

SPACE CORP 2025-2300AD

a John Butterfield game

Solo Rulebook



GMT Games, LLC ©2018

image: NASA/JPL-Caltech



Introduction



Note—This set of rules is used only when playing the game solo. If you have 2 or more players, put this booklet back in the box: you won't be using it. Instead, use the "Multi-Player Rulebook."

In solo **SpaceCorp** you and your competitors control Earth-based enterprises driving the expansion of humanity into the solar system and beyond. Your competitors are represented by a solo system controlling your aggregate **competition**. You and the competition race to conduct missions of exploration, construction and settlement, seeking wealth through discovery, resource production, technological development and establishment of settlements.

You and the competition explore and develop outer space over three eras. Each of the three eras is played on a different board:

- ☾ The first era, **Mariners**, covers exploration and development as far out as Mars.
- 🚀 In **Planeteers**, you and the competition settle the outer solar system.
- ★ In **Starfarers**, you and the competition send missions to nearby star systems and establish interstellar colonies.

A full game covering all three eras represents approximately three hundred years of human expansion into the cosmos. At the end of the **Starfarers** era, you win the game if you have more profit than the competition.

The game is inspired by **SpaceCorp**, the first book in the *Galactican* series written by Ejner Fulsang.

Index

Game Components	2-3
Setting up Era 1: <i>Mariners</i>	4-5
The Competition	6
Your Turn	6-7
Gaining an Edge	8
Your Actions	8-12
Competition Actions	13-14
End of an Era	15
Setting up Era 2: <i>Planeteers</i>	16-17
Additional Rules for <i>Planeteers</i>	18-21
Setting up Era 3: <i>Starfarers</i>	22-23
Additional Rules for <i>Starfarers</i>	24-27
Winning the Game	27
Optional Era Situations	back page

Game Components

SpaceCorp play is broken up into three **eras**—**Mariners** (☾), **Planeteers** (🚀) and **Starfarers** (★). Some game components show one or more era icons, indicating in which eras they are used. Components without any of these icons are used in all eras.

PLAYING PIECES

- Each of the four sets of colored playing pieces has:

- a two-sided tile used to mark **profit** on the Profit Track of the Business Display;

If a score exceeds 50 profit, flip the marker over to its "+50" side and continue around the track.



- four wooden cubes to represent spacefaring **teams**—teams move to, explore and build at the various sites on the board;



- 27 round **base** tiles that are placed on the board during play to indicate specific capabilities;



- Tan **genetics** and black **revelation** cubes used on your HQ's Progress Wheel.

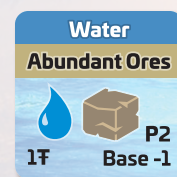


- Seven orange **contract fulfilled** discs used on the Business Display to mark contracts as they become fulfilled.



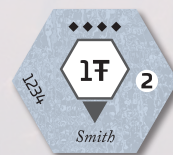
- 70 **Discovery** tiles drawn and placed on the boards to represent discoveries via exploration. Each tile is used in a specific era, as marked on the back of the tile: there are 9 in **Mariners**, 28 in **Planeteers**, and 33 in **Starfarers**. Discovery tiles can have all or some of the following elements:

Natural discovery(s) (*top*)
 Water / life, other icons (*middle*)
 Immediate awards (*bottom left*)
 Persistent attributes (*bottom right*)



- 11 hexagonal **Colony** markers used on the **Starfarers** board to denote interstellar population centers. Each marker includes:

Colony value (*top*)
 Award (*middle*)
 Player count (*left*)
 Circled ID number (*right*)
 Colony name (*bottom; no game effect*)



- A **1st Beyond** marker used in the **Mariners** and **Planeteers** eras. This marker enhances the owner's early capabilities in the era that follows.



PLAYER AIDS

A double-sided solo rules summary is provided for you to use during play. You'll also want to use one of the quick reference sheets provided.

GAME BOARDS

Each era is played on its own board, showing a successively larger area of space:

- **Mariners** shows a part of our solar system, near Earth.
- **Planeteers** shows our solar system, out to the Kuiper Belt.
- **Starfarers** shows major star systems within approximately 15 light years of our solar system.

Each board is divided into **regions**, most of which contain one or more **sites**. Every site has a name which is preceded by a circled **ID number**. Most sites have **exploration boxes** for holding Discovery tiles. Playing pieces on a board must always occupy a site. In addition, each board has:

- four offer card boxes;
- spaces for holding unexplored Discovery tiles;
- a distance chart, showing distances between certain sites on the board for quick reference;
- a Competition box and a Competition Offers Action Key.

BUSINESS DISPLAY

The Business Display is two-sided; make sure to use the side labeled for "1-2 players." The display includes:

- a track on which markers are placed to record your and the competition's current **profit**, recorded in increments of trillion credits (₮);
- a list of **contracts** for you and the competition to fulfill in each era as well as each contract's associated profit award.

HEADQUARTERS (HQ)

The HQ is where you keep track of your technological progress. Your HQ has:

- four Infrastructure—or "Infra"—boxes for placing cards as infrastructure. Some boxes include an intrinsic Infra value;
- an abbreviated sequence of play;
- a box for holding your unbuilt bases and undeployed teams;
- a Progress Wheel for keeping track of your genetics and revelation marker advancement;
- a box for holding a legacy production site.

CARDS

The cards comprise three decks of **action cards** [*sample at right*] for

Mariners (46 cards),
Planeteers (58 cards), and
Starfarers (76 cards);

two of which are used in each era: one deck for your actions and one for the competition's. The solo game also uses

8 **Time**,
14 **Adaptation**, and
12 **Breakthrough** cards.

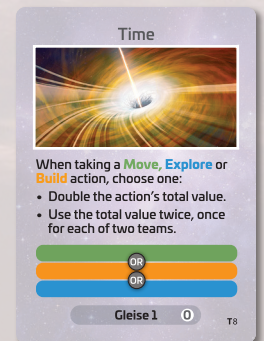


Action Cards—Throughout the game you draw and play action cards from your deck to perform actions or gain "Edges" [*page 8*], while the competition reveals action cards from the top of its deck to determine its actions. Each card may include the following elements:

- A Technology name and illustration**—the specific technology represented by the card (*for flavor only; no game effect*);
- B Action type and color**—you can play each card for an action of a specific type: Research, Move, Explore, Build, Produce, Genetics, Revelation or Special [*For example: "Explore" above*]. Many cards list two actions and can be played as either, but never both at the same time;
- C Value**—the numerical value the card contributes toward performing the associated action [*Explore "1" above*];
- D Era symbol**—each card is in one of the three era decks;
- E Infra**—You can play a card with the "May upgrade as Infra" banner either for an action or played to your HQ as permanent infrastructure;
- **Edge**—you can play a card with an Edge ability [*not pictured above*], often out of turn, for its Edge effect. The competition gains Edges involuntarily during its Offers Actions [*page 14*];
- F Competition Action**—this is used to determine what the competition does on its turn. The competition ignores everything else on its cards.

Time cards—[*sample at right*] are only used in the competition deck, and only during the **Starfarers** era [*page 22*].

Progress cards—**Adaptation** and **Breakthrough** cards are collectively known as "progress" cards [*page 20*]. Progress cards are eventually either removed from the game by the competition or acquired by you as you play Genetics and Revelation actions. A progress card gives you either a permanent advantage or a powerful immediate effect, as described on the card, as well as a possible one-time profit bonus.



Setting Up Era 1: Mariners

A Boards—Place the **Mariners** board on the table. Place the **Business Display** next to the board with the "1-2 players" side face-up.

B Contracts—Place the seven orange **contract fulfilled** markers in their circles on the Business Display.

C Discovery tiles—Shuffle the six **e1** Discovery tiles face-down, then stack them to form a draw pile in the matching space on the board. Do the same for the three **e2** Discovery tiles.



D Beyond Marker—Place the **1st Beyond** marker on the board at the "Asteroid Belt" site. (*The 2nd Beyond marker is not used in the solo game; keep it in the box.*)



E HQ—Place a **HQ** in front of you (*the competition doesn't use one*). Make sure it shows all three era symbols on the right hand side. Also take the solo player aid and one of the quick reference sheets.



F Player Color—Select one of the four player colors and gather up all wooden cubes and round **base** markers of that color. Place these in the space provided on your HQ. Stack bases by type.



G Player Teams—Put two of your wooden cubes on the board at the "Earth" site. *These are your starting teams; the competition doesn't begin with any on Earth.*



H Competition Colors—

- Place all twelve cubes belonging to the three unused player colors in the "Competition Box" on the board.



- Take all bases belonging to any one of those colors and set aside the Secure, Exploiter and Shield Factory bases for now (*these will be added at the start of the **Planeteers** era*). Put the remaining bases of that color into any type of opaque container (such as a coffee mug) to form a "draw cup."



I Progress Markers—Place one tan cube and one black cube in the "start" space of the Progress Wheel on your HQ.



J Profits—Stack your like-colored **Profit** marker—along with the one matching the competition's bases—on the "0" space of the Profit Track that wraps around the outside of the Business Display (with its "+50" side face-down).

Your Era Deck & Starting Hand—

- Grab the **Mariners** deck. Remove the twelve cards marked "Start" (*see example below*) and set them aside.
- Shuffle the remaining **Mariners** deck and set it face-down next to the board to form your "era deck" draw pile. (*This forms the deck that you will use during the **Mariners** era.*)
- For your starting hand, take one **Chemical Drive** from among the set-aside Start cards. Shuffle the remaining eleven Start cards and place them face-down atop the era deck.

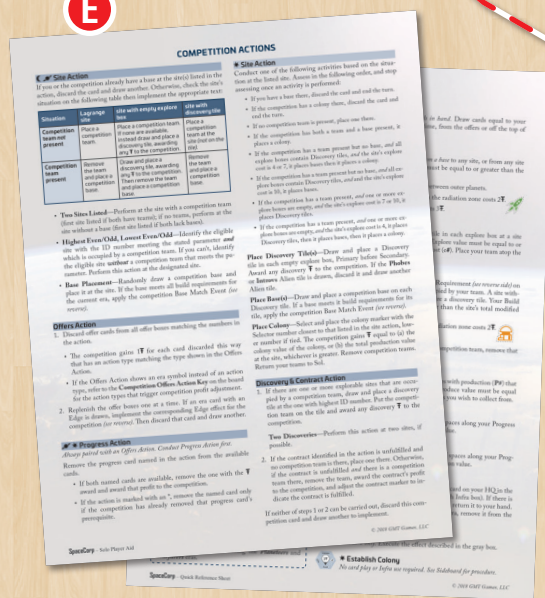
K

Start cards are identified by:



K

E



L Card Offers—Draw the top four cards of your *Mariners* era deck and place them face-up in the four offer boxes on the board.

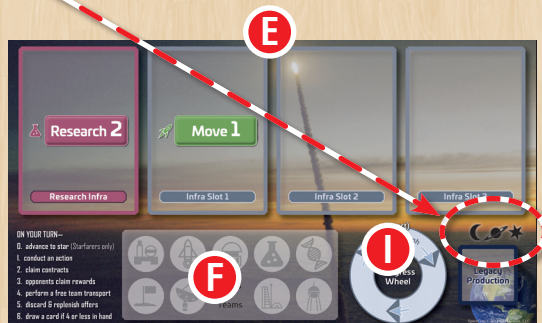
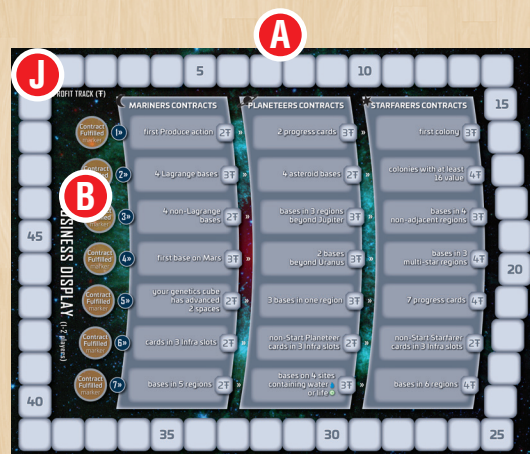
M The Competition Deck—

- Grab the *Planeteers* deck. Remove the twelve cards marked "Start," shuffle them, and set six aside face-down. Return the other six to the *Planeteers* deck, shuffle it, and set it face-down next to the board to form the "competition deck" draw pile. (*This forms the deck that the competition will use during the Mariners era.*)
- Place the six shuffled Start cards you previously set aside face-down atop the competition deck.

