

The background of the poster is a dramatic space scene. At the top, a large, glowing orange and yellow sun or star is partially obscured by a dark, cratered planet. A bright, white beam of light streaks across the sky from the sun. Below the sun, a large, white, multi-segmented spaceship is shown in profile, flying towards the right. The ship has a complex, modular design with various antennas and sensors. The lower half of the image is dominated by a bright, fiery orange and yellow glow, suggesting a planet's surface or a nebula. The overall color palette is dominated by warm, fiery tones of orange, red, and yellow, contrasted with the dark blues and blacks of space.

STARSHIP

INTERSTELLAR

REFERENCE BOOKLET

EXTRA ACTION TOKENS

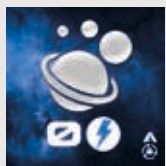
You can use Extra Action tokens to add unique abilities to your action pool. Each token has both an Action and Salvation side, so you may use them in both phases.

You can gain **up to three** Extra Action tokens during the game by completing these goals:

- Reaching the fifth space on the Leaders of the Starship Track
- Reaching the fifth space on the Leaders of Humankind Track
- Reaching the sixth column in the Journey to Trappist

When you earn an Extra Action token, choose one from those placed next to the game board at the beginning of the game. It is added to your pool immediately, so you may use it during the current phase.

Here are the effects of the Extra Action tokens:



ACTION: You may perform a Travel action without spending any Fuel. This is not a repeatable action.

SALVATION: Standard Salvation actions; Prestige bonus for World Government action.



ACTION: You may perform a Market action, increasing the price of Resources you sell by 2 or decreasing the price of Resources you buy by 2.

SALVATION: Standard Salvation actions; Prestige bonus for Build a Mechanism action.



ACTION: You gain 8 Fuel.

SALVATION: Standard Salvation actions; Prestige bonus for Advance your Probe action.



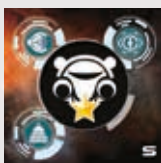
ACTION: You gain 1 blue Resource and 1 yellow Resource.

SALVATION: Standard Salvation actions; Prestige bonus for Save a Population action.



ACTION: You gain 1 purple Resource.

SALVATION: Standard Salvation actions; Prestige bonus for World Government action.



ACTION: You gain 3 red Resources.

SALVATION: Standard Salvation actions; Prestige bonus for Build a Mechanism action.



ACTION: You gain 2 green Resources.

SALVATION: Standard Salvation actions; Prestige bonus for Advance your Probe action.



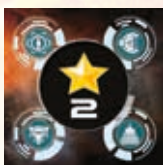
ACTION: You may refill one of your Deposits by adding 3 Resources. These may be 2 levels higher than the normal level for that Deposit.

SALVATION: Standard Salvation actions; Prestige bonus for Save a Population action.



ACTION: Standard Travel action.

SALVATION: You gain 1 Reputation after performing any normal Salvation action.



ACTION: Standard Travel action.

SALVATION: You gain 2 Prestige Points after performing any normal Salvation action.



ACTION: Standard Solar Extraction action.

SALVATION: You gain 1 Reputation after performing any normal Salvation action.



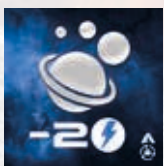
ACTION: Standard Earth Planetary Production.

SALVATION: You gain 2 Prestige Points after performing any normal Salvation action.



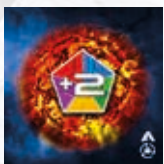
ACTION: You may perform a Technology Research action, substituting one Resource in the cost with one that is 1 level lower.

SALVATION: You may perform a Move your Probe action without paying any Fuel. In case of extra movement (due to a Wormhole, for example), you have to pay the extra cost. You may not perform any other type of action, as indicated by the absence of other icons.



ACTION: You may perform a Travel action, paying 2 Fuel less than normal (minimum 0).

