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3-5

45'

13+

The Andromeda Station project is underway, and opportunities for profit abound. May the best merchant win!

MERCHANTS OF ANDROMEDA

BORDERS!



COMPONENTS

- A 6 Game Boards
  - Exploration Board
  - Production Board
  - Senate Board
  - Station Board
  - Defense Board
  - Event Track
- B 78 Money Cards *(1s, 5s, 10s, 20s)*
- C 1 Event Marker
- D 5 Defense Dice
- E 25 Invader Ships
- F 38 Planet Tiles
- G 1 Active Player Board
- H 150 Influence Tokens *(30 per player)*
- I 3 Ballot Boxes
- J 9 Senator Cards
- K 6 Special Event Tiles
- L 80 Action Cards
- M 5 Player Aids

CREDITS

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DOWNLOAD THE APP

Merchants of Andromeda uses a free mobile app to run real-time auctions. To download the app, use the QR code or visit Allplay.com.

Rules for playing without a mobile device are included on page 6.

GET IT ON Google Play

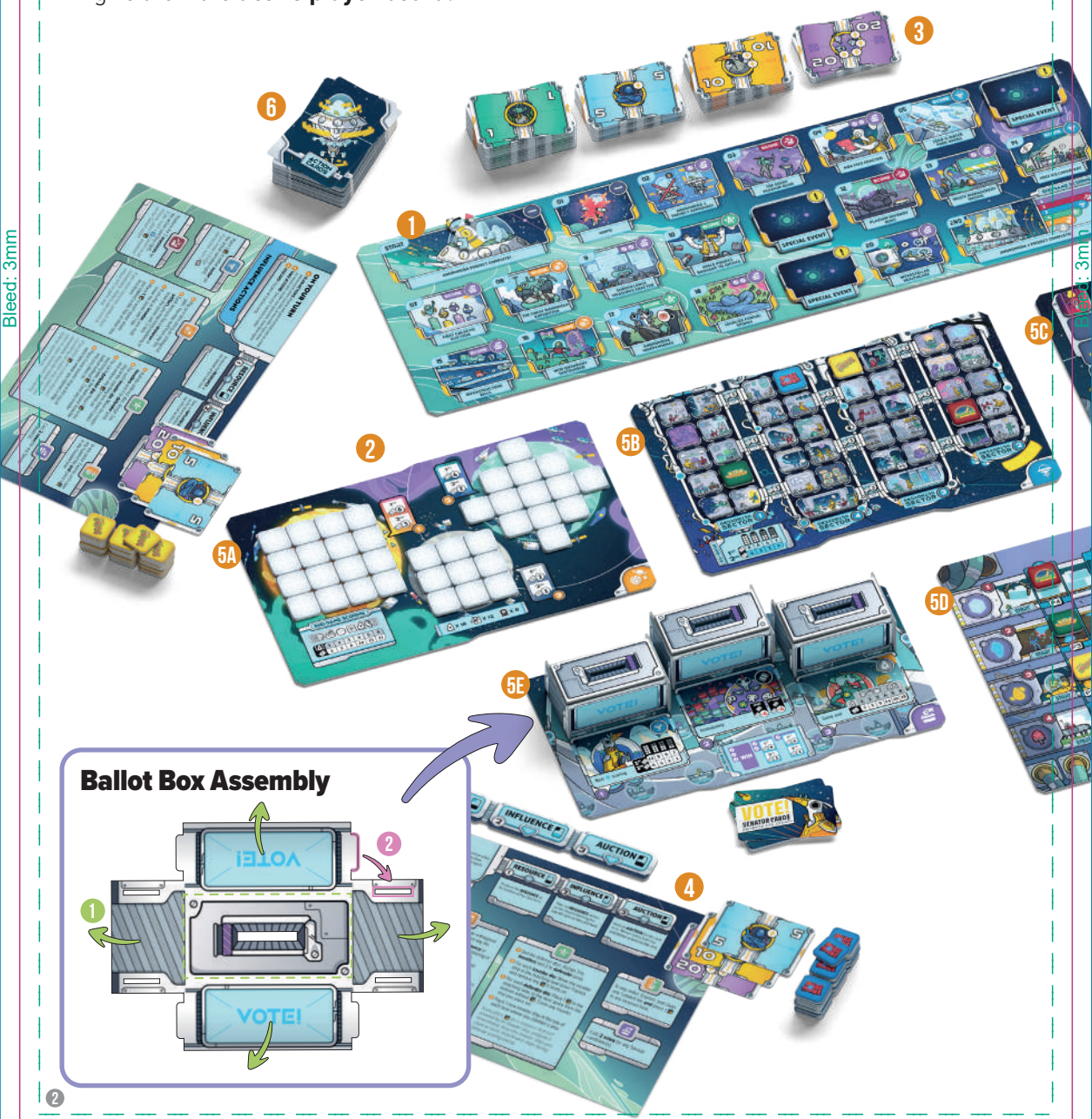
Download on the App Store

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GAME SETUP

1. Place the **event track** in the middle of the table. Place the event marker on the START space. Shuffle the special event tiles and place 1 facedown on each of the 3 ! spaces. Return the rest to the box.
2. Place the other 5 game boards near the event track, arranged however you like.
3. Choose an area for the **bank** and place the supply of money cards there, sorted by value.
4. Each player takes a player aid, 30 influence tokens ( ) with the company logo of their choice, and **35** from the bank. Choose a random first player and give them the **active player board.**
5. Setup each game board as follows:
   - **5A Exploration Board:** Randomize the planet tiles and place 1 facedown on every space of all 3 planets.
   - **5B Station Board:** Each player places 1 influence token on the space marked with their position in clockwise turn order *(first player is P1, next player is P2, etc).*
   - **5C Defense Board:** Place 1 invader ship ( ) in each of the 5 invasion lanes, in the red space at the top. Place the remaining supply of invader ships and 5 defense dice nearby.



