

TURN SEQUENCE

0. ★ **Advance to Star**—Advance each of your teams on a star track one space closer to the star.
1. **Conduct an Action**—Select the action you wish to perform (*at right*) then you may do one or more of the following:
 - play any number of matching cards from your hand;
 - use *one* HQ's matching Infra;
 - play *one* Time card if you will **Explore**, **Move** or **Build**;
 - use bonuses from bases and progress cards;
 - 🚀★ spend 1 \mathbb{T} , 2 \mathbb{T} or 3 \mathbb{T} to add 1, 2 or 3 to the action's value. Value added this way must be less than the total value from sources listed above.
2. **Fulfill Contracts**—Fulfill any contracts for which you meet the criteria (*see Business Display*).
3. **Rewards** (*skip this step if playing solo*)—For each use of an opponent's base or Infra this turn, that opponent may draw the top card of the deck.
4. **Transport Team**—You may relocate one of your teams that didn't perform an action this turn from one of your bases to another of your bases if at least one of those bases is a Spaceport.
5. **Discard & Replenish Offers**—Discard all remaining cards played this turn, then replenish empty offer spaces.
6. **Draw**—If you have 4 or fewer cards in hand, draw the top card of the deck.

Competition Turn Sequence (*solo game only*)—

Draw the top card of the competition deck and implement the competition action(s) shown on the card (*see solo player aid*).

If the action cannot be implemented, either draw another competition card or end the competition turn as directed by the action instructions.

E Edge—Play at the moment indicated in the first line of the text effect, perform the activity described, then discard the card.

An Edge is not an action.

🚀 = only applicable during the *Planeteers* era.

★ = only applicable during the *Starfarers* era.

🚀★ = only applicable during the *Planeteers* and *Starfarers* eras.

ACTIONS



Research

Must have 7 or fewer cards in hand. Draw cards equal to your Research value, one at a time, from the offers or off the top of the era deck.



Move

Move one of your teams *from a base* to any site, or from any site *to a base*. Your Move value must be equal to or greater than the total distance traveled.

🚀 Add Transit Additions between outer planets.

🚀 Unshielded movement in the radiation zone costs 2 \mathbb{T} .

★ Unshielded movement costs 3 \mathbb{T} .



Explore

Draw and place a discovery tile in each explore box at a site occupied by your team. Your Explore value must be equal to or greater than the site's explore cost (e#). Place your team atop the tile to claim it.



Build

Place a base that meets its Build Requirement (*see reverse side*) on each discovery tile at a site occupied by your team. A site without an explore box doesn't require a discovery tile. Your Build value must be equal to or greater than the site's total modified base cost (b#).

🚀 Unshielded building in the radiation zone costs 2 \mathbb{T} .

★ Unshielded building costs 3 \mathbb{T} .



If you build a base at a site with a competition team, remove that team (*solo game only*).



Produce

Collect profit (\mathbb{T}) from discovery tiles with production (P#) that are occupied by your bases. Your Produce value must be equal to or greater than the number of tiles you wish to collect from.



Genetics

Advance your tan cube a number of spaces along your Progress Wheel equal to your total Genetics value.



Revelation

Advance your black cube a number of spaces along your Progress Wheel equal to your total Revelation value.

Max Upgrade Info

Upgrade

One Upgrade-eligible card only. Place the card on your HQ in the Infra Slot 1, 2 or 3 box (not the Research Infra box). If there is already a card there from the current era, return it to your hand. If there is a card there from a previous era, remove it from the game.



Special

One card only. Execute the effect described in the gray box.



Establish Colony

No card play or Infra use required. See Sideboard for procedure.