SALVATION: You may perform a Build a Mechanism action building up to two Mechanisms instead of one. You only advance once on the Leaders of the Starship Track. You may not perform any other type of action, as indicated by the absence of other icons.



ACTION: You may perform a Solar Extraction action, drawing four Resources instead of two, but you may only keep up to two of them.

SALVATION: You may perform the Save a Population action, paying a Resource that is 1 level lower. If you have unlocked the Accelerated Cryogenic Processing Technology, this is applied to both members saved. You may not perform any other type of action, as indicated by the absence of other icons.



ACTION: You may perform the Market action to sell and/or buy up to two different Resources.

SALVATION: You may perform the Send a Representative to the World Government action sending two Scientists instead of one (if they provide different rewards, resolve them starting from the lower row). You may not perform any other type of action, as indicated by the absence of other icons.



ACTION: Activate Planetary Production on one of your non-Earth planets..

SALVATION: This token is discarded after the Action Phase with your other Planetary Production tokens.



ACTION: You get 2 of the lowest-value Resource cubes available in the Market.

SALVATION: Standard Salvation actions; Prestige bonus for Build a Mechanism action.



ACTION: Perform a Technology Research action, paying the cost of the previous level of the Technology you are researching. If you research a Level 1 Technology, the cost is normal.

SALVATION: Standard Salvation actions; Prestige bonus for Advance Your Probe action.



ACTION: You gain 4 Fuel.

SALVATION: You can only perform the Send a Representative to the World Government action. When performing this action, you get all of the bonuses for the line, no matter where your Scientist is placed.



ACTION: Standard Market action.

SALVATION: You can only perform the Build a Mechanism action. When you perform the Build a Mechanism action with this token, advance an additional space on the Leaders of the Starship Track, gaining all the benefits.



ACTION: Standard Technology Research action.

SALVATION: You can only perform the Save a Population action. When you Save a Population with this token, advance an additional space on the Leaders of Humanity Track, gaining all the benefits.



ACTION: Gain 1 Scientist.

SALVATION: Standard Salvation actions; Prestige bonus for Save a Population action.



ACTION: Standard Market action.

SALVATION: You can only perform the Advance Your Probe action. You can make two consecutive Advance your probe Actions following the normal rules.

TECHNOLOGIES

During the game, you can unlock the following Technologies. As a general rule, different levels of the **same** Technology are **cumulative**: Higher level abilities add to, and do not replace, lower level abilities.

AUTOMATED RETURN SYSTEM (“ARS”) TECHNOLOGY



LEVEL 1: ARS LV1

- **Modifies:** Planetary Production
- **Tech Cost:** 1 red Resource
- **Effect:** Add 1 ARS Building to your reserve when researched. During your Planetary Production action, you may move up to 2 Resources from your Storage on the planet where the ARS has been activated directly to your supply.



LEVEL 2: ARS LV2

- **Modifies:** Planetary Production
- **Tech Cost:** 1 red + 1 yellow Resource
- **Effect:** Add 1 ARS Building to your reserve when researched. During your Planetary Production action, you may move up to 1 additional Resource from your Storage on the planet where an ARS Building has been activated directly to your supply (for a total of 3 Resources per activated ARS).



LEVEL 3: ARS LV3

- **Modifies:** Planetary Production
- **Tech Cost:** 1 red + 1 green + 1 purple Resource
- **Effect:** Add 1 ARS Building to your reserve when researched. During your Planetary Production action, you may move up to 2 additional Resources from your Storage on the planet where an ARS Building has been activated directly to your supply (for a total of 5 Resources per activated ARS).

CONVERTER TECHNOLOGY:



LEVEL 1: CONVERTER LV1

- **Modifies:** Planetary Production
- **Tech Cost:** 1 red Resource
- **Effect:** Add 1 Converter Building to your reserve when researched. During your Planetary Production action, when a Converter is activated, you replace 1 Resource currently located in your Storage on that planet with one up to 2 levels higher in value.



