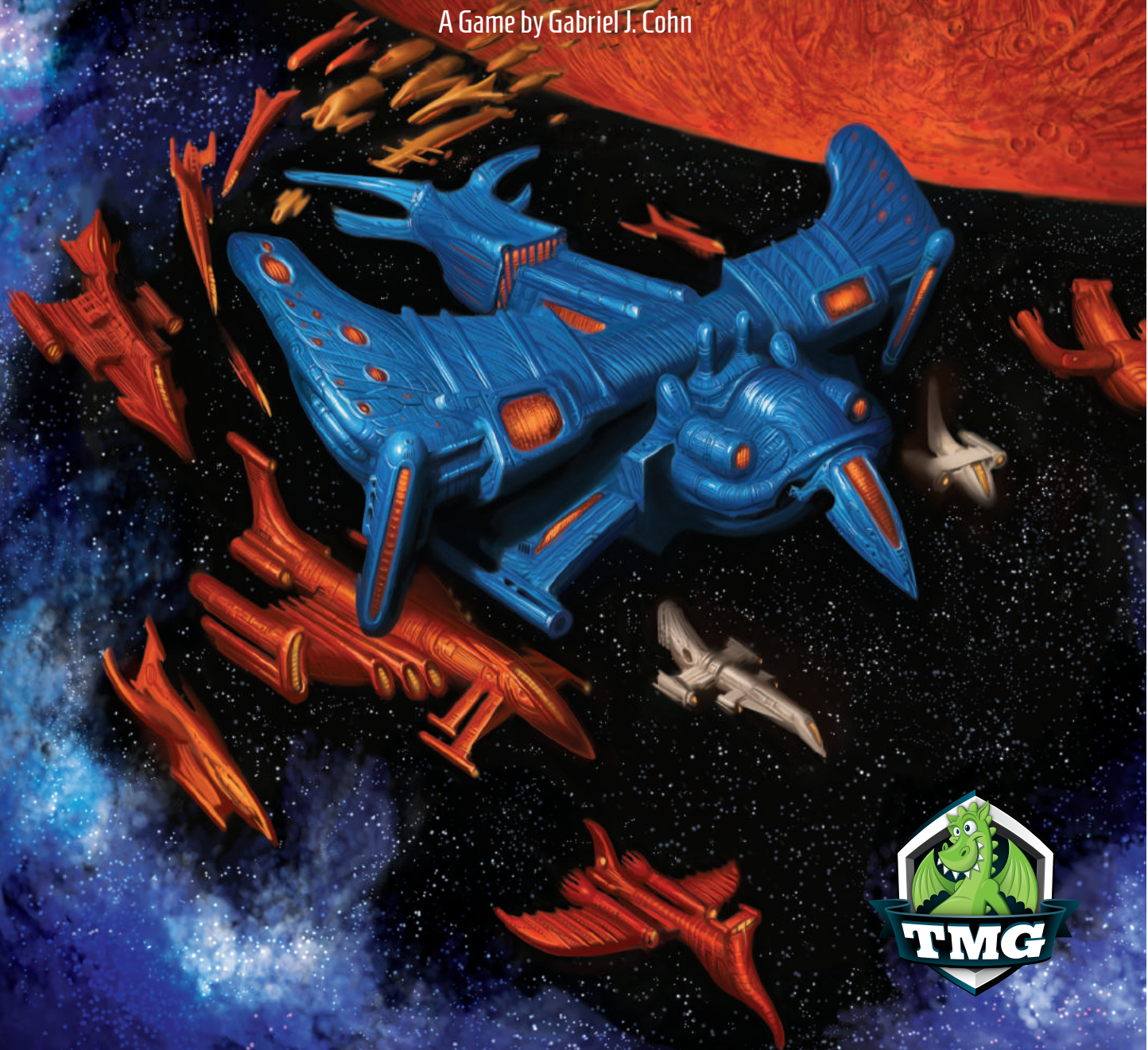


EXODUS FLEET

A Game by Gabriel J. Cohn



INTRODUCTION

It's been 86 years since the war. The nuclear winter has begun to dissipate, but it has become apparent as the years have passed that the world has been permanently damaged. Wildlife is all but extinct and crops won't take to the ruined soil. Saving the planet seems to be a lost cause, and post-doomsday cults are beginning to claim lives among the small number of survivors scattered across the globe.

Meanwhile, a few small stable communities have formed under the leaders of the new world, but most people belong to roving "tribes," scavenging among the remnants of pre-war civilization or attempting to farm in areas remote from the worst damage of the war. Rudimentary trade, using "exchange units" such as gold and other rare metals exists, but only one thing truly unites humanity: the hope that they may escape and locate a new home somewhere beyond our immediate Solar System.

A small group of interstellar spacecraft, known as the Exodus Fleet, has been assembled in orbit and is preparing to head beyond the previous limits of human experience. The fleet's destination is not yet set, but they have only a short amount of time before they will stretch beyond their ability to remain in contact with the planet. With several central command ships surrounded by an array of mining, exploration, transport and construction vessels, the Exodus Fleet hopes to become self-sufficient enough to survive deep space for generations to come.

You and your fellow players will take on the roles of the commanders of a fleet of starships heading away from the blighted planet, hoping to find a new one to colonize. Will you help humanity survive by building the most powerful ships? Or will you carry the most tribes to safety? Will you stock up on the goods the fleet will need to survive? Explore deep space? Or will you aim to be the wealthiest of the commanders?

SURVIVORS OF THE DOWNFALL WAR – FACTIONS



Paumerites pride themselves on their ingenuity. Always looking for a new way to scrape together the needed materials to improve humanities plight, they were largely responsible for the advances in space flight that allowed the Exodus Fleet to be constructed. Not only are they dominant in the field of starship construction, but they also crewed the first deep-space exploration missions, of which only 2 of 7 made it back.



Preaching a message of hope and unity for humanity hasn't prevented the **Wet-rockers** (as they are derisively known) from laying claim to some of the most valuable XU mines on the planet (not to mention a few nearby planets). Many see their religion as a dangerous pyramid scheme or simply a cult, but it's hard to deny that they've been effective in maintaining the prosperity of their inner circle. Armed with a bucket of cash and their silver tongues, they hope to buy their way to prominence in the Exodus Fleet.



B-Leaguers have always held onto the ideals that intelligent use of resources can save humanity. In fact, many people credit the continued existence of humanity to their genius in developing new farming techniques. Of course, their primary concern in the creation of the Exodus Fleet was in helping to establish the hyper-speed capabilities of the transport ships so that, as the fleet grew, more tribes could be rescued from a dying planet.



Since the war, the **Karpian** have expanded their territory and their influence across the globe, establishing extensive trade networks, as well as gaining a strong reputation for being good people to turn to in a crisis. As they prepare to launch their command ship to join the Exodus Fleet, they are hoping to make use of their skills to help the fleet grow and prepare for the unexpected.



The **Cedarim** are known for their work ethic and communal philosophy. They put the group before the individual and are frequently sought as peacemakers when other factions conflict with one another. Their focus in preparing for the Exodus is on waste-reduction. They've seen how hard survival on Earth has been, and they want to make sure humanity is doing everything it can to ensure survival in space.

GAME SUMMARY

The game is played over a number of rounds. In each round each player will take a turn as Admiral of the fleet, but no matter who is the Admiral, all players will participate. On a player's turn as Admiral, they may choose to gather income from their ships or choose one of four actions. These actions allow players to mine resources from nearby planets, build new ships, transport tribes from Earth to join the fleet, and explore deep space in order to gain special abilities. For each of these four actions, players will bid money (known as XU, or exchange units). Those who bid higher get to perform more powerful actions, and those who bid too low may be excluded from these actions.

OBJECT OF THE GAME

The object of the game is to earn the most **survival points**. These points represent your contribution to the ability of the fleet to survive long enough to find a new home. Points are earned primarily for bringing tribes from Earth to your ships, for building powerful ships, and for controlling multiple ships in one of the five factions. Additionally, points may be earned at the end of the game for having the most unused money (XU), resources, and explorer cards.