*So there will be two distinct draw piles: an "era deck" made up of the **Mariners** cards from which you will draw for your hand and for the offers, and a "competition deck" made up of the **Planeteers** cards that the competition will use during its turns.*

What About Everything Else?—Keep the rest of the cards, boards and markers in the box for now; most of them will enter play in later eras.

All Systems Go For Launch—The competition begins the game by taking the first turn.



The Competition

COMPETITION TEAMS

All competition teams are identical and interchangeable, regardless of color.

Whenever you are instructed to "remove" a competition team from anywhere, place it back in the Competition box.

Whenever you are instructed to "place" a competition team anywhere, take it from the Competition box. If there are no teams remaining in the Competition box, no team is placed.

SITE ID NUMBERS

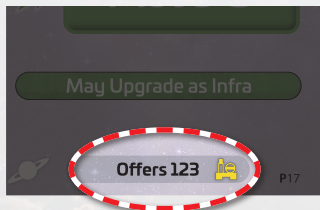
Site names on all three boards are preceded by an ID number (*for example, Rhea has an ID number of 7*). You will sometimes be directed to select an eligible site as the target of a competition action based on an ID number.



COMPETITION TURNS

Play alternates between you and the competition taking individual turns. The competition takes the first turn of each era. The competition's turn consists of the following steps and are performed in the order shown:

1. Reveal the top card of the competition deck and carry out the competition action or actions indicated at the bottom center of the card. **All other sections of a competition card are disregarded in the solo game.** Then discard the revealed card to a face-up pile next to the draw pile.



Competition actions are described in detail beginning on page 13.

2. Check to see if the competition fulfills one or more contracts [*see Claim Contract – facing page*].

Your Turn

Each of your turns consist of the following steps and are performed in the order shown:

1. conduct an action; *then*
2. claim contract awards; *then*
3. [*step 3 is skipped in the solo game*]
4. perform a free team transport; *then*
5. discard played cards & replenish offers; *then*
6. draw a card if four or fewer in hand.

In addition, some "Edge" abilities on cards [*page 8*] can be played during the competition's turn.

1. CONDUCT ACTION

First, decide which action you wish to conduct for your turn. Your action choices include:

- Research
- Move
- Explore
- Build
- Produce
- Genetics
- Upgrade
- Special

These basic actions are described in detail in the "Your Actions" section that begins on page 8.

- Revelation (*Planeteers and Starfarers eras only—page 20*)
- Colonize (*Starfarers era only—page 25*)

The **Upgrade** and **Special** actions are conducted by playing the relevant card from your hand. However, the other basic actions require you to determine a "value" for the action: the higher the value, the more powerful that action will be. You can add to an action's default value of "0" by performing a combination of one or more of the following:

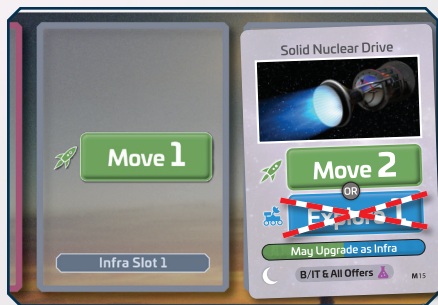
- using Infra on your HQ;
- playing one or more cards from your hand;
- using the ability of a base;
- using a bonus granted by a progress card (*Planeteers and Starfarers eras only—page 20*).
- spending profit (*Planeteers and Starfarers only—page 18*).

SpaceCorp Math—Whenever a value is being determined for any activity in **SpaceCorp**, always perform all addition and subtraction before applying any multiplication or division.

1a. Using Infra on Your HQ

You may declare use of all matching Infra located on your HQ, gaining its value towards the chosen action. All matching Infra on your HQ is cumulative. Ignore all non-matching Infra.

Example: You want to take a Move action. You opt to use the Infra on your HQ (having previously added a second Move/Explore Infra). Your Move value is currently 3.



No card is played or otherwise expended when using Infra, including any card already in that Infra slot [Upgrade, page 12].

1b. Playing Cards

In addition to or instead of using Infra on your HQ, you may play any number of cards face-up to the table from your hand, though each card must contain the same action type. If Infra was used, the cards played must match that Infra's action type. Action types are differentiated by color and name (example: **Move** or **Build**) and by a thematic icon (example: for Move). Cards containing more than one action type may be played for *one* of those types, counting only the values for the type chosen.

Note that you may play cards from your hand even if you didn't use Infra, and vice versa.



Example: Continuing with your turn, you play these two cards, adding a Move value of 4 (3+1) to your 3 Infra for a current total of 7. Ignore everything else on the cards, specifically the Edge effect on the left card and the Build value on the other.

1c. Using Bases

The Move, Produce and Colonize actions require one of your bases to be present or the action can't be taken [pages 9, 12 and 25, respectively]. Some bases provide a boost to the value of a specific action taking place at its site or in its region (such as the +2 Move value if the team starts at a **Mariners** era Spaceport—see page 11).

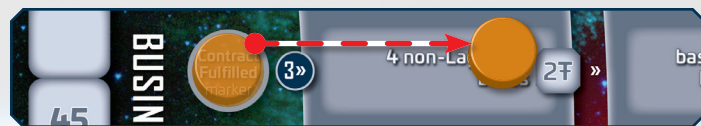
Example: Continuing with your turn, your team is departing from a Spaceport you built in a previous turn, so that team adds +2 to its move for a total of 9.

2. CLAIM CONTRACT

If you have met the prerequisite for one of the seven contracts associated with the current era [see *Business Display*] and that contract has not yet been fulfilled, you may claim it. You gain profit equal to that listed for the contract, then slide the associated contract fulfilled marker to the right onto the contract to indicate it is no longer able to be fulfilled for the rest of the game. Multiple contracts may be claimed in a single turn.

Note: The competition uses the same criteria above to claim contracts during each of its turns: just swap out the word "you" for "the competition."

Important: Your home base is never considered when determining whether certain base-specific contracts can be fulfilled.



Example: You built a base at your fourth non-Lagrange site this turn (you don't count your home base on Earth). You slide the third row's orange marker to the right onto the contract and gain 27. That contract can't be claimed again for the rest of the game.

3. REWARDS

[This step is skipped in the solo game.]

4. TRANSPORT TEAM

You may relocate *one* of your teams *that did not perform an action this turn*. There are three criteria you must meet in order to conduct a team transport:

- The team must begin at a site with one of your bases;
- the team may travel any distance but must end at a site containing one of your bases; and
- at least one of those two bases must be a Spaceport [page 11].

5. DISCARD & REPLENISH

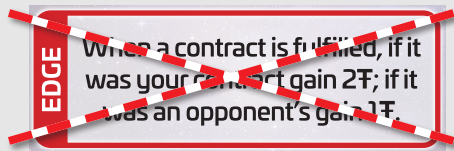
First, cards you played that are still face-up on the table—*any that weren't placed on your HQ with an Upgrade action, for example*—are placed in a discard pile next to your Era deck draw pile.

Second, replenish any empty offer boxes. For each empty offer, draw a card from the top of your era deck (*not* the competition deck) and place it face-up in the box. If the deck has been depleted, the offer box will remain empty.

6. DRAW

As the last step of your turn, if you have four or fewer cards in hand, draw one card from the top of the era deck (*not* from the offers and *not* from the competition deck). If the era deck has been emptied, this draw is forfeit.

Gaining an Edge



EDGE

Important Note: Edge cards provide advantages different from those in the multi-player game, both for you and for the competition.

Your Edges—Throughout play, you will disregard an Edge effect's written description on the card itself (such as in the example above). Instead, consult the table below—also found on the solo player aid—to see when you can play a particular Edge card and what its effects are (middle column below).

Competition Edges—Edge cards are only ever implemented by the competition during its Offers Actions [page 14 "Replenish"], with their own set of unique Edge effects (rightmost column below).

Your Actions



Research 2

RESEARCH

Requirement—A Research action can only be taken if you have seven or fewer cards in hand.

Research allows you to draw cards from the draw deck and/or from the four offer boxes. The number of cards that can be drawn equals the action's total research value. Cards may be drawn one at a time. Do not replenish the offers between draws.

Hand Size—Though announcing a Research action requires that you have seven or fewer cards in hand, there is no actual limit to the number of cards you can have in hand.

Example: You have 7 cards in hand and decide on a Research action for your turn. You use your Research Infra (2 value) then play two Research cards from your hand (2+2) drawing a total of 6 cards from amongst the current offers and/or off the top of the draw pile. You end your turn with 11 cards in hand (and thus would not be able to Research again on your next turn).

SOLO EDGE EFFECTS

Card Title	If played by you	If revealed during a competition Offers Action
Competitors	Play any time. The competition loses 2F.	You lose 2F.
Divert	Play when the competition places an Attraction , Refinery or Exploiter base. The competition forfeits any profit for the placement.	Discard all Produce cards from your hand. If none, the competition gains 1F.
Hack	Play when a competition card is revealed. Discard that card without effect and draw another.	Discard all Research cards from your hand and offer boxes. Replenish offers.
Hostile Microbes	Play at the start of your turn. Remove a competition team from a site containing a Discovery tile with life (🧬).	Discard all Genetics cards from your hand and offer boxes. Replenish offers.
Incompatible	Play at the end of any turn. Competition loses 1F for each Upgrade card in the offers.	If your HQ contains any Infra cards from a previous era, remove the one with the highest card number from play.
Intercept	Play at the start of your turn. Take another turn after this one.	The competition takes another turn after this one.
Leak	Play when an available progress card is being removed by the competition. Instead, you gain the card along with any F award.	Choose one: » You lose 2F. » Return one of your progress cards to the Sideboard.
Market Influence	Play when you fulfill a contract. Gain 2F.	The competition gains 2F.
Poach	Play at the end of a competition Offers Action. Draw the top two non-Edge cards of your discard pile.	Choose and discard half the cards in your hand, rounding down.
Sabotage	Play at the end of your turn. Remove a competition team from a site or contract.	Choose one of your teams at a site without a base, if any. Relocate it to a site with one of your bases.
Salvage	Play at the start of your turn. Gain 1F then take all Start cards from the offers.	The competition gains 1F then discards all Start cards from the offers.



Move 5

MOVE

This action allows you to move one of your teams from its current site to another site. A team can't end a move "floating in space" in a region: it must always end at a site. The action's total Move value must equal or exceed the distance traveled.

Base Prerequisite—A move must always begin or end at a site with your base. You can't use a competition base to allow a move.

Note that you begin with a generic base on Earth. Other sites gain bases as you build them.

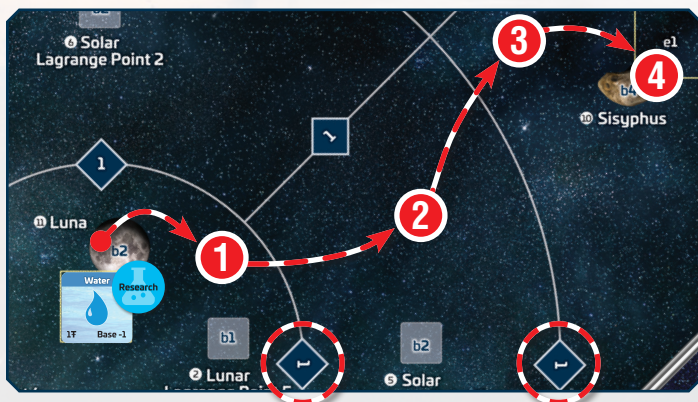
Region Border Costs—The distances represented by regions vary greatly. Region borders are marked with a specific cost that must be paid when moving across that border in either direction.



