to gain new federation tokens.

After you have formed a federation, to take the **form a federation** action again, you must connect planets to that federation instead of forming a new federation.

The PVs of the structures on those planets must bring the total PV of that federation to at least to 7X, where X is the number of federation tokens you own plus 1 (not including the federation token from level 5 of **terraforming**).

All other rules for forming a federation apply. To build a satellite during this action, you must spend 1 QIC instead of discarding 1 power.

Planetary institute: As a special action, place a space station on an accessible space that does not contain a planet or another space station. The accessibility of a space follows the **build a mine** action rules. Like planets, a space station can be connected with satellites; each space station counts as having a PV of one for its federation. A space station is not a structure, so placing one does not allow opponents to charge power; nor does not count as a colonized planet, though range can be counted from it. Your opponents can place satellites in a space containing a space station.

GEODENS

Planet type: Volcanic

Planetary institute: The first time you build a mine on each planet type, gain 3 knowledge. You do not gain knowledge for planet types you colonized before upgrading to your planetary institute.

BAL T'AKS

Planet type: Volcanic

Ability: You cannot advance in the **navigation** research area, even if you take the tech tile below the **navigation** research area. If you do take that tech tile, no advancement occurs. As a free action, you can move a Gaiaformer from a Gaiaformer space on your faction board to your Gaia area to gain 1 QIC. Gaiaformers in your Gaia area are not available until the next Gaia phase. In the next Gaia phase, move any Gaiaformer in your Gaia area back to its Gaiaformer space.

Planetary institute: You can now advance in the **navigation** research area.

FIRAKS

Planet type: Titanium

Planetary Institute: As an action, you can downgrade a research lab into a trading station and immediately advance 1 level in a research area of your choice (this is as an **upgrade to a trading station** action). You can later upgrade the trading station back into a research lab as normal (including gaining a new tech tile).

BESCODS

Planet type: Titanium

Ability: The positions of your planetary institute and academies are swapped on your faction board, as is the income you gain for trading stations and research labs. Upgrading to an academy or a research lab allows you to gain a tech tile, as normal. Once per round, as an action, you can advance your lowest-level token in a research area (without paying knowledge). If several of your tokens are tied for the lowest level, choose which to advance. To advance to level 5 this way, you must still flip a federation token.

Planetary institute: The PV of your structures on gray planets (your home type) is increased by 1 (in addition to any other effects that increase their PV).

NEVLAS

Planet type: Ice

Ability: As a free action, you can move 1 power token from area III of your power cycle to your Gaia area to gain 1 knowledge. This does not count as spending power.

Planetary institute: You can spend power tokens in area III of your power cycle as if they were each 2 power. Otherwise, they count as 1 power token. When paying for a power action with an odd power cost, the unspent power is lost.

FACTIONS

TERRANS

Planet type: Terra

Ability: During the Gaia phase, move the power tokens in your Gaia area to area II of your power cycle instead of to area I.

Planetary institute: During the Gaia phase, when you move power tokens from your Gaia area to area II of your power cycle, you may gain resources as if you were spending that much power to take free actions.

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Planetary institute: Each time you build a mine on a planet colonized by an opponent, gain 2 knowledge.

XENOS

Planet type: Desert

Ability: You place a third starting mine after all other starting mines have been placed.

Planetary institute: You can form federations with a total PV of 6 (not 7). You gain 1 QIC as income instead of 1 power token.

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Ability: If you ever gain QIC, gain that much ore *instead*; once you have upgraded to the indicated academy, this effect no longer applies. To make a Gaia planet habitable, pay 1 ore (not 1 QIC). Each time you build a mine on a Gaia planet, gain 2 extra VP.

Planetary institute: When you upgrade to the planetary institute, immediately gain the Gleens' federation token (and the resources shown). This tile counts as forming a federation. The planetary institute itself can still be part of a federation on the board.

TAKLONS

Planet type: Swamp

Ability: The brainstone counts as 1 power token, but you can spend it as if it were 3 power.

