



STARSHIP

# INTERSTELLAR

RULEBOOK

## OUR PLANET IN PERIL...

The year is 2357. In stark contrast to humankind's hopes, violent astronomical events and unregulated use of new "solar extraction" technology have greatly accelerated the rate at which our star ages over the past few decades. Now, the Sun is rapidly nearing the end of its life cycle. Its fate—as for any star in its category—is to transform into a Red Giant.

This will result in an exponential increase in volume that will cause the Sun to engulf Mercury, Venus, and quite possibly Earth itself.

In the "best case" scenario, this increase in volume will stop short of our planet's destruction. But, life as we know it will have already been incinerated by radiation and a drastic increase in surface temperatures.

Our only hope as a race is to build a colossal interstellar spaceship that would allow a small fraction of

humanity to evacuate to a "new Earth." Fortunately, we have located a promising candidate world in the Trappist star system during our search for extrasolar planets.

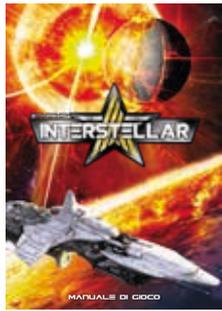
Such a project, however, is far from simple. The resources we need cannot be found on our planet, and the limited resources available through solar extraction technology are still insufficient. The only way to complete this monumental task is to harvest the materials needed from the other planets of our solar system.

In *Starship Interstellar*, you are the leader of one of the world's most influential Corporations, that has chosen to rise to the occasion and do their part to help complete this project.

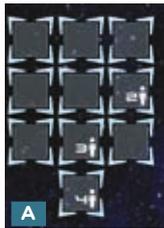
Your goal is to be the foremost contributor in the race to complete the starship before it is too late. The corporation that takes the lead in this project will have the honor of helping guide humanity to its new home.



# GAME COMPONENTS



Rulebook



5 Starship Modules



50 Starship Mechanisms  
(10 Starting + 40 Advanced)



46 Discovery tokens



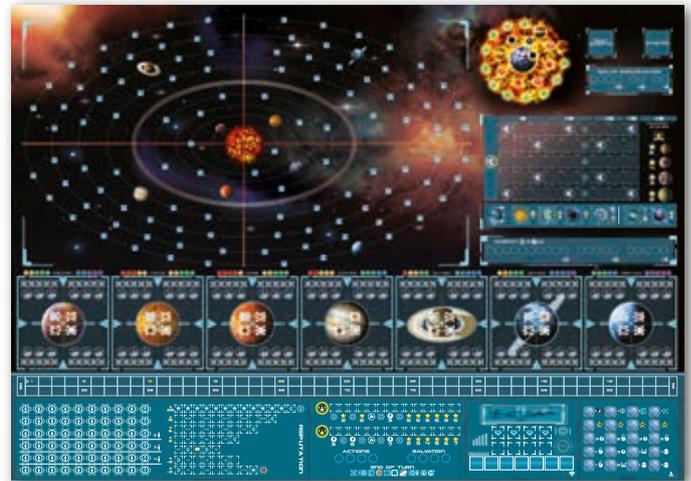
8 Planet tokens



20 Solar Event tokens



24 Extra Action tokens



Game board (in 2 parts)



70 Planetary Production tokens



1 Earth tile



60 Small black cubes  
(Fuel)



20 Large black cubes  
(Fuel)



3 White Indicator cubes  
(1 Solar Spiral, 1 Solar Extraction,  
1 Government Probe)



Solar Bag



230 Small Resource cubes  
(50 red, 50 yellow, 50 green, 40 blue, 40 purple)



Large Resource cubes  
(10 red, 10 yellow, 10 green, 10 blue, 10 purple)



Population meeples  
(18 red, 15 yellow,  
12 green, 9 blue,  
6 purple)

## COMPONENTS FOR EACH PLAYER (in 4 different colors)



5 Basic Action tokens



1 Pass token



1 Wormhole token



1 Explorer board



3 Drills



4 Bases



3 Converters



3 Outposts



14 Scientists



1 Player box



1 Player board



1 Probe



1 Explorer



3 ARS



6 Counters

# GAME MATERIALS

## THE GAME BOARD

### 1: The Solar System

Starting from the **Sun** in the center and going outwards, this area shows the **orbits of Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, and Neptune**. Between Mars and Jupiter is a band of **asteroids**. Even though these bodies could not form a planet, this still counts as an orbit during the game.

Each orbit has a small image of that planet. This is the recommended starting space for that planet for your first few games (later on, you can place them randomly).

During the game, the planets will move from dot to dot around their orbits, always going clockwise. The Solar System is also divided into four parts, called “**quadrants.**”

### 2: Sun Status

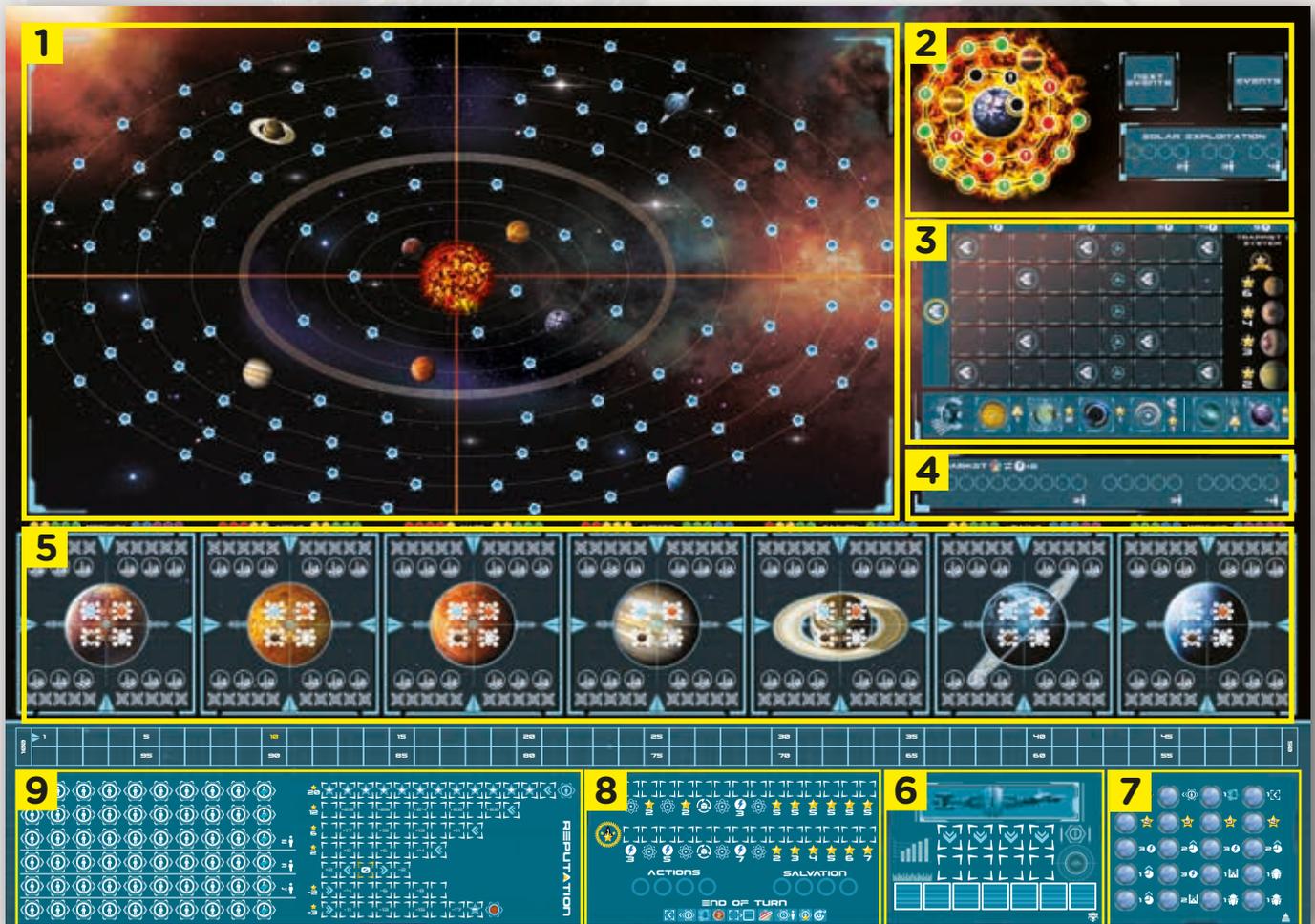
This area shows the Sun and the **Solar Spiral**, which depicts its transformation into a Red Giant. Each time there is a **Solar Advance**, you must move the **Solar Spiral cube** forward one space. If the cube moves onto a space with an **!** icon, a **Solar Event**

occurs (see page 7). If the cube crosses a space showing a planet, that planet is destroyed! If the Earth is destroyed before the **Starship** is launched, the game ends.

To the right of the Solar Spiral are spaces for holding past and future Solar Events and the **Solar Extraction Track**, which you can use to acquire **Resources** but at the risk of accelerating the Solar Advance (see page 12). The Extraction cube moves along this track whenever players extract Resources from the Solar Bag during Solar Extraction. Based on the number of players, if the cube is in the last available space and it should move, it restarts and the Solar Spiral cube moves forward.

### 3: The Journey to Trappist

This area is where you will try to find the route that the Starship will follow on its way to the Trappist system. You will deploy **Probes** here to aid in the exploration (see page 24). Most of the spaces here are blank, representing unknown areas. Some spaces are marked with a **!**, called **Points of Interest**, which offer more valuable discoveries.

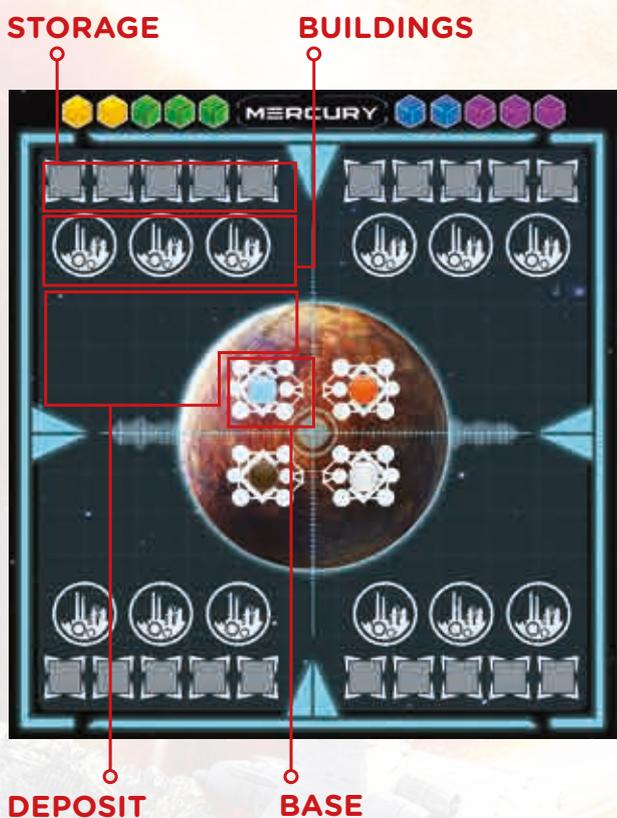


#### 4: The Resource Market

The size of the Resource Market depends on the number of players in the game. When payments are made, the Resource cubes are placed here until the **Market** is full. If there are no spaces available, they return to the general supply instead (see page 18). In this way, the Market will change from turn to turn, creating moments of abundance for some resources and a total absence of others.

