

Unfolding of a game

A game is divided in rounds. At the end of a round, if a player achieve his 2 goals, the game is finished. Otherwise you just start a new round.

Each round itself is a succession of phases. These phases are split into 2 main groups. At first players receive their energy, their cards and new solar systems are generated. Then on the second step players may expand their empire by using the energy and cards they just got.

At the beginning of a game a player is chosen to be the Leader of the first round. The Leader keeps one of the Help Cards in front of him. He deals the cards and starts to play during each phase. At the end of the first round, he gives the Help Card to his left neighbour who become the Leader for the second round. Thus there is a new Leader for each round.

Description of a Round

In order to play you just need to follow the phases described further down in the text. This succession of phases is also given on the Help Card. The Leader ensure the unfolding of the Round is respected.

1) TECHNICAL PHASES

Energy Production

Each player receives as many Units of Energy as Plants he owns. Don't forget to include the modifiers given by some Event Cards that are active in the game (eg. cards "Special Production" or "On Strike").

Cards Phase

Each player receives new cards. He can choose in between the Solar System Cards or the Event Cards, or any combination of both.

Everyone gets as many Cards as Worlds he occupies with Population. DO NOT include Worlds occupied with only Plants, or Suns with Population orbiting on it.

A player cannot have more than 8 Cards on hand (total of both Event Cards + Solar System). When a player reaches 8 cards on hand he cannot get any additional card, eventhough the amount of Worlds he occupies would allow it.

New Solar Systems

During this phase you'll generate new Solar Systems using the Sun Cards and World Cards you just got. You will place these new systems around the original one. You just need to follow these 2 steps :

- First all players with Sun on their hand may play them. Just make sure when you play a Sun to keep enough free space around it.
- Then all players having World Cards may associate them to any new Sun(s) just played.

Remarks :

- There is no limitation in the amount of Worlds that can be associated to a given Sun.
- If nobody associates a World to a Sun during the Round it is played, then this Sun will remain alone for the whole game. You cannot add a World to a Sun that was played in a previous Round.
- Playing a Sun or a World is not mandatory. You may decide not to play in this phase even though you still have Solar System Cards on hand.

Trading Phase

During this phase all transactions or negotiations are allowed as long as both sides agree on the rate. You may exchange Solar System and Event cards, Energy, agree on some diplomatic deals, etc.

The main use of this phase is to give you the opportunity to get good combination of Event Cards. Indeed, you will use these Cards later in the game to create new Population markers and some combinations allow you to get more Population than other. You will discover the combinations further in the rule.

The Support of the Decks can help you to trade your Cards without having to show them to your opponents. Each type of combination is defined by a letter from A to E. For instance, to make sure everyone understands your needs you may say : "I am willing to offer a type A or D card in exchange of a type C Card".

You should limit the duration of this phase to 2 or 3 minutes.