SPACE GATE ODYSSEY

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RULEBOOK

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In a not-so-distant future, in a not-so-far away galaxy...

After decades of research and technology development, people are ready to leave Earth. Scientists have spotted a system of 6 Exoplanets, but there is only one way to reach it: Space Gates. For technical reasons, these Gates can be built only in space.
Several Confederations have each launched the construction of a space station in orbit, equipped with Space Gates. The leaders of the Confederations are trying to pull strings in the Odyssey command station in order to send as many of their Settlers to the Exoplanets as possible.
You are the leader of a Confederation. You manage the Engineers' work in the Odyssey command station, supervise the new space station Modules and arrange the Settlers' movement, first in orbit, and then to the Exoplanets.
After all five outlying Exoplanets have been colonized, the space stations will be teleported to the Central Exoplanet. Then the most influential Confederation will take control of the new system — and the future of the population.

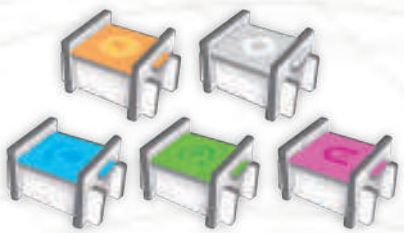
Components Overview

- 1 Odyssey board, made of 5 control rooms

The Odyssey is an international space station where Engineers from all Confederations work on launching Settlers in orbit, building Modules and making them work.

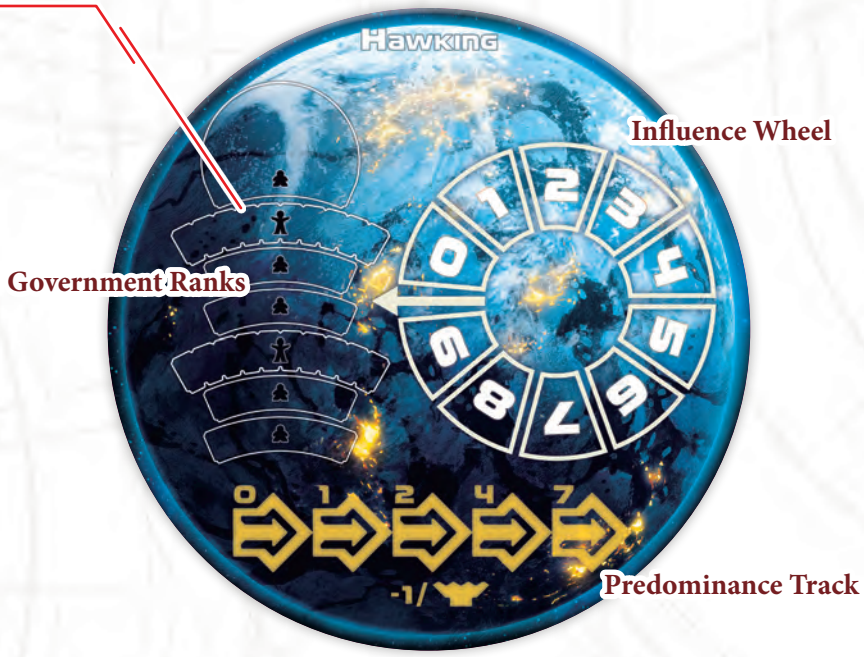
- 5 Action stands, to be placed on the Odyssey board

Before you play, assemble the Action stands and insert them into the Odyssey board. They can be left assembled when the game is put away.



- 1 Central Exoplanet (Hawking)

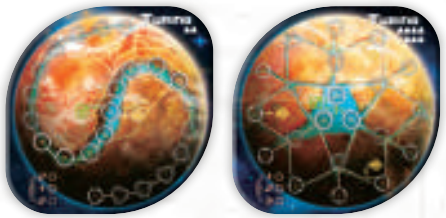
Hawking, the Central Exoplanet of the new system, is used in every game. It is the center of the new power. Your Influence points are shown there.



- 5 Predominance Tokens

The Predominance Track shows the importance of each field (Water, Wildlife, Energy) in the new planetary system. Field importance changes according to the players' choices during the game and will affect final scoring.

- 8 double-sided Exoplanets



Each game, you use only 5 Exoplanets, randomly chosen. Select the side matching the number of players.

- 3 Space Gates

Space Gates give access to the Exoplanets. Only 3 Exoplanets can be reached at the same time.

- 4 Starting Airlock Modules (white)

- 81 Module tiles arranged by type (Space Gate, Odyssey, Airlock) and by field (Wildlife, Water, Energy) in the Worksite:

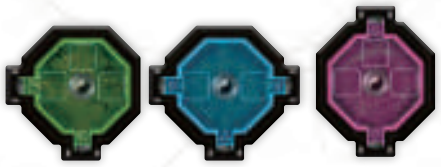
36 Space Gate Modules (12 x Wildlife, 12 x Water, 12 x Energy)

Gather your Settlers in one of these Modules, then send them to the Exoplanet where the related Space Gate stands.

27 Odyssey Modules (9 x Wildlife, 9 x Water, 9 x Energy)

Odyssey Modules increase and upgrade your action capacity on the Odyssey board. Once their effects are triggered, they become simple transit Modules.

18 Airlock Modules (6 x Wildlife, 6 x Water, 6 x Energy)



The Airlocks allow Settlers to enter your space station.

All the Modules (except the 4 Starting Modules) have two different sides: **Off** *(dark edges) and* **On** *(orange borders).*

Module Off

Module On

- 1 Worksite *(to be assembled before your first game)*, divided in nine compartments

Top Row: Space Gate Modules

Middle Row: Odyssey Modules

Bottom Row: Airlock Modules

- 4 Reorganization Tokens

These tokens allow you to fix arrangement mistakes you may make during your first games.

Each Confederation has 52 plastic figures in their color:

- 36 Settlers
- 5 Robots
- 7 Engineers
- 4 Chief Engineer Suits

Setup

1 Place the Hawking Exoplanet in the center of the table.

2 Draw 3 Exoplanets, and place them around Hawking, each showing the side matching the number of players.
Randomly place 1 Space Gate on each of the 3 Exoplanets.