#### 5: Planetary Zones

Here you will find a display for each of the seven non-Earth planets. Each display is divided into four parts, one for each player, with a **Base**, five **Storage** spaces, and three **Building** spaces (usable as the player sees fit, with no restriction on the placeable types of buildings), as well as a **Deposit** area used for **Planetary Production** (see page 14).



#### 6: Starship Construction Site

This is where the players will construct **Mechanisms** for the *Starship Interstellar*. In the middle are two rows: Mechanisms available for construction will appear in the bottom row, called **Current Projects**, while Mechanisms in the top row are **Future Projects** that will become available later. Below the two rows are spaces for **Long-Term Projects** (see page 20).

#### 7. World Government

The **World Government** is represented here. You may send **Scientists** here to gain certain bonuses. Holding higher ranks in the Government improves your chances of becoming the **Governor**, which awards benefits during the **Government Phase** (see page 25). The Governor is the player whose Scientist is in the **highest row** of the World Government and in the space **furthest to the left** in that row.

#### 8. Progress Summary

This area shows important tracks for recording the players' progress:

The **Leaders of Humankind Track** shows how effectively you have rescued the Population. As you progress along this track, you receive the bonuses shown (see page 20).

Below this is the **Leaders of the Starship Track**. You can advance along this track by completing Mechanisms to earn the bonuses shown here (see page 20).

Next is two **Turn Order Tracks**, for the Action Phase and Salvation Phase. During each phase, you will take turns in the order of the counters in the matching track, from left to right (see page 10). When you **pass** during the Action Phase, you will place your other counter in the next empty space on the Salvation Track. When you pass during the Salvation Phase, you will do the same on the Action Track. The bottom area shows a summary of the **Government Phase** (see page 25).

#### 9. Population & Reputation

This section records the members of the **Population** who have been placed into cryogenic storage for safe transportation to Trappist (see page 23).

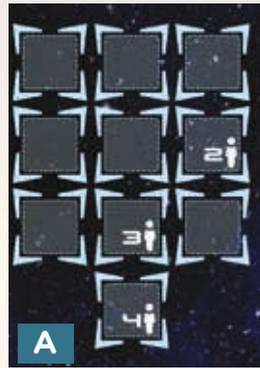
The **Reputation Track** is also located here, which records the status of the players' corporations in the eyes of the people of Earth. Your position on the Reputation Track at the end of the round will determine how much bonus Prestige you gain (see page 25).

**Note:** If your counter cannot move any further on the Reputation Track, you do not gain additional Prestige.

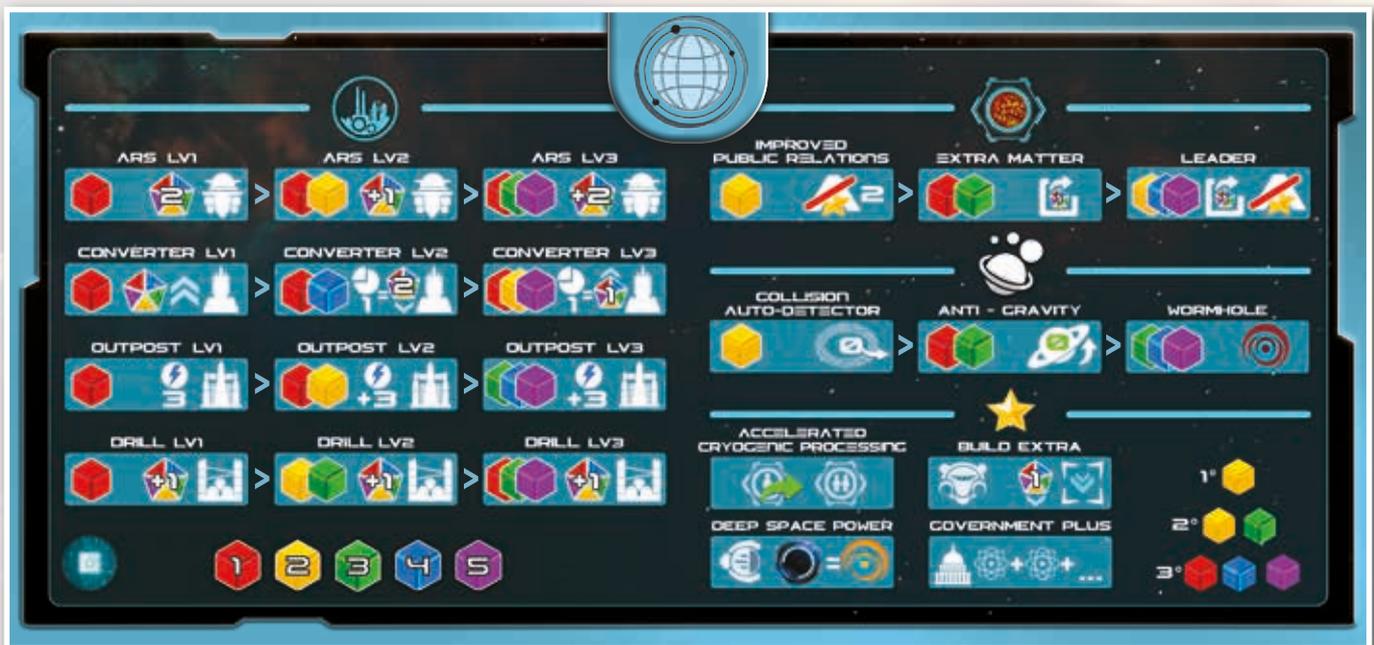
## STARSHIP MODULES

**Starship Modules** are the individual pieces that will eventually make up the *Interstellar*. Modules are built separately by completing a number of Mechanisms. The number of Mechanisms needed to complete a Module is shown on the back of the card, based on the number of players (see page 20).

The other side of the card shows the completed Module and its **Command Post**, which can be filled by the Governor when an individual piece is completed (see page 21).



## THE PLAYERS' COMPONENTS



### The Player Board

Your player board represents your corporation. In the lower left is a summary of the value of the different Resources. Above that is your **Technology** development. Each row of three boxes here is a type of Technology that you can develop from Level 1 to Level 3. At the bottom right are four **Salvation Technologies**. You can develop three of these in any order you wish by paying the costs shown (see page 13).

### The Player Box

You can use your player box to hide your playing pieces from the other players. When an item becomes available to you, move it from the general supply into your box until you use it. All of the pieces into your box are referred to as your **personal reserve**.

### Buildings, Scientists, and Explorers

At the beginning of the game, the only **Buildings** you can build are **Bases**. As you develop Technologies, you will be able to construct additional

**Buildings: ARS, Converters, Drills, and Outposts.**

Technologies are earned through the use of **Scientists**. But be careful! Your Scientists are not unlimited, and if you commit too many of them to Technologies you may not have enough for other purposes.

In order to travel around the Solar System, you have your own spaceship, called an **Explorer**. You will use it to transport Buildings and Resources and to colonize other planets (see page 15).



A Pass token

### Action Tokens and Pass Tokens

Each player has a set of double-sided **Action tokens** and a **Pass token**. One side of these tokens is marked with the letter "A," and is used during the **Actions Phase** (see page 11). The other side, is used during the **Salvation Phase** (see page 19).

The “A” side of each Action token shows three types of icons:

- Colored icons are used to identify which player owns that token
- The large icon in the center indicates which action that token allows you to use
- An infinity icon indicates an action that can be taken multiple times, called a “repeatable action”



The other side side shows:

- A large icon in the center that indicates which action will grant you a bonus if you take that action
- Smaller icons that show other Salvation actions you can take instead



### Extra Action Tokens

You can earn these tokens by accomplishing certain feats during the game. They allow you take more actions during each phase and give you access to more powerful actions (see the Reference booklet).

### Solar Event Tokens

**Solar Events** are triggered by Solar Extraction (see page 12). When the Solar Spiral token reaches a space with an , flip over a Solar Event and apply the effects shown.



Each token shows three colors of Solar Events: green, red, and black. You must use the Event that matches the current status of the Solar Spiral: Until the consumption of Mercury (green), between Mercury and Venus (red), and between Venus and Earth (black).

There are two kinds of Solar Events:



• **Government Action:** Due to worrying solar events, the World Government hastens humanity’s efforts. Based on the icon’s color, one Population meeple per player is moved from the Earth tile to the Cryo-Pods. If there is no meeple of the necessary color, the next lower color meeple is saved instead (repeating this procedure if necessary). If there are not enough meeples even accounting for lower colors, no more meeples are saved.



• **Accelerated Advance:** The arrow icon indicates that the Solar Spiral advances one additional space.

If, while moving, the Solar Spiral Token crosses the icon of **Mercury** or **Venus**, that planet is destroyed (the two planets’ icons do not count as positions for the Solar Spiral Token—they are simply passed through while moving to the next space). In that case, everything located on the planet ceases to exist (Resources in deposit or storage return to the general supply, while all Buildings are removed from the game). If an Explorer is within the orbit of that planet, it is **not** destroyed. If a player owns a Planetary Production token for that planet, they must remove it from their available tokens and put it on the Planetary Zone for that planet.



### Resources and Fuel

During the game, you will need to interact with two critical items: **Resources** and **Fuel** .

Fuel is represented by the black cubes and by this  icon. It is used by the Explorer to Travel between planets (see page 15) and as currency in the Market (see page 18) and for advancing the Probe looking for Trappist (see page 24).