THANKS AND PLAYTESTER HONOR ROLL

This game was designed by Gabriel J. Cohn. Much thanks is also due to my many playtesters, especially Jessica Taft, Aaron Major, and Rebekah Tolley, who suffered through the earliest versions of the Exodus Fleet (when it was called "Leaving Earth" and before it really even managed to break out of the atmosphere). Jessica Taft played a ridiculous number of two player games with me when trying out rule changes—thanks sweetie! Thanks also to Parker, Banner, Kent, and Wayne (best game store in the Charlotte, NC area) for providing a constant stream of gamers interested in trying something new. And thanks to the Queen City Gamers and others for being guinea pigs for more recent versions of the game (and coming back for more each time...). Special thanks to Redie Smith—regular game day organizer and major advocate for this game to hit the table (even when I didn't want to play it). Thanks also go to David and the crew at Club Roth's Edge in Lima, Perú – excellent folks down there! Final playtests and edits were performed with the Santa Cruz Gamers, often at Woodstock's Pizza. Which leads to one final thanks: Kenny Tracy was one of the strongest advocates for the game and helped with card editing and rule clarifications down the stretch.

Playtesters: Tom Anderson | Len Brockus | Brooke Brown | Henry Campau | Doug Covell | Jan Crump | Eli Elder | Laura Elder | Catie Fairchild | Ira Fay | Brian Frahm | Steven Freund | Patrick Hanbery | Oliver Homann | Thomas Alex Johns | Brian Jones | Peter Kolozvary | Tyler Lanser | Will Layman | Simon Lee | Eric Long | Kirk Lugar | Aaron Major | Amber Pemberton | Jeff Plummer | Matt St. Clair | Chris Schmac | Ben Simonsen | Alfred "Redie" Smith | Chris Stratton | Jessica Taft | Andrew Trapani | Rebekah Tolley | Kenny Tracy | Russell Van Steenburgh | Roger Wang | Gale Wichmann | Michael Zytkow

And a big thanks to the people who I forgot to include on this list! (In my many moves, some playtesting notes got lost. Sorry!)

COMPONENTS AND SETUP

CENTRAL BOARD and PLANETS:

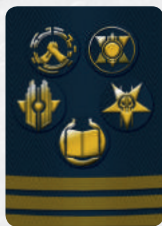
Place the Central Board in the middle of the table.

Shuffle the planets. Deal 1 planet face up into the 'Current', 'Next', and 'Third' planet spaces. Place the rest face down in the Planet Deck box.

Put the round marker on the space labeled "1." This marker is advanced after each round (each player will be the Fleet Admiral once during a round). Scoring will happen on each of the marked rounds.

TRIBES, RESOURCES, XU, and EXPLORER CARDS:

Shuffle the Explorer deck and place them face down on the table. Stack the XU cards near the play area. You may want to select one person to be the "banker". Change can and should be made freely. Money is not meant to be limited.



Fleet Admiral Marker



First Player Marker



Tribes



Resources



Central Board and Planets

FLEET ADMIRAL and STARTING PLAYER MARKER:

Randomly select one player to be the starting Admiral. Give them the Fleet Admiral card and the Starting Player Marker. The Starting Player Marker is meant as a reminder that whenever that player's turn comes up again, the Round Marker should be advanced.


Tribes and resource cubes should also be placed nearby, within reach of all players.

Take care to only give players the player boards which indicate the correct player count on them in the upper right corner of the board.



Player Count Icons

SHIPS:

Sort out the 10-card starting sub-deck of faction ships. These ships have a  after the ship title and say 'Starting Faction Ship' on the back of the card. Shuffle the main deck of faction ships (35 cards) and place it face down on the table. Then, shuffle the 10-card sub-deck and place those cards face down ON TOP of the main deck. Deal 5 ships from this deck face up in the middle of the table. (It is important to put these in a line, with a clear "left" and "right" end.)

Shuffle the neutral ships. In a 4 or 5 player game, deal out 5 neutral ships face up in the middle of the table. In a 2 or 3 player game, deal out 4. Place the rest of the neutral ship deck face down nearby.


Give each player a PLAYER BOARD and the 2 corresponding COMMAND SHIP cards as indicated beside their faction name at the top of their player board. These cards say 'Command Faction Ship' on the back.. They should choose one Command Ship to keep and return the other one to the box.







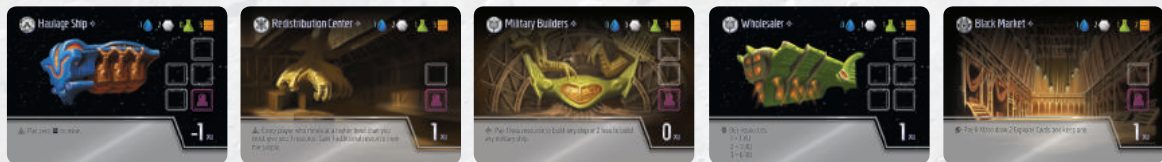
Faction Ships

Neutral Ships

Explorer Cards

Then give each player XU equal to the income on their Command Ship, and STARTING EXPLORER CARDS (marked with a ) that correspond to their Command Ship. Explorer and XU cards can be kept secret until used.

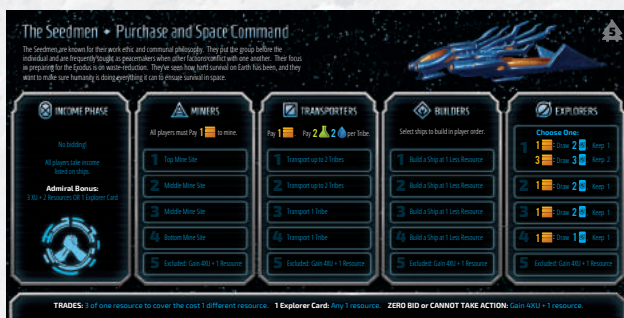
Finally every player receives 2 , 1 , 1 , and 1 . These are placed in their starting Command ship's storage.



Faction Ships



Neutral Ships








Player Board, Command Ship, XU, Starting Explorer Cards and Resources

GAME PLAY CORE CONCEPTS

ALL GAME PHASES



After the initial set-up, players will take turns being the Admiral of the fleet. On each player's turn as Admiral, they may choose one of five phase options:

-  **Income Phase**
-  **Mining Phase**
-  **Transporting Phase**
-  **Building Phase**
-  **Exploring Phase**

Game Play Examples

All game play examples are in these inset boxes.

All players participate in each phase that occurs. Details for how each phase is handled are below.

Cards abilities often indicate when they can be used. For example, the Merchant Ship on the opposite page has the  icon, which indicates its ability can be used during any phase. The Welcome Center ability has the  icon, which indicates its ability can only be used during the Transporting phase


Once a given phase is completed, the Admiral Card passes clockwise to the next player. They may then pick any of the five phases **except that the same phase may not be picked twice in a row** (i.e. you can't pick what the player before you just picked!). However, entire games could go by with some phases never being selected.

After all players have had a turn as Admiral, the round ends. Move the round marker and begin the next round. After a certain number of rounds, you will score points during "Scoring A"; then play will continue for several more rounds until the game ends, and further points will be scored at this time ("Scoring B").

This chart shows the number of rounds in a game and when scoring rounds occur. See scoring, pg. 13.

Number of Players	2	3	4	5
Scoring A at end of Round	7	6	4	3
Scoring B and Game End at end of Round	13	11	8	6

UNDERSTANDING THE SHIP CARDS

Ship Title: Note that ships with a  here form part of the starting faction sub-deck.

Faction Icon:

This tells you which of the five factions the ship belongs to. If there is no icon, it is a neutral ship.

This Merchant Ship is in the Karpian faction. (Neutral ships have no Faction symbol. Neutral does not count as a faction.)