These are the first 3 Exoplanets the Settlers can reach.

Short Games

To shorten the game, use only 2 Space Gates and 3 Exoplanets. This will alter the balance of the game but it will give you an overview of how to play. Place each Space Gate on a different Exoplanet. Place the third Exoplanet next to the first two for the second wave of colonization.

Set aside the 12 Space Gate Modules which match the unplayed Space Gate. These 12 tiles are stored back in the game box.

4 Insert the 5 Action stands in the corresponding spots of the Odyssey board and place this board on the left-hand side of the Exoplanets.

EXAMPLE for a 3-player game

5 Each player chooses a color and takes the matching set of figures. Then each player places their figures in the following way: 1 Engineer in each of the Water, Wildlife, and Energy control rooms; and 1 Chief Engineer (Engineer with a Suit) in the New Modules control room.

3 Draw 2 additional Exoplanets and place them next to the first 3 Exoplanets, each on the side corresponding to the number of players.

6 Place the 5 Predominance Tokens on the Predominance Track in Hawking, in the following order:
Water, Wildlife, Energy, Balance, None.

7 Each player places 1 Settler on the "0" space of the Influence Wheel on Hawking.

8 Sort the Modules by type (Airlock, Odyssey, Space Gate) and field (Water, Energy, Wildlife).

Then place the nine piles of Modules **Off**-side up, in the Worksite.

9 Each player gets a Starting Module and places 1 Settler on each of the 5 spaces in this Module in front of them. Their remaining units (3 Engineers, 5 Robots, 3 Suits, and 30 Settlers) should be kept in a supply next to them.

10 Select a first player at random.

11 Starting with the first player and going clockwise, each player chooses 2 Modules **FROM 2 DIFFERENT PILES** and adds them to their space station: the Modules are placed **Off**-side up, and they must connect to the rest of the space station via at least one corridor.

If you are new to the game, give each player 1 Reorganization Token. Otherwise, put them back into the box. This token changes the balance of the game a little, but it reduces frustration during the first few games.

Once each player has built their station with the 3 Modules, you are ready to begin the game.

Goal of the Game

Build the most efficient space station in order to send your Settlers to the best spots on the Exoplanets and earn Influence points.

At the end of the game, earn extra Influence points, depending on the Module fields in your space station compared to your opponents', and based on the positions of the Predominance Tokens on the Predominance Track.

Be sure to close your corridors. Corridors which are opened to the void represent a risk for the Settlers and they may compromise the integrity of your space station, making you to loose Influence points at the end of the game.

The player with the most Influence points becomes the Governor of the new planetary system and wins the game.

SPACE GATE ODYSSEY

The Game Round

Space Gate Odyssey is played over a series of rounds. During each round, players take their turn in clockwise order, starting with the first player.

On a turn, the active player **MUST** do the following:

1. Choose 1 of their Engineers (**NORMAL OR CHIEF**) on the Odyssey board.

2. Move it **TO ANOTHER CONTROL ROOM** and place it on the Action stand. This activates that control room.

IMPORTANT: You cannot choose a Robot. **ROBOTS ARE NEVER MOVED.**

3. In turn order, starting with the active player, **ALL PLAYERS** perform the action corresponding to the activated room, once or several times, up to the number of action points given by their figures in that room (see pages 8-9):

- Engineer = 1 action point

- Chief Engineer = 2 action points

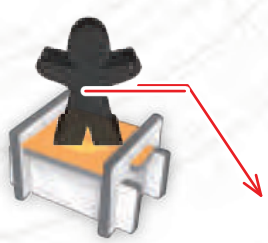
- Robot = 1 action point

A player with no figure in the activated room performs no actions.

Try to think ahead about your opponents' turns so that you can benefit from the rooms they activate.

4. In clockwise order, starting with the active player, **ALL PLAYERS** check to see if one (or more) of their Space Gate Modules is full.
If a Space Gate Module is full, proceed with the Settlers' travel (see page 10).

5. The active player removes their Engineer or Chief Engineer from the Action stand, placing it in the same control room. Then the player to their left takes their turn.



*EXAMPLE: **Sam** is the active player. She chooses her Chief Engineer in the Airlock room (1) and moves it to the New Modules room (2). The New Modules room becomes activated.*

*(3) **Sam** has 2 Engineers and 1 Chief Engineer in the New Modules room, which is now activated, so she performs the action of that room 4 times (1+1+2.)*
***alex** has 1 Engineer, 2 Chief Engineers and 1 Robot in the activated room. He can perform the corresponding action 6 times (1+2+2+1), after **Sam**.*
***Kim** has no figures in the activated room. She does not perform any actions during **Sam**'s turn.*

The actions of the Control Rooms

Water, Wildlife and Energy Control Rooms

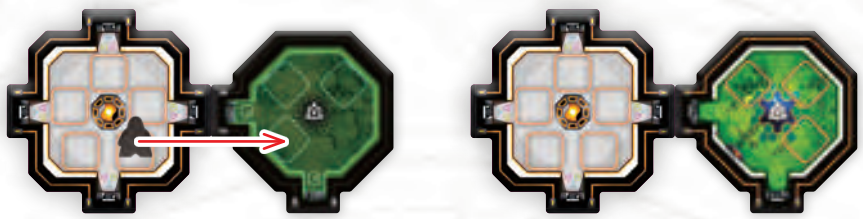
For 1 action point, move 1 Settler from any Module of your station to an adjacent Module **THAT MATCHES THE FIELD OF THE ACTIVATED CONTROL ROOM:** Water, Wildlife or Energy.
The field of the Module your Settler is leaving does not matter; **ONLY THE FIELD OF THE MODULE YOUR SETTLER ENTERS** must match the field of the activated room.

The starting Module (white) represents all three fields. Settlers are always allowed to enter it, whatever the activated control room is.