Ballot Box Assembly

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5D Production Board:
Each player places 1 influence token on the first space of each of the 4 resource tracks. Each player immediately advances 1 space on the track marked with their position in turn order *(P1, P2, etc)*.

5E Senate Board:
Assemble the 3 ballot boxes and place them on the board. Shuffle the senator cards and deal 1 faceup below each ballot box. Place the rest in a facedown draw pile nearby.



6 Follow the steps below to prepare the **action deck.**

6A



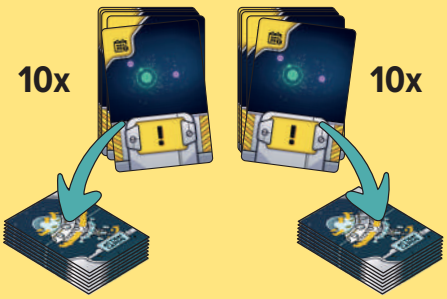
Take all 20 **event cards** out of the deck and set them aside. With 3 players, also find the 6 action cards with 3+ icons and remove them from the game.

6B



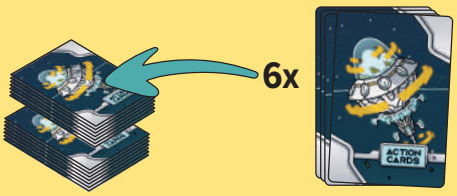
Shuffle the action deck *(without the event cards)* and deal a pile of 6 cards facedown. Then split the rest of the deck into 2 roughly equal piles.

6C



Shuffle 10 event cards into each of the 2 equal piles.

6D



Stack the 2 equal piles on top of each other and place the initial 6 cards on top. Finally, place the deck where everyone can reach.

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OVERVIEW

Cleverly use your limited actions to spread your **influence** across the 5 game boards, each representing a different aspect of the Andromeda Station project. The more effectively you influence each board, the bigger the payout you earn when a **scoring event** happens there.

Winning real-time auctions will let you take more actions, but be careful not to overspend—because whoever has the **most money** at the end of the game wins!

PLAYER TURNS

Players take turns in clockwise order, starting with the first player and continuing until the game ends. Each turn has 3 steps:

1. **Plan Actions**
2. **Take Actions**
3. **Discard**

Public Information

All player information, including money and artifact tiles, is public throughout the game.

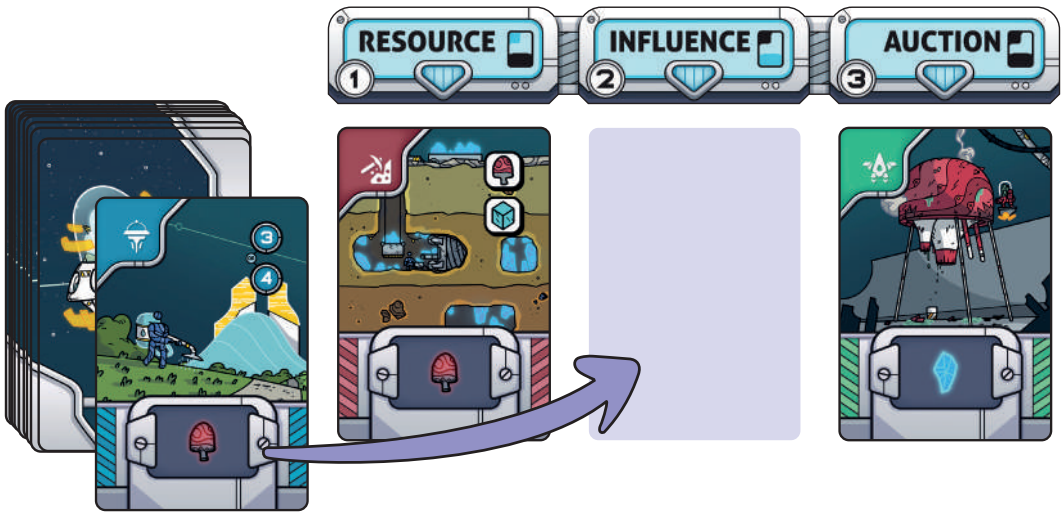


1 PLAN ACTIONS

Start your turn by placing the **active player board** in front of you. Then begin revealing **action cards** from the top of the deck, one at a time. Each time you reveal a card:

- If it is an **event card ( ) ,** immediately resolve an event and discard the card *(see next page).*
- If it has **any other icon** in the top left, place it faceup below 1 of the 3 actions on the active player board. You must choose an action that does not already have a card below it.

Continue revealing cards this way until you have **3 faceup cards** *(1 below each action).*



Example: *This player first draws a Defense card and places it below "Auction." Next, they draw a Production card and place it below "Resource." Their third draw is a Station card, which must be placed below "Influence."*

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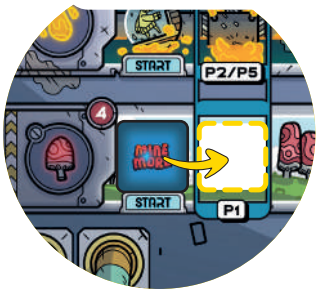
2 TAKE ACTIONS

Once you have 3 faceup action cards, take your actions one at a time, from left to right.

