

GAME COMPONENTS



PLAYER BOARDS x4



MAIN BOARD



CRYSTALS x52



EVOLUTION TOKENS x7



RESEARCH TOKENS x90



POINT TOKENS x50

IN FOUR PLAYER COLORS



ACTION TILES x20



PLAYER CUBES x88



PLANET TOKENS x32



EVOLUTION CARDS x32



DRAW BAG

SET UP

Give each player the following in player colors: cubes, action tiles, planet tokens, and 1 player board.



Players place 6 cubes on the research point track of his/her player board on the 0 space.



Place all research tokens and evolution tokens in the draw bag. Each player draws 4 random research tokens from the draw bag. Each player places the 4 on their research board on intersections of the white lines. Each player gains one research point from each token. The player may choose the symbol (firepower, propulsion, defense) or the color (red, blue, green). The player moves his/her cubes on the player board up one space for each point gained. If a player draws an evolution token, he/she draws another token to replace it and puts the evolution token back in the bag.



Shuffle all evolution cards and place face down on the table to form a draw deck. Draw eight research tokens from the draw bag and place on the icons of the research area of the main board.



WINNING

When one player reaches 100 points the end of the game is triggered. Players continue the round until the player to the right of the starting player has taken a turn and the game is over. The player with the most points is the winner. If there is a tie, the player with the most research points on his/her board is the winner of the tie.

SYMBOLS

On research tokens there are 6 symbols. The white symbols represent the capabilities of your alien race to build a fleet and navigate space. Firepower (triangles), propulsion (diamond), and defense (barbells). The colors represent your race's ability to manipulate matter (blue), control weather and environment (green), and engineer genetics (red). A player may never have more than 5 knowledge points of any one type in the game. You gain these knowledge points in several ways.

THE TURN

On a player's turn he/she will choose one action tile and place it on the main board in the upper-most available action space. Some action tiles have two options, and some have three. The player will choose just one of these options.



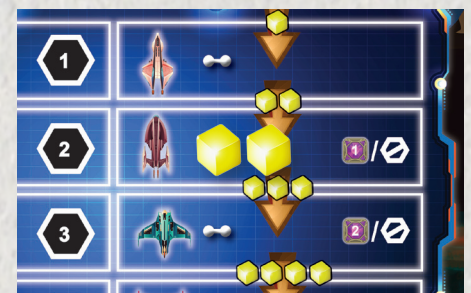
A player may take extra actions and gain extra points by spending 15 crystals. A player may never have more than 20 crystals at one time. Small crystals have a value of 1 and large have a value of 5.



At the end of each player's turn, he/she gains point tokens equal to the numbers on the planets he/she has colonized. The player also gains crystals equal to the number shown in the defense space of the main board times the number of **shielded** planets he/she owns.



3 points per turn



1 crystal per turn

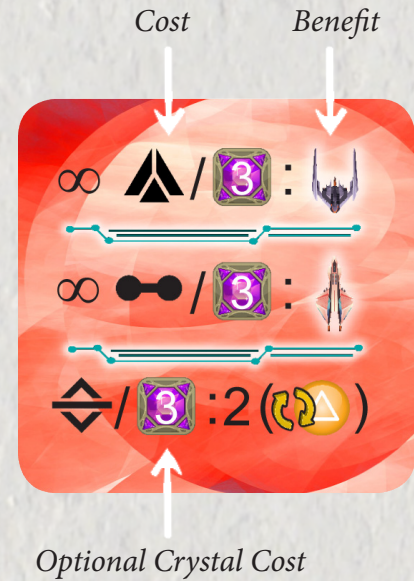
1. Players always place tiles in the top-most available space if there are 2 upper-most available spaces, a player may choose either one to put his/her action tile.
2. A player may either place a tile from his hand on a space or remove and replace a tile he/she has already placed.
3. If a player places a tile he/she takes from the board, all the other tiles below that tile move up on the board and the owners of those tiles gain a bonus. The bonus is either a crystal or in some cases a knowledge point of the player's choice. Once all tiles have moved one space up, the current player places his/her action tile on the upper-most available space and takes the action chosen.
4. Some action spaces show an evolution token with a number. The number indicates the number of players in the game. If a player places an action token on a space with the evolution token matching the number of players, there is an evolution event (described later) following the player's turn.
5. The order of a player's turn must go as follows:
 - a. Place an action tile on the main board.
 - b. Take one action from the tile placed.
 - c. Gain point tokens equal to the numbers shown on his/her own colonies.
 - d. Optional: Spend 15 crystals to place an additional action tile, take one action from that tile, and gain points again the same way from colonies.
 - e. Gain crystals from shielded planets.
 - f. If an evolution event has been triggered during the turn, execute the evolution event (described later). This is done only once even if multiple evolution events are triggered.



Placing a tile on this space triggers an Evolution Event in a 4-player game.