LEVEL 2: CONVERTER LV2

- **Modifies:** Planetary Production
- **Tech Cost:** 1 red + 1 blue Resource
- **Effect:** Add 1 Converter Building to your reserve when researched. During your Planetary Production action, you may activate your Converter to move 1 Resource from your Deposit directly to the general supply, then place 2 Resources from the general supply that are 1 level lower in value into your Storage on that planet.

Note 1: If your Storage is filled after placing the first Resource, the second Resource is lost.

Note 2: If your Deposit produces red Resources, a Converter Lv2 produces 2 red Resources.



LEVEL 3: CONVERTER LV3

- **Modifies:** Planetary Production
- **Tech Cost:** 1 red + 1 yellow + 1 purple Resource
- **Effect:** Add 1 Converter Building to your reserve when researched. During your Planetary Production action, when a Converter is activated, move 1 Resource from your Deposit on that planet directly to the general supply, then place 1 Resource from the general supply that is 1 level higher in value into your Storage on that planet.

Note 1: If your Deposit produces purple Resources, a Converter Lv3 doesn't change the Resource.

OUTPOST TECHNOLOGY



LEVEL 1: OUTPOST LV1

- **Modifies:** Planetary Production
- **Tech Cost:** 1 red Resource
- **Effect:** Add 1 Outpost Building to your reserve when researched. During your Planetary Production action, you may activate your Outpost to add 3 Fuel to your supply.



LEVEL 2: OUTPOST LV2

- **Modifies:** Planetary Production
- **Tech Cost:** 1 red + 1 yellow Resource
- **Effect:** Add 1 Outpost Building to your reserve when researched. During your Planetary Production action, each activated Outpost adds 3 additional Fuel to your supply (for a total of 6 Fuel).



LEVEL 3: OUTPOST LV3

- **Modifies:** Planetary Production
- **Tech Cost:** 1 green + 1 blue + 1 purple Resource
- **Effect:** Add 1 Outpost Building to your reserve when researched. During your Planetary Production action, each activated Outpost adds 3 additional Fuel to your supply (for a total of 9 Fuel).

DRILL TECHNOLOGY:



LEVEL 1: DRILL LV1

- **Modifies:** Planetary Production
- **Tech Cost:** 1 red Resource
- **Effect:** Add 1 Drill Building to your reserve when researched. During your Planetary Production action, you may activate your Drill to move 1 Resource from your Deposit to your Storage.



LEVEL 2: DRILL LV2

- **Modifies:** Planetary Production
- **Tech Cost:** 1 yellow + 1 green Resource
- **Effect:** Add 1 Drill Building to your reserve when researched. During your Planetary Production action, each activated Drill allows you to move 1 additional Resource from your Deposit to your Storage (for a total of 2 additional Resources per Drill).



LEVEL 3: DRILL LV3

- **Modifies:** Planetary Production
- **Tech Cost:** 1 green + 1 blue + 1 purple Resource
- **Effect:** Add 1 Drill Building to your reserve when researched. During your Planetary Production action, each activated Drill allows you to move 1 additional Resource from your Deposit to your Storage (for a total of 3 additional Resources per Drill).

SOLAR EXTRACTION TECHNOLOGY:



LEVEL 1: IMPROVED PUBLIC RELATIONS

- **Modifies:** Solar Extraction
- **Tech Cost:** 1 yellow Resource
- **Effect:** Each time you decide to keep Resources drawn from the bag, reduce your loss of Reputation by -2 (to a minimum of 0).



LEVEL 2: EXTRA MATTER

- **Modifies:** Solar Extraction
- **Tech Cost:** 1 red + 1 green Resource
- **Effect:** Each time you perform Solar Extraction, you may draw and keep 1 additional Resource from the Solar Bag after adjusting your Reputation (this extra Resource does not affect your Reputation nor the Solar Spiral Track).