RESOURCE 1

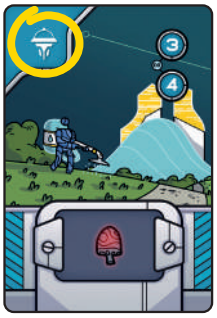
Produce the **resource** shown at the bottom of this card.

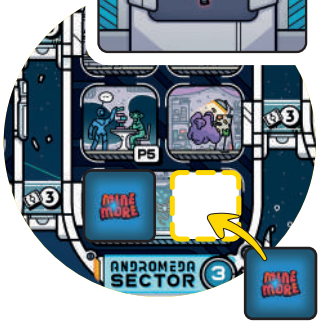




INFLUENCE 2

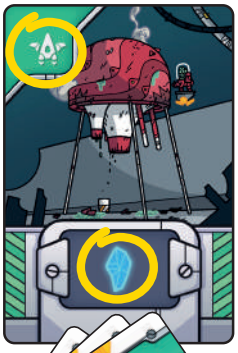
Take an influence action on the **game board** matching the top left icon on this card. Follow all rules for that board *(see pages 7-14).*

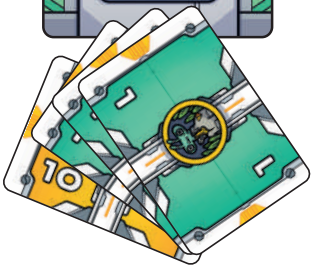




AUCTION 3

Hold an auction for this card *(see page 6).* Whoever wins takes a resource action **and** influence action with the card.





3 DISCARD

After taking your actions, place all 3 action cards in a faceup discard pile next to the deck. The next player clockwise takes the active player board and starts their turn.

Producing Resources

The resource tracks on the **Production board** show how much of each resource each player has. Whenever you **produce** a resource, advance 1 space on the corresponding resource track. Whenever you **lose** a resource, move back 1 space. *If you reach the end of a resource track, producing more of that resource has no effect.*

Event Cards

When you reveal an event card, advance the **event marker** 1 space on the event track. All players must immediately resolve the **event** it lands on. *See page 6 or your player aid for a list of events.*

After fully resolving the event, place the event card in the discard pile and continue revealing action cards. If you reveal another event card during the same turn, resolve it the same way. *Note that there will be no events during the first 2 turns of the game.*



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Resolving Events

When the event marker lands on an event, all players resolve the following effects:



No Event: Nothing happens.



Voting Event: Starting with the active player and going in turn order, each player casts **Senate votes** equal to the number of ✓ icons. *See page 14 for details.*



Scoring Event: Players earn **payouts** from the indicated game board, following the rules for that board. *See pages 7-14 for details.*



Special Event: Reveal the special event tile. Starting with the active player and going in turn order, each player chooses and resolves 1 of the 2 options listed. *See page 16 for details.*

REAL-TIME AUCTIONS

During step 3 of your turn, players bid for your remaining card in a real-time, "first bidder wins" auction. All players participate, **including you.**

To hold an auction, open the *Merchants of Andromeda* app on a mobile device and follow these steps:

1. Select each player's **company logo** and tap "Start." Each player must place 1 finger on their company logo. The app will then count down from 3 and start the auction.

2. The app will start with an asking bid of **20** and count down by **1** each second. At any time, any player may **remove their finger** to bid the amount on the screen. The first player to bid immediately wins the auction.

3. If the countdown reaches **5** and no one has bid, the auction ends with **no winner.**

Auction Outcome

The winning bidder must pay their bid to the bank *(not the active player).* They then take **both** the influence and resource actions on the auctioned card, in either order.

If the auction ends with **no winner,** no one takes either card action. If a player wins but **can't afford** their bid, hold a new auction **without** that player.

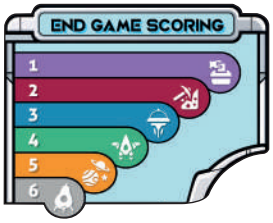
No App Auction

To hold an auction without the app, the active player counts down from **23** out loud. Once they reach **20,** any player may **knock on the table** to stop the auction. If they reach **5,** the auction ends with no winner.

GAME END

The game ends when the **action deck** runs out. If the last card drawn is **not** an event, the active player takes their 3 actions normally, then the game ends. If the last card is an **event,** players resolve it normally, then the game ends immediately, without finishing the current turn. *Note that all players will have an equal number of full turns, and all events on the track will be resolved.*

End Game Scoring



When the game ends, advance the event marker to the **END** space and resolve one more scoring event for **every** game board, in the order shown. Players also earn payouts for **artifact sets** they collected from the Exploration board *(see page 11).*

The player with the **most money** wins. In a tie, the tied player with the most influence on the **Station** board wins. If there is still a tie, the victory is shared.

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STATION BOARD

The Station board shows the 4 habitable sectors aboard the station. This is where resident species live, work, and—most importantly—buy things.



Station Influence Action

When you take an influence action on the Station board, choose **1** of the numbered sectors listed in the top right of the action card and place 1 influence in **any empty space** in that sector.

In the rare case there are no empty spaces in either sector, this action has no effect.