Every Module has a maximum capacity (5 Settlers for the starting Module; 2, 3 or 4 Settlers for other Modules). **A SETTLER CANNOT ENTER A COMPLETELY FILLED MODULE.** *Module must be* **ON** *for Settlers to remain there.*

TURNING A MODULE ON

When new Modules are added to your station, place them **OFF**-side up. A Module remains **OFF** until a Settler enters it. The first Settler that enters a Module turns it **ON**, but that Settler **IS LOST. PUT THE SETTLER BACK IN YOUR SUPPLY.** Flip the Module to its **ON**-side, taking care not to change the directions of the corridors.



TURNING AN ODYSSEY MODULE ON

Each Odyssey Module has a bonus improvement on its **OFF**-side. When you turn it **ON**, flip the tile and earn the improvement, detailed below. The tile becomes a simple crossing point.

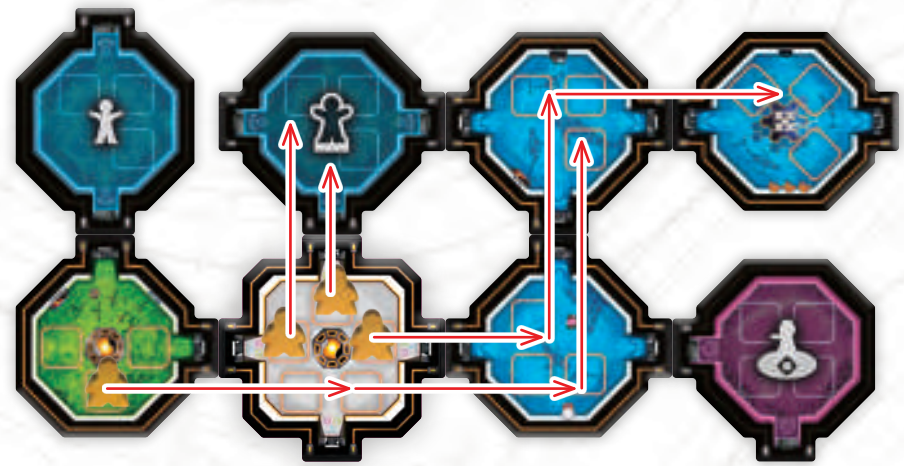
Recruit: Add 1 Engineer **FROM YOUR SUPPLY** to the control room of your choice in the Odyssey station.

Promotion: Upgrade 1 Engineer that is **ALREADY IN THE ODYSSEY STATION** to a Chief Engineer, by dressing it in a Suit from your supply.

Robot: Add 1 Robot from your supply **TO THE CONTROL ROOM SHOWN BY THE ICON.**

If you do not have the appropriate pawn left in your supply, turn the Odyssey Module **ON** without applying its effect.

EXAMPLE:
Sam *has 3 Chief Engineers and 2 Robots in the Water control room. Therefore, she has 8 (2+2+2+1+1) action points to move her Settlers* ***TOWARD WATER MODULES.*** *She moves 2 Settlers 3 Modules away, and she moves 2 Settlers 1 Module away.*



a Settler has entered an ***OFF*** *Module. That Module is flipped to* ***ON****, but the Settler is lost for* ***Sam****. She removes it from her space station and returns it to her supply.*

Sam *has turned* ***ON*** *an Odyssey Module. She can upgrade one of her Engineers in the Odyssey station to a Chief Engineer.*

Because the Module is now ***ON****, the next Settler can enter and stay in that Module.*

Important: Once they are **ON**, *Odyssey Modules are only empty corridors. Depending on their positions in your station, they may lengthen the Settlers' routes from the Airlocks to the Space Gate Modules. Take care to optimize your Settlers moves.*

New Modules Room

For 1 action point, take the top Module tile from one of the nine piles in the Worksite, then choose one of the following:

- Add it to your space station. Connect at least one corridor of the chosen Module with one of the existing corridors of your space station.

  Even if you have action points remaining, you are not allowed to take another Module tile **FROM THE SAME PILE DURING A SINGLE TURN.** You must take your Modules from other piles.

OR

- Put it back under the pile.

If you still have action points remaining, you may take a new Module tile from that same pile or from another pile.

Space Station Construction Rules

You must connect **AT LEAST ONE** corridor when you add a new Module to your station, but you do not have to connect **ALL** the corridors. Corridors may be blocked by the new Module or remain open to the void.

The Module fields of connected Modules may be the same or different.

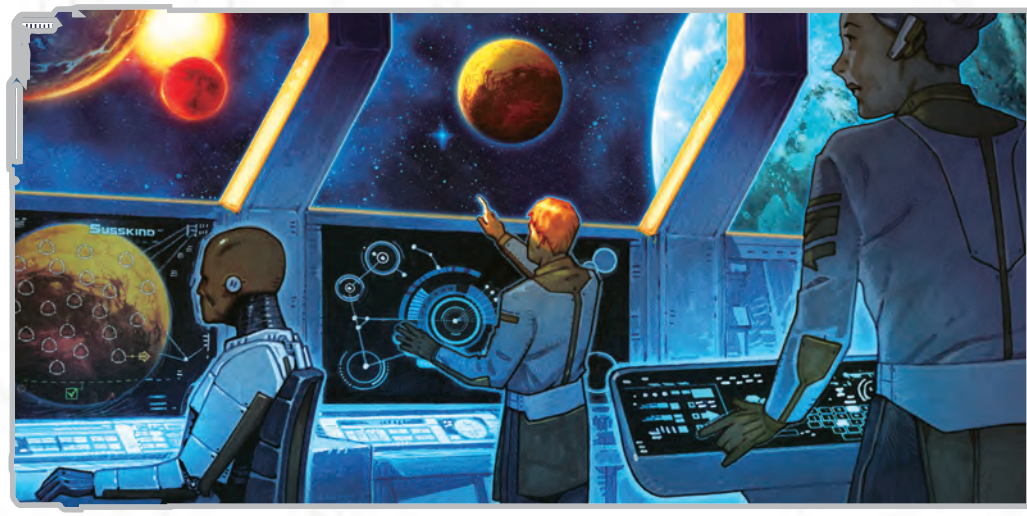
Newly acquired Modules are always added **OFF**-side up to your station.

If there are no open corridors available in your station, you cannot add new Modules to it.