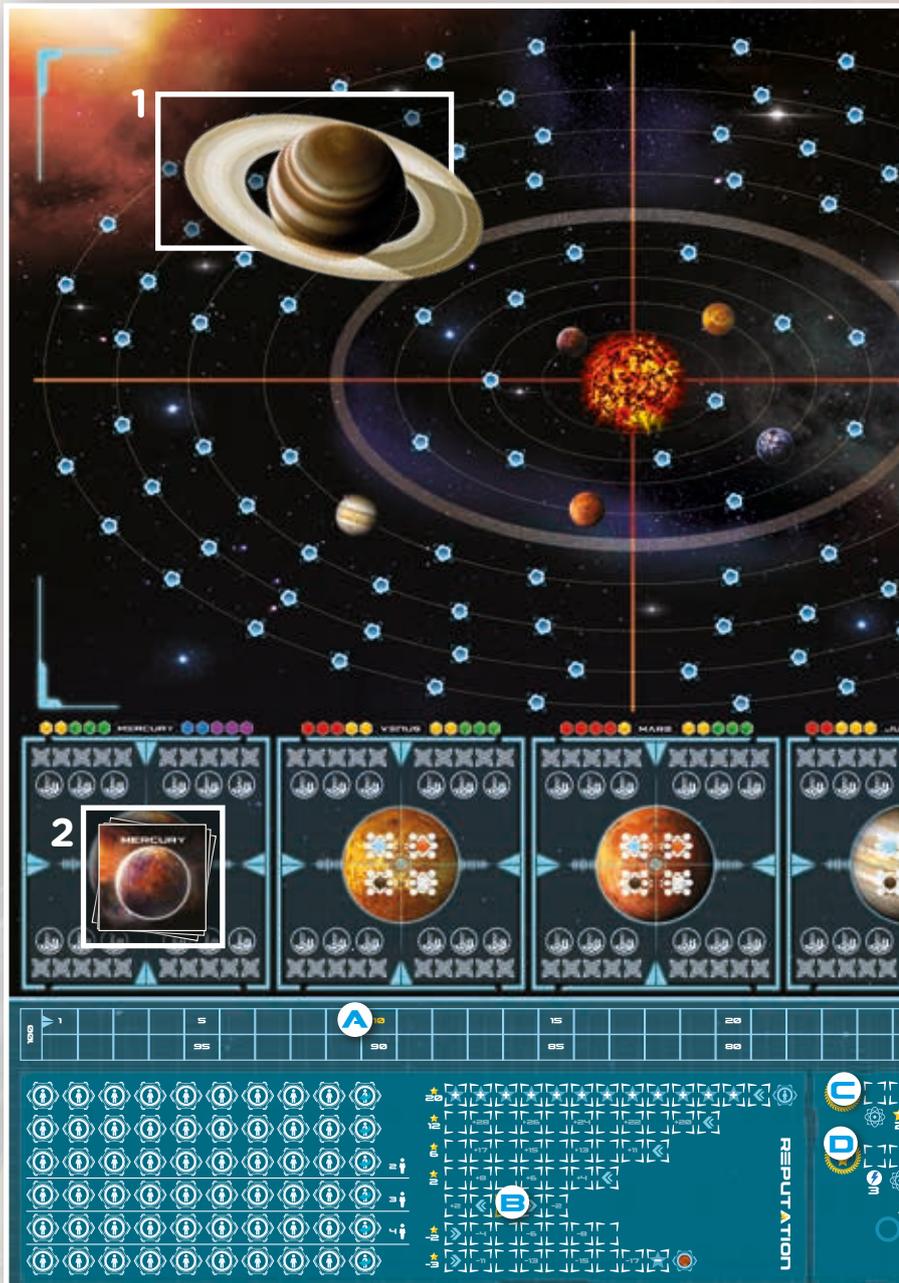
Resources come in five different colors representing different “levels” or qualities of Resources: red = 1; yellow = 2; green = 3; blue = 4; and purple = 5. Whenever the rules talk about the “value of Resources,” these values are used. In the Market, these values are used as a conversion factor (see page 18).

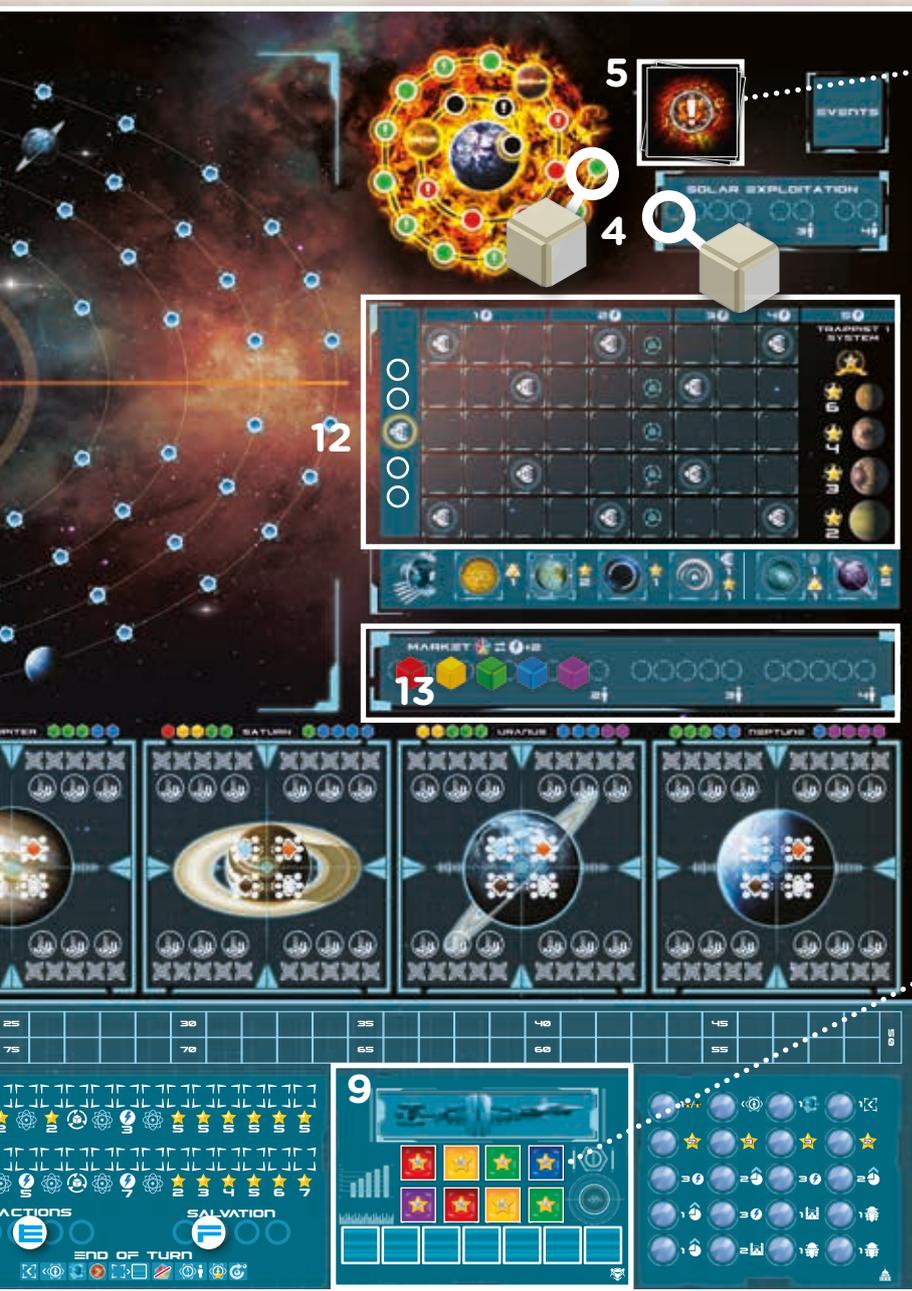
Fuel and Resources are represented by both small and large cubes. In both cases, a large cube represents **five units** of that item while the smaller cube represents **one unit**. You may exchange large and small cubes as needed to “make change.”

# SETTING UP THE GAME

## Board and Common Area Setup:

- Place the game board on the table. Place each planet on its orbit in its starting position (*for experienced players, you can ignore the starting positions and place the planets randomly, maintaining their original orbit*).
- Sort the **Planetary Production** tokens by planet (10 per non-earth planet) and shuffle them separately. Take 4 random tokens for each planet and place them face down in the matching **Planetary Zone**. Return the unused tokens to the box.
- Prepare the **Solar Bag** by filling it with the following set of Resources **for each player in the game**: 6 red, 5 yellow, 4 green, 3 blue, and 2 purple (*for example, in a three-player game, you would include 18 red*).
- Place the **Solar Spiral cube** and **Solar Extraction cube** on the gold spaces of the **Solar Spiral** and **Solar Extraction Track**.
- Randomly select **nine Solar Event** tokens and place them in a face-down stack in the **Future Solar Events** space.
- Arrange the **Resource** and **Fuel** cubes within reach of all players.
- Mix the Population meeples (*the top of the box works well for this*) and place a number chosen randomly on the Earth tile depending on the number of players: two players: 14; three players: 16; four players: 18.
- Shuffle the **Discovery** and **Point of Interest** tokens separately and place them near the **Journey to Trappist** area.
- Separate the **starting Mechanism** tokens (marked with a ) and shuffle them. Place **four** of them randomly face up in the top row of the **Starship Construction Site** and **four** in the bottom row. The two remaining starting Mechanism tokens are removed from play. Shuffle the other Mechanism tokens and create a face-down stack near the Starship Construction Site.
- Shuffle the **Modules** and create a stack near the **Starship Construction Site** with the “under construction” side up.
- Shuffle the **Extra Action** tokens and place **three per player** next to the game board. *For ease of play, we recommend you place them with the non-standard or “special” side up.*
- Place the Government Probe on the golden space of the starting column of the **Journey to Trappist** area.
- Place **one** Resource cube of each color (Red, Yellow, Green, Blue, Purple) on the Market track.





## PLAYER SETUP:

### Each player:

1. Chooses a color and places the matching player board and box in front of them. The player then places the rest of their playing pieces in the general supply (5 basic Action tokens, 1 Pass token, 1 Wormhole token, 1 Probe, 4 Bases, 3 Drills, 3 Outposts, 3 Converters, 3 ARS, 1 Explorer, 6 counters, 14 Scientists).
2. Places **four Scientists** into their box.
3. Takes 10 Fuel from the general supply and places them into their box.
4. Takes one **Explorer board** and places it close to their box.
5. Places their **Explorer** on the **Earth** planet.
6. Places their **four Bases** into their box.
7. Takes their **five basic Action tokens** and **Pass token** and places them into their box.
8. Sets one counter on each of the following:
  - a) The “10” space on the Prestige Track (marked in gold).
  - b) The “0” space on the Reputation Track (marked in gold).
  - c) The first space on the Leaders of Humankind Track (marked in gold).
  - d) The first space on the Leaders of the Starship Track (marked in gold).
  - e) Next to the Action Phase Turn Order Track.
  - f) Next to the Salvation Phase Turn Order Track.
9. Puts their Probe miniature on the starting column of the Journey to Trappist area.
10. The last player who was in space is the First Player. If this fails to determine a first player, choose one with the method of your choice. The other players follow in clockwise order. Indicate the turn order by placing the counters of the Action Phase Turn Order area in order.