Survival Points:





Only exists on neutral ships. Each neutral ship is worth the number of survival points in the silver badge at both Scoring A and B. Some neutral ships have variable values here—if it is labeled “✦” read the Ship’s powers to figure out how it is scored. Faction ships are worth zero in this regard—they are scored differently.


Building Costs: Each of these four resource costs must be paid to take control of a ship. However, many discounts apply (see Building Phase directions.)





Ship Powers: The text here describes the special powers ownership of a ship provides. Ship powers can potentially be used immediately once the building costs are paid to the supply. (Ships that give discounts to building other ships do not apply to themselves!)


Income: This number tells you the amount of income generated by this ship. Add the income numbers of all your ships together to determine the number of XU you should take from the supply during the income phase.

Storage Capacity: Each (non-purple) square marked can hold one resource cube—Metal () , Fuel () , Biomass () , and H2O () Grey empty squares may hold any type of resource. (They cannot be used to hold the purple tribe cubes, tribes are not resources.) This ship may hold up to two resources of any type.

 These squares can only hold metal

 These squares may only hold fuel.

 These squares may only hold biomass.

 These squares may only hold H2O.

These resource symbols correspond to the matching colored cubes



Living Quarters: Each purple square can hold one tribe (represented by a purple tribe token). Ships range from 0 to 5 living quarters.


This ship can hold only one tribe.

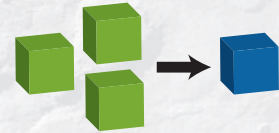


The **Eco-Habitat** has space to hold 1 Biomass, 1 Water, and 3 Tribes. It cannot hold Metal or Fuel.

UNDERSTANDING RESOURCES

All resources collected must be stored on a player's ships at the end of each phase. In the middle of a phase it is acceptable to have extra resources over and above your storage capacity. At the end of a phase if there is not enough space, some resources must be either immediately used or else discarded.





TRADES: 3 of one resource may be traded for 1 of any other resource from the general supply ONLY when a player must pay resources to carry out an action (ex: when paying  to mine, building a ship, transporting, or using an Explorer Card). **XU and tribes are not considered resources.**



Resources (and tribes) may be moved between ships at any time.

The number of cubes, tribes, and XU available is NOT intended to be limited. In the unlikely event you run out of cubes, use another object as a temporary substitute.

MANAGING RESOURCES EXAMPLE:

During the Mining Phase Dawn does not have room to store all the resources she gains. She decides to use some of her excess resources with her Cloning Technology Explorer Card. She discards the card, along with 2  and 1 . However, to cover the second  demanded by the card, she spends 3 . She gains 1 tribe from using this card and she now has room to store all of her resources.

Explanation of Phases

When it is your turn to be the Fleet Admiral, you will choose one of the five phases to execute. It can not be the same phase that the previous Fleet Admiral chose. Most of the phases involve a simultaneous bid for the services offered. The Income phase is different because there is no bid. Below is a description of each phase in detail. Many ships or explorer cards provide benefits which are only usable during a particular phase. This is indicated by the corresponding phase icons before the ability.

(A) INCOME PHASE

Each ship generates income from its activities in the fleet. You can use these hard-earned XU to your advantage...


Each player takes a number of XU from the supply equal to the sum of the income generated by each of their ships. Income for each ship is located in the lower right hand corner of each ship card. The amount of money you have may always be kept secret. Change for XU cards may be made at any time from the bank.

ADMIRAL'S BONUS: The Admiral may take one of two options:

- An extra 3 XU and 2 resources of their choice...**or**
- Draw and keep one Explorer Card.

Some ships (ex: Power Plant or Safe Haven) allow you to perform special actions during the Income Phase.

INCOME EXAMPLE:

In Round 7, Ali calls Income. She takes 11 XU from the supply because she has the following ships: Mining Command (income 8), Redistribution Center (1), Sewage Processor (1), Greenhouse (1), and Miners Union (0). Ali also takes one Explorer Card as her Admiral's Bonus. All other players take their income as well. In addition to income, Dawn gains two  from her Military Technology ship.

(B/C/D/E) BIDDING ON THE FOUR ACTION PHASES:

Mining, Transporting, Building, Exploring

Being the Admiral lets you set the pace. You decide who gets to work...and who gets the short end of the stick. But it's still a free market, and workers will go where the money is. Bid intelligently and you'll be able to hire the crews you need...

Bidding Examples:

See each phase below.

If one of these four action phases is called, players will bid (using their XU cards) for the right to **hire a crew to perform this phase's task**:

- Each player only gets to place one bid. The player to the Admiral's left starts and proceed clockwise. The Admiral bids last.
- Bids must be 3 XU or higher.
- Each bid must be unique, so if the first player bids 4 XU, the next player may bid 3 XU, 5 XU (or higher), or pass.
- Players may pass rather than placing a bid. Players who pass are excluded from the action, but receive 4XU and 1 resource of their choice instead. You receive this immediately when you pass. (NOTE: They may still use their ships which are activated in that phase.) You can pass even when you are the Admiral.
- When you make the bid, place the XU required for that bid face up in front of you.
- **LOSING BIDS:** If no player passed in the bidding the player who bid the least will be excluded from the action (except in a 2 player game). That player **does not pay their bid to the** supply, and instead receives 4XU and 1 resource of their choice as if they had passed.
- All other players then MUST pay their bid to the supply and have "hired a crew." The benefits they receive will be different based on how much they bid compared to the other players. You may always take 4XU and 1 resource from the supply instead of performing the action (but you do not receive your bid back unless all players bid, and you were the lowest bidder).



SIMULTANEOUS PLAY: With the exception of the Building Phase, there is no reason that players cannot take their actions simultaneously. This (a) makes the game faster, and (b) keeps everyone engaged. In the rare cases where one player's decisions depend on another's, they should say so, and actions for that phase will be taken in order from highest bidder to lowest bidder.

IMPORTANT NOTE ON SHIPS' POWERS: All Ships' Special Powers and Explorer Cards that do not directly relate to bidding may not be used until AFTER bidding is completed for a given phase.

Some ships (ex: Blockade Runner) and Explorer Cards (ex: Lost in Space) may retroactively alter bids. If one of these has the possibility of being used, players should wait before paying their bids.

Ships that give you XU every time a certain phase is called (ex: Transporters Union) do not give you XU until AFTER bidding is complete. Similarly, the Merchant Ship may not be used until after bidding is complete.


(B) MINING (ACTION) PHASE

Hiring mining crews is crucial. Without resources you can't bring more tribes on board, build ships, or explore deep space. Unfortunately, mining crews vary greatly in size and efficiency...

In the mining phase, players hire mining crews to gather resources from the planet in the "Current Planet" space.

Gathering of resources should be **simultaneous** whenever possible. If not, go in order from highest to lowest bid. Similarly, if players gather too many resources to store and must discard some, then this may be done simultaneously.

All players who hire a mining crew **must pay 1  to the supply** in order to mine. This is very easy to forget, but is important to remember!

As always, you may pay 3 of a single different resource to cover the 1  cost. (See "Special Note: Managing Resources" on pg. 8.)

Players collect resources according to their bids, with higher bids taking the resources shown on higher rows. This is summarized on the player boards..

In a 2 or 3 player game, the highest bidder collects the resources on the middle level and the 2nd highest bidder collects the resources on the bottom level of the planet.

In a 4 player game, the top three bidders get the three levels of the planet in order from top to bottom.








Mining Action Example







In Round 6, Ali calls Mining. The current planet is Planet C. Everyone is short on resources and has lots of storage space. Brittany sits to Ali's left, so she begins the bidding...









- Brittany bids 9 XU
- Carlos bids 11 XU (leaving a middle option open)
- Dawn bids 5 XU (hoping to get something for cheap)
- Ali bids 6 XU

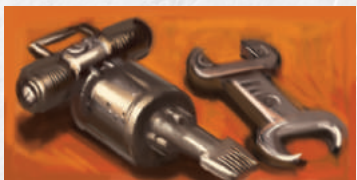
Each of the mining actions happens simultaneously.