Example: The distance from the region containing Halley's Comet to the region containing Phobos is 3.

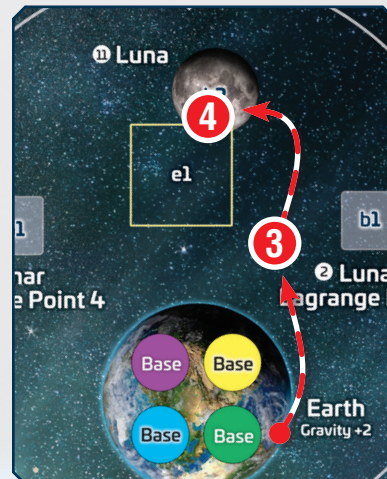
Distance Traveled—To calculate a move's distance, count:

- 1 to lift off from the starting site into its surrounding region;
- +X to cross region borders into adjacent regions, where X equals the cumulative cost shown in those border diamonds;
- +1 to land at the destination site.



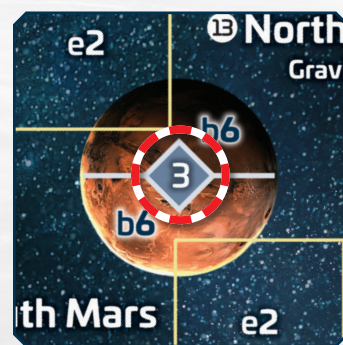
Example: You want to move from Luna to Sisyphus. The distance is 4—1 to depart Luna into its surrounding region, +1 to move to the intervening region, +1 to move to the region containing Sisyphus, and +1 to land on Sisyphus itself. To make this move you would have to accumulate a total Move value of 4 or greater through Infra use, card play, etc.

Gravity Penalties—Some sites have a gravity penalty listed with its name (for example, "Gravity +2" for Earth or "Gravity +1" for the Mars sites). You must add a site's gravity penalty to the distance of a move that starts or ends at such a site. These penalties are cumulative.



Example: The cost to move from Earth to Luna is 4—1 to move into Earth's region +2 for Earth's gravity = 3, then +1 to land on Luna.

Mars North and South—Mars is divided into two sites, with a boundary between them. A team moving to Mars can land at either site. A move from one Mars site directly to the other Mars site has a total distance cost of 3, as noted on the board. *You're not leaving the planet so ignore Mars's gravity penalty.*



The Asteroid Belt—The first side to have a team at this site—either you or the competition—takes the **1st Beyond** marker. This marker gives its owner an advantage at the start of the next era [page 16].

A team at the Asteroid Belt can't perform any actions for the remainder of the era.

For convenience, the chart on the board gives calculated total distances from Earth to all destination sites, including gravity penalties. You will need to calculate distances for your moves between non-Earth sites on the fly.



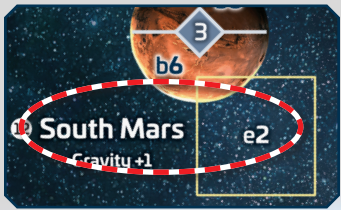
Explore 3

EXPLORE

An Explore action allows you to place a Discovery tile at a site containing:

- an *empty* exploration box (no Discovery tile there), and
- one of your teams.

The action's total Explore value must equal or exceed the site's explore cost (listed within the adjacent exploration box), shown as "e#."



Example: To explore South Mars, with an explore cost of "e2," you must accumulate a total explore value of 2 or greater.

Unexplorable—Sites without explore costs—Lagrange Points, for example—can't be explored.

Discovery—When you explore a site, draw a Discovery tile from a stack on the board matching the cost of the site being explored. Place the drawn tile face-up in the exploration box at the site, where it will remain for the rest of the era.

Example: If you explored Luna (e1) on the Mariners board, you would draw a tile labeled "e1" and place it face-up in the Luna exploration box.

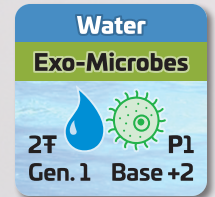


Revealed Discovery Tiles—A revealed Discovery tile lists one or more discoveries [such as *Water* and *Exo-Microbes* on the tile shown below] and will also provide one or more of:

- immediate awards (listed at the bottom left of the tile);
- ongoing benefits (listed at the bottom right of the tile);
- symbols such as Water (💧) or Life (🦠), among others, that can be relevant for certain bases, contracts, Edge effects, etc.

Awards and benefits on Discovery tiles can include:

- "#F"—immediately gain that much profit [such as 2 trillion at right].
- "Gen#"—advance your tan genetics cube that many spaces along your Progress Wheel [this tile would advance your genetics cube 1 space; see Progress cards, page 20].
- "Rev#"—advance your black revelation cube that many spaces along your Progress Wheel [not on this tile; see Progress cards, page 20].
- "P#"—gain the indicated value in profit each time you perform a Produce action with that tile [this tile would produce 1 trillion each time it produced; see Produce, page 12].
- "Base#"—the cost to construct a base on the site is reduced (or increased) by the value shown [this tile would increase the cost of a base at its site by 2; see Build, facing page].
- "Col#"—receive that many Colony Points (CP) during a Colonize action here [not on this tile; see Establishing Colonies, see page 25].



If a Discovery tile directs the player to draw a tile from a different stack, discard the first tile and draw the indicated tile in its place.

If a Discovery tile's award or benefit is shown in **red** text, it has a special effect: refer to the Alien Culture Contact rules [page 25] for clarification.

Claims—Place your exploring team atop the newly-discovered tile to indicate your "claim" to that site [see Build action, facing page]. An Explore action is the only way a team can claim a site, and the claim lasts only as long as the team remains.

This allows you to "stake a claim" to that site, which is in effect as long as that team is present. If the competition builds a base where you have a claim, you stand to profit.





Build 3

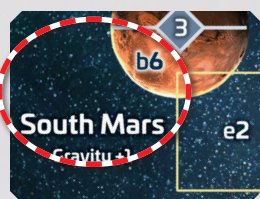
BUILD

A Build action allows you to place a base at any one site that meets the following requirements:

- you have a team at the site;
- the site does not already have a base;
- if the site has one or more exploration boxes, all are occupied by Discovery tiles.

Each site has a build cost, listed as "b#." The action's total Build value must equal or exceed the site's build cost.

Example: It costs 6 to build a base on South Mars ("b6").



Exploration Claim—If your Build action is conducted at a site where a Discovery tile is currently claimed by a competition team [see previous page], the competition gains 2 \mathbb{F} profit. Similarly, if the competition places a base at a site where a Discovery tile is currently claimed by one of your teams, you gain 2 \mathbb{F} profit.

Building Modifiers—If the site has a Discovery tile with a base modifier, adjust the build cost up or down accordingly. A build cost can't be reduced below 0.

Example: A Discovery tile with "Base-3" would reduce the cost by 3, possibly even down to zero. A Discovery tile showing "Base+1" would increase the cost by one.

Base Specialties—When building a base, you choose from among those still available on your HQ. Six of the nine types of

bases are available in **Mariners**, each one conferring a different effect, and each having a different prerequisite that the site or its Discovery tile must meet in order for that base to be built there [detailed in the table below and on the quick reference sheets].

*Example: In the **Mariners** era a Spaceport can only be built at a Lagrange Point. A Bio Lab can only be built at a site where the Discovery tile shows the (life) icon. A Research base can be built at any discovered site since it has no prerequisite. In the example below, an Industrial base could have also been built on Luna due to the presence of (water) on the Discovery tile.*

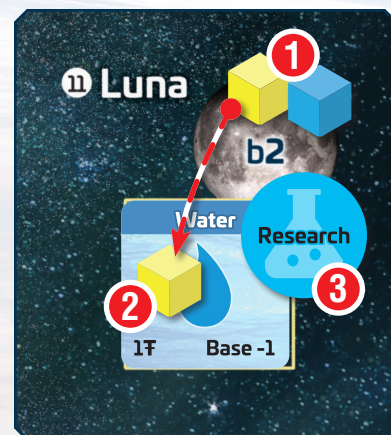
Some base types have an immediate effect at the time they are built. Some provide an ongoing benefit for as long as it remains in play (for example, the doubling of Build values in a region with an Industrial base). You may never use the benefit of a competition base and vice versa.

Example: A Research base has no ongoing benefit—you gain its immediate benefit (taking a card from the offers) at the time you build it.

The Competition—If you build a base at a site with a competition team, remove that team. If the removed team was on the site's discovery tile, the competition is compensated.

Example: You (blue) and the competition each have a team on Luna ①. On the competition's turn it places a Discovery tile, gaining 1 \mathbb{F} and claiming the new Discovery tile ②.

On your turn, you take advantage of the tile's -1 base cost and build a Research base there at a cost of 1 ③. The competition gains 2 \mathbb{F} in recompense, then its team is removed.



BASES IN MARINERS

*Note that only six are listed here: three of the base types—Exploiter, Secure and Shield Factory—aren't available until the **Planeteers** era.*

BASE TYPE	BUILD REQUIREMENT	BENEFIT
Attraction	the Discovery tile has a Natural Wonder ()	The tile gains "P1."
Bio Lab	the Discovery tile has life ()	When built, advance your genetics marker 1 space.
Industrial	the Discovery tile has water () or a P# (even 0)	You may double your total build value when performing a Build action elsewhere in this region.
Refinery	the Discovery tile has a P# (even 0)	The tile's P# gains +1 value.
Research	none	When built, take one card from the offers.
Spaceport	the site is a Lagrange Point	You may have a moving team that begins at a Spaceport gain Move 2 . Allows Team Transport [page 7, step 4] to or from this site.



Produce 1

PRODUCE

This action allows you to collect profit from eligible Discovery tiles. A tile is eligible if:

- it has a production value (**P#**), and
- you have any type of base there (a team need not be present).

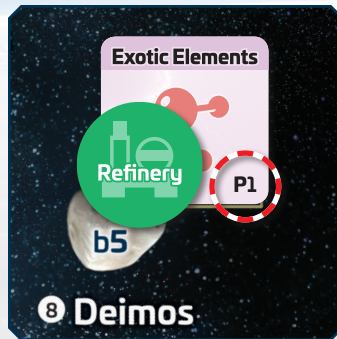
In later eras you can also collect profit from a Discovery tile in the Legacy Production site of your HQ.

The action's total Produce value must equal or exceed the number of eligible tiles from which you will collect.

Example: If you play Produce cards with a combined value of 2, you can collect profit from up to two different production tiles.

You gain profit (**Ƒ**) equal to the total **P#** on the tiles from which you choose to collect.

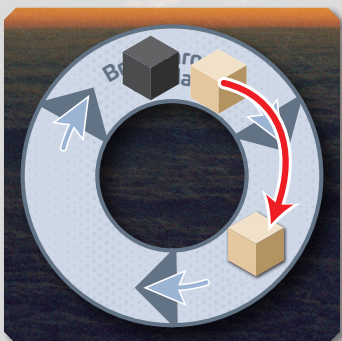
Example: You play a "Produce 1" card from your hand, meaning you can produce at a single tile: you choose the Exotic Elements tile containing your base at Deimos. You gain 2Ƒ due to the tile's production value of 1 (P1) modified by +1 for the Refinery base. Your team need not be present to produce at this site.



Genetics 1

GENETICS

When you choose this action, move your tan genetics marker clockwise around your Progress Wheel a number of spaces equal to the total value of the action.



Some Discovery tiles, as well as the Bio Lab base, also allow your genetics cube to be advanced. Benefits for making a full orbit around the wheel begin in the Planeteers era and are explained on page 20 as well as in the Planeteers setup.

May Upgrade as Infra

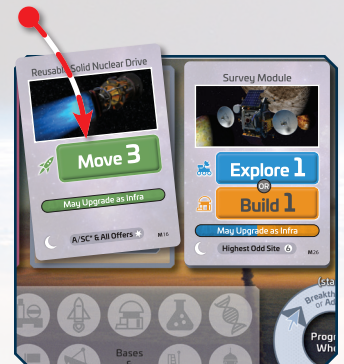
UPGRADE

This action allows you to gain a new Infra on your HQ or to replace an existing one. Upgrade is limited to a single card played from your hand.