LEVEL 3: LEADER

- **Modifies:** Solar Extraction
- **Tech Cost:** 1 yellow + 1 blue + 1 purple Resource
- **Effect:** Each time you decide to keep Resources drawn from the bag, your Reputation is not affected and you may draw 1 additional Resource from the bag (in addition to the 1 from Extra Matter). These extra Resources do not affect the Solar Spiral Track.

TRAVEL TECHNOLOGY



LEVEL 1: COLLISION AUTO-DETECTOR

- **Modifies:** Travel
- **Tech Cost:** 1 yellow Resource
- **Effect:** During your Travel action, you do not count the Asteroid Belt when calculating Fuel costs.



LEVEL 2: ANTI-GRAVITY

- **Modifies:** Travel
- **Tech Cost:** 1 red + 1 green Resource
- **Effect:** During your Travel action, you do not pay any Fuel to escape the starting planet's gravitational pull.



LEVEL 3: WORMHOLE

- **Modifies:** Travel
- **Tech Cost:** 1 green + 1 blue + 1 purple Resource
- **Effect:** When you research this Technology, place a Wormhole token in any Quadrant and any orbit of your choice. From now on, you may pay only 1 Fuel to move directly from Earth to the Wormhole's location, regardless of the number of Orbits or Quadrants crossed. Similarly, you can move from the Wormhole's location back to Earth for 1 Fuel.

SALVATION PHASE TECHNOLOGY

Reminder: These Technologies can be researched in any order. The "level" of each is determined by the order you research them.



ACCELERATED CRYOGENIC PROCESSING

- **Modifies:** Save a Population
- **Tech Cost:** Variable
- **Effect:** During your Save a Population action, you may save up to 2 Population using a single action (you must pay the costs for both).

Note: Regardless of the number and level of the Population you save, you only advance 1 space on the Leaders of Humankind Track.



BUILD EXTRA

- **Modifies:** Build a Mechanism
- **Tech Cost:** Variable
- **Effect:** During your Build a Mechanism action, you may choose to build a Mechanism from the Future Projects row. In addition, you may always substitute 1 Resource of your choice with a Resource 1 level lower.



DEEP SPACE POWER

- **Modifies:** Advance your Probe
- **Tech Cost:** Variable
- **Effect:** During your Advance your Probe action, you may treat all Deep Space tokens (drawn or moved onto) as Wormholes (you have to pay Fuel to use Wormholes as usual).



GOVERNMENT PLUS

- **Modifies:** Send a Representative to the World Government
- **Tech Cost:** Variable
- **Effect:** During your Send a Representative action, you may place any number of Scientists from your reserve on the World Government as a single action (following the normal rules).

BLACK HOLES VARIANT



COMPONENTS

8 new Discovery tokens

OVERVIEW AND DESCRIPTION OF THE COMPONENTS

In deep space, there exist some of the most interesting astronomical objects you can imagine: Black Holes! They can potentially represent a massive opportunity to boost your Prestige, but you'll need to get close to the Event Horizon... and the closer you get, the harder it will be to escape! The new Discovery tokens in the Black Holes variant are used like normal Discovery tokens: You will place them on the Journey to Trappist spaces when they are discovered and trigger effects like normal. The new tokens show Black Holes.

CHANGES TO THE SETUP

During **Step 8** of setup, add the tokens from the Black Holes variant to the pile of Discovery tokens.

Playing Hint: For a harder game, remove 8 random Discovery tokens from the base game and replace them with the ones in this variant.

NEW RULES

When a player reveals a Black Hole token, they get 1 Prestige for the discovery. In addition, they may spend from 0 to 3 Fuel to gain that number of Prestige Points.

The Prestige for the discovery only goes to the player who drew the token, but the chance to spend Fuel to get extra Prestige can be used by any player whose Probe reaches the Black Hole token.

Note: If the Government Probe reveals a Black Hole, the Governor may choose to pay from 0 to 3 Fuel to obtain that amount of Prestige.