Dawn was the lowest bidder. She keeps her 5XU bid and takes 4 XU and 1 resource of her choice from the supply. In this case, a .

Carlos was the highest bidder. He now pays his bid to the supply. Additionally, he returns 1  to the supply (to fuel the mining crew he hired) and takes the top row of resources: 6 , 3 , 4 , and 2 . His mini-miner gives him 2 additional resources, so he takes 2 more . He gives 1  to Ali because of her Redistribution Center.

Brittany was the second highest bidder. She pays her 9 XU bid to the supply. She does not pay any  because she has the Haulage Ship. She takes the middle row of resources: 4 , 2 , 3 , and 2 . She gives 1  to Ali because of her Redistribution Center.

Ali was the third place bidder. She pays her bid to the supply along with 1  and takes the bottom level of resources: 3 , 1 , 1 , and 1 . Carlos and Brittany each gave her 1  (due to her Redistribution Center). She then gains 4 additional resources from her Mining Command, Miners Union, and Redistribution Center, taking 2  and 2 .



In a 5 player game, the 2nd and 3rd place bidders both get the resources on the middle level, with 1st place getting the top and 4th place getting the bottom.

As always, at the end of the phase, all resources collected must be stored on a player's ships. If there is not enough space, some resources must be discarded. (See "Special Note: Managing Resources" on pg. 8.)

After all players have gathered their resources, move the "current planet" to the face-down "planet discards" pile. Then shift the "next planet" into the "current planet" slot (to be mined next time there is a mining phase) and shift the "third planet" into the "next planet" slot. Finally, flip up a new planet to go in the "third planet" slot.

There are many ships (ex: Haulage Ship or Redistribution Center) and Explorer Cards (ex: Alien Pet) that affect mining. They may affect bidding, the cost of mining, or the number of resources collected.

Some ships (ex: Mini-Miner) allow you to collect resources without hiring a crew!

Some ships (ex: Undersea Explorers) may also allow players to take additional actions during the mining phase.




(C) TRANSPORTING (ACTION) PHASE

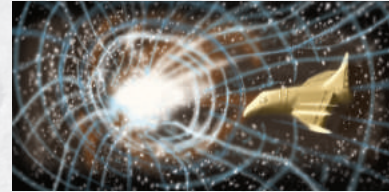
As Earth dies, the key to humanity's survival lies in getting people off the planet and into space. But, to do that, you need enough biomass and water to sustain them...and a crew intrepid enough to fly to Earth and back...

In the transporter phase, players hire transportation crews to bring tribes from Earth to join the fleet. Each player may pay for the tribes they are transporting **simultaneously**.




Players may normally transport either 1 or 2 tribes (depending on their placement order after bidding — see sidebar/player boards).

Transporter Bid Placement				
Player Count	1st Place	2nd Place	3rd Place	4th Place
2 Players	May transport up to 2 Tribes	May transport 1 Tribe only	N/A	N/A
3 Players	May transport up to 2 Tribes	May transport 1 Tribe only	Excluded: keep bid and collect 4XU and 1 resource	N/A
4 Players	May transport up to 2 Tribes	May transport up to 2 Tribes	May transport 1 Tribe only	Excluded: keep bid and collect 4XU and 1 resource
5 Players	May transport up to 2 Tribes	May transport up to 2 Tribes	May transport 1 Tribe only	May transport 1 Tribe only

All players who hire transporters must pay exactly 1  total (not one per tribe). They additionally pay 2  and 2  for each tribe they transport. For each tribe a player transports, they take one purple tribe token and place it on one of the purple tribe spaces (“living quarters”) on their ships. Players may not transport tribes for which they do not have living quarters.



See “Special Note: Managing Resources” on pg. 8 regarding payment for transporting tribes.

Many ships (ex: Logistics Center) give discounts for transporting tribes. These discounts are cumulative, so, for example, a player with the Ice Collector and the Game Reserve could transport one tribe by paying only 1 ! And their second tribe would cost just 1  and 1 .



There are other ships (ex: Hospital) and Explorer Cards (ex: Convenient Wormhole) that allow players to transport additional tribes when they hire a transport crew.

Some ships (ex: Mini-Transporter) allow players to transport tribes without hiring Transporters.

There are also ships (Ex: Welcome Center) that allow you to take additional actions during the transporter phase.

And, some ships (ex: Alien Breeders) and Explorer Cards (ex: Fleet Rendezvous) allow you to gain tribes by means other than “transporting” during other phases of the game. If a card like this does not use the word “transport” then discounts for transporting **do not apply!** See the Ship and Explorer Card Clarifications section below.

Transporter Action Example





In Round 6, Carlos calls the Transporters Action.










Dawn bids first (because she sits to Carlos's left).



- Dawn bids 5 XU (hoping to make others pay more)
- Ali bids 12 XU (hoping to be first or second)
- Brittany bids 13 XU (wanting to transport 2 tribes)
- Carlos bids 14 XU (also desiring 2 tribes)

Each of the following happen simultaneously.

Dawn keeps her bid and gains 4XU and 1  from the supply.

Carlos pays his bid to the supply. He notes that his Game Reserve gives him a discount for transporting (reducing the  cost by 2 for the first tribe and 1 for each subsequent tribe). He pays 1 , 1 , and 4  gaining two tribes.

Brittany pays her bid to the supply. She only has 1 , so she exchanges 1 Explorer Card for a , uses her Purchase Command power to pay 3 XU for a , and gets the fourth one she needs by trading 3  for it. So, along with 1 , and 4 , she uses 1 , 3 , an Explorer Card, and a purchased  to gain two tribes.

Ali is frustrated at being third place. Nevertheless, she pays her bid to the supply. She has both the Sewage Processor and Greenhouse that give transport discounts. She pays 1  and 2  to the supply, gaining 1 tribe.

Finally, Ali invokes her Welcome Center, gaining 5 XU and 3 resources.

(D) BUILDING (ACTION) PHASE

Hiring the best building crews gets you first choice of blueprints for the ships they can build...

In the building phase, players hire construction crews to build new ships for their fleets.

- 1) Players select which ships they want to construct **in bid order**. Players may only build one ship during this phase (unless a ship's power allows otherwise). Players may build either faction ships or neutral ships.
- 2) Each player pays the appropriate costs for their chosen ships.
But when you hire a crew you get an automatic one resource discount! Once the highest bidder has completed paying for their ship, the second place bidder selects a ship, and so forth. **Also, see "Special Note: Managing Resources."**

RECOMMENDED METHOD – PAYING FOR SHIPS

It is recommended that players take care in paying for ships since the costs are large and can be paid with multiple discounts and sources of resources. It is often best to place the resources you are using to pay for a ship next to the "Building Cost" portion of the ship. Then either declare verbally which discounts are covering the missing resources or remove excess resources that are covered by other discounts. This removes confusion and allows other players to check your math.

- 3) Ships purchased are placed in each players' play area and any powers the ships provide become active immediately after all resources have been paid to the supply.











- Some ships have powers that are triggered "when built"—these happen only once, immediately when the ship is built.







Builder Action Example





In Round 8, Brittany selects the Builder Phase.

Carlos bids first (because he sits to Brittany's left).

- *Carlos bids 6 XU*
- *Dawn bids 7 XU (glad to be assured of building)*
- *Ali bids 5 XU (hoping to be outbid—she is almost out of money)*
- *Brittany bids 8 XU*

Brittany builds first. She pays her 8 XU to the supply. She decides to build the Safe Haven (normal cost 3 , 4 , 4 , and 3 ). She pays 1 less  because of her Mini-Recycler, 1 less resource of her choice due to her Construction Platform, and 1 less simply because she hired builders this phase. This is a total of 3 less than the listed cost! She is 1 resource short, so she turns in her Alien Toys Explorer Card to gain 7 XU. She uses 3 of those XU to use her Purchase Command to buy 1 . She then pays 3 , 3 , 3 , and 2  to gain the ship. Finally, upon gaining the Safe Haven, she invokes its "When Built" power, paying 10 XU to gain a tribe.