In other words, even if you have two or more eligible upgrade cards in hand, only one can be played for this action per turn.

The card played must be marked with the "May Upgrade as Infra" banner. The card is placed on your HQ into any of Infra Slots 1, 2 or 3: Infra cards can never be placed in the Research Infra box. If another card of the *same era* already occupies the box, return it to your hand. If another card from a *previous era* already occupies the box, remove it from play.

Example: You take an Upgrade action. You already have Explore and Build Infra in slots 2 and 3, respectively, and would like to keep those so you choose to place an eligible "Move 3" card in the Infra Slot 1 box, overriding your previous default Infra of Move 1. If later in the game you Upgrade another Move card to any of the three slots, the card there would be removed.



Once placed, a card in an Infra box remains there unless and until it is replaced with a future Upgrade action. Newly-placed Infra cards are available for use on any future turns [page 7, step 1].

Note that two Infra boxes on each HQ start with an intrinsic Infra value ready for immediate use.



Gain 2Ƒ.

SPECIAL

This action is limited to the play of a single card from hand, even if you have two or more Special actions in hand. When played, follow the instructions given in the gray box.

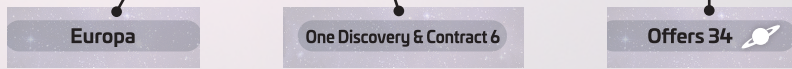
Special Action Clarifications

Anti-Matter Prototype—This is not a standard move action and requires no card play or Infra use.

Near/Deep Space Probe—The site must contain an exploration box. An "empty" site is one containing no game piece of any kind.

Competition Actions

During the competition turn, reveal the top card of the competition deck and conduct an action based on the text in the solo section of the card—either a **Site Action**, a **Discovery & Contract Action** or an **Offers Action**.



The solo section is the only part of a competition card used in the solo game.

Site Action

Conduct a Site Action if the competition card lists a site on the current era's board *unless* you or the competition already have a base there: if so, discard the card and draw another (**exception**: do not draw another card during the *Starfarers* era—in this case, the competition's turn ends with no result).

Site Situation—If the listed site ["Europa" in the example above left] has no base, locate the site's situation on the following table and complete the indicated action. Your teams at the site have no effect and are not affected.

Situation	Lagrange site	site with empty explore box	site with discovery tile
Competition team not present	Place a competition team.	Place a competition team. If none are available, instead draw and place a discovery tile, awarding any immediate ₣ to the competition.	Place a competition team at the site (not on the tile).
Competition team present	Remove the team and place a competition base.	Draw and place a discovery tile, awarding any immediate ₣ to the competition. Then remove the team and place a competition base.	Remove the team and place a competition base.

Competition Base Placement—When instructed to place a competition base, draw a base at random from the draw cup and place it at the site, face-up. Then compare the base's type ("Refinery" or "Spaceport," for example) to the site and to any discovery tile present:

- If that type of base is eligible to be built at the site according to the current era's build requirements, immediately apply the **Base Match Event** associated with that base [see table below and on the solo play aid].
- If that type of base is not eligible to be built at the site, there is no **Base Match Event** (but the base remains).

Example: In the Mariners era, if the competition places a Spaceport at a Lagrange site you would apply the competition base match event for a Spaceport. If that Spaceport was placed at any other site you would not apply the event since a Spaceport couldn't normally be built at a non-Lagrange site. In either case the competition Spaceport base remains at the site.



Highest/Lowest & Even/Odd Sites—To conduct one of these Site Actions (like the "Highest Odd" one picture above) identify the eligible site

- with the ID number meeting the stated parameter, *and*
- which is occupied by a competition team.

Competition Base Match Events Table

Placed Base	Event
Attraction	The competition gains 1₣.
Bio Lab	The competition gains 2₣.
Exploit Refinery	The competition gains X₣, where X is equal to the tile's total production value.
Industrial	Place a competition team at an unoccupied site in the same region (or a nearby region in <i>Starfarers</i>). If not possible, the competition gains 1₣.
Research	If you have more profit than the competition, the competition gains 1₣.
Secure	If you have fewer Secure bases in play than the competition, lose 1₣.
Shield Factory	The competition gains 1₣ unless you have one of the following: <ul style="list-style-type: none"> » the Radiation Resistant adaptation; » both a shielded Move and a shielded Build Infra.
Spaceport	<p>☾: If the competition has at least one other base, it takes the 1st Beyond marker if still available.</p> <p>🚀: If the competition has at least two other bases, it takes the 1st Beyond marker if still available.</p> <p>★: If the competition has a colony in a region adjacent to an Orion Spur site containing no teams, place a competition team at that Orion Spur and award the competition ₣ accordingly.</p>

If no sites occupied by a competition team meet the parameter, then instead identify the eligible site *without* a competition team that meets the parameter. Conduct a Site Action at that site.

Example: In the Planeteers era you draw a "Highest Odd Site" like in the example shown above. You look over the map for the site with the highest odd-numbered ID that also has a competition team present. Site 21 (Titan) has a base so is not eligible; site 19 (Ganymede) has no competition team so you skip it; site 17 (Pluto) has a competition team so you stop looking and conduct the Site Action there. If no odd numbered sites had a competition team, you would instead perform the Site Action at Ganymede: the highest odd numbered site without a competition team.

Cards with Two Action Sites—

Some competition cards list two sites separated by a slash ("nameA / nameB"). When drawing one, conduct the Site Action at the listed site that contains a competition team; or at the first site listed if both have competition teams. If neither site has a competition team, conduct the Site Action at the site without a base; or at the first listed site if both are without a base. If both sites have bases, discard this card and draw another competition card to implement instead.

Solar LP2/South Mars

Discovery & Contract Action

The Discovery & Contract Action consists of two distinct steps, conducted in order (**exception:** in the *Starfarers* era this action includes only the Contract step). If either or both can be carried out, proceed with the action. However, if *neither* can be carried out, discard the card and draw another competition card to implement instead.

One Discovery & Contract 6

The Discovery Step—This step is conducted if there is at least one empty explore box on the board at a site occupied by a competition team. Draw and place a Discovery tile of the appropriate explore value on the highest numbered such site. Place the competition team on the tile to indicate that the competition has a claim on it then award the competition any profit shown on the tile. If the Action reads "Two Discoveries," perform this step again at a second eligible site, if any.

The Contract Step—This step is conducted if the Contract identified in the action has not been fulfilled for the current era. For the contract listed [*the one on the 6th row in the example shown above*]:

- **If there is no competition team on the contract**—Place a competition team there.
- **If there is already a competition team on the contract**—Remove it then mark that contract as being fulfilled. Award the contract's profit to the competition.

Offers Action

An Offers Action lists two elements:

Offers 124

- an indication of which era cards are to be discarded from the offer boxes, and
- colored icons for action types (🌱, 🚀, 🏠, 🧪, 🚚, 🌐, or 🏢 for an Edge) that trigger competition profit if that action or Edge is on a discarded card.

In an Offers Action you:

1. Discard one or more cards from the offer boxes as specified in the Offers Action;
2. The competition gains profit for discarded cards with an action/Edge matching any action/Edge icons in the Offers Action;
3. Replenish emptied offer boxes one at a time, implementing Edge card effects for the competition as they are revealed.

Discard—An Offers Action often specifies one to four offer boxes by number. Discard the card in each offer box specified by the Action.

Example: In the example pictured above you would discard the cards in offer boxes 1, 2 and 4.

Matching—As you discard each card from the offer boxes check to see if the card contains an action/Edge that matches an icon shown in the Offers Action. If it does, the competition gains 1🌱.

Continuing the example, if the cards that were discarded from offer boxes 2 and 4 had each contained at least one Move action ("🚚"), the competition would gain 1 + 1 = 2🌱. Note that if a discarded card contains two Move or two Build actions it only counts once (1🌱).

Some Offers Actions show the symbol for the current era instead of action/Edge icons. When conducting such an action, refer to the Competition Offers Action Key located at the bottom left of each board: this key will indicate which actions will trigger adjustment of competition profit:

Offers 34

☾ : The competition gains 1🌱 for each Upgrade card discarded.

🌱 : The competition *loses* 1🌱 for each Genetics action on a discarded card but *gains* 1🌱 for each Revelation action on a discarded card.

★ : The competition *loses* 1🌱 for each Revelation action on a discarded card but *gains* 1🌱 for each Genetics action on a discarded card.

Replenish—Next, one at a time, draw and place a card from your era deck into each empty offer box. As you place each card, check to see if it has an Edge effect: If so, immediately look up that Edge on the solo player aid and carry out its instructions for the competition (using the rightmost column). Once executed, discard the Edge card and draw another era card for that offer box, repeating this procedure if another Edge card is revealed. Once all offer boxes are filled—or the draw deck runs out, whichever occurs first—the Offers Action ends.

Note: Replenishing cards during an Offers Action is the only time that an Edge effect is ever triggered for the competition.

End of an Era

ENDING AN ERA

The end of an era is triggered when:

- **Six or more Contracts for that era have been fulfilled at the end of any turn**—If this occurs, the era immediately ends.

or

- **Either draw pile has been emptied**—If this occurs, you take one more turn (without an intervening competition turn) then the era ends.

or

- **The competition places its eighth colony (*Starfarers* only)**—If this occurs, the era immediately ends.



CONTINUING PLAY

At the conclusion of the *Mariners* or *Planeteers* era, prepare for the next era by conducting the following steps in the order given:

- 1a. **Competition Bonus Production**—The competition gains $X\mathbb{T}$, where X is equal to the competition base/Discovery pair with the highest current Production value.

- 1b. **Legacy Production**—You may choose one Discovery tile on the board that

- has a **P#** value *and*
- is accompanied by one of your bases.

Remove both the Discovery tile and the base from the board and place them together in the Legacy Production site on your HQ. This tile/base pair can continue to produce in the next era exactly as if it were at a site on the current board. If there is already a tile/base pair in your Legacy Production box from a previous era, remove the old tile from play and return the old base to your stock.

2. Cards—

- Cards played as *Infra* remain on your HQ. Remove from the play area all other era cards and competition cards from wherever they are (hand, offers, discard pile, draw pile).
- If you are finishing the *Planeteers* era, all progress cards remain where they are.

3. Playing Pieces—Remove all playing pieces from the board:

- Return your teams and bases to the holding box on your HQ (any base in Legacy Production stays where it is).
- Set aside competition teams and bases for now.
- Put removed Discovery tiles back in the box.
- If the 1st Beyond marker was still on the board, set it aside for now.

4. Business Display—Leave the Business Display where it is. Remove competition teams from the Display. Profit markers and the orange contract fulfilled markers remain in their current locations.

5. Board—Replace the current board with the next board: swap *Mariners* for *Planeteers*, or flip *Planeteers* over to *Starfarers*, as appropriate.

6. Sideboard—If you are finishing the *Mariners* era, flip the *Mariners* board over to its **Sideboard** side and place it on the table next to the *Planeteers* board. If you are finishing the *Planeteers* era, keep the **Sideboard** where it is.

7. New Era—If you just finished the *Mariners* era, proceed with the *Planeteers* era setup [next page]; otherwise conduct the *Starfarers* era setup [page 22].



Setting Up Era 2: Planeteers



- A Discovery tiles**—Shuffle the six e1 Discovery tiles face-down, then stack them to form a draw pile in the matching space on the board. Do the same for the fourteen e2 tiles (creating two stacks), then the eight e3 tiles.



B Teams—

- Place the twelve competition teams into the "Competition Box" on the *Planeteers* board.
- Place two of your teams at your base in the "Inner Solar System" region of the *Planeteers* board.