Bridge Bonuses

The 4 Station sectors are connected by a number of bridges. If you place influence on both sides of a bridge, you immediately earn 3 [$]. If at any point you **lose** an influence on either side of a bridge, you immediately lose 3 [$]. You can earn the bonus back by completing the bridge again.



Scoring the Station

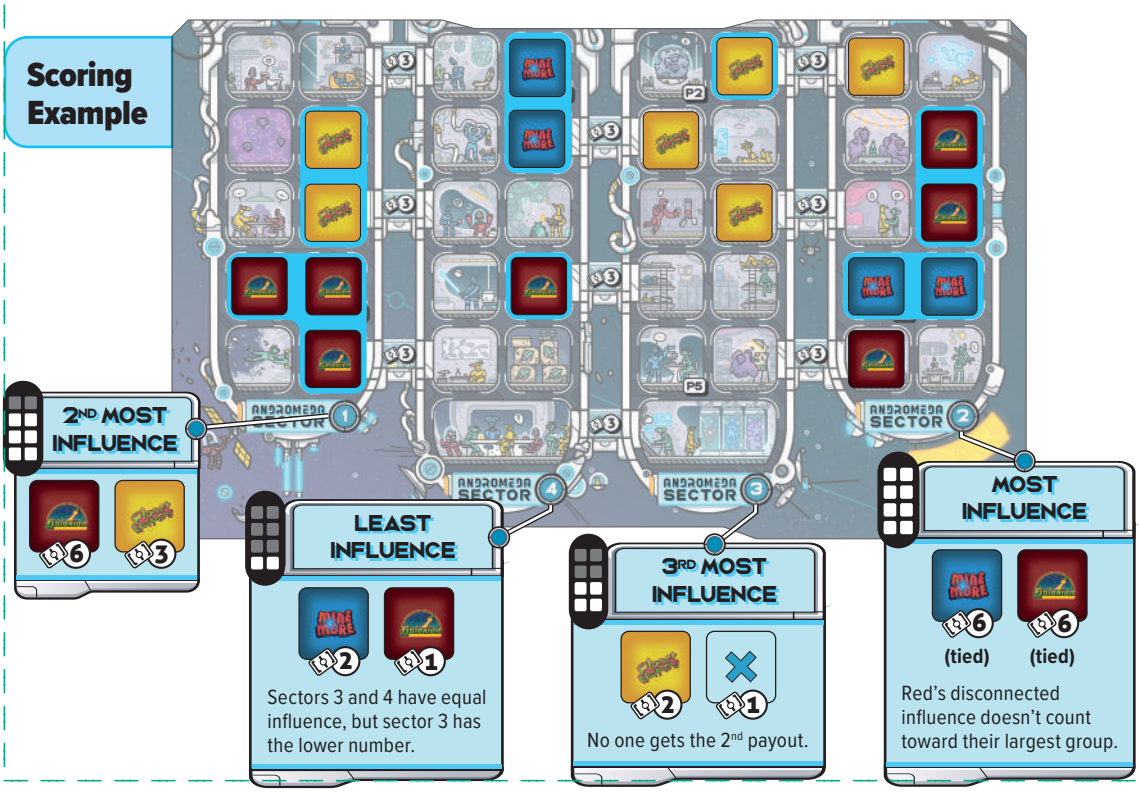
During Station scoring events, payouts are awarded for 1st and 2nd place in each **sector.**

First, determine how much money is paid out for each sector. Rank the 4 sectors from most to least **total influence** *(counting all players),* then find each sector's payout values on the Station board **scoring table.** In a tie, the lower-numbered sector awards higher payouts.

Next, determine which players in each sector have the 1st and 2nd largest groups of **orthogonally connected influence** *(by number of tokens).* These players earn the sector's 1st and 2nd place payouts, respectively. In a tie, the tied players add up the relevant payouts and split the total evenly, rounding down.

Only players with at least 1 influence in a sector can earn payouts there. If a player has multiple separate groups of influence in a sector, only count their largest.

Scoring Example



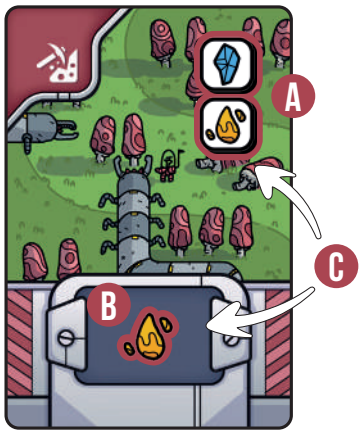
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PRODUCTION BOARD

The Production board shows the 4 most valuable resources that can be mined from asteroids, comets, and moons near the station.





Production Influence Action

When you take an influence action on the Production board, produce **both** of the 2 resources in the top right of the action card *(not the resource on the bottom).*

Action Card Example

A Resource Action: Produce 1 .
B Influence Action: Produce 1 and 1 .
C Auction Action: Winner produces 1 and 2 total.

Station Bonuses

After producing resources, if your markers on **all 4 resources tracks** have reached or passed a **Station bonus** column, immediately place 1 influence in **any** empty space on the Station board.

If you **lose** resources such that you no longer qualify for a Station bonus, immediately **remove** 1 of your influence anywhere on the Station board *(it doesn't have to be the influence you placed with the bonus).* You can earn the bonus again if you regain the resources.