Airlock Room

For 1 action point, fill **1 ON AIRLOCK MODULE**, to its maximum capacity (2, 3, 4 or 5 Settlers), with Settlers from your supply.

If your supply of Settlers is empty, you cannot add Settlers to your station.



The way you arrange your station affects your capacity to send Settlers to the Exoplanets. Each time you choose a new Module, you have to decide between upgrading your actions on the Odyssey board, increasing the capacity for Settlers in your station, or improving your capacity to send Settlers to the Exoplanets.

REORGANIZATION TOKENS

You can use your Token only once. Discard your Reorganization Token to rearrange your space station. You are allowed to move any of your Modules and place them in a new configuration. OFF Modules remain OFF.

EXAMPLE:
The airlock room is activated.
alex has 2 Engineers in that room. Therefore he has 2 actions points to fill his 2 airlock Modules with 2 and 4 Settlers.
Sam has 1 Robot and 1 Chief Engineer in the activated room. She has 3 (2+1) action points to fill up to 3 airlock Modules. But she has only 2 airlock Modules in her station, so she fills her airlock Modules with 5 and 4 Settlers.
Kim has only 1 Robot in the activated room (1 action point). She can fill only 1 of her 3 airlock Modules. She chooses the biggest one, the starting airlock Module, and fills it with 5 Settlers.

Settlers' Travel

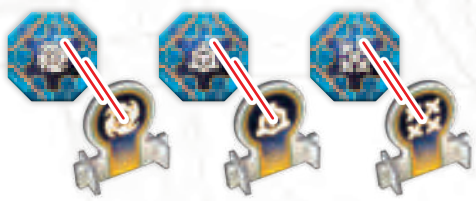
If the Water, Wildlife or Energy control room has been activated during a turn, you have to check for each player if they has Space gate Module fully filled with Settlers in their station.

If so, Colonization is triggered **FOR EACH OF THESE PLAYERS AND MODULES.**

Colonization

IN TURN ORDER, STARTING WITH THE ACTIVE PLAYER, each player with a completely filled Space Gate Module sends the Settlers **FROM THOSE MODULES ONLY** to the Spots on the Exoplanets that match the Space Gate Module(s).

Settlers in Space Gate Modules that are **NOT COMPLETELY FILLED ARE NOT SENT** to the Exoplanets. They remain in their Module until it is filled.



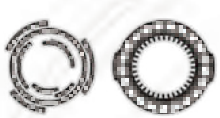
Module – Space Gate matches

In turn order, players empty all of their completely filled Space Gate Modules, in the order of their choice, before the next player takes their turn. Settlers are placed on open Spots on the Exoplanets.

Each Exoplanet has different colonization conditions and scoring conditions (see page 13).

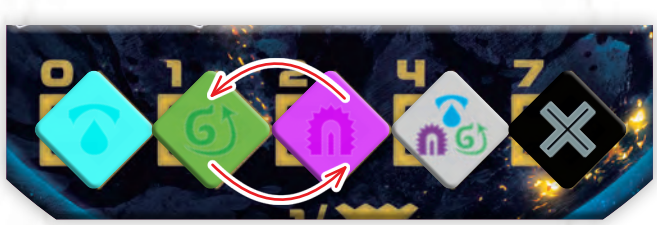
A Spot can only be occupied by 1single Settler. There are different kinds of Spots.

Basic Spots – Settlers can occupy these Spots without any specific conditions.

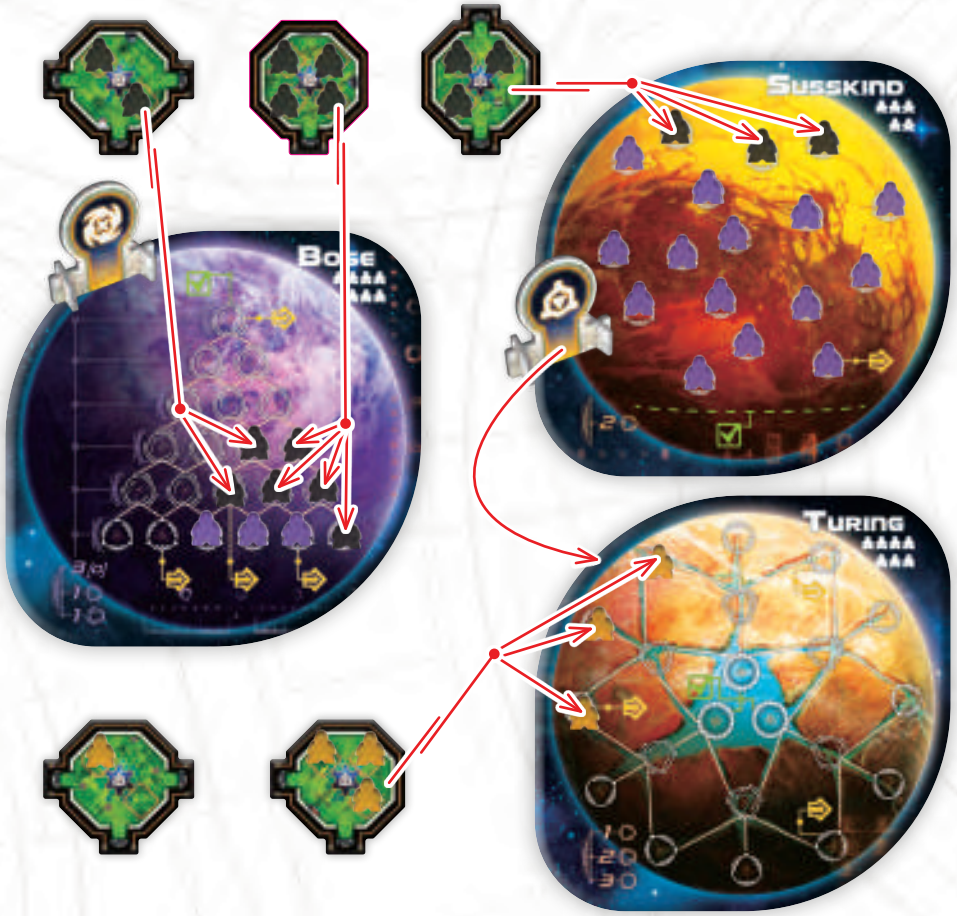


Advanced Spots – These Spots have a prerequisite, related to the Exoplanet.