C 1st Beyond Marker—

- If you hold the **1st Beyond** marker from the *Mariners* era, you may instead set up one of your two teams at the "Ceres" asteroid site. If you do, draw and place a e1 Discovery tile there, taking any immediate awards for the tile, then claiming the Discovery.
- If the competition holds the **1st Beyond** marker, it will start the *Planeteers* era by taking three consecutive turns before your first turn.
- Place the **1st Beyond** marker on the board at the "Oort Cloud" site.

- D Competition Bases**—Add the previously set aside Secure, Shield Factory and Exploiter bases to the competition's other bases (the ones they used in the *Mariners* era), then put all competition bases into the draw cup.

E Your Era Deck & Starting Hand—

- Grab the *Planeteers* deck. Remove the twelve cards marked "Start," shuffle them, and deal two to yourself for your starting hand. Set aside the ten remaining Start cards, face-down.
- Shuffle the remaining *Planeteers* deck and set it face-down next to the board to form your "era deck" draw pile. Place the ten Start cards you set aside face-down atop the era deck. (*This is the deck that you will use during the Planeteers era.*)

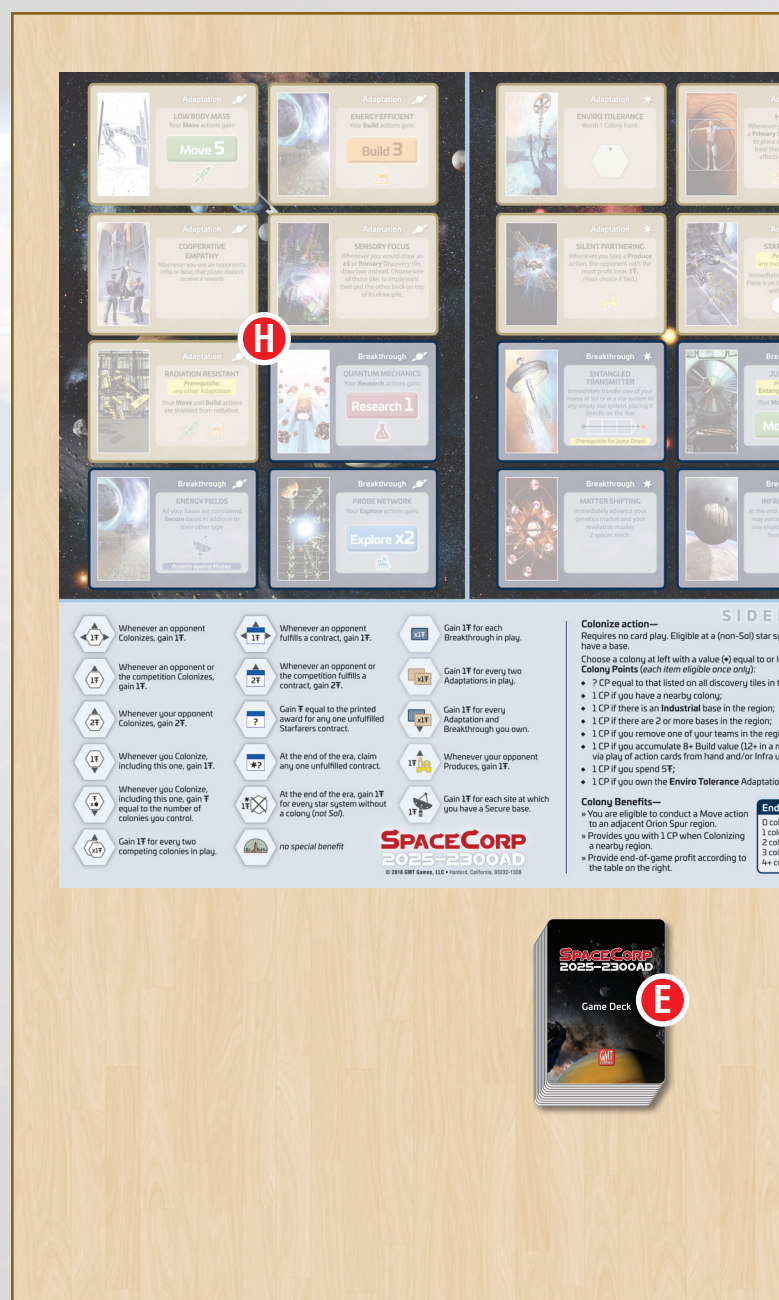
F The Competition Deck—

- Grab the *Starfarers* deck. Remove the twelve cards marked "Start," shuffle them, and set six aside face-down. Return the other six to the rest of the *Starfarers* deck, shuffle, and set it face-down next to the board to form the "competition deck" draw pile. (*This is the deck that the competition will use during the Planeteers era.*)

- Place the six shuffled Start cards you set aside face-down atop the competition deck.

*Once again there will be two draw piles: an "era deck" made up of the **Planeteers** cards that you will draw from for your hand and for the offers, and a "competition deck" made up of the **Starfarers** cards that the competition will use during its turns.*

- Offers**—Draw the top four cards of your era deck and place them face-up in the four offer boxes on the board. **G**

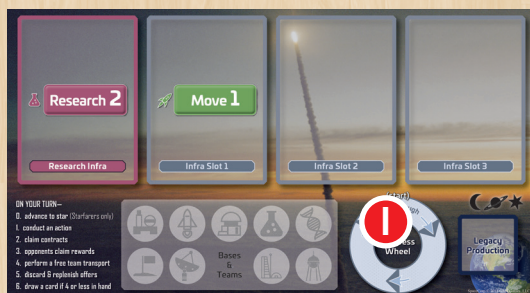
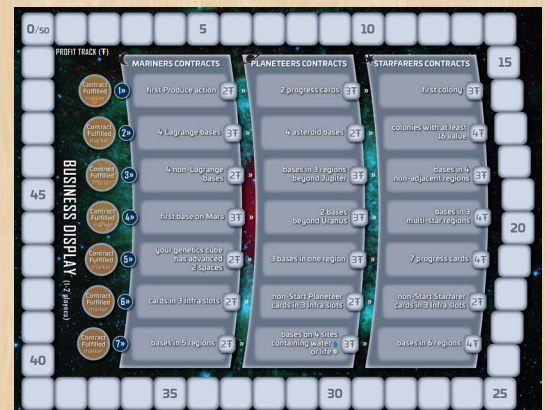


H Progress Cards—The **Cooperative Empathy** progress cards are not used in the solo game: keep them in the box. Place the other 14 **Adaptation** and **Breakthrough** cards marked with the *Planeteers* symbol face-up in their allotted spaces in the upper left section of the Sideboard. Stack cards with the same name together, with the card having the profit award (for example: "1 \mathbf{T} ") atop the one without.

*The right side of the Sideboard will remain empty until the **Starfarers** era. You can also ignore everything on the bottom portion of the Sideboard until then.*

Progress Wheel—If during the *Mariners* era your genetics cube advanced into or beyond the "start" space of your Progress Wheel, you gain an Adaptation card [page 20].

All Systems Go For Launch—The competition takes the first turn of this era (or the first three turns if they had control of the 1st Beyond marker at the end of the *Mariners* era).



Additional Rules for Planeteers

All rules of *Mariners* also apply to *Planeteers* unless specifically amended in this section.

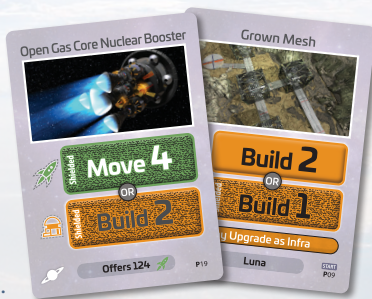
RADIATION SHIELDING

All regions beyond the asteroid belt on the *Planeteers* board (and all regions on the *Starfarers* board) have high radiation. Your Move and Build actions taking place in such a "radiation zone" cost you profit if the action doesn't include radiation shielding.



Certain Move and Build cards include two values, one without shields and one with shields ("Shielded"). You choose which value to use when playing the card; a single action can't use both. If a Move or Build action uses at least one card or Infra with a shielded value, the entire action is shielded.

Example: In a Build action, the leftmost card is played for a Shielded Build value of 2. This automatically makes the Build action Shielded, so the rightmost card is used to add its better Build value of 2; you couldn't combine both values on this card to add 3 to the action.



In *Planeteers* and *Starfarers* you can build "Shield Factory" bases [facing page]. Your Move actions originating from a region containing your Shield Factory—not just that site—are automatically shielded.



Note that your starting site in the Inner Solar System region includes an inherent Shield Factory base—thus all moves from the Inner Solar System are shielded.

Your Build actions conducted in the same region as your Shield Factory—not just that site—are automatically shielded.

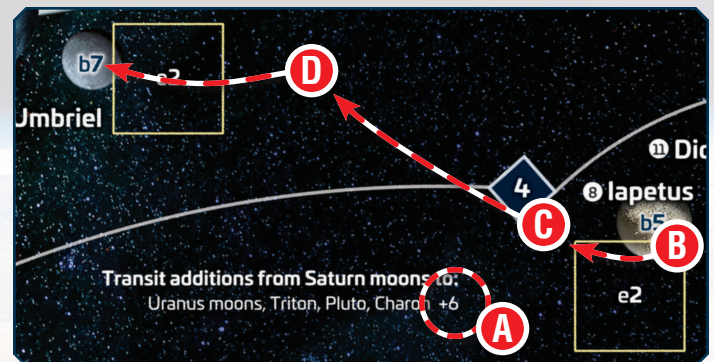
Cost of Unshielded Actions—In *Planeteers*, if any part of your Move or Build action occurs in the radiation zone and the action isn't shielded, you lose 2 F profit. An unshielded Move or Build action anywhere on the *Starfarers* board costs you 3 F . If you don't currently have enough profit to pay the penalty, the action can't be taken unless shielded.

These costs represent health risk to your teams and the resulting litigation and public outcry.

TRANSIT ADDITIONS

Design Note: The outer planets in our solar system are widely separated from each by their relative positions in their orbital paths. This is represented here by adding orbital transit costs to the movement distances between the outer planetary regions.

The four planetary regions for Saturn, Uranus, Neptune and Pluto each list transit additions for movement to one of the other three regions. When Moving from (not through) one of these regions to another of these regions, refer to the list in the departure region to see how much the distance is increased beyond what would normally be calculated. Add the listed transit addition to the distance of the move.



Example: If you are moving from Iapetus (a moon of Saturn) to Umbriel (a moon of Uranus), you would add 6 to the distance, increasing the actual distance traveled to a total of 12: 6 for the transit addition (A), +1 to lift off (B), +4 to cross the region boundary (C), +1 to land (D) = 12.

SPENDING PROFIT FOR ACTIONS

If you want to conduct a Move, Build or Explore action for which you can't amass the requisite point value, you can make up the difference by spending 1 F of your profit per point value shortfall, up to a maximum of 3 F .

Example: You want to conduct a Move action with a total distance cost of 9, but can only assemble 7 points via card play, Infra and other means. You can spend 2 F of your current profit to make up the difference and make the move viable.

Spending Limit—No more than 3 F can be spent to make up an action shortfall. Furthermore the profit spent must be less than the total value acquired through other means.

Example: If you played Explore action cards with a total value of 3, you could add at most 2 more value by spending profit.

THE OORT CLOUD

The first side to have a team at this site—either you or the competition—takes the **1st Beyond** marker. This marker gives the owner an advantage at the start of the next era [page 22].

A team at the Oort Cloud can't perform any actions for the remainder of the era.

INCREASED CONTRACT AWARDS

If a **Mariners** contract wasn't fulfilled in that era, the award for claiming the corresponding contract in the **Planeteers** era is increased to equal the amounts for *both* contracts combined.

*Example: If contract 1 in the **Mariners** era ("First Produce Action") wasn't fulfilled, its award (2 F) is added to the award for contract 1 in the **Planeteers** era ("2 progress cards"), increasing that award value from 3 F to 5 F .*

*Note: You can tell which awards are increased by the location of the seven orange contract fulfilled markers. If a marker occupies a particular **Mariners** contract, then the corresponding **Planeteers** contract immediately to its right is awarded at face value. If a **Mariners** contract contains no marker, however, then the corresponding **Planeteers** contract has its award increased to equal the sum of both.*

Whenever a contract is claimed in the **Planeteers** era, slide that row's contract fulfilled marker to the right from its current position onto the **Planeteers** contract.