EXAMPLE OF GAMEPLAY

Davide decides to perform the Advance Your Probe action, moving into an unexplored space. He draws a Discovery token and reveals a Black Hole. He gets 1 Prestige for having discovered the token, then decides to spend 1 Fuel for an extra point of Prestige.

Later, Franca also performs the Advance Your Probe action and moves onto the Black Hole token that Davide discovered. Franca doesn't get Prestige for the discovery, but can decide to spend 3 Fuel to obtain 3 Prestige.



FAMILIES VARIANT



COMPONENTS

10 Family tokens

OVERVIEW AND DESCRIPTION OF THE COMPONENTS

The *Families* variant will let you save whole families instead of single members of humanity. The Family tokens will reveal the settings for the current round. Make your Salvation Phase more efficient by making the most of the opportunities the game offers you!

CHANGES TO THE SETUP

During **Step 7** of setup, after placing the Population on the Earth tile, shuffle the 10 Family tokens and place them face up next to the board (near the Earth) in two equal piles.

NEW RULES

The *Families* variant introduces the concept of the Family. With the standard Save a Population action, players now have the chance to save more meeples; the number and color of which are equal to those shown on one of the two active Family tokens. Just pay the Resources required, placing them in the Market and moving up the Reputation Track as normal. Then, move a space forward on the Leaders of Humankind Track. At the end of each World Government Phase, the tokens on top of the two Family piles are discarded, revealing two tokens that will be active for the next round.






When all the Family tokens have been discarded, reshuffle them into two new piles face up.

Note: If there are no meeples matching the active tokens on Earth, that Family cannot be saved

Note: The Accelerated Cryogenic Processing Technology gets this additional effect: *“If you choose to save a Family, then after saving it you can save an additional Population meeple of your choice.”*

Note: If a player has the Extra Action token that allows you to save a Population by paying 1 less Resource than normal, you can use that bonus on any single member of the selected Family.

EXAMPLE OF GAMEPLAY

Francesca decides to perform the Save a Population action. The active Family tokens show    and  , and there are 4 red Population meeples and 1 yellow meeple on Earth. She decides to make the most of the opportunity by paying 2 red Resources and 1 yellow to save the 3 Population meeples shown on the first token. She moves 4 steps up the Reputation Track (1+1+2) and 1 space on the Leaders of Humanity Track. Alberto wants to perform the same action, but there are no longer any meeples on Earth that match the active Family tokens, so he can only save 1 meeple, as per the normal rules.



LOST MINING PLANETS VARIANT

COMPONENTS

10 Lost Mining Planet tokens



OVERVIEW AND DESCRIPTION OF THE COMPONENTS

Recent matter-transfer breakthroughs have improved your probes and now allow the immediate transfer of samples that are found along their route. In the *Lost Mining Planets* variant, you can now gain materials in the Salvation Phase after discovering new planets. The tokens in this variant show the color and number of Resources that players can obtain.

CHANGES TO THE SETUP

During **Step 8** of setup, add the Lost Mining Planet tokens to the pile of Discovery tokens.

Playing Hint: For an even deeper experience with this variant, remove 10 Discovery tokens before shuffling in the Lost Mining Planet tokens.

NEW RULES

When a player draws a Lost Mining Planet token, they gain 1 Prestige for the discovery and immediately gain whatever is depicted on the token itself. In accordance with the normal rules, other visiting players don't get the Prestige, but can get the Resources.

EXAMPLE OF GAMEPLAY

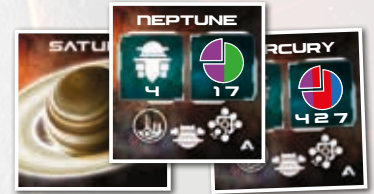
Paola performs an *Advance Your Probe* action and uncovers the token shown. She gets 1 Prestige for the discovery and 1 yellow Resource. Later on, Franco moves onto the token and gets only a yellow Resource.



