

# MATERIAL

## 6 Goal Cards



They provide you with the type of Worlds you will have to settle in with at least one Population or one Plant. Your goal is divided in two parts :

- The first describes the 3 Worlds you must occupy alone. In order to achieve this first goal your markers must strictly be the only occupants of the given World without any other player markers or any ETs (see the Event Card "Civilization ET").
- The second part tells you the kind of the 4 Worlds you must occupy with at least one other player or a Native civilization (Event Card "Civilization ET").

You must achieve both part of your Goal to win the game. If several players achieve their goal at the end of the same round, the winner will be the player with the highest amount of Worlds occupied alone. If it is still a tie, you should keep on playing until one of the player can claim the highest amount of worlds occupied alone.

## 78 Event Cards

They all have an illustration that refers to a text and a title. In the right upper corner you also have 2 to 4 Population Logos.



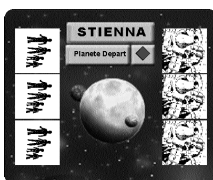
- The Population Logos are used to generate new Population markers. You can generate Population by having 3 cards presenting the same kind of Logos.
- The text is used to modify the game. It can give you an advantage or penalize an opponent.

Don't try to learn now the text of every Card, you'll discover them as you play them. After a few games you'll be able to better combine the effects of the cards and use them skillfully to increase your odds to be the winner.

To apply the effect of a card, just follow its text step by step. Should you have any doubt regarding the way a text should be applied to a given situation, you just decide and vote your own interpretation. You may play a negative effect against yourself or a good effect against an opponent. You can play one Event Card for its effect or for its Population Logos but not for both at the same time.

## 52 Solar System Cards

You put them together to compose the newly discovered Solar Systems. There are several kinds of Solar System Cards.



### 6 Starting Home Worlds.

They are the Home Worlds of each player. They are all similar, just their name change. These Worlds do not count against the Goals. Their name is on a purple background.

### 10 Suns.

They represent the core of each solar system. They also represent the empty space in between the planets (Worlds) of a System. The number on the card gives the Coordinates of the Sun. They are used to compute de distance in between two solar systems.



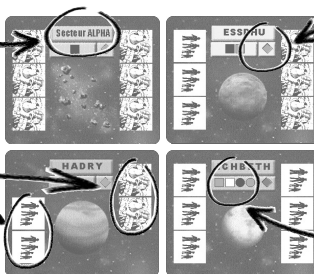
**36 "Worlds"**. They are the planets that revolve around the suns. We have 4 kinds in the game : uninhabitable planets; uninhabitable planets, giants planets and asteroids fields. Each card has the same kind of information :

**The name of the World.** The colored background gives the type of World :

- Blue : inhabitable planet (=Earth)
- Green : uninhabitable planet (=Venus)
- Red : giant planet (=Jupiter)
- Kaki : asteroids field.

**Population and Plant Squares.**

The amount of squares tells you how many Population and Plants can stay on that World. You may go over these limits, but you put yourself in a situation of Overpopulation (if too many Populations) or Pollution (if too many Plants).



**A blue or red diamond.**

- Blue : the atmosphere is breathable.
- Red : Population cannot live without artificial atmosphere. It doesn't prevent you from having Populations here. The only difference is that an opponent may play the Event Card "Life Support" and you'll have to spend some Energy to maintain your Population (Plants don't need to be maintained).

**White, grey or black squares and dots.**

These refer to the Goal cards. They tell you if this world matches your Individual Goal.