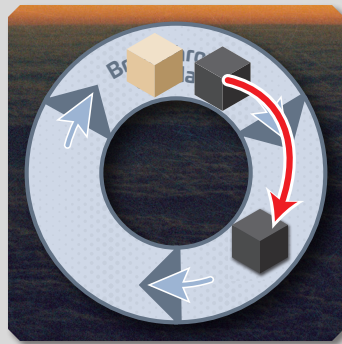
SPECIALIZED BASES IN PLANETEERS

Three additional bases are available in the **Planeteers** (and **Starfarers**) era: Exploiter, Secure and Shield Factory. Also note that some build requirements and benefits are expanded or modified from **Mariners**, as noted in the following table:

BASE TYPE	BUILD REQUIREMENT	BENEFIT
Attraction	the Discovery tile has a Natural Wonder (🏔️)	The tile gains "P1."
Bio Lab	the Discovery tile has life (🌱)	When built, advance your genetics marker 1 space.
Exploiter	the Discovery tile has a P#	When built, gain F equal to the Discovery tile's P#. That P# is forfeit for the rest of the game.
Industrial	the Discovery tile has water (💧) or a P#	You may double your total build value when performing a Build action elsewhere in this region.
Refinery	the Discovery tile has a P#	The tile's P# gains +1 value.
Research	none	When built, take one card from the offers.
Secure	none	Whenever the competition conducts a Site Action in this region, you may draw the top card of the era deck.
Shield Factory	the Discovery tile has water (💧)	The action during which a Shield Factory is built is automatically shielded from radiation. Your Move actions originating from this region are shielded from radiation. Your Build actions in this region are shielded from radiation.
Spaceport	the site has no gravity penalty	Double the value of any one Move card played or any one Move Infra card used when your Move action begins at one of your Spaceports. Allows Team Transport [page 7, step 4] to or from this site.



Revelation 1



REVELATION ACTION

The *Planeteers* and *Starfarers* decks include "Revelation" action cards. When you choose this action, move your black revelation marker clockwise around your Progress Wheel a number of spaces equal to the total value of the action.

Some Discovery tiles also allow your revelation cube to be advanced. Each full orbit around the wheel allows you to gain a Breakthrough card [see below].

PROGRESS CARDS

Whenever your tan genetics cube advances into or through the top "Breakthrough or Adapt" space of your Progress Wheel, you are awarded an Adaptation card. Whenever your black revelation cube advances into or through that space, you are awarded a Breakthrough card.

When an Adaptation or Breakthrough card is awarded in this manner, select from among the appropriate progress cards that are still available on the Sideboard. You can't select a card with the same title as one you already own.

Example: There are two copies of each progress card—one with a profit bonus and one without. If you already owned the Probe Network card shown at left, you couldn't take the other one: you can only ever have one of each card, by title.

Once selected, place the card face-up next to your HQ, where it will remain for the rest of the game. You immediately gain profit equal to the amount shown in the circle, if any.

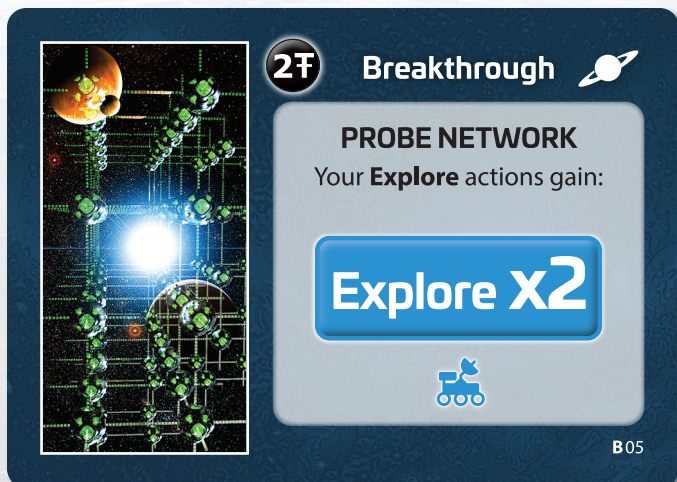
Example: The Star Children card shown at left would gain you 1F; Probe Network 2F.

You gain the benefit described in the card's text box—this can be a powerful one-time effect or an ongoing ability that lasts for the rest of the game.

Example: Star Children is a one-time effect performed immediately upon acquiring the card. Probe Network is an example of an ongoing effect.

Prerequisites—Some progress cards list a "Prerequisite." If a card's prerequisite is not met at the moment a progress card is awarded to you, it can't be chosen. It could be chosen with a future award if the prerequisite is met at that time.

Example: Star Children can't be selected unless and until you own two Breakthrough cards.



COMPETITION PROGRESS ACTION

During the *Planeteers* and *Starfarers* eras, some competition cards include a Progress Action consisting of the abbreviated name of a specific progress card. A Progress Action is always paired with an Offers Action: conduct the Progress Action first followed immediately by the Offers Action in the same competition turn.

A progress action gives the abbreviated name of a specific progress card. The abbreviations are "A" for Adaptation or "B" for Breakthrough, followed by the first letters of each word in the card's title.

Example: As indicated at right, A/LBM would refer to the Adaptation card titled Low Body Mass. B/JD would be the Breakthrough card Jump Drive.

For a Progress Action, permanently remove the indicated progress card from the Sideboard:

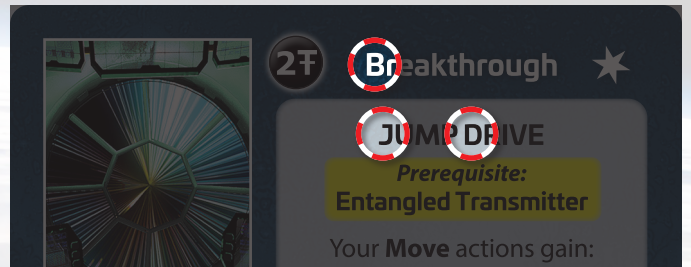
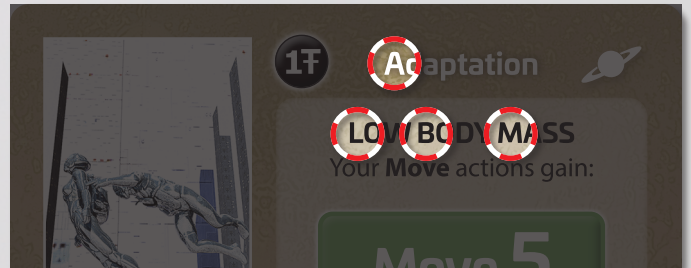
- If both named progress cards are still available, remove the one showing an award (1F or 2F). Award that profit to the competition.
- If only one named progress card is still available, remove it.
- If neither card is available, nothing happens.

After any of these outcomes, conduct the Offers Action on the competition card.

Progress Prerequisites—If a Progress Action is marked with an asterisk (*), remove the indicated card only if the competition has already removed that progress card's prerequisite.

Example: To remove the Star Children card, at least two Breakthrough cards must have already been removed by the competition.

Fulfilling Progress Contracts—The competition will fulfill Planeteers Contract 1 by having removed at least two different progress cards, and Starfarers Contract 5 by having removed at least seven different progress cards.





Setting Up Era 3: Starfarers



- A Discovery tiles**—Shuffle the 16 **Primary** Discovery tiles face-down, then stack them to form two draw piles of eight each in the matching spaces on the board. Do the same for the twelve **Secondary** tiles (in two stacks of six), then the five **Alien** tiles.



B Teams—

- Place 3 of your teams on your base in the central "Sol" region of the **Starfarers** board.
- Place the twelve competition teams into the "Competition Box" on the **Starfarers** board.

C 1st Beyond—

- If you hold the **1st Beyond** marker from the **Planeteers** era, take one of your teams from Sol and place it on the "Alpha Centauri" star, then place a competition team on the "Luhman 16" star.
- If neither side holds the **1st Beyond** marker, place one competition team on each of the "Alpha Centauri" and "Luhman 16" stars.
- If the competition holds the **1st Beyond** marker, place one competition team on each of the "Alpha Centauri" and "Luhman 16" stars, and it will start the **Starfarers** era by taking three consecutive turns before your first turn.
- Remove the **1st Beyond** marker from the game.

- D Competition Bases**—Put all competition bases back in the draw cup.

E Your Era Deck & Starting Hand—

- Grab the **Starfarers** deck. Remove the twelve cards marked "Start," shuffle them, and deal two to yourself for your starting hand. Set aside the ten remaining Start cards, face-down.
- Shuffle the remaining **Starfarers** deck and set it face-down next to the board to form your "era deck" draw pile. Place the ten Start cards you set aside face-down atop the era deck. (*This is the deck that you will use during the Starfarers era.*)

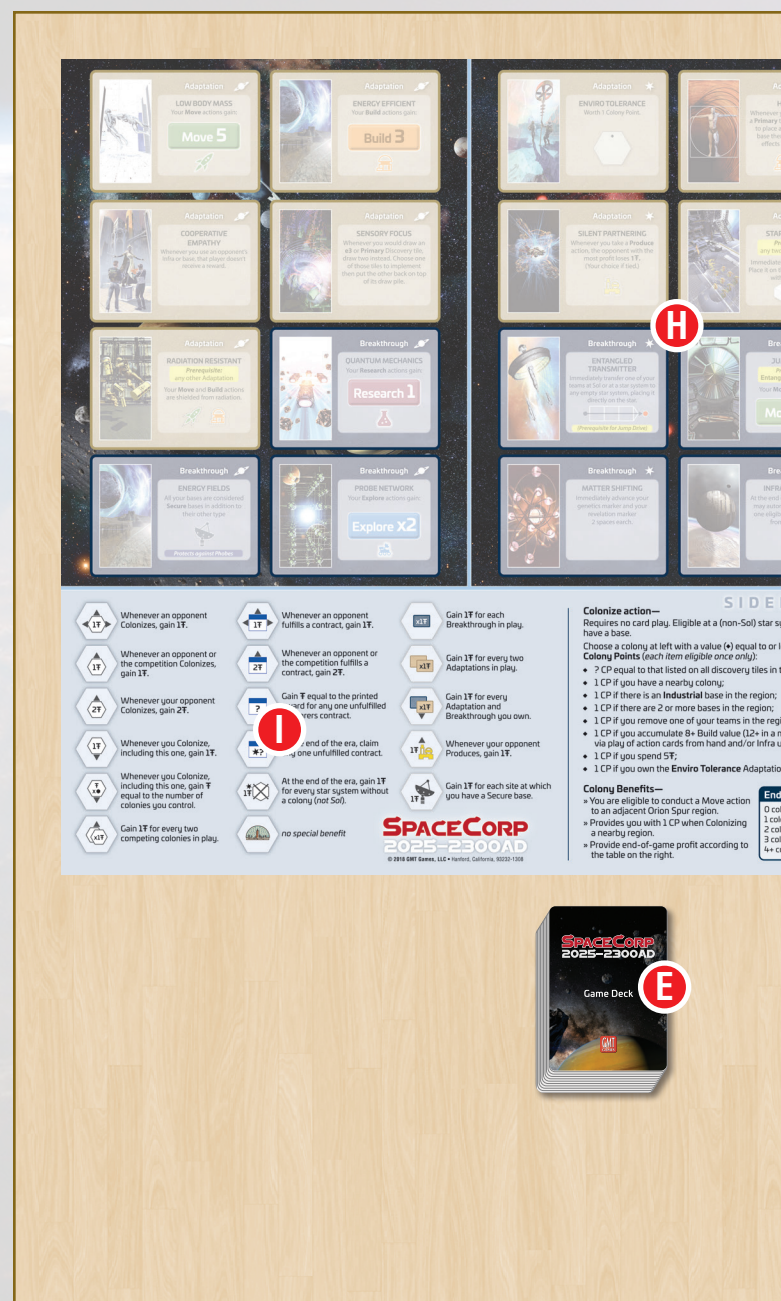
F The Competition Deck—

- Grab the **Mariners** deck as well as the eight Time cards. Remove the twelve cards marked "Start" from the **Mariners** deck, shuffle them, and set six aside face-down. Return the

other six along with the Time cards to the rest of the **Mariners** deck, shuffle, and set it face-down next to the board to form the "competition deck" draw pile. (*This is the deck that the competition will use during the Starfarers era.*)

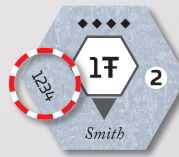
- Place the six shuffled Start cards you set aside face-down atop the competition deck.