## PLAYING THE GAME

*Starship Interstellar* is played in rounds, alternating between three phases: **Action**, **Salvation**, and **Government**. During each round, you will navigate the Solar System to create mining settlements on the various planets, harvest Resources for the construction of the *Interstellar*, and save as much of the human race as possible. You will also need to manage your Corporation's technological and economical development.

**The End of the Game happens at the end of the round in which either of the following occurs:**

1. If the **Solar Spiral** reaches (and destroys) **Earth** or
2. The players achieve any two of the following:
  - a) Complete at least three Modules of the *Interstellar*
  - b) Fill a number of rows of Cryo-Pods equal to the number of players +1 (for example, four rows in a three-player game)
  - c) Reach the Trappist System with at least one Probe (even the Government Probe).

### The Phases:

Each round is divided into **three phases**, played in this order:

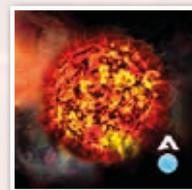
- Action Phase
- Salvation Phase
- Government Phase

When the Government Phase ends, a new round begins with the Action Phase. Continue playing through the phases in this order until the game ends.

In each phase, all players take turns in the order shown on the **Turn Order Track**, performing one action at a time. If you do not want to take any more actions in the current phase, you will use your **Pass token**. Once all players have passed, the phase ends and the next one begins.

During the **Action Phase** and the **Salvation Phase**, you will use the matching side of your **Action tokens**:

In the **Action Phase**, you will explore the Solar System, gather Resources, and guide your Corporation's technological advancement by using the "A" side of your tokens.



In the **Salvation Phase**, you will use your Resources to contribute to the construction of the *Interstellar* and the rescue of humanity, earning **Reputation** and **Prestige** by using the other side of your tokens.



The **Government Phase** is used to "clean up" and prepare for the next Action Phase.

# THE ACTION PHASE

Starting with the first player and continuing in the order shown on the Turn Order Track (left to right), players take turns using their Action tokens (on the “A” side) to take actions. The Action token you are using on your turn is called the “Active token”.

On your turn, you must choose **one** of the following options:

- **PLAY A NEW ACTIVE TOKEN AND PERFORM THE ACTION SHOWN**
- **REPEAT THE ACTION ON YOUR CURRENT ACTIVE TOKEN—ONLY IF IT IS MARKED WITH THE ∞ ICON.**
- **PLAY/ROTATE YOUR PASS TOKEN**

When the last player plays their Pass token, the remaining players in turn order (if there are any) play their last turn; the Action Phase then ends and each player gets the reward shown on their Pass token, if there is one. The Salvation Phase begins, and the players remove their Turn Order counters from the Action Phase Track.

## PLAYING A NEW ACTIVE TOKEN

Choose one of your unspent Action tokens from into your box and place it on top of your current Active token (if any). This becomes your new Active token. Then, carry out the action shown (*see below*). You may only use each Action token once per Action Phase.



## REPEATING AN ACTION

If your current Active token has the ∞ icon, it is called a **repeatable action**. Instead of playing a new Active token on your turn, you may take the repeatable action again.

You may perform this action as many times as you wish (once per turn), until you play another Active token.



## PLAYING A PASS TOKEN

If you do not want to (or cannot) perform any more actions in the current phase, you must play your Pass token, placing it on top of your current Active token. **Once you pass, you will not be able to take any more actions during the current phase.**

The Pass token shows several rewards in ascending order. Place your Pass token so the word “Pass” is in the top position. If you still have any **unspent** Action tokens into your box, reveal them and turn your Pass token that many spaces (in the direction of the arrow). Then, place your Turn Order counter on the first **empty** space in the **Salvation Phase Turn Order Track** (from the left): The earlier you pass in the Action Phase, the earlier you will act in the Salvation Phase. The symbol showing at the top of your Pass token is the highest reward that you can receive at the end of the Action Phase. After you have passed, if your turn comes around again, rotate your Pass token one space, increasing the value of your reward. When the last Pass token is played, continue in turn order until the last player takes their turn, and then the Action Phase ends (if the last Pass token was played by the last player in turn order, the Action Phase immediately ends with no more turns). Before moving to the Salvation Phase, everyone will either get the reward shown at their Pass Token’s top, or choose any of the previous ones.



**! Important:** If your Pass token makes a complete revolution (returning to the “Pass” space), you immediately take the reward of your choice and rotate your Pass token to the “2 Fuel” space (or the space immediately following the Pass space, if you are using the alternative Pass tokens).



## SUMMARY

### Playing a Pass Token

- Place your Pass token on top of your Active token with “Pass” at the top.
- Count the number of unspent Action tokens you have remaining.
- Turn your Pass token counterclockwise one symbol for each unspent Action token.
- Update the Turn Order Track.

### Turning the Pass Token

- Turn your Pass token counterclockwise one symbol when it is your turn.

## The Actions

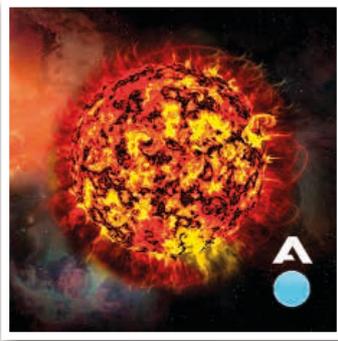
These are the actions you will find on the basic Action tokens (see the Reference booklet for info on the Extra Action tokens):

### Solar Extraction (Single Action)

*“The technology that accelerated the end of our star hasn’t been abandoned yet, and is still regularly used by the largest Corporations of the planet—at great cost. Humankind is well aware that solar extraction hastens the demise of its star, and thus every use of this technology lowers a Corporation’s reputation...”*

Playing this action allows you to perform **Solar Extraction**: Draw **two Resources** from the **Solar Bag** and then decide to keep two, one, or none of those Resources, returning the others to the bag. Then, you must adjust the Reputation Track and Solar Extraction Track as follows:

**Effect on Reputation Track:** Your Reputation count-



er is moved to the **right** a number of spaces equal to the **total value** of the Resources you have kept. If your counter reaches the far right space in the current row, continue the movement with the leftmost space in the row below it. If your counter reaches the far right space of the bottom row and still needs to move further, you lose **one Prestige** for each Reputation

you still need to lose.

**Effect on Solar Extraction Track:** The Solar Extraction cube is moved to the **right** a number of spaces equal to the **total value** of the Resources you have kept. If the token reaches the far right space of the track (based on the number of players), the next movement returns the cube to the gold-colored space and triggers a Solar Advance: You must move the **Solar Spiral cube** to the next space on the Solar Spiral. If this moves the token onto a space with a **!** symbol, you must immediately reveal a **Solar Event** and apply its effect (see page 7).

**!** **Important:** These effects are not modified in any way, even if you have a Technology that reduces Reputation costs, unless it specifically applies to Solar Extraction!

**Playing Hint:** To avoid confusion, you may find it easiest to stop counting when the token returns to the gold-colored space and perform all of the Solar procedures before resuming the count.

**Note:** In the unlikely event that there are no Resources left in the Solar Bag, you can no longer take this action.



## SUMMARY

### Solar Extraction

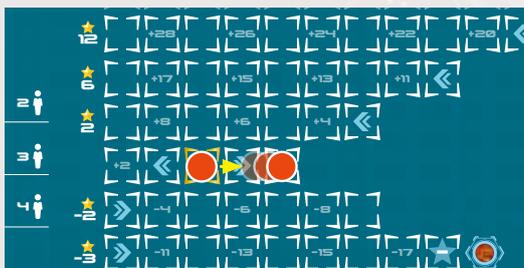
- Draw 2 Resource cubes from the Solar Bag.
- Choose how many to keep (2, 1, or 0) and return the rest.
- Adjust your Reputation.
- Adjust the Solar Extraction Track (and possibly the Solar Spiral).
- If needed, resolve a Solar Event.

## EXAMPLE

During a three-player game, Giorgio chooses to play his Solar Extraction token on his turn. He draws 2 cubes from the Solar Bag: 1 yellow and 1 blue. He keeps the yellow one, adding it to his reserve, and returns the blue one to the bag. Since

a yellow Resource is value 2, Giorgio lowers his Reputation 2 spaces on the Reputation Track and moves the Solar Extraction token 2 spaces to the right. Since the token has not reached the limit for a three-player game, he does not adjust the Solar Spiral.

If Giorgio had kept both of the Resources (for a combined value of 6), he would have to move his Reputation counter down 6 spaces on the Reputation Track (moving it into the next lower row) and move the Solar Extraction token 6 spaces as well, going past the limit and advancing the Solar Spiral one space, covering the **!** and triggering a Solar Event.



## Technology Research (Repeatable Action)

*“Technological advancement is the basis of a company’s success. The best minds that your Corporation has to offer will work tirelessly to provide a constant stream of new ideas in the years to come.”*

Playing this action allows you to improve one of the **Technologies** you have available. Choose one of the Technologies on your player board to research.

Each Technology has three **levels** that you can Research. The **cost** to research a Technology depends on the level you are purchasing:

- **Level 1:** 1 Resource cube
- **Level 2:** 2 Resource cubes
- **Level 3:** 3 Resource cubes

You must research the levels of a Technology in order: You must have already researched all of the lower levels in that Technology before you can

research a higher level one. The exception is the **Salvation Technologies**. These Technologies have no pre-requisites, and you may purchase them in any order you choose. You still must pay the appropriate **level cost** for your first, second, and third Salvation Technology as shown on your player board (i.e., one yellow and one green for your second Salvation Technology, etc.).

**Note:** You can only research a total of **three** Salvation Technologies; the fourth will not be available to you so choose wisely!

In order to research Technology, you **must** have a **Scientist** available in your reserve.

First, pay the Resources shown on your chosen Technology into the **Market** (remember the Golden Rule of Resources, if needed). Then, place your Scientist on the Resource symbol for the Technology you have just purchased. From now on, you receive the benefit of your new Technology (see the Reference booklet).



### The Golden Rule of Resources

Every time the game asks you to pay Resources, you may replace each Resource required with a Resource of **higher** value. But, this is a **one-for-one exchange** and there is **no change** given. So, you could replace 1 yellow Resource (value 2) with a blue Resource (value 4), but you could not use a blue Resource to replace 2 yellow Resources, nor could you use a combination of 1 red (value 1) and 1 green (value 3) Resource instead of 2 yellow Resources.



