

TWILIGHT INSCRIPTION

PLAY AS YOU LEARN

If you want to jump right into the game or prefer to learn by doing, follow this guide as it teaches you the basics. You won't fully understand the choices you're making as you play and learn, but that's okay—all will become clear as you continue. Take your time, **read carefully**, and if you're playing with other people, remember to **show them the images!**

SETUP

- 1. Player Sheets:** Throughout the game, each player marks their sheets to represent the progress of their civilizations.



You'll learn the sheets one at a time—by the end of this guide, each player will have four sheets. For now, give a marker and a random Navigation sheet to each player. Make sure the "B" sides are faceup, which are identical. Prime the markers by shaking them for 20 seconds.



Side Indicator



- 2. Dice:** Put the three black dice in the center of the table; ignore the other dice for now. The dice and some cards show icons called **RESOURCES**. Players spend resources to mark their sheets.



3 Black Dice



Material



Influence

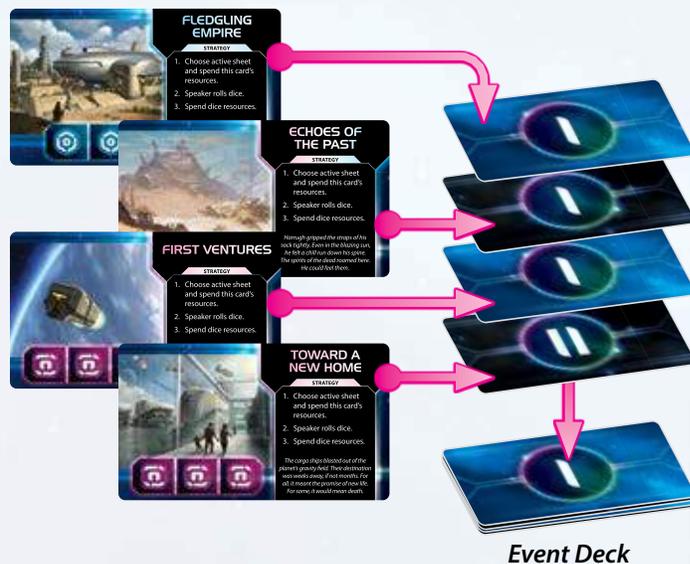


Research

- 3. Event Cards:** Take the following four event cards and return the rest to the box:

- ◆ Fledgling Empire
- ◆ Echoes of the Past
- ◆ First Ventures
- ◆ Toward a New Home

Create a facedown deck with those four event cards in the order listed (Fledgling Empire on top).



Event cards determine how the players resolve each round of the game. After you construct the deck, turn the page to start the first round!

ROUND 1 — NAVIGATION

To begin each round, reveal the top card of the event deck. All players **simultaneously** proceed through the steps on the card, which are described below.

STEP 1:

Each player chooses an active sheet, which is the sheet that player can mark this round. For the purposes of teaching, everyone chooses Navigation.

Then, **each player** spends the resources shown on the event card: 2  (influence). The icon legend in the upper-left corner of the sheet tells you what each resource does. Read the sheet summary below and then spend the 2  from the card.



Resources on "Fledgling Empire"

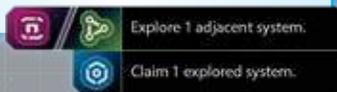
STEP 2:

After all players spend the resources from the event card, one player rolls the three black dice. Whoever volunteers is the Speaker for the rest of the game. The Speaker has no benefits, but they take on the responsibility of helping to run the game.

STEP 3:

Each player spends **all** of the dice results on their active sheet. When a player is finished, they cap their marker and put it down on the table to indicate that they are done. When all players are done, the round is over.

This is an icon legend. It tells you how to spend your resource icons.



Spend 1  (material) or 1  (research) to explore an adjacent system (extend an orange line to that system).

Spend 1  (influence) to claim an explored system (circle it).

The icons inside systems are called **ASSETS**. Each sheet is full of assets, but don't worry about what they do yet; you'll resolve them later. For now, just be sure to claim a system that contains a planet asset ()!

This is a wormhole. You cannot explore into them until you unlock the Gravity Drive technology below.

GRAVITY DRIVE

You can explore through wormholes ().