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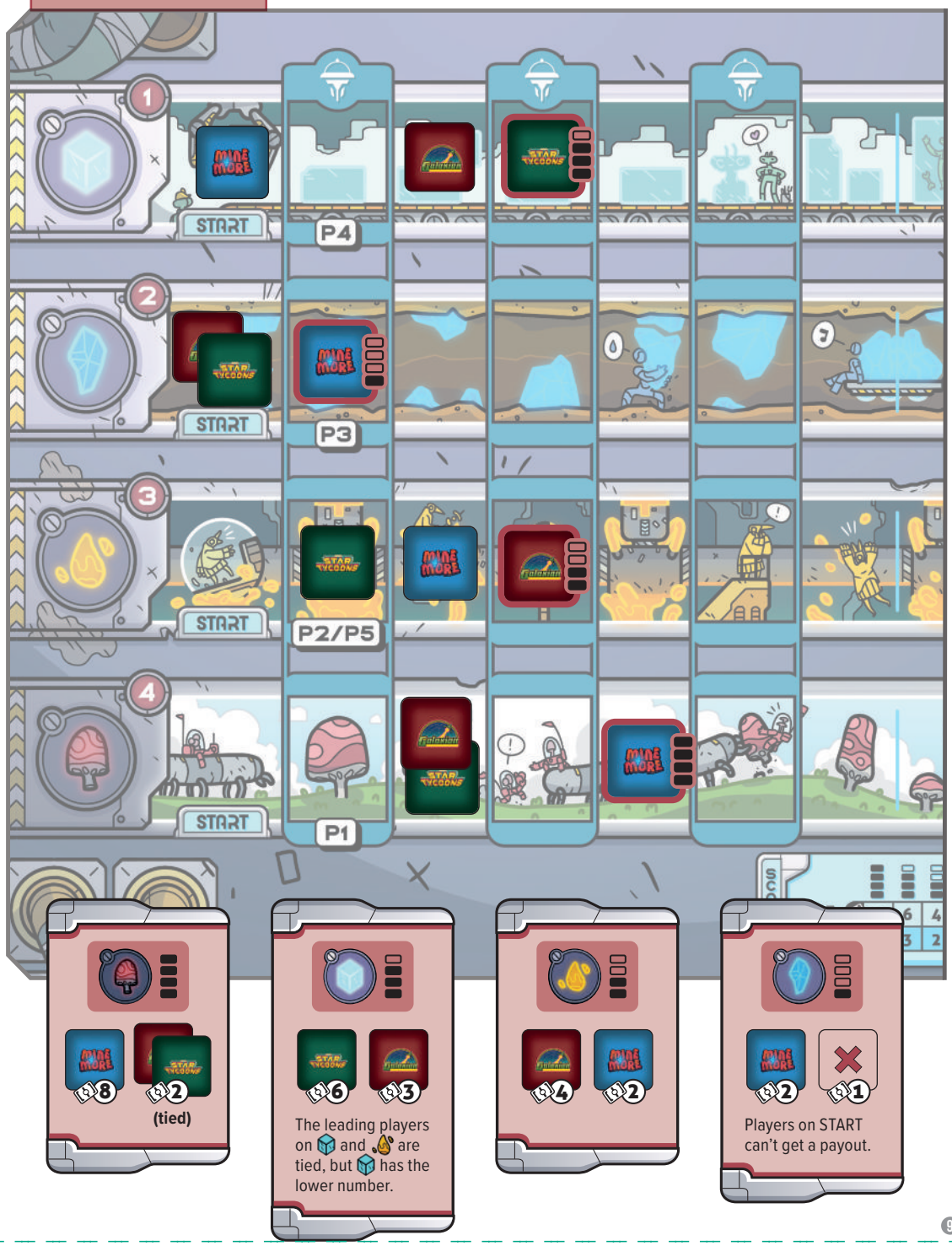
Scoring Production

During Production scoring events, payouts are awarded for 1st and 2nd place on each **resource track.**

First, determine how much money is paid out for each resource. Rank the 4 tracks based on the position of the **leading player** on each of them, from rightmost leading player to leftmost leading player. Then find each track's payout values on the Station board **scoring table.** In a tie, the lower-numbered track awards higher payouts.

The payouts for each track go to the players who are 1st and 2nd **farthest right** on that track. In a tie, the tied players add up the relevant payouts and split the total evenly, rounding down. Players who are still on the START space of a track can't earn any payout there.

Scoring Example



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EXPLORATION BOARD

The Exploration board shows 3 mysterious planets near the Station, each filled with lucrative ancient artifacts—and lurking dangers.

Exploration Influence Action

When you use an influence action on the Exploration board, choose a **planet** to explore and follow these steps:

A Begin flipping over planet tiles one at a time to **explore** them. Start by exploring any tile on the planet and continue along any path of **orthogonally adjacent** tiles.



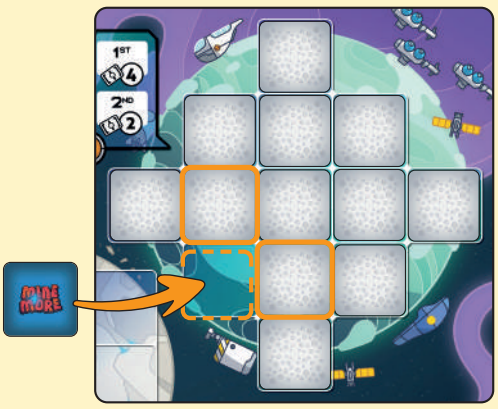
B Each time you flip over a **resource** or **artifact** tile, you may choose to continue exploring an adjacent tile, or leave the planet. If you choose to leave, claim any **2 tiles** you explored.