Predominance Spots – When you place a Settler on a Predominance Spot, switch 2 adjacent Predominance Tokens of your choice on the Predominance Track on Hawking.



EXAMPLE:
***alex** has 3 completely filled Space Gate Modules (2 and 1). He places 2 Settlers on Bose , then 4 Settlers on Bose again. Lastly, he places 3 Settlers on the last 3 open Spots on Susskind . This Exoplanet is then closed (see page 11). The closing is resolved and the Space Gate is moved to another Exoplanet, in that case Turing.*



***Sam**, who plays after **alex**, sends 3 Settlers to Turing (whose Space Gate matches **alex**'s Space Gate Module). The Settler in the non-filled Module is not sent to Turing.*

Closing an Exoplanet

If the closing condition of an Exoplanet is met by placing your Settlers on it, you next have to move the Space Gate on this Exoplanet to one of the other 2 Exoplanets that does not yet have a Space Gate.

- If there are no available Exoplanets, move the Space Gate to Hawking.
  Hawking is the only Exoplanet on which several Space Gates can stand.
- If an Exoplanet closes without enough space for all the Settlers you send from 1 Module, the remaining Settlers from that Module are put back into your supply.
- However, Settlers from other Modules can be sent to the newly open Exoplanet, provided that you have completely filled Space Gate Modules matching this Exoplanet.

When an Exoplanet is closing, each player will score Influence points for their Settlers on it (see page 13 and over.)

- Influence points are tracked on the Influence Wheel on Hawking. When you earn Influence points, just adjust your Settler forward accordingly.
- When your Settler has gone around a complete revolution (it crosses the arrow between 9 and 0), take 1 Settler from your supply and place it on the lowest Government Rank which you do not have a figure on yet. If it is the third or the sixth Rank, take 1 Engineer/ Chief Engineer, instead of 1 Settler, from the control room of your choice in the Odyssey station.

  Earning Influence on Hawking reduces your action power in the Odyssey station.

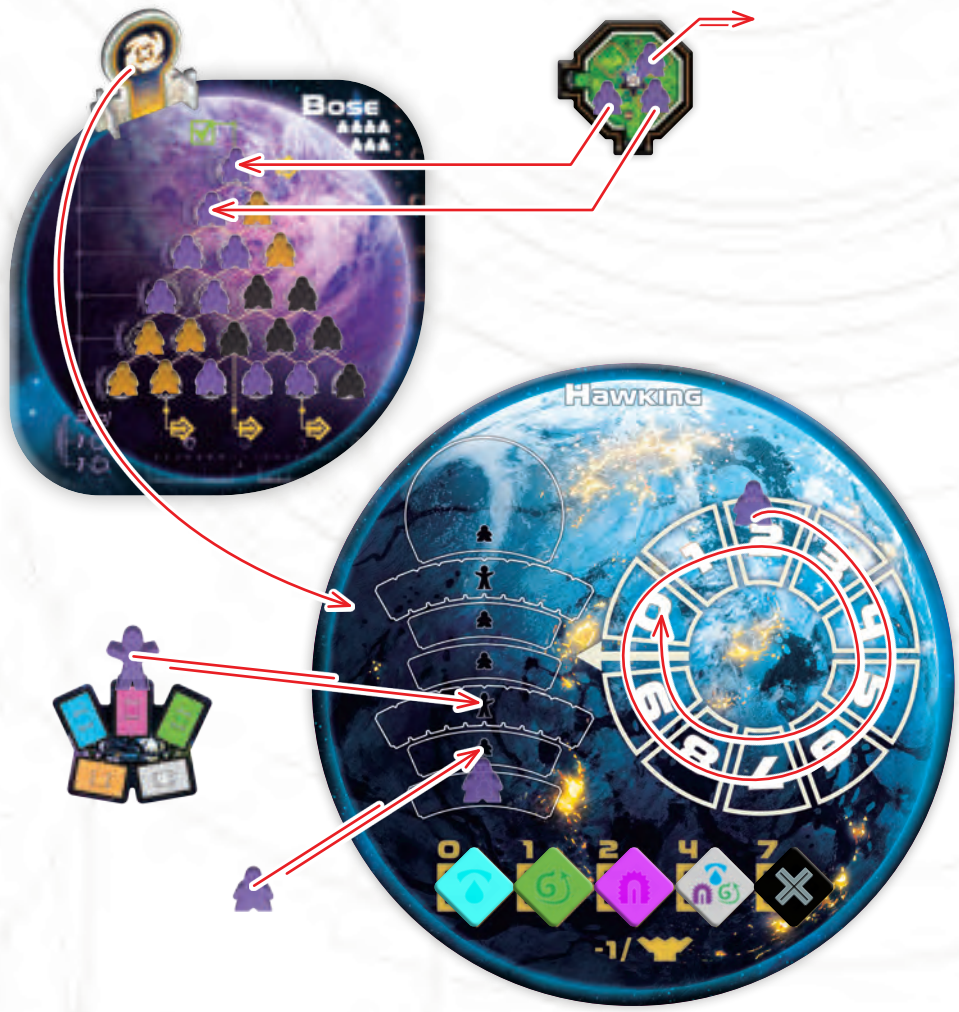
Return Settlers from the closed Exoplanet to the player they belong to. The closed Exoplanet is removed from the game.

Hawking's Colonization

Hawking Exoplanet has no colonization Spot. Once Hawking has at least 1 Space Gate, every Settler you send there gives you 1 Influence point and returns to your supply.

EXAMPLE ;
*After the Space Gate has been moved to Hawking, **Kim** sends 4 Settlers from her Space Gate Module. They are immediately returned to the supply and **Kim** earns 4 Influence points.*

Kim has 2 completely filled Modules (with 3 and 4 Settlers.) She sends 3 Settlers to Bose where the Space Gate stands. But there are only 2 free Spots on Bose. So Kim places only 2 Settlers on Bose and puts the last one back into her supply. The Space Gate is moved to Hawking because no other Exoplanet remains without a Space Gate.