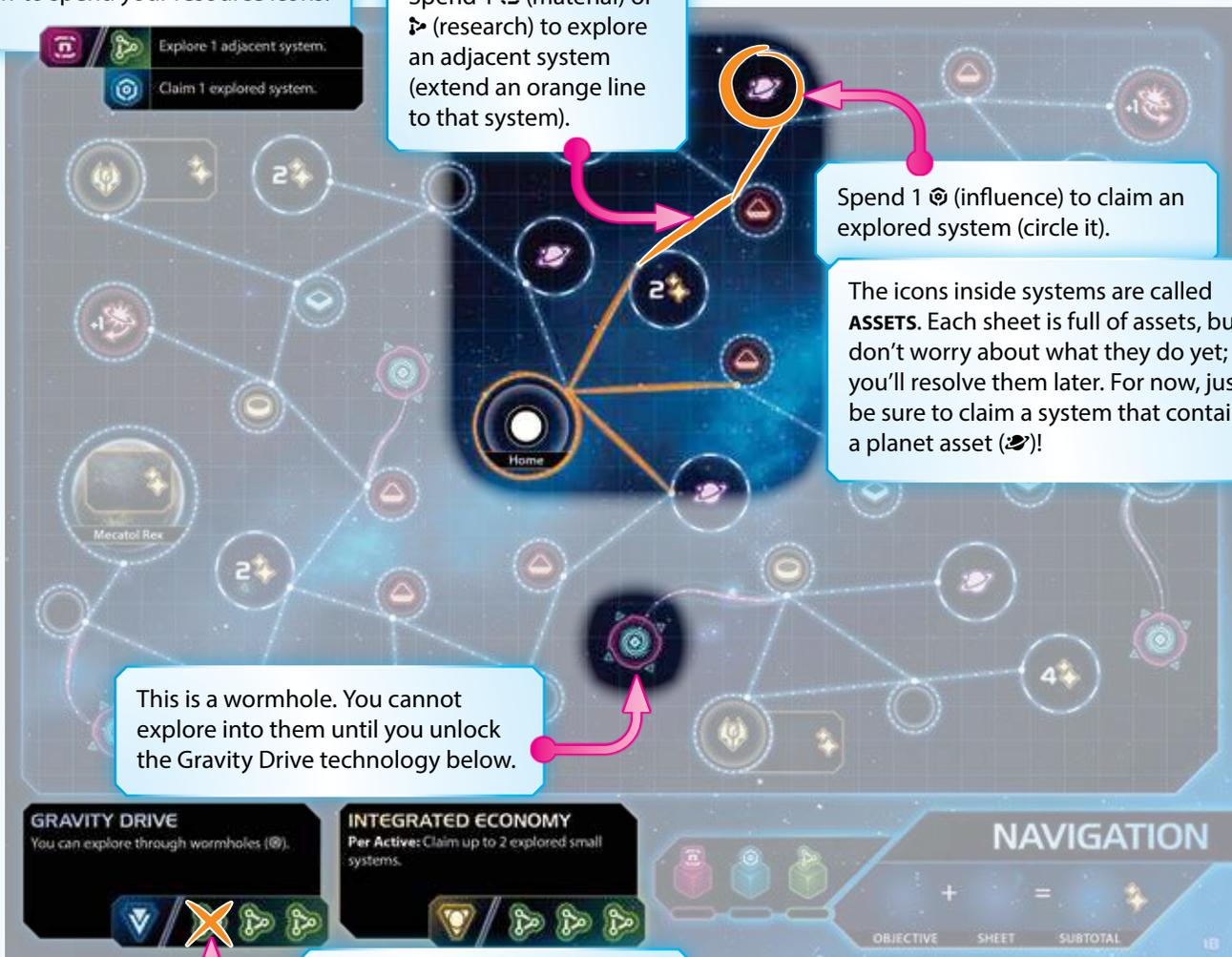


INTEGRATED ECONOMY

Per Active: Claim up to 2 explored small systems.



Spend 1  to cross out a  icon next to a technology. You unlock a technology once all three of its  icons are crossed out.



ROUND 2 — EXPANSION

Reveal the next event card and give a random Expansion sheet to each player; make sure side B is showing. Proceed through the steps on the new event card, but everyone must choose Expansion as their active sheet. Also, remind everyone that they **should not worry** about what assets do yet; the strategy tip at the bottom of the page is enough guidance for now.

This sheet doesn't have an icon legend. Instead, for each resource you spend, cross out any icon that matches it.

However, you cannot spend resources on a planet until you unlock it. If you claimed a planet asset (🌐) last round, spend it (cross it out on the Navigation sheet) to unlock any planet here (cross out the 🌐 icon next to its name).

When you mark all resource icons in a row or column, claim (circle) the asset at the end of that row or column.

These are space docks. You can claim a space dock's asset by spending a planet asset (🌐)...

...or by marking all of its resource icons.

You can spend ▶ to research technologies, as usual.



STRATEGY TIP

During the early game, work toward claiming specialty assets (shown below). As you'll learn later, they can be spent in many different ways, such as to unlock a technology quickly.



ROUND 3 — INDUSTRY

Reveal the next event card and give a random Industry sheet to each player (continue using side B). This is the active sheet this round, and the round structure is the same as last round.