Dawn builds next. She has no building discounts (though she has 2 Military ships, which would give her a discount if she was building a military ship). She currently only has 1  on her ships. However, she uses a Friendly Alien Trade Ship Explorer Card to trade 1 XU for 4 more . She then uses her Military Warehouse on 2 other Explorer Cards to turn each of them into 2 resources and 2 XU, so she gains 4 XU, 3 , and a . She now uses her 8  to buy the Time Capsule (using the 1 resource discount from hiring builders for the 9th ).

Carlos then chooses to build the Super-Tanker. He spends 4 , 1  and 4 , and is 2 resources short. 1 of those 2 resources is covered by the 1 discount for hiring builders. For the other one he trades 2  to cover it, using his Market Ship's 2-to-1 trade power.

Ali collects 4 XU and a  since she did not hire builders.

Finally, the rightmost faction ship is removed from the face-up play area and 2 new faction ships are dealt out to make a total of 5 face up faction ships. The neutral ships are not altered.

4) At the end of the phase, faction ships built are replaced from the deck. Neutral ships are not replaced.

- In a 2 or 3 player game, the two right-most remaining faction ships are discarded. Slide all ships to the right to fill all gaps, then deal new faction ships to the left until there are 5 faction ships face up.
- In a 4 or 5 player game, the one right-most remaining faction ship is discarded. Slide all ships to the right to fill all gaps, then deal new faction ships to the left until there are 5 faction ships face up.
- If ships are built outside the Builder Phase, they are replaced at the end of the relevant phase.



Many ships (ex: Recycler) decrease the cost of constructing further ships. These discounts are cumulative. Therefore, a player who hires builders (-1) and owns Military Builders (-1) and Recycler (-2) could build a ship paying 4 fewer total resources than the listed cost.

There are many other ships that may otherwise affect the Building Phase (ex: Trade Command).

Some ships allow you to take actions immediately when constructed (ex: Builder's Union or Navigation Vessel).

The automatic one resource discount for hiring a crew does not apply if you build a second ship in the same phase (due to Builder's Union) or when building outside the Building Phase (due to Alien Construction Crew), but all other ship-based discounts (ex: from Recycler) do apply in those situations.

(E) EXPLORING (ACTION) PHASE

As the fleet gets further and further from Earth, the need to explore deep space becomes greater. There are riches out there, for sure, and maybe a few promising planets for settlement...

In the explorer phase, players hire exploration crews to seek out new planets, alien races, and other resources in deep space.

Exploring costs 1. The first place player may pay an extra 2 to draw and keep an additional card. **(Don't forget: "Special Note: Managing Resources.")**

Upon paying their, players draw and examine cards from the Explorer Card Deck. The number of cards players **draw** and **keep** can be located on the chart at the right or on player boards. Discards are placed near the Explorer Deck and may be reshuffled if necessary. All player draws, discards, and related actions should occur **simultaneously**.

Explorer Cards that players keep are placed face down.

Many ships allow players to take additional actions during the explorer phase (ex: Black Market, Safe Storage, etc.). Additional Explorer Card "draws" and "keeps" from such ships **should each be dealt with separately**. Therefore, if you use Black Market and you are the second place bidder, you would draw two cards and keep one TWICE. Alternatively, if you pass on bidding, you may still use Black Market (or other similar ships) to gain Explorer Cards!


There are some neutral ships (ex: Military Explorer) that allow players to gain points for explorer cards.

The Admiral Bonus for the Income Phase and some ships (ex: Undersea Explorers) allow players to gain explorer cards in other phases of the game.







Exploring Action Example

In Round 8, Dawn calls Explorers as the final action of the game. Being the last action, everyone takes a moment to calculate whether spending or saving resources is more likely to gain them points. Finally, they get around to bidding, with Ali (to Dawn's left) bidding first...







- Ali bids 27 XU
- Brittany bids 3 XU (hedging her bets)
- Carlos passes
- Dawn bids 4 XU

Carlos takes 4 XU and 1  for having passed. He then exchanges the  for 2 XU using his Merchant Command (hoping to win 1 point for most XU at game end). He also uses 2  to invoke his Mini-Explorer power. He draws 2 cards, is unimpressed, and discards one of them.

Ali pays her bid and 3  to the supply, drawing 3 Explorer cards and keeping 2 of them. One of them is Fleet Rendezvous. She immediately plays it, spending 4  to gain 1 tribe.


Dawn spends her 4 XU and 1  to draw 2 cards. Additionally, she uses her Black Market, spending another 6 XU and drawing 2 more cards. She keeps a Cloning Technology and a Green Planet card. She then puts the two cards she would have discarded under Xenological Center for later scoring. Due to her Exploration Command, she gains 2 resources, in this case 2 . Finally, she uses the Green Planet to gain 3  and a  and then spends her Cloning Technology card along with 2  and 2  to gain 1 tribe.

Brittany spends her 3 XU and 1  and draws an Explorer Card. It is Alien Toys. She exchanges it for 7 XU.

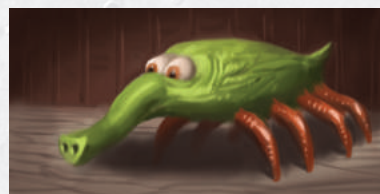
Explorer Bid Placement					
Player Count	1st Place	2nd Place	3rd Place	4th Place	5th Place
2 Players			N/A	N/A	N/A
3 Players	Pay 1  to draw 2 cards and keep 1. OR Pay 3  to draw 3 cards and keep 2.	Pay 1  to draw 2 cards and keep 1.	Excluded: keep bid and collect 4XU and 1 resource	N/A	N/A
4 Players			Pay 1  to draw 1 card and keep 1.	Excluded: keep bid and collect 4XU and 1 resource	N/A
5 Players			Pay 1  to draw 2 cards and keep 1.	Pay 1  to draw 1 card and keep 1.	Excluded: keep bid and collect 4XU and 1 resource

USING EXPLORER CARDS

Explorer Cards may be used in three ways:

- 1) Some ships allow you to store Explorer Cards for points.
- 2) Any Explorer Card may be discarded to gain 1 resource at any time. For example, a player might use this if they are one resource short of building a ship, or if they need to mine but don't have any .
- 3) Explorer Cards may be played at any time except during bidding (with the lone exception of "Lost in Space"). Explorer cards may be played during the same phase in which the card is gained for the effect listed on the card. Some may be played face up for ongoing effects. Most Explorer Cards are discarded to gather resources or perform other actions when a player chooses.

- Many result in an immediate gain of resources which may be used immediately or stored on a ship.
- Some cards allow other immediate effects (gain a tribe, gain XU, buy resources, sell resources, etc.)
- Some cards are played face up and stay in front of a player permanently.



- For more details on any particular card, see "Explorer Card Clarifications."

- 4) If two Explorer Cards are played simultaneously AND conflict (ex: two players play "Alien Construction Crew") players go in order based on bids OR, if no bid order has been established, clockwise from the Admiral.

NOTE: Once an Explorer Card is used for one of the above purposes, it cannot later be used for a different purpose. This means if it has been stored, it can no longer be played for its ability, and cannot be discarded for a resource.

SCORING

SCORING A

Early in the fleet's flight from Earth, they'll start judging who is helping humanity the most...

At the end of the round in which scoring A should occur (see chart on page 6) players should record survival points on the score sheet as follows:

TRIBES: Each player receives two survival points for each tribe on their ships.

NEUTRAL SHIPS: Each player receives the number of survival points shown on the left side of the ship card, above the ability box..