*Before closing Bose, **Kim** had 2 points and 1 Settler on the first Government Rank. Thanks to Bose, she earns 18 Influence points. She moves her Settler 18 spaces on the Wheel, crosses the arrow between 9 and 0 twice and finishes her movement on the "0" space. Then, since she has crossed the arrow twice, she adds 2 figures to the Government Ranks; 1 Settler from her supply, on the second Rank, and 1 Engineer from the Odyssey station on the third Rank.*

End of the Game

When the fifth Exoplanet is closed (the third Space Gate has been moved to Hawking and the Influence points earned from the fifth Exoplanet have been scored), each player sends the Settlers **from their completely filled Space Gate Modules to Hawking**, earning 1 Influence point per Settler they send. Then the game ends immediately.

Influence Earned from Predominance

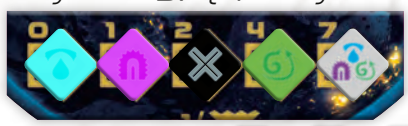
For each field (Water, Wildlife, Energy), the player with **the most On Modules in this field** earns as many Influence points as that Token's position on the Predominance Track.

The player with **the most sets of 3 different On Modules** (1 Module each of Water, Wildlife, Energy) earns as many Influence points as the Balance Token's position on the Predominance Track.

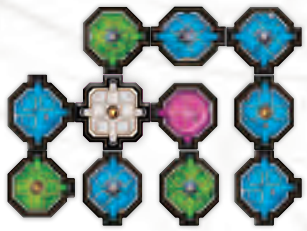
The "None" Predominance Token triggers no scoring.

In case of a tie for each of these scorings, all tied players earn the points.

EXAMPLE:
The order of the Predominance Tokens is Balance (7points), Wildlife (4 points), None (2 points), Energy (1 point), Water (0 points).

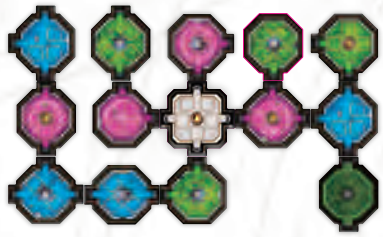


alex *has 3 Water Modules, 4 Wildlife Modules and 2 Energy Modules turned* ***On*** *in his station.*



Sam *has 6 Water Modules, 3 Wildlife Modules and 1 Energy Module turned* ***On*** *in her station.*

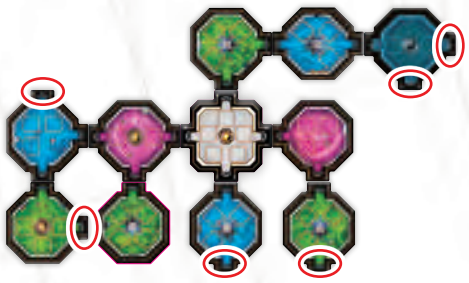
Kim *has 4 Water Modules, 4 Wildlife Modules and 4 Energy Modules turned* ***On*** *in her station.*



alex *has the most Wildlife Modules (4), tied with* ***Kim****. He earns 4 points.*
Kim *has the most sets of 3 different Modules (4 sets). This earns her 7 points. She also has the most Wildlife Modules (4), worth 4 points. And she has the most Energy Modules (4), worth 1 point. All in all,* ***Kim*** *earns 12 points (7+4+1).*
Sam *has the most Water Modules (6), worth 0 points.*

Influence Lost from Station Arrangement

Each player loses **1 Influence point per open corridor** (not linked to another Module) in their space station, including both **On** and **Off** Modules.
When losing these points, if your Settler crosses the arrow between 0 and 9, remove a figure of your color from the highest Government Rank and return it to your supply.



EXAMPLE:
alex *has 6 corridors open to the void. He loses 6 points.*

Game winner

The player whose figure is in the highest Government Rank wins the game.
If several players occupy the same Rank, their Settler's position on the Influence Wheel breaks the tie.
If there is still a tie, the player who has the most **On** Modules in their station wins.

Exoplanets

Each Exoplanet shows the following information:

- Name of the planet
- Required number of players
- Influence points to be earned

- Settlers' Spots
- Predominance Spot
- Closing Conditions

The Exoplanets people are about to colonize have been named for famous scientists of the twentieth century. Their discoveries opened the way to the Space Gate technology.

Satyendra Nath Bose was an Indian physicist who worked on quantum statistics and predicted the now named Bose-Einstein condensate. Nowadays, a condensate of gravitons is used to open the Space Gates.

Michael Collins is an American astronaut who took part in the Apollo 11 mission, the first mission that put men on the moon. He piloted the lunar module that landed and took off from the moon's surface.

Paul Dirac was a British theoretical physicist who made fundamental contributions to the early quantum mechanics and electrodynamics. He was the first to predict the existence of antimatter. As every one knows, antimatter is what fuels the Space Gates.

Enrico Fermi was the Italian physicist who raised the Fermi paradox, the apparent contradiction between the lack of evidence and high probability estimates for the existence of extraterrestrial civilizations. Or, "Where is everybody?" Intergalactic travel through the Space Gates is about to provide the answer.

Max Planck was German physicist at the origins of the quantum theory, which revolutionized human understanding of atomic and subatomic processes. To build Space Gates, our scientists had to go beyond the Planck scale.

Bertrand Russell is a Welsh philosopher and mathematician who founded analytic philosophy and was one of the twentieth century's premier logicians. The Space Gates inventor asked to remain anonymous, but he demanded to name one Exoplanet in tribute to Russell, whose anti-war philosophy he admires.

Leonard Susskind is an American physicist and the father of the string theory. He was the first to speculate about the existence of the wormholes, which are the networks used by the Space Gates.

Alan Turing was an English mathematician, considered the father of theoretical computer science and artificial intelligence. Without millions of algorithms and AI, the Space Gates could not be opened.