Like Navigation, this sheet has an icon legend.

- Scrap 1 unmarked space adjacent to any marked space.
- Claim 1 unmarked space adjacent to a scrapped space.
- Spend up to 4 ⚙️
- Spend up to 3 🏠

These sections track your votes (✓) and trade goods (🏠), which you'll acquire later. Ignore them for now.

Spend 1 🏠 to scrap (cross out) a space adjacent to any marked space. The central space of your grid is scrapped by default.

Spend 1 🏠 or 🏠 to claim (circle) a space that is adjacent to a **scrapped** space. In other words, O's must be drawn next to X's.

This section is your Industry **CHART** (remember the word "chart" specifically). It will matter when you resolve assets later. Ignore it for now.

STRATEGY TIP

The assets in scrapped spaces can never be claimed, so why should you scrap a space? It extends your reach on the grid—remember that you cannot claim a space unless it is adjacent to a scrapped space. Think of it as an investment!

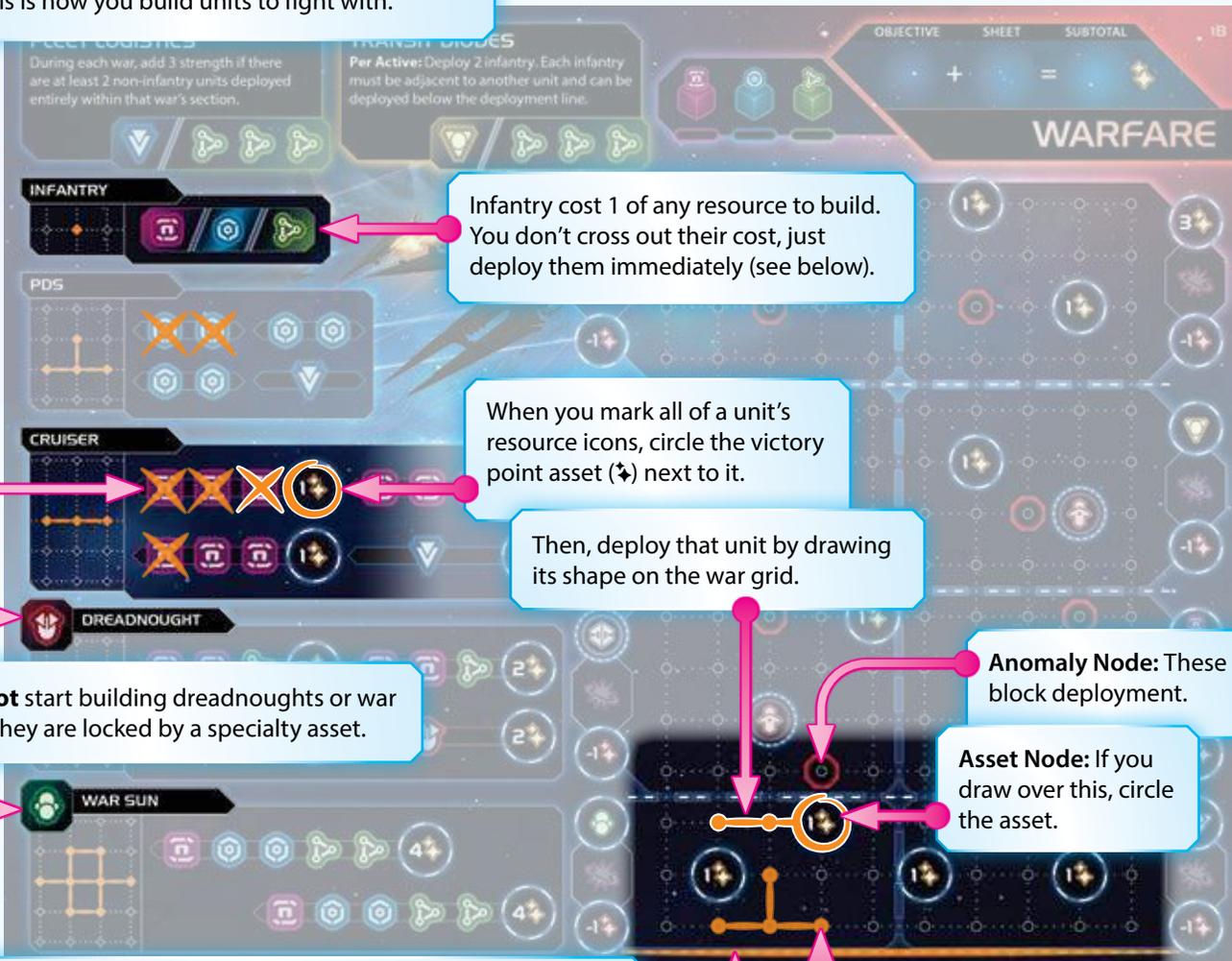
During the early game, try to claim a yellow commodity. It will be lucrative during production events, which you'll learn about later.