ACTIONS

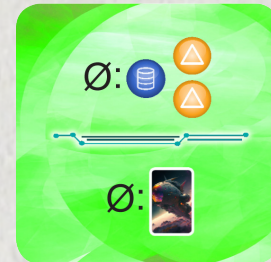
Each action tile shows the player's choice of actions with a cost (left of the colon) and a benefit (right of the colon). When a player pays a knowledge point for the cost, he/she moves a cube on the player board down for each point paid. Some actions also have an optional crystal cost. The player may choose one knowledge point or 3 crystals to take the action. When a knowledge point is spent this way, the player moves his/her cube down one space for each point on the knowledge track of his/her player board.



Research/Evolution Card Tile:

When playing this tile a player chooses to either do research or use an available evolution card.

1. Research is done by filling the research pool spaces of the main board that may be empty. When full, there will be 8 tokens in the pool.
2. If an evolution token is drawn there is an evolution event (described later) following the turn. The evolution token(s) is put back in the box and the pool is still filled. If multiple evolution tokens are drawn, there is just one evolution event and additional evolution tokens are also taken out of the game and put in the box.



3. The player then chooses two research tokens from the pool and places them, one at a time, on the player board.
4. As each token is placed the player checks to see if research points are gained.
 - a. If the token is placed in such a way that a triangle of 3 tokens is formed the player gains one knowledge point for each symbol those 3 have in common. The player may gain points for common colors or common symbols or both (if the triangle formed has both in common.)
 - b. If the token placed forms a triangle that is 6 tokens or larger, the player gains the knowledge from the tips of that triangle. Plus the player gains one knowledge point of his/her choice. This will be a maximum of 3 knowledge points. If the tips have nothing in common, the player may still gain one knowledge point of his/her choice for completing a large triangle.
 - c. When larger triangles are formed, the research points can only be gained if the player is placing a tip of that triangle. The research points gained must include the triangle tip just placed.
 - d. Many times multiple triangles may be formed by placing a research token. The player must choose only one to gain research points.
 - e. When large triangles are formed, they must be completely filled-in with tokens to gain points.



By placing the third token of these three tokens the player gains one propulsion point



Above: If one of the highlighted tokens shown here was placed and formed this triangle, the player would gain a defense point and one research point of the player's choice.

Right: If one of the highlighted tokens shown here was placed and formed this triangle the player would gain a firepower point, red point and one research point of the player's choice.



5. Evolution cards come out during an evolution event and are placed face-up on the table and are available for all players to use. When choosing an evolution card, the player pays the cost on the card (left of the colon) if any and gains the benefit. The card is then placed in a discard pile and is not available for other players to use.



Scrap Tile:

Players may choose to move research tokens from the triangle area of the player board to the red circles on the sides of the player board known as “scrap.” The player chooses just one of the options.

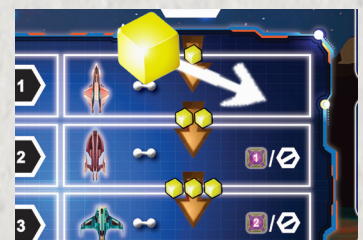
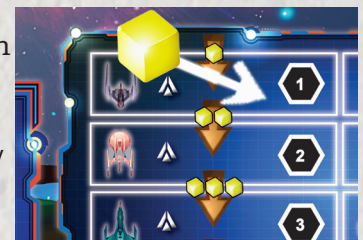
1. A player moves two tokens, one at a time, from his/her research area to the scrap area. As each token is moved, the player chooses one symbol (either symbol or color) to gain on his/her research track.
2. The second option on the scrap tile is to move scrap back to your research (triangle) map and gain the points from the placement of the tokens just as he/she would when choosing the research action.
3. Scrap spaces hold a maximum of 4 tiles on each player board. Players have the option of removing any or all scrap from the game during an evolution event.



Fleet Tile:

There are 3 actions available on the fleet tile. One for spending a firepower research point, one for defense, and one for propulsion. Each of these actions can also be done by spending 3 crystals instead of research points is the player chooses.

1. Firepower: The player spends one firepower research point and places a cube in the firepower section of the main board. If the player has reached a maximum number of cubes in a row he/she may instead move a cube down to the next level. The maximum number is one on the first level, two on the second, three on the third, and four on the fourth. A player may do this multiple times in the same turn as long as he/she has firepower points or crystals to pay for the action.
 - a. Once a player has a maximum number of cubes in a row, he/she can now colonize a planet of that level or lower (following the other rules of colonization – described later)
2. Defense: The player spends one defense research point and places a cube in the defense section of the main board. If the player has reached a maximum number of cubes in a row, he/she may instead move a cube down to the next level. The maximum number is one on the first level, two on the second, three on the third, and four on the fourth. A player may do this multiple times in the same turn as long as he/she has defense points or crystals to pay for the action.
 - a. Once a player is not tied for the lowest defense, he/she can now defend against an alien invasion during an evolution event (described later).