- All faction ships are worth zero in this category.
- Ships with a ✦ describe in their text how they are scored. See "Ship Clarifications" if necessary.

FACTIONS: Score points for each faction in which you control ships based on the chart below. Faction icons are on the upper left corner of Faction ship cards.



Number of ships you control in a faction	1	2	3	4	5	6	7	(each additional ship)
Number of points earned	1	3	5	8	12	17	22	(+5 points)

New Neutral Ships: After Scoring A is done, add 4 new Neutral Ships in a 2/3 player game or 5 with 4/5 players.

Scoring A Example

Here is how Ali's score was calculated at Scoring A.

TRIBES: Ali has 2 tribes, so scores 4 survival points.

NEUTRAL SHIPS: Ali had no neutral ships at the time, so scored zero.

FACTIONS: Ali has 2 Karpians (3 points), 1 Paumerite (1 point), and 1 Cedarim (1pt) for a total of 5 points.

Altogether, Ali scores 9 survival points at Scoring A.

GAME END AND SCORING B

The game ends after a number of rounds (see chart on page 6). However, before the final scoring occurs, players may want to play some of their Explorer Cards. Proceed as follows:

The player with the most Explorer Cards may either play one card or pass. Once a player passes they may not play any further Explorer Cards. The player with the next most Explorer Cards then either plays a card or passes. And so forth... repeat this process until all players have passed.

If there is a tie for who has the most Explorer Cards remaining, all tied players should decide simultaneously whether they are playing a card or not. Do so by secretly selecting either a one or a three XU card. A 1 indicates you will play an Explorer Card, a 3 indicates you will not.

Scoring B Example

After the final phase (in which Dawn picked Explorers—see above), Carlos has 1 Explorer Card, Ali has 3 and Dawn has 4.

Dawn chooses not to play any of her cards. (She does this because none would benefit her at the moment, and because it allows her to keep a definite majority in Explorer Cards.)

Ali, therefore decides to spend her three Explorer Card, to gain 3 . Carlos turns his in for 1 .

(Continue to detailed scoring example on page 19.)

FINAL SCORING

As the fleet approaches the edge of known space, beyond which no further tribes can be rescued from Earth, they will render a final judgment on who is most likely to help humanity survive the voyage...

Record survival points on the score sheet as follows:

TRIBES: 3 points each (not 2, as they were at Scoring A).

NEUTRAL SHIPS: scored the same as in Scoring A.

FACTIONS: scored the same as in Scoring A.



MOST UNUSED RESOURCES / XU / EXPLORER CARDS: For each category, the player with the most of the listed item remaining in their play area at the end of the game records 1 survival point (1 for resources, 1 for XU and 1 for Explorer Cards). In the case of a tie, all tied players receive the points.

Add all of the points together from Scoring A and Scoring B. The person with the highest total wins. Ties are broken first by the number of tribes the tied players have. If players are still tied, they share the victory.

ADVANCED OPTIONS

Experienced players may enjoy making the game more challenging, strategic, or interactive. Here are some options.

Neutral Ships Option

A) Deal out all 8 or 10 Neutral Ships for the game at the start of the game (rather than adding half after Scoring A). This allows for greater strategic long-term planning.

B) Start with an additional neutral ship out. Add one each time one is purchased. Do not add more after Scoring A.

Additional Rounds – Experienced players may enjoy a slightly longer, more complex game. You may add as many rounds as you like, but try just adding one at a time.

No Starter Sub-Deck – Mix the 10 starter sub-deck faction ships into the whole deck and deal 5 random cards from the whole deck to start.

Secret Bidding – Instead of bidding once around the table, all players place their bid face down. Any bid of 1 or 2 counts as bidding zero. When all players have placed theirs, flip them face up and resolve. Ties are broken in order from the Admiral.

Navigation – Players bid for the right to select the next planet from the two in the “next” and “third” planet boxes. All players may bid for the right to choose which of those will go in the “current planet” box. The other one is discarded and two new planets are put in the “next” and “third” boxes. If all players bid zero, the Admiral for the mining phase chooses. (Minimum bid of 1, not 3 for this mini-phase. Only one player pays any XU.)

Remove 3-to-1 – One simple option players can use to make the game more challenging is to eliminate the ability to trade 3 of one resource for one of another resource, or change it to a 4-to-1 level. (Makes 2-to-1 ships very valuable!)

Player-to-Player Trading – In this version, players may (at any time) trade resources, XU, tribes, and even ships or explorer cards with each other. This will slow the game down, but adds greater player interaction.

All Ships Available – For players who really know the game well, you can play with all of the faction and neutral ships available for purchase. This allows players to truly craft their own strategy in advance. However, it also removes variety from the game and adds greatly to the game length.

SCORING EXAMPLE

These are the final results of the game whose first two rounds of play are described in detail under "Example of Play" beginning on page 8, letters in parentheses are to clarify which faction ships belong to or if they are neutral.

Most Unused XU:

Carlos won with 32, scoring 1 point.

Most Unused Resources:

Ali had 17, scoring 1 point.

Most Unused Explorer Cards:

Dawn had 4 left, and all the other players had none. She scored 1 point.

TOTAL: Add both Scoring A and B together. In this game Dawn's abuse of Exploring beat Carlos's diverse ships and tribes strategy.

Tribes:

You can see that Ali and Carlos both got ships which gave discounts for transporting and used them effectively in the second half of the game.

Player Name		Ali	Brittany	Carlos	Dawn	
Scoring A	Tribes (2 pts each)	4	6	4	6	
	Neutral Ships	0	0	1	3	
	Faction Ships (1/3/5/8/12/...+5)	5	6	4	6	
Scoring B	Tribes (3 pts each)	21	18	24	18	
	Neutral Ships	2	1	15	16	
	Faction Ships (1/3/5/8/12/...+5)	7	18	7	9	
	Most Unused (1 pt ea.) (XU, Explorer Cards, Resources)	1	0	1	1	
Final Total (Scoring A plus Scoring B)		40	49	56	59	

ALI: Mining Command (b), Miners Union (b), Sewage Processor (b), Greenhouse (c), Redistribution Center (p), Welcome Center (n).

BRITTANY: Purchase Command (c), Construction Platform (c), Haulage Ship (c), Mini-Recycler (c), Military Barracks (c), Solar Station (c), Merchant Ship (k), Safe Haven (n).

CARLOS: Merchant Command (w), Super Tanker (c), Mini-Explorer (k), Game Reserve (k), Market Ship (b), Mini-Miner (p), Bank (n), Fellowship Hall (n). Fellowship Hall is worth 10 points because Carlos has all 5 factions, and Bank is worth 5 points because he holds 32 XU.

DAWN: Exploration Command (p), Military Warehouse (p), Military Technology (p), Conference Station (p), Black Market (b), Terraformers Guild (n), Time Capsule (n), Xenological Center (n). Xenological Center is worth 8 points because it has 8 cards underneath.

SHIP CLARIFICATIONS - COMMAND SHIPS

Construction Command – This is cumulative with other discounts for building. This does not provide an additional build.



Exploration Command – Only gain resources for Explorer Cards you keep. Resources are gained *after* you gain a card, so you cannot use resources you gain to pay to get that card, but you may use those resources to activate another ship (like Mini-Explorer). (NOTE: You do not gain a resource for the card you get to start the game.) For example, if you draw two and keep one, gain only one resource. This applies to all forms of gaining Explorer Cards, including ships such as Black Market, Mini-Explorer, Terraformers Guild, and Undersea Explorers, from the Admiral Bonus in Income Phase, etc.

Investment Command – No powers. Just wealth!





Merchant Command – If you choose to use this, place one of your resources in the supply and take 2 XU. You may not sell multiple resources in a phase, only one. You may only do this *after* bids are complete.

Mining Command – You gain the resources whether you hire a mining crew or not.

Planning Command – Example: Phil bids zero for Builders on the first turn of the game. He gains 6 XU and 2 resources immediately instead of the normal 4 XU and 1 resource to which he would normally be entitled.