Stephen Hawking was an English cosmologist whose work about black holes helped scientists understand how to use the quantum singularity in the Space Gates.

BOSE

Only the top of a giant mountain juts out above the sea of toxic clouds that covers the planet. Colonization goes level by level, as far as the summit.

Colonization Rules

The first Settlers must be placed on the mountain base (first level).
A Settler can only be placed on a Spot on a higher level if that Spot is linked to 2 occupied Spots on the lower level.

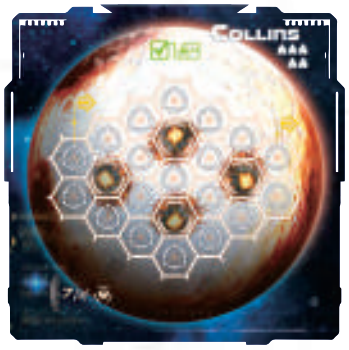
Closing Condition

All the Spots are occupied (i.e., 1 Settler is placed on the summit Spot).

Influence Points Scoring

Earn 1 Influence point per Settler you have on Bose.

For each level of the mountain, the player with the most Settlers on that level earns 3 Influence points. In case of a tie on a level, no additional points are earned for that level.



COLLINS

Collins is icebound, except next to its volcanoes. These places provide underground energy and warm the area.
Settlers should surround the volcanoes to survive.

Colonization Rules

Settlers can be placed on any free Spots. Be aware that there is no Spot in the center of the planet on 4-player side.

Closing Condition

Collins is closed when all the volcanoes are gained. A volcano is gained when either of the following conditions are met:
- the 6 Spots around a volcano are occupied
OR
- one player gets an absolute majority that cannot be lost by adding Settlers around this volcano.

Influence Points Scoring

For each volcano, the player who has the most Settlers around it earns 7 Influence points. In case of a tie, all the tied players earn 3 Influence points.

DIRAC

Dirac has a brightly lit side and a dark side. Dirac's colonization starts with the brightly lit side, more accessible and livable. When enough Spots are occupied, the resources grow enough that colonization of the dark side can begin.

Colonization Rules

Settlers are placed on the Basic Spots first. Once a player has 5 Settlers in their color on Basic Spots, their sixth Settler can be placed on an Advanced Spot. Their next 5 Settlers, again, must be placed on Basic Spots, and their twelfth Settler can go on an Advanced Spot, etc.

A Settler can only be placed on the Central Spot if all the Basic Spots are occupied.

Closing Condition

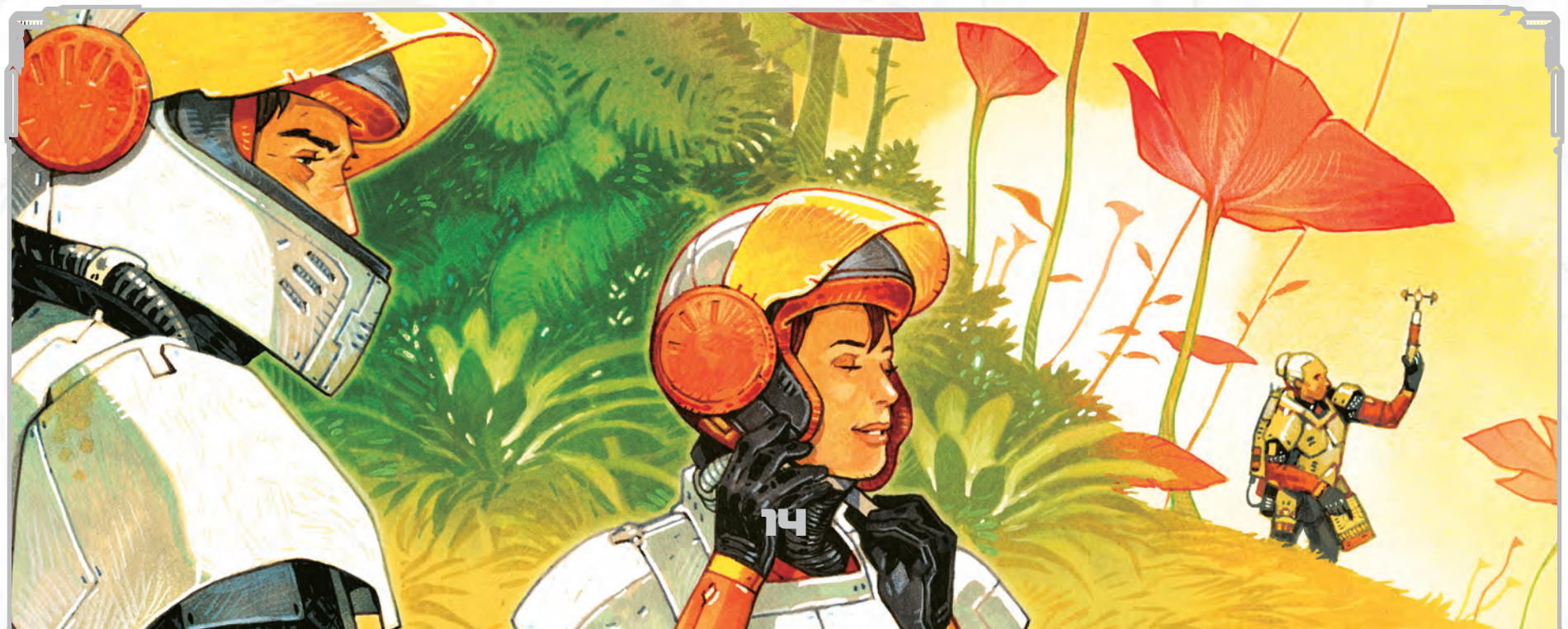
The Central Spot is occupied.

Influence Points Scoring

Earn 1 point per Settler on a Basic Spot.

Earn 3 points per Settler on an Advanced Spot.

Earn 2 points for the Settler on the Central Spot.



FERMI

Fermi is a planet with limited ore. It can be colonized provided that the surrounding satellites are used to mine the ore needed for technology, but Spots on each satellite are limited. Most Settlers are sent to the central planet.