C If you flip over an **invader,** you must immediately leave the planet and may only claim **1 tile** you explored.



D After you claim tiles, place 1 influence in each **empty space** you took a tile from. Then flip all planet tiles you did **not** claim facedown. *Any player may explore these tiles again during a future action.*



Exploration Exceptions

- If the **first tile** you explore is an invader, you may continue exploring until you find any non-invader tile. You must then leave with **1 tile.**
- Spaces with **influence** can't be explored and may block your path.
- If you reach a **dead end** with no adjacent facedown tiles, you must leave the planet, but may still claim **2 tiles** *(provided you haven't explored an invader).*

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Claiming Planet Tiles

Planet tiles you claim have the following benefits. Keep all tiles you claim **faceup** in front of you.



Resource: When you claim this tile, immediately produce 1 of this resource.



Artifact: At game end, you earn a payout for each set of unique artifacts you have collected *(see bottom of page).*



Invader: This tile has no benefit. It may still be claimed to place influence.

Scoring Exploration

During Exploration scoring events, payouts are awarded for 1st and 2nd place on each **planet.** Each planet's fixed payouts are printed beside it. The payouts for each planet go to the players with the 1st and 2nd most **total influence** there. In a tie, the tied players add up the relevant payouts and split the total evenly, rounding down. Players with no influence on a planet can't earn payouts there.

Scoring Example



Scoring Artifacts (End Game Only)

At the end of the game, players earn payouts for each set of **unique** artifacts they've collected. Each player can score multiple artifact sets, but each artifact can only be part of 1 set.

	1	2	3	4	5	6
	1	3	6	10	15	21



This player's artifacts are worth 13 total (a set of 4 + a set of 2).

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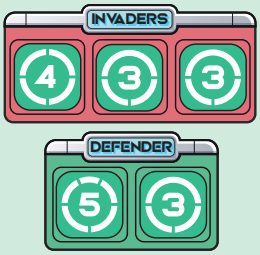
DEFENSE BOARD

The Defense board shows 5 invasion lanes where the station is vulnerable to attack—and where its well-paid security forces can prove their value.

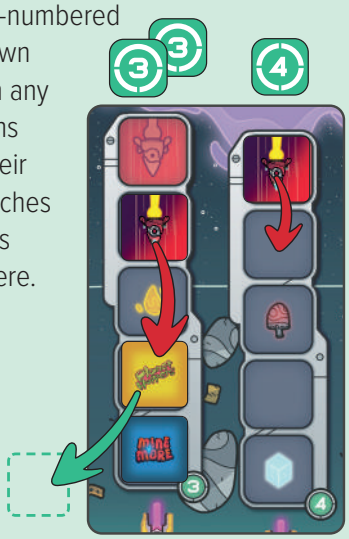
Defense Influence Action

When you take an influence action on the Defense board, follow these steps:

A Roll **all 5** defense dice. Choose **3** to place in the red "Invaders" box and **2** to place in the green "Defender" box.



B For each **invader die,** move the invader ship in the matching-numbered lane 1 space down the lane. Return any **influence** tokens it lands on to their owners. If it reaches the bottom of its lane, it stays there.



C For each **defender die,** place 1 influence in the matching-numbered lane, in the next space from the bottom that does **not** have an influence token. If you place it on an **invader ship,** claim the ship.



D Place 1 new **invader ship** in each lane where you claimed a ship *(unless the lane is secure; see below).* Each new ship starts at the **top** of its lane.



Resource Bonuses

When you place an influence token on a resource space with **no invader ship** on it, produce 1 of that resource. If your influence on a resource is removed, do **not** lose the resource.



Securing Lanes

If **all 5 spaces** in an invasion lane have influence tokens, it is **secure.** Once a lane is secure, no new invader ships or player influence can be added to it *(until it is cleared during the next scoring event).*

If any rolled **defense die** matches a secure lane, increase its value to match the next-highest numbered lane that is not secure. If lane 5 is secure, a roll of 5 changes to 1. *In the rare event that you select 2 matching defender dice and the first secures a lane, the second die has no effect.*



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Scoring Defense

During Defense scoring events, payouts are awarded for 1st and 2nd place on each **invasion lane,** and for claiming the most total **invader ships.** The player with the **fewest** invader ships loses money.

Scoring Invasion Lanes

Each invasion lane that is **secure** ( ) awards the payout values in the left column of the Defense board **scoring table.** Each lane that is **not secure** ( ) awards the payout values in the right column.