Purchase Command – May only be used once per phase, and only after bids are complete. You may purchase  (or other resources) *before* spending the  to mine/explore/transport/build/etc.


Space Command – No special powers.




Trade Command – Instead of the normal 3-to-1 ratio described under “Special Note: Managing Resources,” you may trade at a 2-to-1 ratio. You may do this *ONLY* when paying a resource cost (ex: instead of paying 1  to draw an explorer card, you could pay 2 , or if constructing an expensive ship, you could pay 2  to cover 1 of the  you should have paid to build the ship.)

Transport Command – This discount is cumulative with other discounts for transporting.

SHIP CLARIFICATIONS - FACTION SHIPS

General Clarification: Discounts for Building and Transporting are cumulative. If you have multiple discounts from multiple sources, they *all* apply.

Alien Breeders (B) – Discounts for transporting do not apply, so the full 4 resources must be paid. You may *not* use this if you hire Explorers and fail to pay the necessary .

Asteroid Tour Ship (C) – You gain these whether you hire Explorers or not. You may gain any combination of resources (ex: 3 ; or 1  and 2 .

Biochemical Plant (K) - The build discount does not provide an additional build action.


Biomass Farm (W) – You gain these whether you hire Miners or not.

Black Market (B) – You may use this whether you hire Explorers or not. These draws/keeps come *after* any from hiring Explorers.




Builders Union (W) – You must place your full bid in front of you, but you gain 3 XU after successfully hiring builders. Also, if you have enough resources, you may immediately (at the same time as you build this ship) build another ship at full cost (minus any discounts you have from your ships, but without the normal discount gained from hiring Builders.) **DO NOT** add a new ship to the line to replace the extra one built by the Builders Union until the end of the phase.


Conference Station (P) – see Trade Command.




Construction Platform (C) - The build discount does not provide an additional build action.

Eco-Habitat (P) – Both storage spaces may be used for either  or .



Explorers Union (W) – You gain the card whether you hire Explorers or not. This comes *after* any from hiring Explorers.

Game Reserve (K) – Example: a player could pay 1 , 4  and 1  to transport 2 tribes.

Haulage Ship (C) – You never need to pay  to mine.

Hospital (K) – Example: If you are first place for transporters you may transport 3 tribes instead of 2. You must still pay the normal 2  and 2 , but need not pay additional . Discounts from Transport Command and other similar cards *do* apply to this extra tribe. This ship does not allow extra tribes to be transported using Mini-Transporter.

Ice Collector (W) – Example: a player could pay 1 , 4  and 1  to transport 2 tribes.





Junkyard (B) – This ship allows you to use XU to replace required resources when building. For instance, you could spend 4 XU to reduce the cost of building a ship by 1  and 1 . This does not provide an additional build action.




Market Ship (B) – See Trade Command.

Merchant Ship (K) – Can only be used once each phase. As with all ships, may not be used until after bidding is completed. You may use this with resources you would have to discard (ex: extras from mining) *before* you discard them.

Military Barracks (C) – see Hospital.



Military Builders (W) – You get a discount of 2 resources for military ships, not 3. This does not provide an additional build.

Military Laser (K) – If there is zero  on the planet, you still earn zero . EX: Alfred mines a planet with 5  listed, so he actually gains 10 . This does not provide an additional build.

Military Repair Center (B) – For example, if you spend 2 , it would count as if you spent 4  to build a ship (or 3 if the ship only requires 3 ). This doubling *cannot* be used for the purpose of 3-to-1 trading. The build discount does not provide an additional build action.

Military Technology (P) – These resources may be gained before, after, or simultaneously with any other bonuses from the Income Phase. The build discount does not provide an additional build action.

Military Warehouse (P) – You may trade Explorer Cards for 2XU and 2 resources of your choice *at any time* (except during bidding) just like you can with any other use of any Explorer Card. The build discount does not provide an additional build action.

Miners Union (B) – You may gain these resources whether you hire Miners or not. The first resource is free. For example, during mining, you could spend 3 XU to gain 1  and 2  in addition to whatever you gain from hiring Miners.

Mini-Explorer (K) – You may use this whether you hire Explorers or not. These draws/keeps come *after* any from hiring Explorers.

Mini-Miner (P) – You may take these resources whether you hire miners or not. They may be any resources, even if there are zero of the resource you want on the planet.

Mini-Recycler (C) – The build discount does not provide an additional build action.

Mini-Transporter (B) – This is in addition to any tribes you gain by hiring transporters. Note that you may pass on transporting and still use this ship. Discounts for transporting from ships like Logistics Center, Eco-Habitat, etc. still apply. However, if you hire transporters AND use Mini-Transporter in the same phase, the “2 resource” benefits from Ice Collector and Game Reserve apply only once and the “one resource” benefits apply to all subsequent tribes. Hospital, Military Barracks, Cryogenic Storage, and Space Hotel *do not* allow you to get extra tribes using the Mini-Transporter.











Power Plant (P) – These resources may be gained before, after, or simultaneously with any other bonuses from the Income Phase.





Recycler (K) – The build discount does not provide an additional build action.

Redistribution Center (P) – The one resource you gain automatically can be any of your choice, but the ones from other players are chosen by them. You may gain the one free resource *after* seeing what others give you for free. You must hire miners to gain these benefits.




Refugee Camp (W) – You must place your full bid in front of you, but you gain 4 XU after successfully hiring transporters..




Safe Storage (K) – See Exploration Command.

Sanitation Plant (P) – This ship allows you to use XU to replace required  or  when building. The first discount is free. For example, you could spend 5 XU to reduce the cost of building a ship by 2  and 1 . You may choose any combination of  and  for your discount as long as the total is 3 or less. If a ship does not cost any  or , you may *not* apply the discount to any other resource (even at a 3-to-1 rate, since you don't actually gain 3  or  to trade in). The build discount does not provide an additional build action.

Shipyards (W) – See Sanitation Plant (but for  and/or , not for  and/or ). This does not provide an additional build action.

Solar Station (C) – see Power Plant.


Super-Tanker (C) – *This power does not apply to 3-to-1 trades!* You may use this once per phase to do any of the following: cover the  cost of mining, exploring, or transporting, reduce the cost to build a ship, or to cover 1  towards the cost to use Mini-Transporter or similar ship's power, or to pay a cost associated with an Explorer Card's power. This may be used as 1  towards Blockade Runner, but *may not be used again in the same phase.*






Transporters Union (B) – You gain the 4XU, whether you hire Transporters or not, after bidding is complete. At the moment you purchase the ship, you may transport 1 tribe for a cost of 1 , 2 , and 2  minus discounts from Ice Collector or similar ships. Bonus transports (from Hospital or similar ships) do NOT apply.

Wholesaler (W) – You may select any resources you desire, but 3 is the maximum you can gain.

SHIP CLARIFICATIONS - NEUTRAL SHIPS

Astronomical Array – This does not apply to Explorer Cards gained through other means (ex: Undersea Explorers, Mini-Explorer, etc.). This bonus also *does not* apply to the one explorer card you immediately draw and keep.

Bank – EX: Bob builds the Bank and then immediately sells 4  to gain 8 XU. Round down during scoring. Later, during scoring A, Bob has 3 XU. The Bank is then worth zero survival points. During scoring B he has 21 XU and thus gains 3 survival points.


Blockade Runner – EX: Jane purchases Blockade Runner and immediately trades in her stockpile of 10  and 2  for 6  and 6 . On the next round, she bids 3 for Mining and loses to Raul who bid 4. She decides to use Blockade Runner—she turns in 2  to the supply and adds 2 to her bid, so she beats Raul and gets to be first place.

Casino Ship – EX: At scoring B, Joe has 17 income. Therefore Joe earns 5 survival points for Casino Ship.

Church of the New Land – Example: Samantha has 7 tribes, so her Church of the New Land is worth 7 points.

