STARSHIP INTERSTELLAR

DANGER FROM KUIPER

RULEBOOK

OVERVIEW

In the *Danger from Kuiper* expansion players will find themselves forced to cope with meteoric rocks coming inwards from the asteroid belt beyond Neptune.

CONTENTS

27 Asteroid tokens in 5 colors
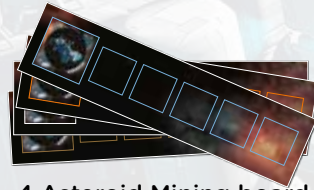
10 Asteroid First Sighting tokens

14 Kuiper tokens

4 Base Activation Action tokens (1 per player)

4 Launch Bases (1 per player)

4 Asteroid Mining board (1 per player)

ANATOMY OF AN ASTEROID TOKEN:

Asteroid Tokens have a front and a back. The front shows the icon of an asteroid in one of 5 colours, while the back shows the reward that you can gain with the specific Action in the Salvation Phase. 10 of the 37 Asteroid Tokens are special: these First Sighting Tokens are used as initial Tokens and can be identified by a small circle on them

ANATOMY OF A KUIPER TOKEN:

The Kuiper Tokens are divided into 4 Quadrants like the Solar System Board. There is a number followed by an arrow in each Quadrant that indicates how many Orbits the new Asteroids will move, as well as those already present in that sector. They don't have a specific direction so their facing doesn't matter: however, once chosen, you can't turn them any more. There is a Planet on the back of the Token: this is the eventual target Planet for Asteroids during movement.

SETUP

After setting-up the game as shown in the Starship Interstellar manual, follow these extra steps:
- Each player puts their Launch Base on the Asteroid Belt in the Earth's Quadrant.
- Divide the Asteroid Tokens into 4 piles of 6 Tokens each (3 go back into the box) and put these face-down in the 4 corners of the Quadrants outside the solar system. Place 2 random First Asteroid Sighting Tokens on top of each pile (this means that 2 will be put back into the box each game).
- Now place the Asteroid Token at the top of each pile onto Neptune's Orbit, in their own Quadrant, always leaving the colour of the Asteroid Token visible (the position on the Orbit doesn't matter – only the Quadrant counts).
- Build a random pile with the Kuiper Tokens and place it face down next to the Game Board.
- Each player places an Asteroid Mining Board below their Player Board and adds the Base Activation Token to their starting Tokens.

RULES

During the game the players will be able to capture Asteroids thanks to their Launch Bases, located on the Asteroid belt. The Asteroid Tokens thus acquired will create a personalised effect track, which will give each player unique bonuses in the Salvation Phase. However the Asteroids could also crash into Planets in the Solar System, modifying the status of the Deposits in the Planetary zones or even the Solar Bag itself.

DEPLOYMENT AND IMPACT OF ASTEROID TOKENS:

The Asteroid Tokens play a role in two phases of the game: during Solar Events and at the end of the World Government Phase.

Immediately when a Solar Event happens, discard the Kuiper Token on top of their pile face-up, revealing the next Token: this will reveal the target Planet during the resolution of the event. For every Humanity icon shown on the Solar Event Token, each Asteroid Token of the same colour moves 2 Orbits closer to the centre of the Solar System. After movement place a new Asteroid Token in each Quadrant in which Neptune's Orbit is free of Asteroid Tokens. If you need to resolve several Solar Events they should be resolved one at a time, as explained in the main rules.

At the end of the World Government Phase, after Planets Move, reveal the Kuiper Token at the top of the pile and add it to the discard pile. For each Quadrant the Kuiper Token shows how many moves each Asteroid Token will make towards the Sun. After movement, in every Quadrant where there are no Asteroid Tokens, place a new one on Neptune's Orbit, if possible.

Note: *Whenever the Asteroid Tokens' pile of a Quadrant is empty and you should place another Asteroid on Neptun's Orbit, do not place it instead: when a pile is empty, it is not refilled anymore.*

If an Asteroid Token moves into the Orbit of a Planet that is shown on the top of the pile of Kuiper Tokens, and if the Planet is in that Quadrant, then there is an impact. In this case, each Planetary Zone owned by the super-powers in play will add 2 Resources of the colour of the Asteroid to their Deposits. The Asteroid Token is put back in the box.

If an Asteroid moves inside Mercury's Orbit it will crash into the Sun. The Asteroid is out of play and 2 Resources (the colour of the Asteroid) are put into the Solar Bag.

When the pile of Kuiper Tokens is finished, shuffle the discarded Tokens and make a new pile.

THE LAUNCH BASE AND THE BASE ACTIVATION TOKEN

The Launch Base is your corporation's presence on the Asteroid Belt and as such, it has direct access to your Personal Reserve. The effect of the Base Activation Token (which is repeatable) is to allow you to perform one or both of the following Actions:

- Move your Base to a different Quadrant paying 1 Fuel for each move (the Base can only move within the Asteroid Belt and not into other Orbits)
- Launch an ACS (Asteroid Capture System) to capture one of the Asteroids in the same Quadrant. To launch the ACS, you pay the cost of the outward trip that is 1 Fuel for each Orbit crossed and also the Fuel required to capture and Mine the Asteroid itself (which is the same as the Resource value shown). The captured Token is added, face up, to your Asteroid Mining Board and can be activated in the Salvation Phase. If a player should have more than 5 Mined Asteroids, they must discard one to place a new one.

THE SALVATION PHASE AND THE ASTEROID MINING TRACK

During the Salvation Phase the Base Activation Token is discarded together with Planetary Production Tokens. However, in this phase a player can choose to activate one of their own Mined Asteroids instead of playing one of their Tokens. To do this simply turn it face-down, thus gaining the reward shown. This will count as an Action, after which the turn ends.

When all players have passed and the Salvation Phase has ended, players turn all their Asteroid Tokens face-up again.

When playing a PASS Token, any eventual un-activated Asteroid Tokens are counted as initial rotations for the PASS token.

END OF THE GAME

At the end of the game players check the different types of Asteroid Tokens captured. Players get 1/3/6/10/15 Prestige for 1/2/3/4/5 different colours captured.

LAYOUT NOT FINAL