Planetary institute: Each time you would charge power from the **charge power** passive action you gain 1 power token. You can choose to gain the power before or after charging.

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Planet type: Swamp

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HADSCH HALLAS

Planet type: Oxide

Planetary institute: You can spend credits instead of power to take free actions that allow you to gain resources.

IVITS

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Ability: During setup, do not place mines. After all other players have placed mines, place your planetary institute on any red planet. You can have only 1 federation during the game, but you can **grow** that federation to gain new federation tokens.

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All other rules for forming a federation apply. To build a satellite during this action, you must spend 1 QIC instead of discarding 1 power.

Planetary institute: As a special action, place a space station on an accessible space that does not contain a planet or another space station. The accessibility of a space follows the **build a mine** action rules. Like planets, a space station can be connected with satellites; each space station counts as having a PV of one for its federation. A space station is not a structure, so placing one does not allow opponents to charge power; nor does not count as a colonized planet, though range can be counted from it. Your opponents can place satellites in a space containing a space station.

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Planet type: Volcanic

Planetary institute: The first time you build a mine on each planet type, gain 3 knowledge. You do not gain knowledge for planet types you colonized before upgrading to your planetary institute.

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Planetary institute: You can now advance in the **navigation** research area.

FIRAKS

Planet type: Titanium

Planetary Institute: As an action, you can downgrade a research lab into a trading station and immediately advance 1 level in a research area of your choice (this is as an **upgrade to a trading station** action). You can later upgrade the trading station back into a research lab as normal (including gaining a new tech tile).

BESCODS

Planet type: Titanium

Ability: The positions of your planetary institute and academies are swapped on your faction board, as is the income you gain for trading stations and research labs. Upgrading to an academy or a research lab allows you to gain a tech tile, as normal. Once per round, as an action, you can advance your lowest-level token in a research area (without paying knowledge). If several of your tokens are tied for the lowest level, choose which to advance. To advance to level 5 this way, you must still flip a federation token.

Planetary institute: The PV of your structures on gray planets (your home type) is increased by 1 (in addition to any other effects that increase their PV).

NEVLAS

Planet type: Ice

Ability: As a free action, you can move 1 power token from area III of your power cycle to your Gaia area to gain 1 knowledge. This does not count as spending power.

Planetary institute: You can spend power tokens in area III of your power cycle as if they were each 2 power. Otherwise, they count as 1 power token. When paying for a power action with an odd power cost, the unspent power is lost.

MARS

Planet type: Ice

Ability: Each time you discard a power token from area II of your power cycle to move another power token to area III, place the discarded token in your Gaia area instead of to the supply.

Planetary institute: During the Gaia phase, you can discard 4 power tokens from your Gaia area to immediately gain a tech tile (standard or advanced), as many times as you can afford to.

RESEARCH BOARD

Left to right, the research board includes these research areas: **Terraforming, Navigation, Artificial Intelligence, Gaia Project, Economy, Science.** Only the level your player token is on counts; previous levels do not have any effect. Bonuses identified by a star and a white outline are **one-time bonuses.**

TERRAFORMING

Lvl 0: Each terraforming step costs you 3 ore.

Lvl 1: Each terraforming step costs you 3 ore. Immediately gain 2 ore.

Lvl 2: Each terraforming step costs you 2 ore.

Lvl 3: Each terraforming step costs you 1 ore.

Lvl 4: Each terraforming step costs you 1 ore. Immediately gain 2 ore.

Lvl 5: Each terraforming step costs you 1 ore. Immediately gain the federation token placed here (this counts as **forming an federation**). You must have a previously acquired federation token in order to advance to this level.

NAVIGATION

Lvl 0: Your basic range is 1.

Lvl 1: Your basic range is 1. Immediately gain 1 QIC.

Lvl 2: Your basic range is 2.

Lvl 3: Your basic range is 2. Immediately gain 1 QIC.

Lvl 4: Your basic range is 3.