## SUMMARY

### Technology Research

- Choose a Technology to research.
- Pay the Resource cost.
- Place a Scientist on the chosen Technology.

## EXAMPLE



Paolo, in a three-player game, has chosen to perform the Technology Research action. He decides he wants the Improved Public Relations, a 1st level Technology. There is no pre-requisite, so it is always available. Paolo pays a yellow Resource cube from his reserve, placing it in the first



empty space of the Market, and puts one of his Scientists on the Improved Public Relations space of his player board. On his next turn, Paolo decides to perform another Technology Research action instead of playing another Action token, since it is a repeatable action. He still has 1 Scientist available and 2 green Resources. He chooses Extra Matter, the Lv2 Technology that requires Improved Public Relations, which he developed in the previous turn. He pays the red+green cost with two green Resources, since green Resources have a higher value than red ones.

## Planetary Production (Single Action)

“Once a planet has been colonized and prepared for extraction, it becomes part of a Corporation’s holdings. The decision of how—and when—to reap the rewards is critical to that Corporation’s growth. At first, only Earth will yield resources, and it will produce only fuel.”



At the start of the game, the only **Planetary Production** token you have is the Earth token. Playing the Earth token awards you **4 Fuel**.

During the game, you can build Bases on other planets to gain additional Planetary Production tokens, which are added to your reserve (see page 16, *Establishing a New Base*). When you play a Planetary Production token from any planet other than Earth, **all** of your Buildings on that planet can be activated. Activating Buildings is optional: You may choose not to activate any Buildings you do not wish to use. This will allow resource extraction from the Deposit and

their placement in Storage (up to 5, its maximum capacity).

At first, the only Buildings available are Bases, which produce **one Resource** when activated. If your **Explorer** is also located at that planet, your Base produces **one additional Resource**.

If you have multiple Buildings on that planet, you may activate them in any order you choose. See the *Reference booklet* for an explanation of the different Buildings.

**Important:** Once a Building has been activated, all of its effects must be resolved before the next Building can be activated. If you control an Improved Building, you must apply its effects in order starting from the lowest level (this distinction only matters for the Converter Building).



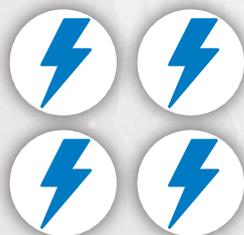
## SUMMARY

### Non-Earthly Planetary Production

Activate Buildings in any order:

- Move 1 Resource from the Deposit to Storage for your Base.
- Move 1 Resource from the Deposit to Storage if your Explorer is at that planet.
- Resolve the effects of any other Buildings on that planet one by one. Building activation is optional and may be performed in any order.

## EXAMPLES



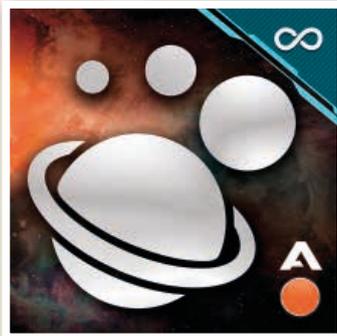
Michela is using an Earth Planetary Production action. She takes 4 Fuel from the general supply and adds them to her reserve.

Giorgio uses his Mars Planetary Production token. Since his Explorer is currently at Mars, he would normally get 2 red Resources (1 for his Base plus 1 for his Explorer). But he already has 4 Resources in Storage there, so there is only room for 1 Resource. The second red Resource stays in the Deposit.



### Travel (Repeatable Action)

*“Traveling to the planets of our Solar System is essential if we are going to harvest the resources we need to construct the Interstellar, but it is risky. Preparing the Explorer will require careful planning, with the round-trip fuel requirements being especially important.”*



### Fuel Costs

In order to Travel, you must pay Fuel, using the following formula:

- Escaping a planet’s gravitational pull costs 1 Fuel (i.e., “taking off”)
- Each Orbit moved into, including the asteroid belt, costs 1 Fuel
- Each Quadrant entered costs 1 Fuel

The Fuel you spend must come from your Explorer, not your reserve (see below).

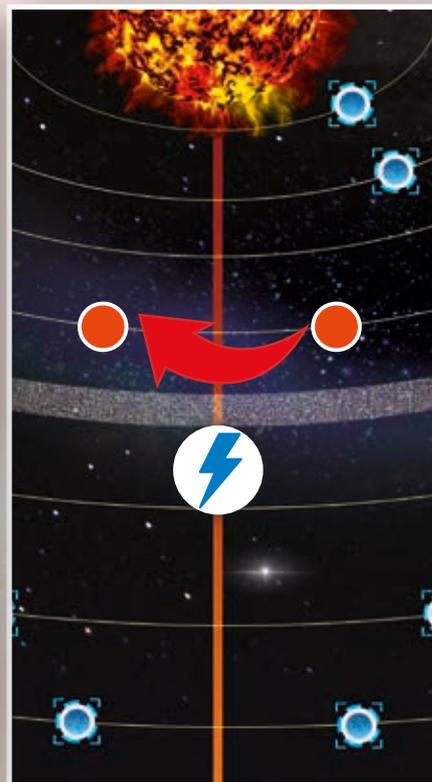
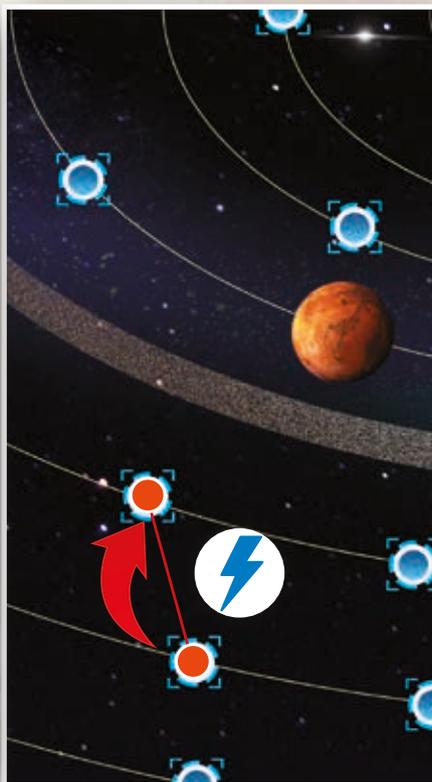
For the purpose of this calculation, note that

Venus has one borderline position on its orbit, between two quadrants. When the planet is occupying this position, it is considered to be in both quadrants.

**Playing Hint:** For your convenience, each planet is marked with the amount of Fuel needed to Travel there from Earth, if both planets are in the same Quadrant.

Playing the Travel token allows you to undertake the necessary space travel that forms the basis of exploration, Base creation, Resource harvesting, and the construction and dismantling of Buildings.

Each Travel action permits you to move from any planet to any other. Your turn ends after this movement. As repeatable action, in your subsequent turns you may Travel to another planet, provided your Travel token is still active.



**Important:** During Travel, only the Orbits and Quadrants are considered, not the dots on the game board. For example, if an Explorer Travels from Earth to Jupiter without changing Quadrants, you must pay 4 Fuel, regardless of where Jupiter is in that Quadrant.



### SUMMARY

#### Travel

Choose a destination planet and pay the required Fuel:

- 1 Fuel to escape the starting planet’s gravitational pull.
- 1 Fuel to travel between adjacent Orbits.
- 1 Fuel to enter a different Quadrant.

## Loading Cargo on Your Explorer

Before your Explorer moves, you may load cargo on board. You can load any combination of the following in your Explorer's hold:

- Resources from the planet's Storage.
- Buildings (from your supply if at Earth or from planets when you decide to dismantle your installations to move them on another planet)
- Fuel (exclusively at Earth)

Place the cargo you load onto your Explorer on top of your Explorer board.

You can only load cargo from the planet your Explorer is at. So, if you want to load Fuel or Buildings from your reserve, your Explorer must be at Earth. If you want to load Resources or Buildings you have on another planet, your Explorer must be at that planet.

**Playing Hint:** Before your Explorer departs on a voyage, make sure it is loaded with all you need!

Your Explorer has an unlimited cargo capacity.

## UNLOADING CARGO

Similarly, you can only unload cargo where your Explorer is located. If you want to put Resources or Fuel into your reserve, your Explorer must be at Earth, and so on.

### Establishing a New Base

When your Explorer reaches a planet where you want to build a Base, and you don't already own a

Base there, follow these steps:

1. Draw a random Planetary Production token from that planet and examine it. If you wish, you may spend two Fuel to draw an additional token. You may spend this Fuel from your Explorer and/or your reserve in any combination. You may repeat this process as long as there are tokens to draw and you have Fuel to spend.
2. When you are done drawing, choose one Planetary Production token from those you have drawn and place it on top of your Travel Action token (it becomes your new Active token). Shuffle the unused tokens and then return them to the planet. Place your Base on the matching Planetary Zone, in your Base space.
3. Then, immediately place the number of Resources shown in the  symbol on that token, taken from the general supply, in your Deposit area of that planet.
4. Finally, you gain the number of Resources shown in the  symbol: take them from the general supply and place them directly into your reserve.

After you complete those steps, you may also place any other Buildings you have on your Explorer in your empty Building spaces on that planet.

If, instead, the planet already has a Base of your color, you can load Resources from Storage and/or dismantle your Base. In that case, the Travel token will remain the Active token, allowing further Explorer movement in succeeding turns.

**Important:** It is possible that, due to a miscalculation, you will not have enough Fuel to complete a voyage. This most often happens when you build a Base, since this ends your Explorer's movement and it cannot leave until the next round (see below). If the position of the planets changes before the next round, it can increase the Fuel cost to get back to Earth.

If you do not have enough Fuel on board your Explorer to pay all of the costs when Traveling, your Explorer still completes the journey. But, you lose two Prestige for each Fuel that is missing.

For this reason, you may wish to load more Fuel than is necessary in your Explorer's hold. But remember that Fuel on your Explorer can only be spent to move the Explorer.



## SUMMARY

### Traveling to a Non-Earth Planet

- Load cargo onto your Explorer.
- Pay the Fuel necessary to reach the destination planet.
- Move your Explorer to the destination planet.
- If you have not built a Base on this planet, you may do so now by drawing 1 random token from that planet. You may pay 2 Fuel to draw an additional token (as many times as you wish). Then
  - Chose 1 token and add it to your stack of used Action tokens. Prepare your Deposit as shown on the token.
  - Add Resources to your reserve as shown on the token.
  - Build a Base and other Buildings.

### Travelling to Earth

- Load your Explorer's hold.
- Pay the Fuel necessary for the voyage.
- Move the Explorer to Earth.
- Unload everything from the hold to your personal reserve.