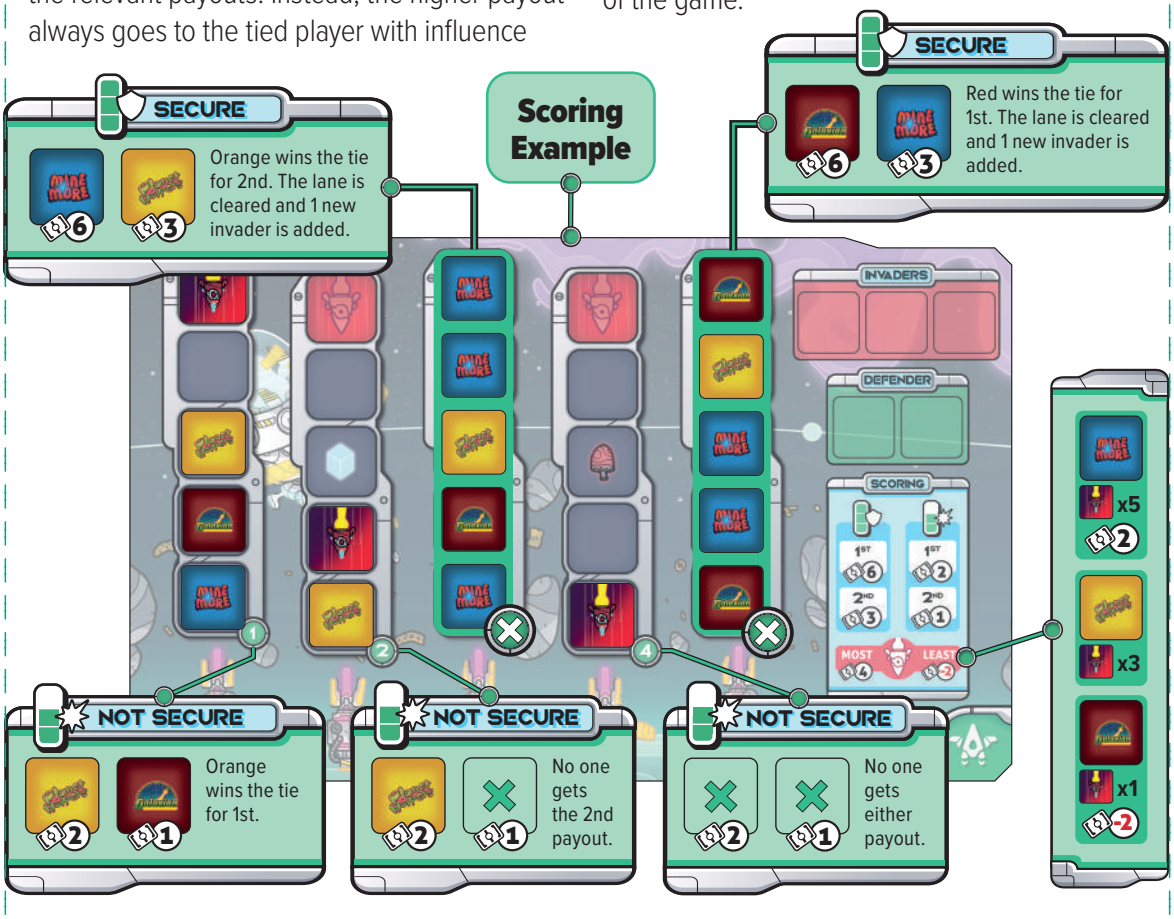
The payouts for each lane go to the players with the 1st and 2nd most **total influence** there. Unlike on other boards, tied players do **not** split the relevant payouts. Instead, the higher payout always goes to the tied player with influence **closest to the top of the lane.** Only players with at least 1 influence in a lane can earn payouts there.

Clearing Secure Lanes

Each time a secure lane pays out, **clear all influence** from that lane and return it to players. Then place 1 new **invader ship** at the top of the lane. *Only clear secure lanes—do not remove any influence from lanes that are not secure.*

Scoring Invader Ships

After all lanes have paid out, the player or tied players with the **most** invader ships each earn 4 , and the player or tied players with the **fewest** total ships each lose 2 . Count all ships each player has claimed since the start of the game.



EXPLORE & DEFEND ACTION

When you use an action card with this icon to take an influence action, **instead** of taking a normal Exploration or Defense influence action, do **both** of the following, in either order:

- Explore **any** 1 planet tile and immediately claim it. *Follow all normal rules for claiming tiles.*
- Place 1 influence in **any** invasion lane that is not secure, in the next unoccupied space from the bottom. *Follow all normal rules for resource bonuses and claiming invader ships.*

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SENATE BOARD

The Senate board shows 3 candidates running for office. The winning candidate will enact a new policy on the station.

Casting Votes

You can cast votes for candidates by taking Senate influence actions or during Voting events. To cast a vote, place **1 influence** in any candidate's ballot box. All votes must be cast **publicly,** but vote counts are kept hidden until Senate scoring events.

Senate Influence Action

When you take an influence action on the Senate board, **cast 2 votes.** You may cast both votes for the same candidate, or split them.

Voting Events

During each Senate voting event, each player takes a turn to cast 1 or 2 votes, starting with the active player and going in turn order. The number of votes each player casts is shown on the **event track** (✓ or ✓ ✓). When players cast 2 votes, they may cast both for the same candidate or split them.

Scoring the Senate

During Senate scoring events, the votes are tallied and the **winning** candidate's Senator effect is resolved. Each **losing** candidate then awards payouts for 1st and 2nd most votes.

First, reveal the votes and rank the candidates from most to fewest. In a tie, the lower-numbered candidate is ranked higher. The candidate with the **most** votes wins, and their Senator effect is resolved *(see next page).* The winner does **not** award payouts.

Next, the **2 losing** candidates award the payout values on the Senate board **scoring table.** Each candidate's payouts go to the players who cast the 1st and 2nd most **votes** for them. In a tie, the tied players add up the relevant payouts and split the total evenly, rounding down. Only players who cast at least 1 vote for a candidate can earn payouts from them.

Next Election

At the end of each Senate scoring event, return all voting influence to players. If the game has not ended, shuffle the 2 losing candidates back into the **draw pile,** then deal 3 new faceup candidates on the Senate board.