Lvl 5: Your basic range is 4. Immediately place the Lost Planet token on an accessible space that does not contain a planet, satellite, or space station. The accessibility of a space follows the same rules as the **build a mine** action. This counts as a **build a mine** action (you can gain VP and your opponents can gain power). Do not place a mine on the Lost Planet token. You are considered to have colonized the planet; place one of your satellites on the Lost Planet token as a reminder. The Lost Planet counts as its own planet type, and as a planet with a mine. You cannot upgrade this mine.

ARTIFICIAL INTELLIGENCE

Lvl 0: No effect.

Lvl 1: Immediately gain 1 QIC.

Lvl 2: Immediately gain 1 QIC.

Lvl 3: Immediately gain 2 QIC.

Lvl 4: Immediately gain 2 QIC.

Lvl 5: Immediately gain 4 QIC.

GAIA PROJECT

Lvl 0: No effect. You cannot start a Gaia project.

Lvl 1: To start a Gaia project, you must move 6 power tokens to your Gaia area. Immediately gain one of your Gaiaformers.

Lvl 2: To start a Gaia project, you must move 6 power tokens to your Gaia area. Immediately gain 3 power tokens.

Lvl 3: To start a Gaia project, you must move 4 power tokens to your Gaia area. Immediately gain one of your Gaiaformers.

Lvl 4: To start a Gaia project, you must move 3 power tokens to your Gaia area. Immediately gain one of your Gaiaformers.

Lvl 5: To start a Gaia project, you must move 3 power tokens to your Gaia area. Immediately gain 4 VP and 1 additional VP for each Gaia planet with one of your structures on it (you do not gain VP for Gaiaformers on Gaia planets).

ECONOMY

Lvl 0: No effect.

Lvl 1: During each income phase, gain 2 credits and charge 1 power.

Lvl 2: During each income phase, gain 1 ore, 2 credits, and charge 2 power.

Lvl 3: During each income phase, gain 1 ore, 3 credits, and charge 3 power.

Lvl 4: During each income phase, gain 2 ore, 4 credits, and charge 4 power.

Lvl 5: Immediately gain 3 ore, 6 credits, and charge 6 power.

SCIENCE

Lvl 0: No effect.

Lvl 1: During each income phase, gain 1 knowledge.

Lvl 2: During each income phase, gain 2 knowledge.

Lvl 3: During each income phase, gain 3 knowledge.

Lvl 4: During each income phase, gain 4 knowledge.

Lvl 5: Immediately gain 9 knowledge.

POWER & QIC ACTION SPACES

Action spaces on the research board are available to all players, but each of these actions can be taken only once per round.

To take one of these actions, spend the amount of power or QIC shown above the action.



1. **Gain 2 or 3 knowledge, 2 ore, 7 credits, and 2 power tokens:** Immediately gain the resources shown.

2. **Take 1 or 2 free terraforming steps:** Immediately take a **build a mine** action. You get the shown number of free terraforming steps to make a planet habitable. If you take the two-step action, but need only one step, the second step is lost. You can pay ore for additional terraforming steps, but you cannot combine this action with another action.

3. **Gain a tech tile:** Immediately gain a tech tile of your choice (standard or advanced), advancing in a research area as normal.

4. **Score a federation token again:** Immediately gain all resources and VP shown on one of your federation tokens. You do not gain a new federation token, and you do not flip one of your federation tokens back to its green side. This means that you can neither get another advanced tech tile nor advance to another level 5 in any research area with the same federation token. If you do not have a federation token, you cannot take this action.

5. **Gain VP for planet types:** Immediately gain 3 VP and 1 additional VP for each different planet type you have colonized (you do not gain VP for Gaiaformers on Gaia or Transdim planets). Gaia planets and the Lost Planet counts as their own planet types.

MARS

Planet type: Ice

Ability: Each time you discard a power token from area II of your power cycle to move another power token to area III, place the discarded token in your Gaia area instead of to the supply.