### Dismantling a Base

You can relocate Buildings to another planet by following these steps:

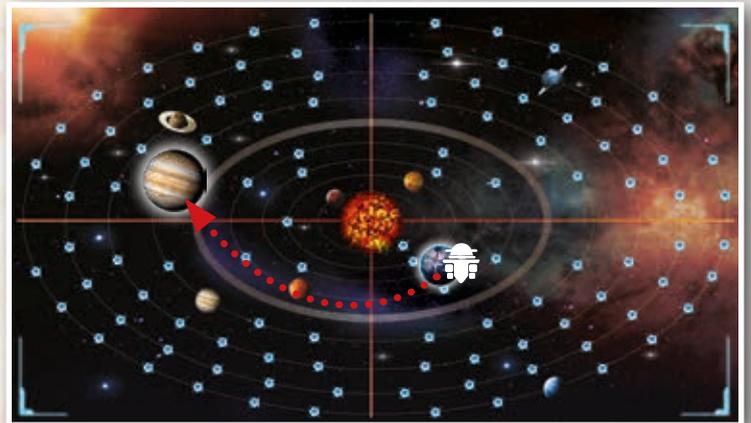
- Load all your Buildings from that planet onto your Explorer.
- Return any Resources left in your Deposit there to the general supply.
- Place the abandoned planet's Planetary Production token on the planetary area of your color.
- Proceed as above, depending on your new destination.

**!** **Important:** Some events (such as the Solar Spiral) can destroy a planet. If you have a Base on a planet that is destroyed, you must remove all of your Buildings on that planet from the game. You cannot retrieve them or use them again later.

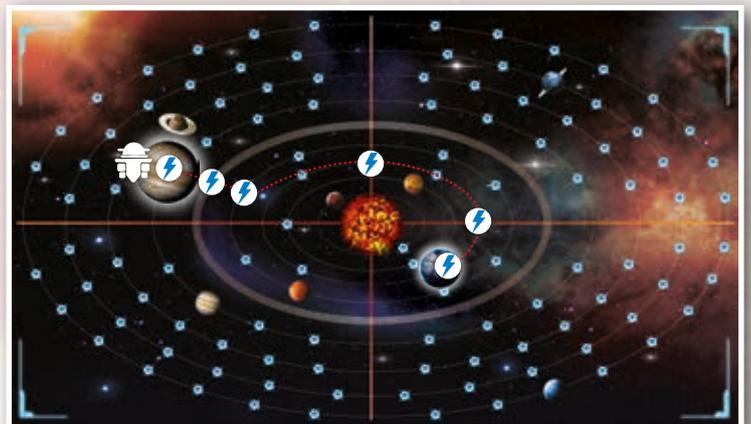
**EXAMPLE**

George has activated his Travel token as his new Active token. He decides to move his Explorer from Earth to Jupiter, a planet where he has no Base.

First, he loads his Explorer, placing 1 Drill and 1 ARS on the Explorer board. Analyzing the trip, he also loads 6 Fuel for the outward journey and 5 Fuel for the return trip (calculating that Earth will move one Quadrant while his ship is en route).



Then he moves his Explorer directly to Jupiter, paying the 6 Fuel required from the Explorer's hold.



Now he looks at the first Planetary Production token on Jupiter (from the 3 currently available there). He doesn't like what he sees, so he pays 2 Fuel from his personal reserve to look at a second token. He likes this one much better, so he decides to keep it. He places it on top of his Travel token and takes the 12 green Resource cubes shown on the token from the general supply and places them in his Deposit area on the Jupiter zone of the game board. He also places 1 green Resource from the general supply directly into his personal reserve.

Since the Planetary Production token is not repeatable, George will have to play a different Action token on his next turn (or pass). His Explorer will have to remain on Jupiter until he can get his Travel token back at the end of the round.



**Market (Repeatable Action):**

“The World Market is where resources are bought and sold after they have been gathered and brought back to Earth. In many cases, it is a valid alternative to the costly process of gathering resources in outer space. All market transactions are carried out using the universal currency: Fuel.”



any reason (including selling), the excess Resources are returned to the general supply. You may sell Resources even if there is not enough room in the Market to hold them.

Playing the Market token allows you to buy or sell Resources in the Market.

- **Selling Resources:** You may sell as many Resource cubes of the **same color** as you wish as a single action. You receive Fuel from the general supply equal to the **value** of the Resources sold **plus 2 for each Resource cube**. Place the sold Resources in the first empty spaces in the Market.

**Filling the Market**

The Market has limited space for Resources, based on the number of players. If you add more Resources than there is space in the Market for

- **Buying Resources:** Like selling, you may buy as many Resources of the **same color** from the Market as you wish as a single action. **You may not buy Resources directly from the general supply, only from the Market.** You must pay Fuel (to the general supply) equal to the value of the Resources you are buying **plus 2 Fuel for each Resource cube**, as shown on the Market. Place your new Resources in your personal supply.

Obviously, if there are no Resources available in the Market, you cannot buy any.

**Playing Hint:** Since Market is a repeatable action, you may spend multiple turns to buy and sell different kinds of Resources over a number of turns.



**SUMMARY**

**Market**

- For each Market action, you may buy or sell any number of Resources of the same color in exchange for Fuel.

**EXAMPLE**

Michela wants to buy 2 yellow Resource cubes from the Market, so she plays her Market token. She pays 8 Fuel (value 2 + 2 for each cube) and places them inside her box.



# THE SALVATION PHASE

This phase is the heart of the game. This is when you can spend your Resources to take a variety of possible actions.

At the start of the Salvation Phase, every player must flip over all of their **Action tokens** (used and unused), revealing the other side. Set your Planetary Production tokens aside for now, they are not used during this phase.

The Salvation Phase follows the same process as the Action Phase, with players taking turns playing Salvation tokens to take actions and eventually passing. The main difference is that during this phase, you can use any Salvation token to perform any of the following actions:

- **BUILD A MECHANISM FOR THE INTERSTELLAR**
- **SEND A REPRESENTATIVE TO THE WORLD GOVERNMENT**
- **SAVE A POPULATION**
- **ADVANCE YOUR PROBE**

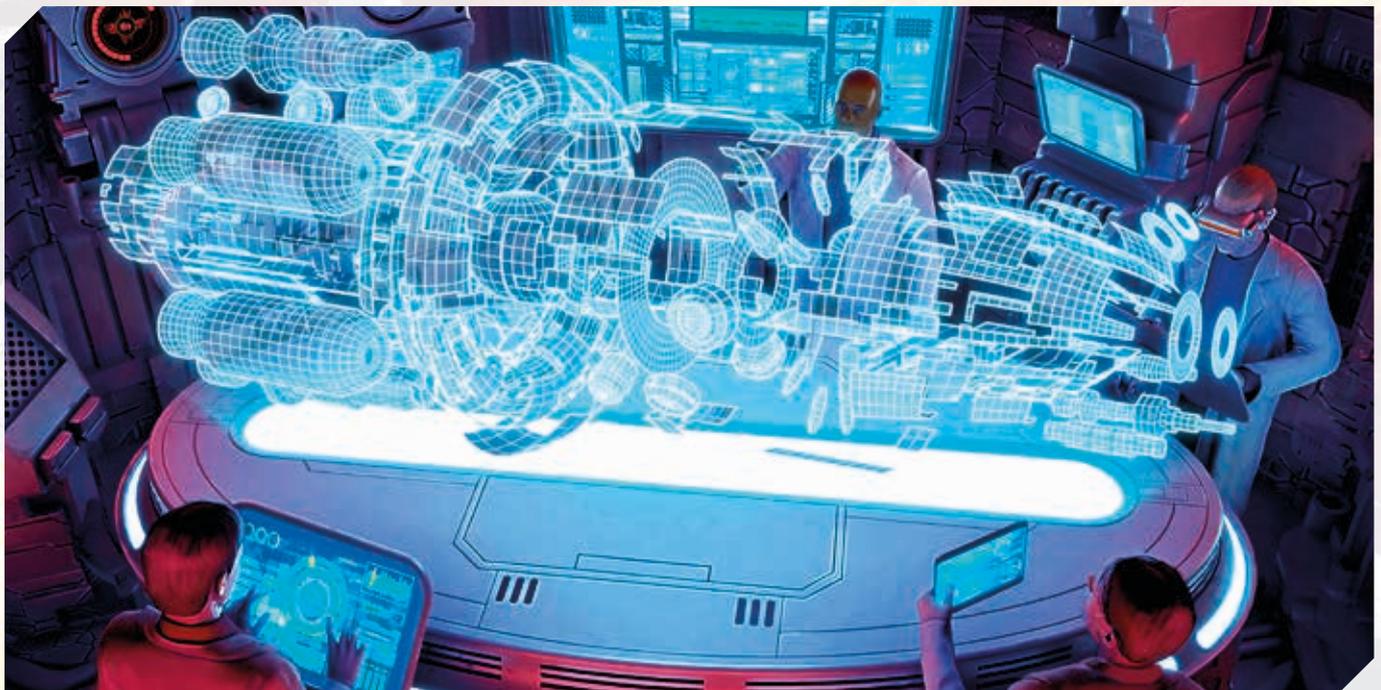


However, most Salvation tokens (including all basic Action tokens) show a specific action in the center of the token. If you use that token to take the action shown, you receive **one bonus Prestige Point**.

**Passing** during the Salvation Phase follows the same process as the Action Phase, including rewards (see page 11):

The player places the Pass token in front of them, with the 'Pass' space at the top, and rotates it counter-clockwise as many times as they have unspent Salvation tokens. Finally, they put their Turn Order counter for the Action Phase in the leftmost space.

When the last player plays their Pass token, continue in turn order until the last player takes their turn, and then the Salvation Phase ends. At this point, after receiving rewards for their Pass tokens (either the highest one, shown at their Pass Token's top, or any of the previous ones), all players remove their Turn Order counters from the Salvation Phase Track.





## BUILD A MECHANISM FOR THE INTERSTELLAR

*“The construction of this gargantuan spaceship will require a concerted effort from the most influential Corporations of the world, each working individually, and individually rewarded for its contributions.”*



Each **Mechanism** token represents one part of the starship *Interstellar*. The tokens show the quantity and types of Resources you need to complete that Mechanism (the number of sections into which the token is divided and their color, respectively), as well as the number of **Prestige Points**

you earn for its construction (the number inside the star).

The Mechanisms available for construction can be found in the **Current Projects** and **Long-Term Projects** spaces of the **Starship Construction Site**. In order to build one of the available Mechanisms, you simply pay the Resource cost to the Market (as described in the Market section—see page 18). Then place that Mechanism on the **Starship Module** currently in progress (see page 21). After completing the Mechanism, you earn the Prestige shown on it. You also advance your counter one space on the **Leaders of the Starship Track** and gain the bonus shown below your new space.

