

## 2) ACTIONS PHASE

Now, starting by the Leader, each player may perform one of the 6 following actions : EITHER build a Plant OR create a new Population OR make one move OR buy cards OR play a card OR declare one fight.

After everyone performed one action, the Leader may start a new action, followed by the other players clockwise. If a player doesn't want to play, or cannot play anymore (if for instance he is running out of energy) he declares "pass". Players who passed cannot play again during this phase. Other players continue playing until everyone have passed, then the round is finished.

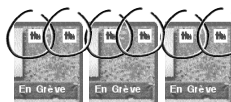
### New Plants


You can build one or several Plants on a World where you already have one Population or one Plant. Each new Plant costs 3 Units of Energy.


### New Populations


You can create new Population on a World where you already have an existing Population. You just need to put 3 Event Cards in the discard deck. The amount of population markers generated depends on the number of Population logos the three cards discarded have in common.


Examples :

 These 3 cards have 2 logos in common. You generate 2 new Population markers.

 These cards don't have any similar pattern. You can't generate Population with this combination

 We have here only 2 similar logos. 2 markers are generated.

 Only one similar logo allows the creation of a single marker.

 That's the best combination ! You can generate 4 markers.

### Move

Only the population can move. The Plants cannot move at all.

You can move one marker or a group of markers from a card to another one. There are two kinds of moves :

- Within the same system, from a World to another World, from a World to its Sun and vice-versa. You spend 1 Unit of Energy per Population.

- In between two Suns. The cost for each marker involved equals the difference in between the coordinates of the 2 Suns.

eg : To travel from the Sun 5 to the Sun 9, you must spend 4 Units of Energy per Population.

During the same move, you may combine the two types of move with the same group of Populations.

eg : A Population goes from a World to its Sun, from the Sun to another one, then lands on a World in the new system. You spend the energy as it goes.

### Buying cards

You may purchase new Event Cards or Solar System Cards at one Unit of Energy per card.

IMPORTANT : you CANNOT have more than 8 cards in your hand at the same time !

### Playing a card

You can play an Event Card and apply its effect. You can play only one card during your turn. Some cards have a limited effect and are immediately discarded. Other cards remain active on the board until their effect is canceled by another card.

### BUYING BACK EVENT CARDS

Each time you play an Event Card for its effect, everyone can buy it back, you included.

After the effect is applied, the card is sold by auction among the players interested in it. The auction is resolved by using Units of Energy. The player who played the card may start the first bid which must be at least 2 units.

You cannot bid more energy than you actually have. The winner is the player with the highest bid. He spends the energy and take the card in hand. He will be able to use this card during his next turn.

Should no one be interested in the card, it is simply discarded without auction. Once a card is in the discard deck, it cannot be purchased back through the system of auction.