Planetary institute: During the Gaia phase, you can discard 4 power tokens from your Gaia area to immediately gain a tech tile (standard or advanced), as many times as you can afford to.

RESEARCH BOARD

Left to right, the research board includes these research areas: **Terraforming, Navigation, Artificial Intelligence, Gaia Project, Economy, Science.** Only the level your player token is on counts; previous levels do not have any effect. Bonuses identified by a star and a white outline are **one-time bonuses.**

TERRAFORMING

Lvl 0: Each terraforming step costs you 3 ore.

Lvl 1: Each terraforming step costs you 3 ore. Immediately gain 2 ore.

Lvl 2: Each terraforming step costs you 2 ore.

Lvl 3: Each terraforming step costs you 1 ore.

Lvl 4: Each terraforming step costs you 1 ore. Immediately gain 2 ore.

Lvl 5: Each terraforming step costs you 1 ore. Immediately gain the federation token placed here (this counts as **forming an federation**). You must have a previously acquired federation token in order to advance to this level.

NAVIGATION

Lvl 0: Your basic range is 1.

Lvl 1: Your basic range is 1. Immediately gain 1 QIC.

Lvl 2: Your basic range is 2.

Lvl 3: Your basic range is 2. Immediately gain 1 QIC.

Lvl 4: Your basic range is 3.

Lvl 5: Your basic range is 4. Immediately place the Lost Planet token on an accessible space that does not contain a planet, satellite, or space station. The accessibility of a space follows the same rules as the **build a mine** action. This counts as a **build a mine** action (you can gain VP and your opponents can gain power). Do not place a mine on the Lost Planet token. You are considered to have colonized the planet; place one of your satellites on the Lost Planet token as a reminder. The Lost Planet counts as its own planet type, and as a planet with a mine. You cannot upgrade this mine.

ARTIFICIAL INTELLIGENCE

Lvl 0: No effect.

Lvl 1: Immediately gain 1 QIC.

Lvl 2: Immediately gain 1 QIC.

Lvl 3: Immediately gain 2 QIC.

Lvl 4: Immediately gain 2 QIC.

Lvl 5: Immediately gain 4 QIC.

GAIA PROJECT

Lvl 0: No effect. You cannot start a Gaia project.

Lvl 1: To start a Gaia project, you must move 6 power tokens to your Gaia area. Immediately gain one of your Gaiaformers.

Lvl 2: To start a Gaia project, you must move 6 power tokens to your Gaia area. Immediately gain 3 power tokens.

Lvl 3: To start a Gaia project, you must move 4 power tokens to your Gaia area. Immediately gain one of your Gaiaformers.

Lvl 4: To start a Gaia project, you must move 3 power tokens to your Gaia area. Immediately gain one of your Gaiaformers.

Lvl 5: To start a Gaia project, you must move 3 power tokens to your Gaia area. Immediately gain 4 VP and 1 additional VP for each Gaia planet with one of your structures on it (you do not gain VP for Gaiaformers on Gaia planets).

ECONOMY

Lvl 0: No effect.

Lvl 1: During each income phase, gain 2 credits and charge 1 power.

Lvl 2: During each income phase, gain 1 ore, 2 credits, and charge 2 power.

Lvl 3: During each income phase, gain 1 ore, 3 credits, and charge 3 power.

Lvl 4: During each income phase, gain 2 ore, 4 credits, and charge 4 power.

Lvl 5: Immediately gain 3 ore, 6 credits, and charge 6 power.

SCIENCE

Lvl 0: No effect.

Lvl 1: During each income phase, gain 1 knowledge.

Lvl 2: During each income phase, gain 2 knowledge.

Lvl 3: During each income phase, gain 3 knowledge.

Lvl 4: During each income phase, gain 4 knowledge.

Lvl 5: Immediately gain 9 knowledge.

POWER & QIC ACTION SPACES

Action spaces on the research board are available to all players, but each of these actions can be taken only once per round.

To take one of these actions, spend the amount of power or QIC shown above the action.