When you complete a **Current Project** Mechanism, you must move the corresponding **Future Project** down to the Current Project line. Then fill the empty Future Project space with a new token drawn from the pile.



## SUMMARY

### Building a Mechanism.

Follow these steps:

1. Pay the Resources required for an available Mechanism to the Market.
2. Place the Mechanism in the next empty space on the current Starship Module card.
3. Check if the current Starship Module is now complete—see page 21.
4. If you completed a Current Project, move the matching Future Project down and refill the Future Projects row with a new token from the stack.
5. Gain the Prestige Points shown on the Mechanism.
6. Advance your counter on the Leaders of the Starship Track and gain the bonus shown.

## LEADER BONUSES:



Various actions (such as building Mechanisms) will advance your counter on the **Leaders of the Starship Track** or the **Leaders of Humankind Track**. When this occurs, you immediately gain the bonus shown below the space your counter now occupies. The different bonuses are:



**Prestige Points:** You gain the indicated number of Prestige Points.



**Fuel:** Take the indicated amount of Fuel from the general supply and place it into your box.



**Scientist:** Take 1 Scientist from the general supply and place it into your box.

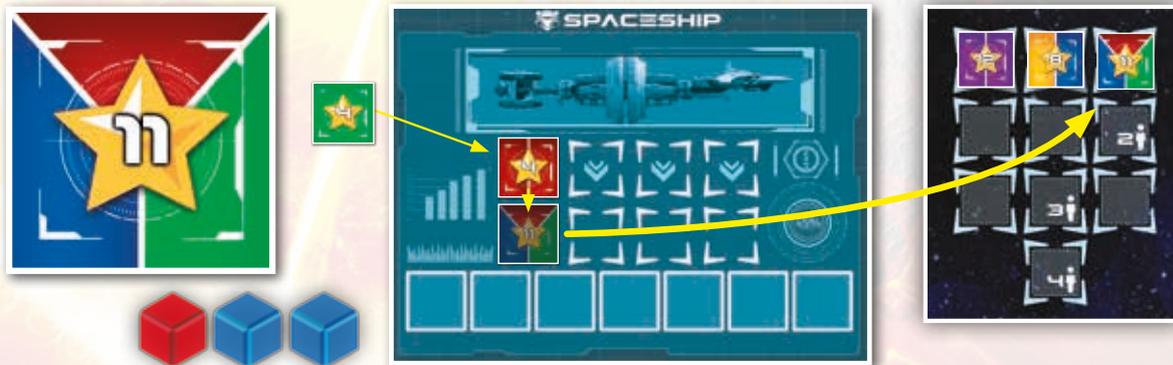


**Extra Action:** You gain an Extra Action token. **Choose** one of the tokens next to the game board and add it to your reserve (see *Reference Booklet*) where you can use it like any other Action token. You may use it later in the current phase, if you wish.

**Note:** If you reach the end of a Leader Track, you cannot move any further or receive any more rewards, but you may continue to take the related actions.

## EXAMPLE

Paolo wants to build a Mechanism that requires 1 blue, 1 red, and 1 green Resource. He spends 1 red and 2 blue Resources (he can substitute a blue for a green since it has a higher value according to the Golden Rule), placing them in the Market. He then takes the Mechanism token and places it on the current Starship Module. Since this was a Current Project, he moves the Future Project token in the same column down to fill the empty space and refills the Future Project row with the top Mechanism token from the stack. He earns 11 Prestige for the Mechanism (moving his counter up 11 spaces on the track). Finally, he advances his counter 1 space on the Leaders of the Starship Track, earning a bonus of 7 Fuel.



## Completing a Starship Module

Each Module of the starship *Interstellar* is completed as soon as enough Mechanisms have been added to it, based on the number of players.

When this occurs, those Mechanisms are removed from play. The Starship Module card is flipped over, revealing a **Command Post**. The **current Governor** is moved from the top of the World Government section of the game board to the Command Post on the

just-completed Module.

At this point, any other players who control a Scientist in the Governor's row may move their Scientist to any empty space in that row (no bonuses are awarded for this). These adjustments are made in the order of the Scientists in that row, starting from the left.

If there is no Governor at present, the Command Post is left empty.

## EXAMPLE

Antonio completes a Long-Term Project worth 7 Prestige, paying the required Resources to the Market and adding the completed Mechanism to the Starship Module. This completes the Module, so he removes the Mechanisms from play and flips over the Module card. Paolo is the current Governor, so he moves his Scientist from the Governor's position to the Command Post on the completed Module. Then Antonio gets the 7 Prestige for



the completed Mechanism and moves up on the Leaders of the Starship Track.

Carl's Scientist is in the second space in the row that Paolo's Governor was in, so he can move it into any empty space in that row. He moves it a space to the left, becoming the new Governor.

Antonio's Scientist is not in the same row as Paolo's Governor, so he cannot move his Scientist. Similarly, Paolo and Carl cannot move their Scientists in the bottom row.





## SEND A REPRESENTATIVE TO THE WORLD GOVERNMENT

*"Politics never ceases to be predominant, and even in the last days of humanity it can be a powerful force. Having influence in the World Government is always a good thing, and the greater the influence the greater the favors."*

This action allows you to put your Scientists to a different use besides tech-

nological research. Take a Scientist from your personal supply and place it in the **lowest row** of the Government where **you do not yet** have a Scientist (you can only have one Scientist in each row). Then, you immediately gain **all of the bonuses** in that row from the leftmost space to the one occupied by your Scientist.

### The bonuses are based on the Technologies:



**ARS:** Move the indicated number of Resources from one of your Storage areas to your reserve.



**Improved Deposit:** Add Resource Cubes to the chosen Deposit improved by one level of value (in case of purple Resources, they do not improve).



**Fuel:** Gain the indicated amount of Fuel.



**Drill:** Move the indicated number of Resources from your Deposit to your Storage on the same planet.



**Probe Advancement:** Without paying any costs, move the Government Probe the indicated number of spaces, acquiring any bonuses encountered.



**Track Advancement:** Advance your counter on the indicated track, gaining all of the bonuses as usual.



**Save Humankind:** Without paying any costs, save one Population of the lowest level available (you do not advance on the Leaders of Humankind Track).



**Build a Mechanism:** Without paying any costs, build the Mechanism with the lowest Prestige value available in the Current or Long-Term Projects (you do not advance on the Leaders of the Starship Track). You receive the normal Prestige benefits for building the Mechanism.



**Prestige Points:** Gain the indicated amount of Prestige Points.



## SUMMARY

### Send a Representative to the World Government

- Place one of your Scientists in the lowest Government row where you do not have a Scientist and gain the bonuses shown in that row.

### EXAMPLE

Carlo plays his token and chooses to Send a Representative to the World Government. He takes a Scientist from inside his box and adds it to the Government area on the game board. Since he already has Scientists in both the first and second rows, he places this Scientist in the third row. He places it in the second and immediately gains 3 Fuel and adds 2 Improved Resources to the Deposit of his choice.

**Playing Hint:** Placing your Scientist further to the right in a row of the World Government will award you more bonuses, but it will make it less likely that you will become Governor.





**SAVE A POPULATION**  
*"The construction of an interstellar spaceship is of paramount importance, but ultimately useless if only the crew is prepared for boarding. The ship is designed to house cryo-pods that will store humans in an induced cryogenic sleep, and every Corporation that manages to contribute to the boarding and cryo-sleep procedures will receive a great boost in reputation."*

This action allows you to save **one Population** from the Earth tile, placing them in cryogenic storage on the *Interstellar*. To do so, you must choose **one Population meeple** currently on the Earth tile and pay

**one Resource** of the same color to the Market (or higher). Then, move that Population to the left-most empty space in the highest row of **Cryo-Pods** available.

As a reward, you gain **Reputation** equal to the level of the Population you saved **and** move your counter forward one space on the **Leaders of Humankind Track** and receive the indicated bonus. If your counter is on the highest row of the Reputation track, every step also gives you a Prestige Point. If your counter is at the end of that track, you won't get anything else, but you can still advance on the Leaders of Humankind track.

If you place a Population on a Cryo-Pod with the **Refill Population** icon (in the 10th space of the Cryo-Pods Track), immediately add 10 random meeples from the supply to those still on the Earth tile.



## SUMMARY

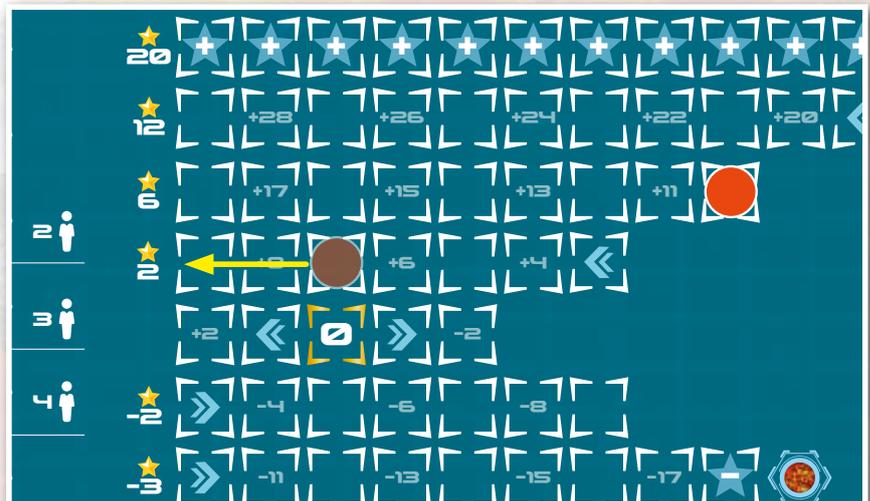
### Save a Population.

Follow these steps:

1. Pay Resources to the Market equal to the level of the Population you have chosen to save.
2. Place the Population in the leftmost empty Cryo-Pod in the highest row available.
3. Refill the Population if needed.
4. Gain Reputation equal to the level of the Population you just saved.
5. Advance one space on the Leaders of Humankind Track (and gain the bonus shown).

## EXAMPLE

Giorgio plays his Action token and decides to save a Population. He pays 1 green Resource to save a Population of the same value. He places the Population in the first available space, then checks if he needs to refill Humankind, but he does not. Then he moves his Reputation counter 3 spaces to the left. Since he reached the end of the row with the second step, he moves up to the rightmost space in the next row. Finally, he advances one space on the Leaders of Humankind Track, gaining 1 Scientist.