Cryogenic Storage – See Hospital. This bonus does not apply to the two tribes you get to immediately transport. However, discounts from Logistics Center or similar ships do apply to transporting those tribes.

Fellowship Hall – Example: Anatoliy has ships of 3 different factions at Scoring A, so he scores 3 points.

Fleet Congress – Example 1: John is Admiral and calls Building. Sam bids 3, Ginger 4, and Danielle passes. John then bids 3. His 3 beats Sam, but loses to Ginger, so John goes second. Example 2: John has Fleet Congress and Military HQ at Scoring B. He gains 3 points (one for each Neutral, and one for each Military ship), so, yes, Neutral Military ships do count double! Example 3: When John builds the Fleet Congress, he immediately spends 4 XU to buy 2 .

Interstellar Concordia – Example: At Scoring A, Wei discards Alien Junkyard and Not Much Here, so she gains 3 points—1 per card plus 1 for having 1 Alien card.

Military Explorer – Any time you get to keep an Explorer Card you may read it and then decide whether you wish to keep it or place it under Military Explorer. You MAY NOT wait until a later phase to decide! Therefore, Explorer Cards already in your hand at the moment you purchase this ship MAY NOT be placed underneath it. However, the Explorer Card you draw immediately when you build the ship may be kept or placed under the ship. Each card under here is worth 2 survival points when scoring occurs. These cards DO NOT count towards your total for the “Most Unused Explorer Cards.” The build discount does not provide an additional build action.

Military Gunship – After players collect income, take 1 XU from each player. Players must pay you this 1 XU before using their income for other purposes. (When Built: see Fleet Congress Example 3.) The build discount does not provide an additional build action.

Military HQ – EX: At Scoring A, Zoe owns Military HQ and Military Technology. Therefore, Military HQ is worth 4 survival points. The build discount does not provide an additional build action.



Navigation Vessel – You must place your full bid in front of you, but after paying for a successful bid, gain 2 XU. The player who purchases Navigation Vessel decides which players get which Explorer Cards. These Explorer Cards count as “drawn and kept” by the players for purposes of Military Explorer, Safe Storage or similar ships.

Safe Haven – The 10 XU must be paid immediately during the Income Phase. This ship may only be used once per Income Phase.

This does not count as “transporting” a tribe. Additionally, immediately upon purchasing this ship, you may pay 10 XU to gain one tribe.

Space Hotel – See Cryogenic Storage.

Storage Hold – Round down for scoring. EX: Andrew has 17 resources at Scoring A, so he scores 5 points. (When Built: see Fleet Congress Example 3.)

Terraformers Guild – This does not count as “hiring explorers.” You *must* hire Miners and pay the  required to mine in order to gain the Explorer Card (i.e. you cannot get it by using Mini-Miner or a similar ship) and you must mine at least 1  from the planet.

Time Capsule – No powers. Just 5 points.

Undersea Explorers – See Terraformers Guild.

Welcome Center – This does not apply to tribes gained through other means (Explorer Cards, etc.), but does apply to tribes transported with a Mini-Transporter. *Gain money and resources AFTER all transporting is finished.*

Xenological Center – EX: Juanita builds the Xenological Center near the end of the game. She immediately puts two Explorer Cards from her hand under the ship. During the next phase, she draws two Explorer Cards and keeps one, plus she draws two more and keeps one from the Astronomical Array. She puts the two cards she would have discarded under Xenological Center. When Xenological Center is scored, it is now worth 4 points for the 4 total cards underneath. These cards do not count towards “Most Unused Explorer Cards.”

EXPLORER CARD CLARIFICATIONS

Numbers in parentheses are number of duplicates in Explorer Deck.

GENERAL REMINDER: Explorer Cards may not be played during bidding (except Lost in Space)

Alien Blueprints (3) – Whichever ship you keep can be built only by you. *You may only build it later when you hire builders* (or use Alien Construction Crew). Pay one less than the normal cost of the ship. This discount is cumulative with other building discounts (including the 1 you get for hiring builders—so you get at least a 2 resource discount unless you used Alien Construction Crew). *To remind you of the extra 1 resource*

discount, place Alien Blueprints on top of the face down ship. You may use this at the beginning of a build phase and construct the ship you choose during that phase.



Alien Construction Crew (2) – discounts for ship building from other Explorer Cards (ex: Loyalty) or ships (ex: Recycler) still apply, but you do not get the normal 1 resource discount for hiring builders. You may use this immediately on the phase in which you gain the card (assuming it is the Explorer Phase). If you build a faction ship, replace it with a new one from the deck (at the left end of the line.) Do not replace neutral ships.

Alien Fueling Station (2) – discard to collect resources.

Alien Junkyard (2) – discard to collect resources.

Alien Pet (2) – You may play this at any time (including after hiring miners). Keep this card face up permanently.

Alien Sea Creatures (2) – You may play this at any time (including after hiring miners). Keep this card face up permanently.






Alien Star Chart (1) – EX: Robyn uses this card during the Income Phase. She removes all three face-up planets, deals out six new planets and places three of them in any order she would like. Then she takes a  and a .

Alien Toys (3) – discard to collect 7 XU at any time.

Asteroid Belt (2) – discard to collect resources.

Blue Planet (2) – discard to collect resources.

Cloning Technology (2) – Discard this card and pay the resources listed to gain a tribe. This does not count as transporting for bonuses or discounts. It may be done at any time.

Convenient Wormhole (2) – This allows you to transport two extra tribes as long as you can pay the  and  costs and have already hired transporters or own the Mini-Transporter. You may also use this card when gaining a free transport action upon the purchase of Space Hotel or a similar ship. If you have the Hospital or a similar ship, you may use that power in addition. Example: Bev has Cryogenic Storage and hires the top level transporter. Therefore, she can normally transport 3 tribes, so with convenient wormhole, she could transport 5 tribes! Of course, this would cost 1 , 10 , and 10  unless she had a source of discounts.

Fleet Rendezvous (4) – If you choose to take a tribe, this does not count as transporting, so there are no bonuses or discounts from ships.

Friendly Alien Trade Ship (3) – Pay exactly 1 XU. All four resources gained must be of the same type.

Green Planet (2) – discard to collect resources.

Lost in Space (3) – Must be used before players execute actions. A player playing “Lost in Space” loses ties to a player using Blockade Runner. A player using “Lost in Space” who owns Fleet Congress still wins ties. EX: Henri bids 3 XU for Mining, Simon bids 5 XU, and Amanda bids 6XU. Henri then plays Lost in Space, and thus beats Simon, but loses to Amanda.

Loyalty (2) – This may not be used to build a neutral ship. You must already own at least one ship in the faction of the ship you are building. This is cumulative with other building discounts.

Not Much Here...(3) discard to collect resources/XU.

Round – One complete cycle through the players, wherein each chooses one action as Admiral.

Three-to-One – See “Special Note: Managing Resources.”

Trade – give some number of resources or XU to the supply and receive some other number of resources or XU in return. Trades between players are not allowed unless explicitly stated on a card or under advanced rules. (Most trades do not involve XU.)

XU – Exchange Units. (i.e. Money)

CREDITS

Game Design – Gabriel J. Cohn

Illustration – Donald Crank

Graphic Design – Jason Greeno

GLOSSARY

Alien Card – any Explorer Card with the word Alien in the title. Just under 50% of the cards.

Hiring a crew – this means you are one of the players who bid high enough to be able to take a particular action. For instance, in the 3 player game, only the top two bidders “hire” transporters.

Military Ship – any ship that includes the word “Military” in its name.

Mining a planet – this means that you (a) hire a mining crew, and (b) actually collect resources from a planet.

Phase – one part of a round. There are five possible phases (income, mining, building, transporting, and exploring).

Resource – Metal (⬡), Fuel (⬢), Biomass (⬣), and H2O (⬤) (see also “Available Resources”). XU is *not* considered a resource.