Again there will be two draw piles: an "era deck" made up of the Starfarers cards that you will draw from for your hand and for the offers, and a "competition deck" made up of the Mariners cards plus the Time cards that the competition will use during its turns.



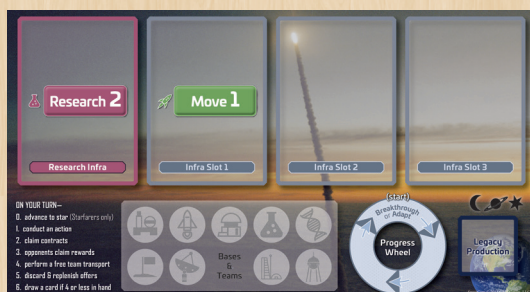
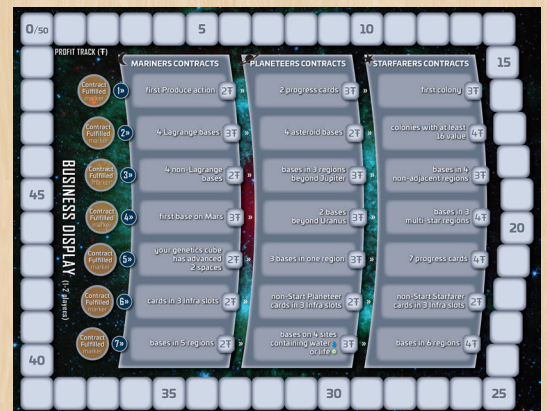
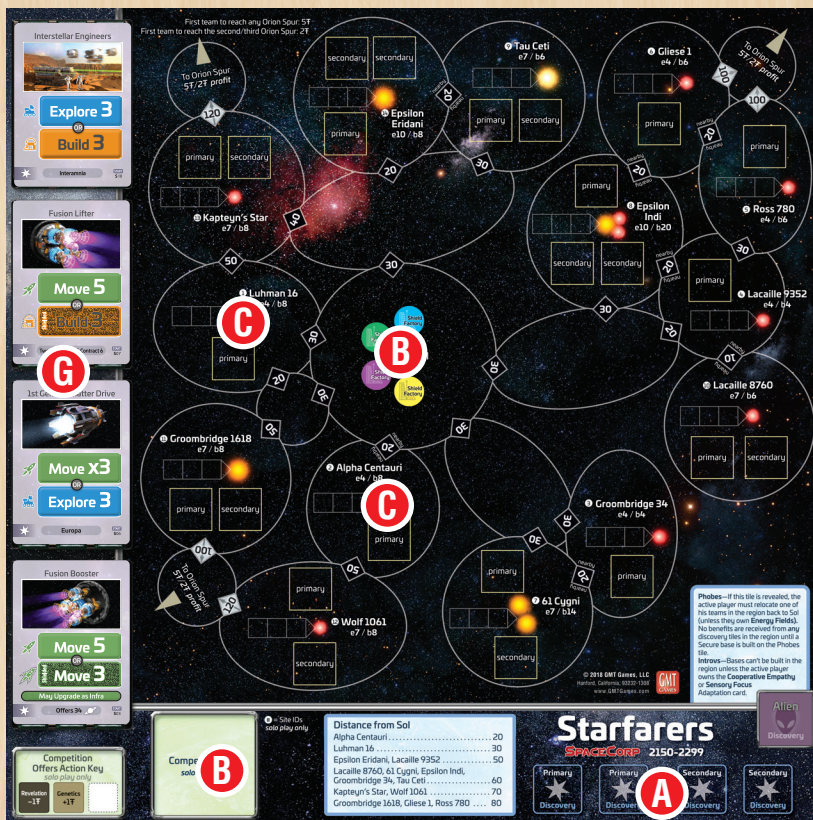
G Offers—Deal the top four cards of your era deck face-up to the four offer boxes on the board.

H Progress Cards—*[Remember: all unclaimed progress cards from the Planeteers era should still be on the Sideboard.]* The **Matter Shifting** and **Silent Partnering** progress cards are not used in the solo game; keep them in the box. Place the other 12 **Adaptation** and **Breakthrough** cards marked with the *Starfarers* symbol face-up in their allotted spaces of the Sideboard. Stack cards with the same name together, with the card having the profit award (for example: "2F") atop the one without.



Colony Tiles—Gather the eleven colony tiles that have the number "1" marked along their left hand side. Place these tiles face-up in their allotted spaces of the Sideboard. Keep the remaining colony tiles in the box.

All Systems Go For Launch—The competition takes the first turn of this era (or the first three turns if they had control of the 1st Beyond marker at the end of the *Planeteers* era).



Additional Rules for Starfarers

All rules of *Mariners* and *Planeteers* also apply to *Starfarers* unless specifically amended in this section.

MULTIPLIERS

Some cards in *Starfarers* list a multiplier—shown as "x" before the value, like the "Move x3" shown here—which multiplies that action's value rather than adding to it. Remember to add together all non-multiplier values before applying each multiplier.



Move x3

Example: Four Move cards with value 3, 5, x3 and x4 have a total value of 96: $3+5 = 8$; then $x3 = 24$; then $x4 = 96$.

If only multipliers are used, start with any one as the base numeral.

Example: You play Move cards with values x3, x3 and x5. You would have a total move value of 45 ($3 \times 3 \times 5$). If you play a single "Move x2" card, your total value would be 2.

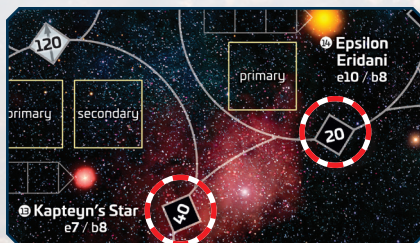
INTERSTELLAR MOVEMENT

Each region on the *Starfarers* board:

- contains a star system site; *or*
- contains an Orion Spur site; *or*
- is the Sol site; *or*
- is empty.

The cost of a Move action to any *Starfarers* region equals the total cost of the region borders crossed during the move. There is no cost to "land" or "take off from" sites as in previous eras.

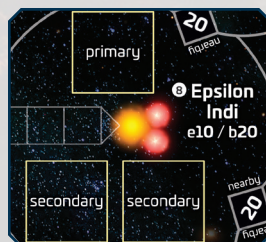
Example: A move from Kapteyn's Star to Epsilon Eridani would require a Move value of 60 ($40+20$), not 62 ($1+40+20+1$).



Star Systems

Each star system is a single site containing one, two or three exploration boxes. A system depicting two or more stars is a "multi-star" system. A star system's name is followed by its explore cost (e#) and build cost (b#).

Example: Epsilon Indi is a multi-star system, with an explore cost of 10, a build cost of 20, and three exploration boxes.



Star Tracks—Each star system has a star track consisting of three boxes pointing to its star. Whenever one of your teams moves to a star system, place it on the track in the box furthest from the star. A team on a track can't be used to perform actions.

Design Note: A team on the track is considered to have reached its destination but because communication is limited to the speed of light, reports from the team are delayed for years.

At the start of each of your turns, advance each of your teams on a star track one box closer to the star. If already in the box closest to the star, instead place the team on the star.

The Orion Spur

The Orion Spur is the local area of the Sagittarius Arm of our Milky Way galaxy. Teams in outer regions of the Starfarers map can move beyond Sol's interstellar neighborhood and out into the Orion Spur.

Your teams can't move to a "To Orion Spur" region unless:

- The move departs directly from an adjacent region; *and*
- You have a colony in that region [page 25].

A team in an Orion Spur region can't perform any actions for the rest of the game.

Orion Spur Awards—When the first team—yours or the competition's—enters any Orion Spur region, its owner immediately gains 5 \mathbb{T} . Afterwards, whenever a team enters an *unoccupied* Orion Spur region, its owner gains 2 \mathbb{T} . This award can be earned in each of the other two regions, by you or the competition.

Empty Regions

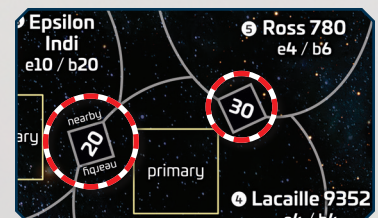
Teams can never end a turn in one of the four empty regions. A moving team must always have sufficient Move value to move through an empty region into one containing a site.

Example: In the example at left the moving team couldn't spend just 40 Move and stop in the intervening empty region.

Nearby Sites & Regions

Some effects will refer to something that is "nearby" (*the Secure base, for example*). Nearby is defined as anything that is within a 20 distance move of whatever is being referenced.

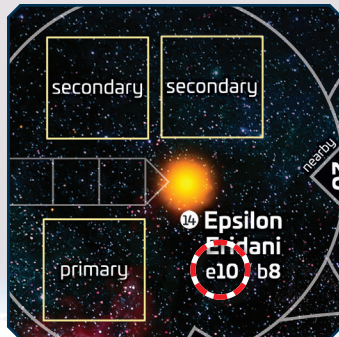
Example: Epsilon Indi is nearby Lacaille 9352, while Ross 780 is not. Anything in the Lacaille 9352 region is nearby anything in the Epsilon Indi region.



EXPLORING STAR SYSTEMS

Whenever you perform an Explore action with a team on a star, place a Discovery tile in *all* of the region's empty exploration boxes in that single action. You draw and place a Discovery tile on each of the system's empty exploration spaces, starting with the Primary space followed by any Secondary spaces. Place Discovery tiles one at a time, resolving any immediate effects before placing the next. The exploring team claims all placed Discovery tiles simultaneously (*place it on any one of the tiles*).

Example: You have a team on Epsilon Eridani. Your Explore action will need to attain a value of at least 10 ("e10"). You will then draw and place a Primary Discovery tile first, followed one at a time by two Secondary Discovery tiles. You take any immediate awards for each tile as it is placed.



If a Discovery tile's award or benefit is shown in **red** text, it has a special effect: refer to the rules below for clarification.

Alien Culture Contact—Two Primary Discovery tiles instruct the player to instead draw an **Alien** tile. Alien Discovery tiles are normal Discovery tiles in every way, with two exceptions:

• Phobes—

- If the competition reveals this tile, discard it and draw another.
- If you reveal this tile, you must immediately relocate one of your teams in the region to the Sol region unless you own the **Energy Fields** Breakthrough. Continue placing any remaining Secondary discoveries. No benefits—immediate or ongoing—are received from *any* Discovery tiles in that region unless you build a Secure base on the Phobes tile: immediate benefits for all Discovery tiles in the system would be awarded to you at that time.

Intros—

- If the competition reveals this tile, discard it and draw another.
- If you reveal this tile, you can't build bases in this system (the competition still can) unless you own the **Sensory Focus** Adaptation.

ESTABLISHING COLONIES

As your action for the turn, you may choose to "Colonize" in any one region in which

- all exploration boxes are occupied by your bases; *and*
- no colony is already present.

The presence of a team is not required to take a Colonize action. Any available colony tile—that is, one still on the Sideboard—may be chosen for the action.



Colony Points—Each colony tile has a number of pips across the top which represent its "colony value" (for example, "5" for the colony at right). To conduct a Colonize action, you must be able to accumulate "colony points" ("CP") equal to or greater than the colony value of the colony marker you wish to place.