Scoring Example



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Resolving Senator Effects

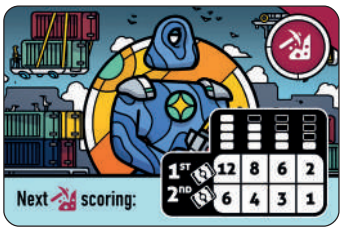
Each Senate candidate has a unique effect when they are elected. If a newly elected Senator has an **immediate** effect, fully resolve it before the losing candidates pay out. If they have a **scoring** effect, place their card near the indicated game board and resolve the rest of their effect during the next **scoring event** for that board.

After a Senator's effect has been fully resolved, **permanently** discard them from the game. They may not be elected again.

SENATOR CARDS



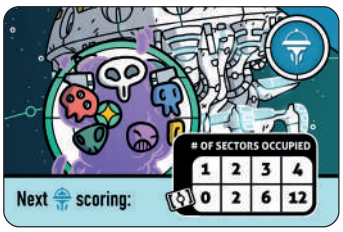
Station Policy: During the next Station scoring event, all players use this scoring table instead of the one on the Station board.



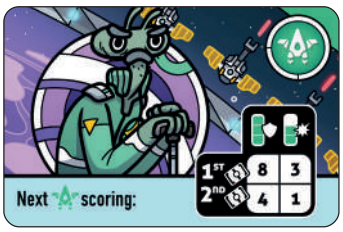
Production Policy: During the next Production scoring event, all players use this scoring table instead of the one on the Production board.



Exploration Policy: During the next Exploration scoring event, all players use this scoring table instead of the one on the Exploration board.



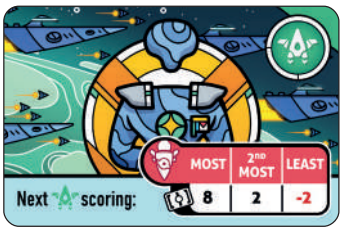
Tourism Policy: During the next Station scoring event, each player earns an additional payout based on the number of sectors where they have at least 1 influence.



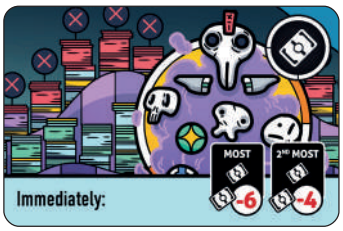
Defense Policy: During the next Defense scoring event, all players use this scoring table instead of the one on the Defense board.



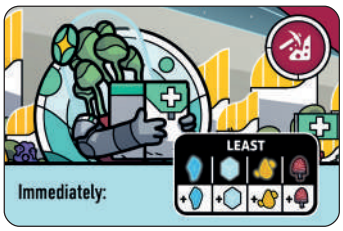
Artifact Policy: At the end of the game, all players use this artifact scoring table instead of the one on the Exploration board.



Invader Policy: During the next Defense scoring event, the player with the most invader ships earns 8 [coin] *(instead of 4),* the player with the 2nd-most earns 2 [coin], and the player with the fewest loses 2 [coin]. *Resolve ties as normal.*



Budget Cuts: The player with the most money immediately loses 6 [coin] and the player with the 2nd-most loses 4 [coin]. *In a tie, all tied players lose the full amount. If it is a tie for 1st, no one loses money for 2nd.*



Mining Grants: The player or tied players who are farthest left on each resource track immediately produce 1 of that resource. *Players on START spaces are included. Players who earn Station bonuses resolve them in turn order, starting with the active player.*

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SPECIAL EVENT CLARIFICATIONS

During a special event, each player chooses 1 of the 2 listed options and immediately resolves it. The active player chooses first, followed in turn order. Each player fully resolves the option they choose before the next player chooses. If an option costs money or resources, players who don't have enough **must** resolve the other option, if possible.

ICONS

- Money
- Influence
- Vote
- Any Resource
- Artifact Tile
- Artifact Set
- Invader Tile
- Invader Ship



Produce any 1 resource OR pay 5 [money] to produce any 2 resources.

The 2 resources may be the same or different types.



Earn 3 [money] OR pay 5 [money] to cast 2 votes.

You may cast your 2 votes for the same or different candidates. Follow all normal voting rules.



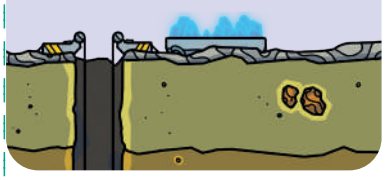
Earn 4 [money] OR pay 8 [money] to immediately take an Exploration or Defense influence action.

Follow all normal rules for the chosen action.



Lose any 1 resource to earn 5 [money] OR lose any 2 resources to earn 8 [money].

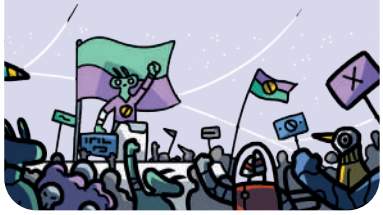
The 2 resources may be the same or different types. If you lose a Station bonus, immediately remove 1 influence anywhere on the Station (see page 7).





Remove 1 of your influence from anywhere on the Station board OR pay 6 [money] to place 1 of your influence anywhere on the Station board.

If you break a bridge connection, immediately lose 3 [money] (see page 6).





Earn 3 [money] OR earn 8 [money]. If you choose 8 [money], all other players produce any 1 resource.

If you choose option 2, each opponent produces 1 resource of their choice, one at a time in turn order (starting from your left). Choosing option 2 does not prevent you from producing a resource if another player chooses option 2 after you.

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