### ADVANCE YOUR PROBE

*“The search for a route to our new home is essential to ensure a safe voyage. For this reason, every Corporation will send one of their own probes towards Trappist to uncover untold wonders such as galaxies, planets, stars, and black holes along its route.”*

Using this action, you can send your Probe to explore space along the uncharted route to the Trappist System. First, select an adjacent space that is in the **next column** to the right, moving diagonally or orthogonally (you may not choose an occupied space). Then, pay Fuel from your reserve equal to the number indicated at the top of that column.

If there are no available spaces, you can move on an empty space on that column even if it is not adjacent to your original position.

If there is already a token revealed on that space, simply place your Probe on it. If the space is empty, however, your Probe will discover something new by flipping over a token. If the space is blank, reveal a **Discovery token** and place it in that space. If it shows a Point of Interest, draw a **Point of Interest token** instead.

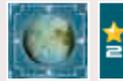
The icon on the token your Probe is on determines what your Probe has discovered and the bonus you may receive:



**Stars:** The discoverer advances **one** space on the Reputation Track.



**Ring Planet:** The discoverer gains **five** Prestige Points.



**Rocky Planet:** The discoverer gains **two** Prestige Points.



**Deep Space:** The discoverer gains **one** Prestige Point.



**Galaxy:** You gain **one** Scientist and if you are the discoverer, you advance **one** space on the Reputation Track.



**Wormhole:** If your Probe ends its movement on a Wormhole, you may immediately move it again (paying the normal Fuel costs) and if you are the discoverer, you gain **one** Prestige Point.

If your Probe moves onto a Star, Planet, or Deep Space token that another Probe discovered, you **do not** receive any Prestige or Reputation: only the Corporation who initially discovers these phenomena receive any recognition for it! However, if you move onto already discovered tokens with bonuses other than Prestige or Reputation, you do get those bonuses. For example, moving onto a previously-discovered Galaxy would award you a Scientist.

**Extra Action Token:** If your Probe reaches the **sixth column** of the Journey to Trappist, you gain an Extra Action token to use for the rest of the game.

If you reach Trappist, you immediately gain **10 Prestige**: place your Probe in the highest empty Trappist space if you reach it. In addition, players will gain bonus points at the end of the game (see page 25), based on their relative position on the Journey to Trappist Track.



## SUMMARY

### Advance your Probe.

#### Follow these steps:

1. Move your Probe to an adjacent space in the next column.
2. Pay the amount of Fuel shown above that column.
3. If the space is empty, draw a Discovery or Point of Interest token and place it in that space with your Probe on it. You gain the bonus listed above.
4. If the space already has a token, you gain the bonus only if it is a Galaxy or Wormhole.

## EXAMPLE

Giorgio is performing an Advance your Probe action. He pays 2 Fuel to move into the fourth column, onto a previously explored Wormhole token. This allows him to make another move, paying an additional 2 Fuel and moving into an empty space in the fifth column. He flips over a Point of Interest token to discover a Galaxy, which awards him 1 Scientist and 1 step on the Reputation Track.



# WORLD GOVERNMENT PHASE

During this phase, bonuses are awarded to the current Governor and the game is prepared for the next round. Follow these steps:

## 1. Government Construction

The Mechanism among the **Current Projects** with the **lowest** Prestige value is automatically completed and added to the current Module. If this completes the Module, follow the normal steps described on page 21. The Governor receives the Prestige Points award.

**Note:** If a Module is completed and you move your Governor to the Command Post, you still remain Governor until the end of the phase.

## 2. Rescue Humanity

One Population of the lowest level on the Earth tile is placed into the Cryo-Pods. The Governor receives the Reputation award (see page 23).

## 3. Government Probe Explores

The Governor may move the Government Probe following the normal rules (see page 24). No Fuel costs are paid for this movement. The Governor receives the bonuses if the Probe discovers anything.

If there is no Governor, the Government Probe moves this priority's list (which is the same used in the Solo mode):

1. If possible, enter a discovered Wormhole.
2. If this is not possible, move to a free Point of Interest.
3. If this is not possible, move to a discovered Galaxy.
4. If this is not possible, move to an empty space.
5. If this is not possible, move straight ahead.

## 4. Solar Spiral Advances

Move the Solar Spiral token forward one space on the Solar Spiral.

## 5. New Long-Term Project

After updating the Mechanism tokens from Step 1, move the Mechanism among the Current Projects with the **highest** Prestige value to the **Long-Term Projects** row. Move the matching Future Project into the Current Projects row and refill the Future Projects row as normal.

## 6. Clear the Market

Find the **most common** Resource in the Market (i.e., the type that there is the most of). Remove all Resources of that type and return them to the general supply.

## 7. Refill Population

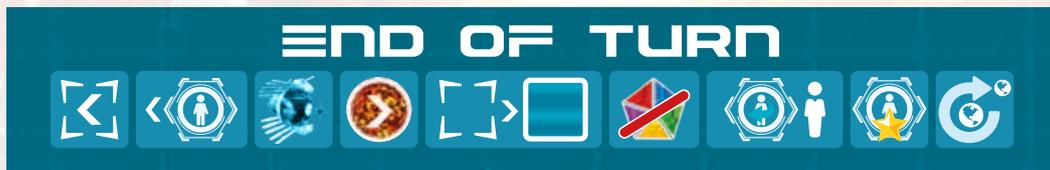
Add **one random** Population to the Earth tile for each player in the game (i.e., three meeples in a three-player game).

## 8. Reputation Rewards

Each player gains or loses **Prestige** based on the row they occupy on the **Reputation Track** (see the Prestige icon on the left of the row).

## 9. Planets Move

Every planet moves **one dot clockwise** on the game board (a planet's starting position is counted as a standard dot).



**Important:** In case of a tie, the game always favors the **highest-value** Resource or item. So, if two or more Mechanisms in the Current Projects row have the same Prestige value, move the one that requires the highest-value Resources. If two or more Resources are tied for removal from the Market, remove the one with the highest value, and so on. In case of a further tie, the final decision is up to the Governor. If there is no Governor, it is up to the first player in the next Action Phase.

## THE END OF THE GAME

The game ends at the **end of the round** during which either of the following conditions is met:

1. The **Solar Spiral** token has reached the **Earth**.
2. Any two of the following has occurred:
  - The **third Starship Module** has been completed (**Note:** It is always possible to fill more than 3 Modules).
  - **All required Cryo-Pods** are filled (i.e., a number of rows equal to the number of players +1 have been completed. **Note:** It is always possible to fill more than the required amount of Cryo-Pods).
  - **At least one Probe** has reached the Trappist System

When either of these conditions has been met, the game continues normally until the end of that round's Government Phase.

### Final Scoring

At the end of the game, follow these steps:

1. Every player must move their Explorer back to Earth, following the normal movement rules. In particular, you will lose 2PP for every missing fuel.
2. Each player converts all Resources they have in their reserve into Fuel, using the Market rate.
3. Each player earns **one Prestige** for every **five Fuel** they have left (rounded down).
4. Players who have reached Trappist are ranked in the order that they arrived. Players who did not reach Trappist are also ranked, based on which column their Probe is in on the Journey to Trappist. If players are tied, they are all awarded the higher position, then the lower positions are skipped when awarding them to the other players (so, if three players tie for 1st place, they all get the 1st place points and you skip 2nd and 3rd place, etc.). The Government Probe is counted for this ranking, but no one scores any points for it. Each player then earns Prestige Points based on their ranking: Multiply the Fuel number above your Probe's current position by the value of your ranking (see the example below). So, any player who reached Trappist would multiply their rank award by 5 (the Fuel number above the last column) while others will multiply it by lower numbers.

The player with the most Prestige wins the game and will have the honor of guiding humankind through the establishment of their new home!

Ties are broken in the following order:

- The player with the most Command Posts on the Starship Modules.
- The player with the highest Reputation.
- The player in the higher position on Trappist.
- The player with the most unlocked Technologies.

If there is still a tie, they share the victory.





The light blue player was the only one to reach Trappist, so they earn  $5 \times 6 = 30$  Prestige.  
 The brown and white players both tied for second place, so they each earn  $4 \times 4 = 16$  Prestige.  
 Since there was a tie for second place, no points are awarded for third place.  
 The Government Probe came in fourth, so it claims the last position. No one receives any points for the Government Probe (not even the last Governor).  
 The orange player is last and behind the Government Probe, so they do not earn any Prestige.

**Important:** The number of positions available always equals the number of players, but the Government Probe also competes for these spaces, so the player in last place will not receive any points if the Government Probe is ahead of them!

## CREDITS

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# FAST-PLAY VERSION

Looking for a quicker way to play *Starship Interstellar*? This version uses all of the rules from the standard game with only a few changes to help you get into the game faster: It replaces some of the early choices you would have to make during the game. After you have modified the game setup as described below, continue the game as normal.

## CHANGES TO BOARD AND COMMON AREA SETUP:

- Place the Solar Spiral token on the fourth space of the Solar Spiral.
- After you prepare the Solar Bag, pull two random Resources per player from the bag and place them in the Market.
- Place two Population meeples per player from the standard setup in the Cryo-Pods and place the rest of them on the Earth tile.
- Place a number of Mechanisms equal to the number of players, taken from the starting Current Projects row, on the first Starship Module. Refill the Current Projects row drawing from the Basic Starship Mechanisms, then refill the Future Projects drawing from the Advanced Starship Mechanisms.
- Place the Government Probe in the central space of the first column of the Journey to Trappist (do not reveal any tokens).

## CHANGES TO PLAYER SETUP

- Place two of your Scientists on your Level 1 Drill and Outpost Technologies. *If you are an experienced player, choose instead which two Level 1 Action Phase Technologies you want to start with.*
- Add three Scientists to your supply.
- Place your counters on the first spaces of the Leaders of Humankind and Leaders of the Starship Tracks (you do not get the rewards).
- Place your Probe in any empty space of your

choice in the first column of the Journey to Trappist (choose in turn order) without revealing any tokens.

- Place 4 Fuel in your Explorer's hold and 6 Fuel in your supply.

Set up the rest of the components as explained in the standard rules.

## FIRST EXPLORATION

Once setup is complete, each player in turn order performs a "first exploration" by following these steps:

- Draw one Planetary Production token from those available on either Venus or Mars. If you wish, you may pay two Fuel from your supply to draw another token and choose one (as many times as you wish). Add the token to your pool. Then, replace the token you have taken with one from the box so all planets have four tokens to choose from.
- Add the Resources shown on the  of your chosen token to your supply.
- Add the Resources shown on the  of your chosen token to the planet, along with any Buildings you gained from your starting Technologies.
- Place your Explorer on the planet you drew the token from.

Once you are ready, begin the game with the first Action Phase.