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ROUND BOOSTERS

Each booster grants you additional income, and some have additional effects. A booster is only in effect while you have it.

- During the income phase, gain 1 ore and 1 knowledge.
- During the income phase, gain 2 credits and 1 QIC.
- During the income phase, gain 2 power tokens and 1 ore.
- During the income phase, gain 2 credits. As a special action, you may take a **build a mine** action with 1 free terraforming step. You can pay ore for additional steps, but you cannot combine this action with another action.
- During the income phase, charge 2 power. As a special action, you can take a **build a mine** action or **start a Gaia project** with your basic range increased by 3. This cannot be combined with another action.
- During the income phase, gain 1 ore. When you return this round booster by taking the **pass** action, gain 2 VP for each of your trading stations on the board.
- During the income phase, charge 4 power. When you return this round booster by taking the **pass** action, gain 4 VP for each of your planetary institutes and academies on the board.
- During the income phase, gain 4 credits. When you return this round booster by taking the **pass** action, gain 1 VP for each Gaia planet you have colonized (you do not gain VP for Gaiaformers on Gaia or Transdim planets).

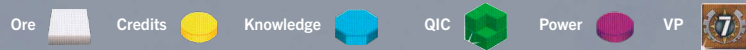
ROUND SCORING

Each round scoring tile on the score board is in effect for 1 round. The central part of each tile shows you how to score additional VP during that round.

- Gain 2 additional VP when you build a mine.
- Gain 3 or 4 additional VP when you build a mine on a Gaia planet.
- Gain 5 additional VP when you upgrade to an academy or planetary institute.
- Gain 2 additional VP when you advance in a research area.
- Gain 5 additional VP when you gain a federation token (no matter how you gain the federation token).
- Gain 2 additional VP for each terraforming step you take (no matter how you take the terraforming steps).

TECH TILES

Most tech tiles allow you to gain resources or VP:



- Immediately when you take the tech tile.
- Each time the condition is met.
- When you pass and return the round booster.

- Income received in Phase I.
- Special action, which you can take once per round.

How frequently you receive the shown resources or income can be tied to one of these conditions:

- Per planet type you have colonized (including Gaia planets and the Lost Planet)
- Per Gaia planet you have colonized.
- Per sector in which you have colonized one or more planets (including the Lost Planet)
- Per federation token you own.

ROUND BOOSTERS

Each booster grants you additional income, and some have additional effects. A booster is only in effect while you have it.

- During the income phase, gain 1 ore and 1 knowledge.
- During the income phase, gain 2 credits and 1 QIC.
- During the income phase, gain 1 ore. When you return this round booster by taking the **pass** action, gain 1 VP for each of your mines on the board (including the Lost Planet).
- During the income phase, gain 2 credits. As a special action, you may take a **build a mine** action with 1 free terraforming step. You can pay ore for additional steps, but you cannot combine this action with another action.
- During the income phase, charge 2 power. As a special action, you can take a **build a mine** action or **start a Gaia project** with your basic range increased by 3. This cannot be combined with another action.
- During the income phase, gain 1 ore. When you return this round booster by taking the **pass** action, gain 2 VP for each of your trading stations on the board.
- During the income phase, charge 4 power. When you return this round booster by taking the **pass** action, gain 4 VP for each of your planetary institutes and academies on the board.
- During the income phase, gain 4 credits. When you return this round booster by taking the **pass** action, gain 1 VP for each Gaia planet you have colonized (you do not gain VP for Gaiaformers on Gaia or Transdim planets).

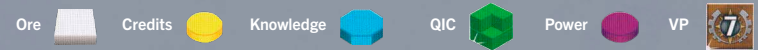
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- Gain 2 additional VP when you advance in a research area.
- Gain 5 additional VP when you gain a federation token (no matter how you gain the federation token).
- Gain 2 additional VP for each terraforming step you take (no matter how you take the terraforming steps).

TECH TILES

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- Per Gaia planet you have colonized.
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- Per federation token you own.