You accumulate CP in any combination as follows, with each item only allowed to be claimed once:

- X CP, where X equals the sum total listed on all Discovery tiles in the region;
- 1 CP if you already own a nearby colony;
- 1 CP if there is an **Industrial** base in the region;
- 1 CP if there are two or more bases in the region;
- 1 CP if you remove one of your teams in the region from play;
- 1 CP if you spend 5 \mathbb{T} ;
- 1 CP if you use Infra and/or play cards with a Build value of at least 8 (12 if Colonizing a multi-star region);
- 1 CP if you have the **Enviro Tolerance** Adaptation card.



Once you have accumulated the requisite CP, place the selected colony marker in that region.

Note that ownership of a colony is indicated by the presence of your bases in the region.

A colony provides the following benefits for you (only; never the competition):

- Provides 1 CP towards colonizing nearby regions.
- You are eligible to conduct a Move action to an adjacent Orion Spur region.
- At the end of the era, you are awarded profit based on the number of colonies you control [see table on page 27 and on the Sideboard].

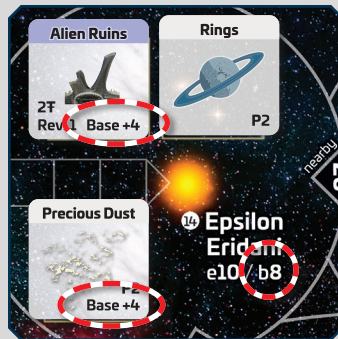
In addition, most colonies will provide a unique benefit for you, as described on the Sideboard. Some benefits occur immediately, others each time an event occurs during play, and still others at the end of the era or end of the game.

Example: At the end of the era, the Papadopoulos tile above would pay you 1 \mathbb{T} for each star system that didn't contain a colony.

BUILDING BASES IN STAR SYSTEMS

Whenever a team on a star performs a Build action, it will build an eligible base on *all* of the region's Discovery tiles with a single action. The cost for the action is the star system's base cost (b#) plus the sum total of the base modifiers listed on every Discovery tile in the region. If the competition has a claim to the Discovery tiles where you build, the competition receives 2 \mathbb{F} compensation as normal (*total; not per tile*)—and vice versa if you have a claim where the competition builds.

Example: A previous exploration of Epsilon Eridani revealed Alien Ruins, Rings and Precious Dust. Your Build action will need to attain a value of at least 16 (8+4+4); you will then choose three of your bases to place on the three Discovery tiles.



INCREASED CONTRACT AWARDS

Contract awards in *Starfarers* are increased if the corresponding contracts—those along the same row—in earlier eras weren't fulfilled.

- If the corresponding contract was not claimed in either of the *Mariners* or *Planeteers* era—that is, the orange Contract Fulfilled marker still occupies its starting space—the award for claiming the contract during the *Starfarers* era equals the sum of all three contract awards.
- If the corresponding contract was claimed in the *Mariners* era but *not* in the *Planeteers* era, the award for claiming that contract in the *Starfarers* era equals the sum of the *Planeteers* + *Starfarers* contract awards.

Whenever a contract is claimed in the *Starfarers* era, slide that row's corresponding contract fulfilled marker to the right from wherever it is onto the *Starfarers* contract. This will serve as a reminder that it can't be claimed again.

SPECIALIZED BASES IN STARFARERS

Some base building requirements and benefits are expanded or modified in *Starfarers*, as noted in the following table:

BASE TYPE	BUILD REQUIREMENT	BENEFIT
Attraction	the Discovery tile is Anomaly (🌀) or Alien Artifact/Outpost/Ruins (🏛️)	The tile gains "P2."
Bio Lab	the Discovery tile has life (🌱)	When built, advance your genetics marker 1 space.
Exploiter	the Discovery tile has a P# or a colony bonus	When built, gain \mathbb{F} equal to the Discovery tile's P# + its Col#. That production number/colony bonus is forfeit for the rest of the game.
Industrial	the Discovery tile has water (💧) or a P#	Worth 1 Colony Point. (Max 1 CP per region.)
Refinery	the Discovery tile has a P#	The tile's P# gains +1 value.
Research	none	When built, choose one: » take one card from the offers; » advance your revelation marker 1 space.
Secure	none	If built on the Phobos Alien Discovery tile, immediately gain all awards on Discovery tiles in this region. Whenever the competition conducts a Site Action in or nearby this region, you may draw the top card of the era deck.
Shield Factory	the Discovery tile has water (💧)	The action during which a Shield Factory is built is automatically shielded from radiation. Your Move actions originating in this region are shielded from radiation. Your Build actions in this region are shielded from radiation.
Spaceport	the site is neither Anomaly nor Dust	Double the value of any one Move card played or any one Move Infra card used when your Move action begins at one of your Spaceports. Allows Team Transport [page 7, step 4] to or from this site.

COMPETITION SITE ACTION

In *Starfarers*, the competition's Site Actions perform differently. When a competition card lists a star system, conduct one of the following activities based on the situation there. Assess in the following order, and stop assessing once an activity is performed:

1. If you have a base there, discard the card and end the turn.
2. If the competition has a colony there, discard the card and end the turn.
3. If no competition team is present, place one there.
4. If the competition has both a team and a base present, it places a colony.
5. If the competition has a team present but no base, *and* all explore boxes contain Discovery tiles, *and* the site's explore cost is 4 or 7, it places bases then it places a colony.
6. If the competition has a team present but no base, *and* all explore boxes contain Discovery tiles, *and* the site's explore cost is 10, it places bases.
7. If the competition has a team present, *and* one or more explore boxes are empty, *and* the site's explore cost is 7 or 10, it places Discovery tiles.
8. If the competition has a team present, *and* one or more explore boxes are empty, *and* the site's explore cost is 4, it places Discovery tiles, then it places bases, then it places a colony.

Placing Discovery tiles, bases and colonies works the same for the competition as it does for you except for the following modifications:


Placing Discovery Tiles—If the competition reveals the **Phobos** or **Introvs** Alien tile, discard it and draw another Alien tile.

Placing Bases—Randomly draw and place a competition base on every discovery tile at the site. As you place each base, compare the base type to the discovery tile:

- If that type of base is eligible to be built on the tile according to the *Starfarer* base build requirements, immediately apply the Base Match Event [see *table on solo player aid*].
- If that type of base would not be eligible to be built on the site, do not apply the Base Match Event (but the base remains).

Base placement limitations imposed by the **Introvs** and **Phobos** Discovery tiles do not affect the competition, only you.

Placing a Colony—Perform the following steps in the order shown:

1. **Colony ID**—Choose the available colony with the solo selector number matching the selector number on the competition card. If that colony is not available, choose the colony with the ID number closest in value. If two colonies are equally close in value, choose the one with the lower ID number. Place the chosen colony marker at the site.
 
2. **Colony Award**—Award the competition profit equal to the colony value of the colony.
3. **Team Removal**—Remove all competition teams from the site, and return any of your teams there to the Sol region.

The competition ignores all printed attributes of its colonies, and does not receive bonus profit at the end of the game for the number of colonies it owns.

Winning the Game

When the *Starfarers* era ends, you (never the competition) gain additional profit for colonies you control as follows:

No Colonies	Lose 1 \mathbb{F}
1 Colony	Gain 1 \mathbb{F}
2 Colonies	Gain 4 \mathbb{F}
3 Colonies	Gain 8 \mathbb{F}
4+ Colonies	Gain 13 \mathbb{F}

After profit for colonies:

- If your total exceeds the competition's by 11 \mathbb{F} or more, you win and dominate explored space.
- If your total exceeds the competition's by 1-10 \mathbb{F} , you win with a narrow lead over a crowded market.
- If your total equals the competition's, market share is flat, with no clear economic leader.
- If the competition's total exceeds yours by 1-10 \mathbb{F} , you are a viable business, but second to the competition.
- If the competition's total exceeds yours by 11 \mathbb{F} or more, you lose badly and your business is acquired by the competition.

Optional Era Situations

After playing solo **SpaceCorp** a few times you may wish to increase the variety and challenge by adding **Era Situations** to the game. The game includes six Era Situation cards, found on the backs of the six progress cards not used in the solo game.

Setup—When setting up each era, shuffle the Era Situation cards together. Then blindly draw one and place it face-up next to the board.

Effect—Each Era Situation card lists two situations, each marked with the era or eras to which that situation applies. Apply only the situation marked with the current era symbol, disregarding the other situation.

*Example: The card at right would impart a "Fuel Shortage" during the **Mariners** or **Planeteers** eras, or "Random Mutations" during **Starfarers**.*

Each situation has two parts: text-based instructions and a depiction of three competition offer adjustment markers.

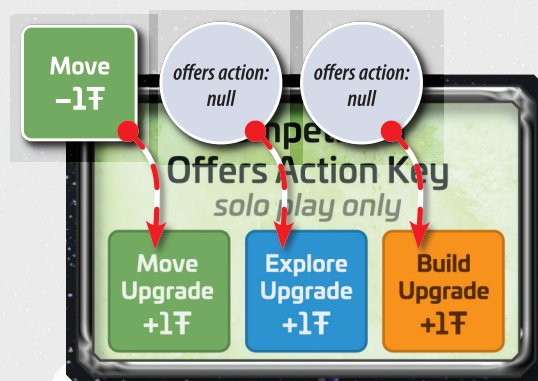
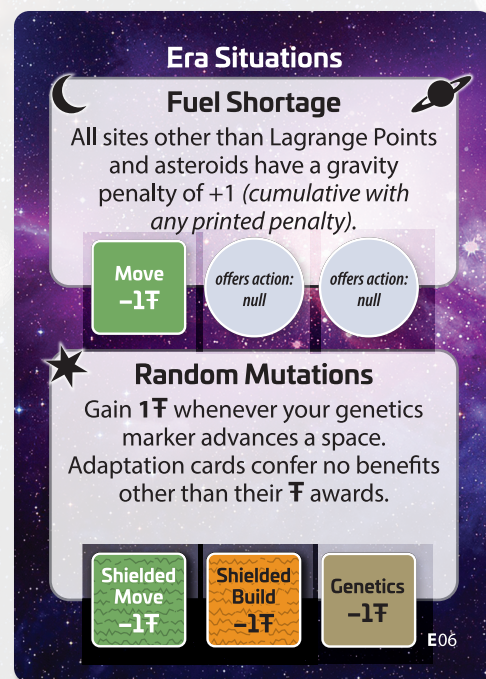
- Instructions may include an adjustment to the era setup or a condition that applies throughout the era. Carry out the instructions as written. *Additional clarification for some situations is provided below.*
- Locate the matching markers and place them in the allotted spaces of the Competition Offers Action Key on the board, covering any printed adjustment markers. The markers replace the default offer adjustments printed on the board for the current era.

*Example: If drawn during the **Mariners** era, the card at right would replace the default Move Upgrade, Explore Upgrade and Build Upgrade adjustments with "Move -1 \mathbb{T} " and two "offers action: null", respectively. Null markers have no inherent effect, serving to merely nullify what they cover.*

*Note that some Era Situation cards assign Shielded Move and/or Shielded Build markers: these markers will **not** count regular Move or regular Build actions on discarded cards. Similarly, the example at right assigns a "Move -1 \mathbb{T} " marker: this marker will **only** count regular Move actions on discarded cards, not Shielded Moves.*

Note also that with some Era Situations, multiple matches are possible on a single discarded card.

The situation's effects last throughout the current era only: they will not apply to subsequent eras. At the end of each era, remove all placed offer adjustment markers and place the Era Situation card back in the box—do not return the card to the Era Situation deck.



Era Situation Clarifications

Brain Drain—You can't play cards as Edges. When the competition draws an Edge during an Offers Action, place it in the offers: do not remove it and do not implement the Edge.

Rogue Asteroid—The Rogue Asteroid is an explorable site with an explore cost of 2 and a build cost of 4. It shares the region with the Solar Lagrange Point 1 site. At the end of the era, remove the Rogue Asteroid marker from play.