ROUND 4 — WARFARE

Reveal the next event card and give a random Warfare sheet to each player (continue using side B). This is the active sheet this round, and the round structure is the same as last round.

This sheet doesn't have an icon legend. Instead, for each resource you spend, cross out the matching icon. This is how you build units to fight with.



Infantry cost 1 of any resource to build. You don't cross out their cost, just deploy them immediately (see below).

When you mark all of a unit's resource icons, circle the victory point asset (♣) next to it.

Then, deploy that unit by drawing its shape on the war grid.

You **cannot** start building dreadnoughts or war suns yet; they are locked by a specialty asset.

Anomaly Node: These block deployment.

Asset Node: If you draw over this, circle the asset.

The first unit must start in the first row above the deployment line (the orange line at the bottom of the grid). The next unit has the option to deploy adjacent to another unit. You can rotate shapes, but cannot overlap them.

Each node you mark will add one **STRENGTH** against your neighbor on that side during a war (e.g., nodes in the left half are attacking the player to your left).

STRATEGY TIP

Try to mark at least one node in both the left and right halves of the grid (you can deploy across the divides between sections). This will help you defend against both of your neighbors.

Over the course of the game, the deployment line moves up, preventing you from deploying below it. Try to deploy units over asset nodes before you miss your chance!

ROUND 5 AND BEYOND

Now that you've played four rounds, you're ready to finish setup and add the remaining rules! Open the rulebook to page 4 and proceed through setup with these changes (don't forget to read the rest of this page after finishing setup):

- ◆ **Step 1:** Skip this step—it's already done!
- ◆ **Step 2:** Deal 1 random faction card to each player from this set: The Emirates of Hacan, Sardakk N'orr, The Arborec, The Nomad, The Winnu, The Mentak Coalition, The Yin Brotherhood, and The Barony of Letnev.
- ◆ **Step 4:** Do not include the event cards you already used in the first four rounds. Thus, you'll separate the remaining cards into eight piles (not ten), and a Stage II card with a blue back should be on top.
- ◆ **Step 5:** Skip this step.
- ◆ **Step 7:** Skip this step.



Faction Card

NEW COMPONENTS

Here is a quick overview of the components you added, all of which are also described on page 16 of the rulebook.

- ◆ **Mecatol Rex Sheet:** When you claim the Mecatol Rex system in Navigation, you write your faction's name in the highest slot here to gain the assets shown to the left.



- ◆ **Focus Dice:** These dice are rolled along with the black dice, but you cannot use their results unless you have unlocked them using focus assets.



3 Focus Dice

- ◆ **Faction Cards:** These give you two abilities. The first is always active, but the second is resolved when you claim a faction asset (♣).
- ◆ **Relic Cards:** Draw these by claiming relic systems (♣) in Navigation. They have powerful abilities and are worth victory points!



Relic Cards

EVENTS

All the event cards you have resolved so far are strategy events, but there are three other types. **When you draw one**, see its page in the rulebook:

- ◆ War: Page 13
- ◆ Production: Page 14
- ◆ Council: Page 14



Event Type

ASSETS

It is now time to understand the assets you have claimed so far. There are two types of assets:



Dotted Outline: These assets are resolved immediately when claimed. Do not cross them out after resolving them.



Dashed Outline: During a strategy event, you can spend these assets to mark the active sheet. You can even spend them **from** inactive sheets (like you did in Round 2 when you unlocked a planet). When you spend one, draw a single slash through it.

Before you start the fifth round, each player **resolves the dotted-outline assets** that they have claimed as if they had just claimed those assets. Page 15 of the rulebook explains what the different assets do, and the reference cards are a helpful reminder.

START THE FIFTH ROUND

After everyone resolves their dotted-outline assets, reveal the top card of the event deck to start the fifth round! Normally, you would continue until you resolve the "A Throne for the Taking" event card, which ends the game. However, if you're learning with this guide as you play, you should end the game after the last Stage III event card. This is long enough to see all the rules of the game, and you'll be well prepared for the next time you play.

At the end of the game, see page 17 to learn how to count up your victory points (♣). The player with the most victory points wins!

If you have questions as you play, check the rulebook. The sheets are explained in full detail on pages 8–12, and the Additional Rules section starting on page 15 explains the other components.

Solo and Two-Player Games: If you're playing with fewer than three players, you'll need to read the rules on pages 18–19 of the rulebook to learn how to add the AI rules to the game.