- Propulsion: The player spends one propulsion point to move two research tokens already on his/her player board, one at a time, to new, empty locations on his/her research board. The player gains the knowledge points from forming triangles in the same way that research is done. The same token cannot be moved twice. Players cannot move tokens from scrap with this action.

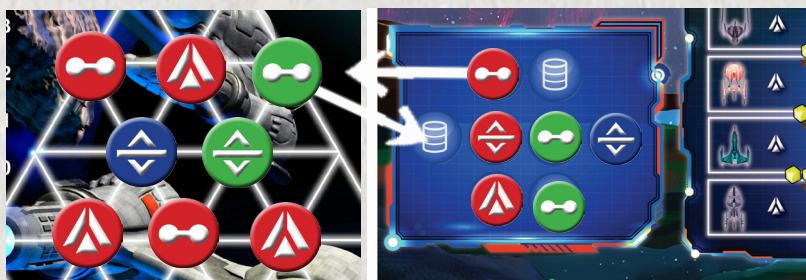
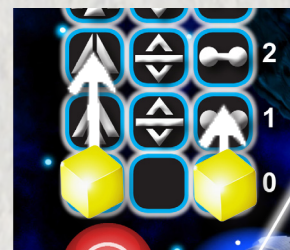


Domestic Tile:

There are 3 actions available on the domestic (color) tile. One for spending a matter manipulation (blue) research point, one for environment control (green), and one for genetic engineering (red). Each of these actions can also be done by spending 3 crystals instead of research points if the player chooses.



- Matter manipulation (blue): A player gains 3 knowledge points of his/her choice. This can only be done once per turn.
- Genetic engineering (red): A player draws 3 tokens at random from the draw bag and places them on the research map of his/her player board. All 3 are drawn first and then chosen to place in any order. As each is placed the player gains knowledge points according to the same rules as conducting research.
- Environmental/Weather control (green): A player trades two research tokens, one at a time, from his/her player board with two tokens in the research pool of the main board. The player gains knowledge points the same way that is done in normal research. The same token cannot be moved twice.



Colonization Tile:

There are two actions available in the colonization tile.

1. A player may spend one firepower point, one defense point, and one or more propulsion points to colonize a planet. When colonizing, place a player planet token on the appropriate planet hex.
 - a. The number of propulsion points spent must equal the number of the planet to be colonized.
 - b. The player must have enough cubes on the firepower area of the main board to colonize the planet chosen.
 - c. You must choose a planet connected to one you already control. If you cannot (because you have no planet tokens on the board or if you are completely blocked in) you can take the lowest number available.

2. A player may spend two defense points to create a planet shield. Turn the planet token to the shielded side to show the planet cannot be invaded during an evolution event. At the end of each turn the player gains crystals as shown on the defense areas of the main board. The player gains 1, 2, or 3 crystals for each shielded planet depending on his/her defense level.



EVOLUTION EVENT



At anytime an evolution token is drawn from the bag or an action token is placed on a space with the evolution symbol matching the number of players there is an evolution event after the player's turn.

1. Remove all action tiles from the main board. Players gain the number of crystals under each of their action tiles. A player can never have more than 20 crystals.



2. Remove any face-up evolution cards. They go in the discard pile.
3. Draw evolution cards equal to the number of players and place face-up on the table. These are available for any player to use with an evolution card action. Once a card is used, it is placed in a discard pile and is no longer available. If the draw pile run's out, reshuffle the discard pile to make a new draw pile.
4. All players tied for the lowest defense on the main board must defend their unshielded planets or lose them.
 - a. Spend one defense knowledge point per unshielded planet the player wishes to keep. Unshielded planets that are not protected this way are removed from the main board.
 - b. Planets with a planet shield are never invaded.
 - c. Any player at defense level 4 (the maximum level) will never be invaded on any planet whether shielded or not.
5. Players may jettison scrap. The tokens are taken out of the game.



EVOLUTION CARD EFFECTS



A player may move one colony token to an open planet space that is connected. The cost is any one color research point. The player must have the firepower level equal to or greater than the destination planet. The colony can either be shielded or unshielded.



A player gains a new colony with the cost of 3 firepower points. All other colonizing rules must be followed.

3()

A player may take a weather control (green) action with 3 tokens instead of 2.



A player adds two cubes to the firepower area of the main board.



A player adds two cubes to the defense area of the main board.



A player performs a research action with 3 tokens instead of 2.



A player gains 3 research points of his/her choice.



A player flips one colony to the shielded side.



A player gains a new colony with the cost of 3 research points, one of each color. All other colonizing rules must be followed.



A player gains a new colony with the cost of 10 crystals. All other colonizing rules must be followed.

3()

A player may take a propulsion action with 3 tokens instead of 2.

4()

A player may take a genetic engineering (red) action with 4 tokens instead of 3.

3()

A player may take a scrap 1 action with 3 tokens instead of 2.

3()

A player may take a scrap 2 action with 3 tokens instead of 2.



A player gains 8 crystals. He/she cannot have more than 20.



An evolution event is triggered. After new cards are revealed the player takes one card action.

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