Colonization Rules

For each colonization, place your first Settler on a free Spot on a satellite of your choice. The rest of the Settlers **COMING FROM THE SAME SPACE GATE MODULE** are placed on the central planet.

You may place 2 of your Settlers on the same satellite, during two different colonizations, but no additional points will be earned.

Closing Condition

2 – 3 PLAYERS
7 out of the 8 Spots on the satellites are occupied.

4 PLAYERS
9 out of the 10 Spots on the satellites are occupied.

Influence Points Scoring

The player with the most Settlers on the central planet earns 5 Influence points. Then that player swaps 2 adjacent Predominance Tokens. In case of a tie, all tied players earn 5 Influence points and, in turn order, each swaps 2 adjacent Predominance Tokens.

If you have at least 1 Settler on only 1 satellite, earn 3 Influence points.

If you have at least 1 Settler on strictly 2 satellites, earn 7 Influence points.

If you have at least 1 Settler on strictly 3 satellites, earn 12 Influence points.

If you have at least 1 Settler on strictly 4 satellites, earn 18 Influence points.

4 PLAYERS
If you have at least 1 Settler on each of the 5 satellites, earn 25 Influence points.

RUSSELL

The planet is predominantly ocean. Big storms happen on Russell. Only three or four islands are livable.

Colonization Rules

All your Settlers coming from the same Space Gate Module must be placed on the same island. If there are not enough free Spots on that island, excess Settlers are returned to your supply. If you send Settlers from two different Space Gate Modules, you can place them on two different islands.

Closing Condition

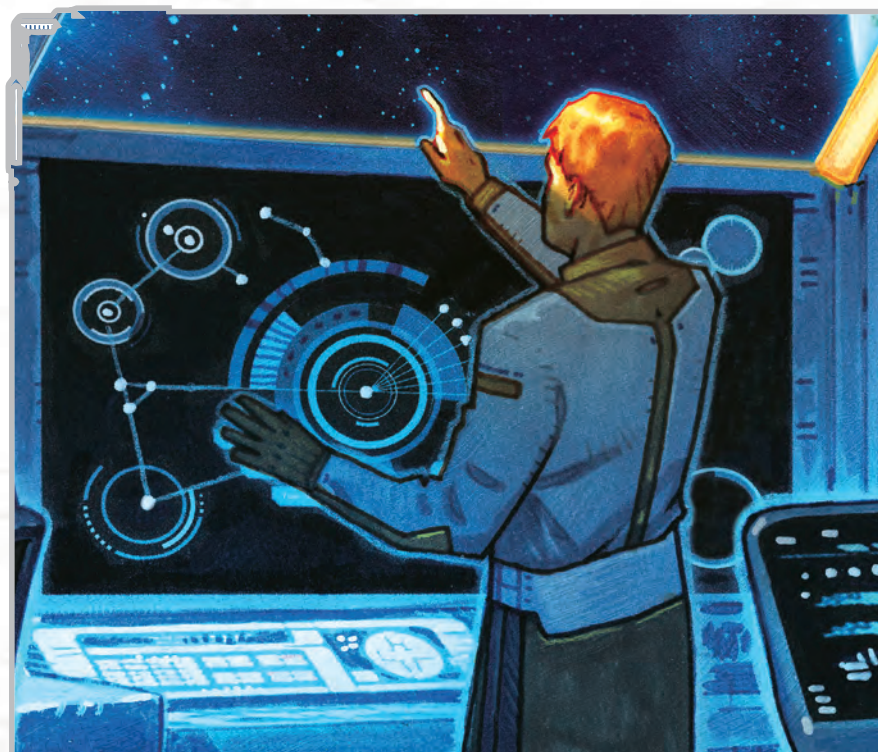
2 PLAYERS
Each of the three islands has at least 7 Settlers.

3 – 4 PLAYERS
Each of the four islands has at least 5 Settlers.

Influence Points Scoring

For each island, the player with the most Settlers on that island earns 7 Influence points. In case of a tie, all the tied players earn 3 Influence points each.

In addition, earn 3 Influence points per island where you have at least 1 Settler.



SUSSKIND

There are dangerous, even deadly species on the surface of Susskind. Settlers must live at the tops of big trees to escape this threat.

Colonization Rules

Settlers may be placed on any free Spot.

Closing Condition

All the Spots are occupied.

Influence Points Scoring

Earn 2 Influence points per Settler you have on Susskind.

PLANCK

On Planck, previous inhabitants built villages and roads, but they disappeared. Did they leave Planck or is their race extinct? This is Planck's mystery.
Settlers are going to occupy the abandoned living places and use the existing network of roads.

Colonization Rules

Place your Settler on any free Spot.

Closing Condition

All the Spots are occupied.

Influence Points Scoring

Earn 1 point per Settler on Planck.

The player who occupies the highest number of **CONNECTED** Spots earns 7 points. In case of a tie, all the tied players earn 5 points each.

TURING

Turing is a desert. But there is a network of channels where life is possible. You must follow them from the periphery to the center.

2 PLAYERS
Colonization can only be done by making progress along the channel.

Colonization Rules

Each player's first Settler must be placed at a different end of the channel. The next Settlers must be placed directly next to the Settlers of the same color.

Closing Condition

The Central Spot is occupied.

Influence Points Scoring

Each player's first Settler (at the beginning of the Channel) is worth 2 Influence points.

Each player's next 6 Settlers are worth 1 Influence point each.

Each player's last 5 Settlers are worth 2 Influence points each.

3 – 4 PLAYERS
Spots are divided among three circles: the periphery, the inner circle and the center.

Colonization Rules

Place a Settler on an Advanced Spot of the inner circle only if the 3 Basic Spots linked to the Advanced Spot are occupied.

Place a Settler on an Central Spot only if the 3 Advanced Spots linked to the Central Spot are occupied.

Closing Condition

The 3 Central Spots are occupied.

Influence Points Scoring

Earn 1 Influence point per Settler on a Basic Spot.

Earn 2 Influence points per Settler on an Advanced Spot.

Earn 3 Influence points per Settler on a Central Spot.