MULTI-RESOURCE DEPOSITS VARIANT

COMPONENTS

14 Multi-Resource Planetary Production Tokens (2 per planet)



OVERVIEW AND DESCRIPTION OF THE COMPONENTS

New mining technology has shown how some previously-ignored deposits (in so far as they were of “no interest”) actually contain other, deeper layers, which has re-ignited the interest of the corporations.

When using the *Multi-Resource Deposits* variant, players can gain access to new planetary deposits, introducing the concept of “depth.” The new Planetary Production Tokens each show multiple types of Resources and, when read from left to right, indicate which can be found on the surface and which lie deeper down.

CHANGES TO THE SETUP

During **Step 2** of setup, choose only 2 of the Planetary Production tokens from the basic game for each planet, then add the 2 Multi-Resource Planetary Production tokens.

Variante: For a game that provides no information about the distribution of deposits, for each planet, add the 2 Multi-Resource Planetary Production tokens to the set of 10 tokens from the basic game and select 4 at random from the 12 available.

NEW RULES

When you discover a Multi-Resource Deposit, add only the Resource cubes shown for the surface layer. Resources shown next to the ARS symbol are the same color.

During a Planetary Production action, if there are no Resource cubes left in your Deposit, immediately add those for the next level down and then complete your production.

All the effects of any icons (Deposits and improved Deposits) apply to the layer currently being extracted.

Note: Since the player is free to choose the activation order of their Base, Starship, and Buildings, this choice can change the effects of production if there is a level change.

EXAMPLE OF GAMEPLAY

Paola moves to Mercury, a planet where she doesn't have a Base, and turns over the token shown, which she decides to keep. She puts the token on top of her pile of played tokens and deploys the Base and Drill that she brought to Mercury. Now she prepares her Deposit with 4 purple cubes and gets 1 Resource of the same color from the reserve (purple) thanks to the ARS. In a later turn, there are only 2 purple cubes left when Paola, with her Explorer on Mercury, activates Planetary Production. Thanks to her Base and Explorer, the last 2 purple cubes are moved to her Storage, so Paola adds 2 red cubes from the reserve to her Deposit. She then activates her Drill, moving a red cube to her Storage.



UNIQUE PASS TOKENS VARIANT

COMPONENTS

4 Unique Pass Tokens



CHANGES TO THE SETUP

After normal setup, the last player in turn order takes the 4 Unique Pass Tokens, looks at them, selects 1, and puts it face-down in front of them. Then the player to their right takes the remaining tokens and selects 1 as above. Repeat this procedure until the starting player gets 1 or more Unique Pass Tokens. They choose 1 and leave it face-down in front of them.

Now each player must decide whether to use the Unique Pass Token they chose or the one from the basic game during play, after which everyone reveals the token they will use. Put the unused Pass Tokens back into the box.



NEW LEADER TRACKS

VARIANT

COMPONENTS

4 two-sided Leader Tracks

OVERVIEW AND DESCRIPTION OF THE COMPONENTS















There are countless advantages to helping with the construction of the *Starship Interstellar* and saving humankind! The new Leader Tracks let you gain rewards that are different from those in the basic game. Will you make different choices, knowing what advantages you can reap from the World Government? The new Leader Tracks are printed on both sides and have different game effects, giving even more playability and a varied play experience.

CHANGES TO THE SETUP

After preparing all the common materials, choose one of the Leader Tracks and then choose the side you want to use (the choice can be random, or may be a common decision if the players all agree). Place that Leader Track over the original one. In game terms, treat it as if it was the Leader Track in the basic game.

NEW RULES

The new Leader Tracks introduce a range of new effects, as described below:

 <p>Prestige Points: Gain the indicated amount of Prestige Points.</p>	 <p>is increased by one (in case of purple Resources, they do not improve).</p>
 <p>Reputation: Gain the indicated amount of Reputation.</p>	 <p>Drill: Choose one of your Deposits and move the indicated amount of Resources from it to your Storage on the same planet.</p>
 <p>Fuel: Gain the indicated amount of Fuel</p>	 <p>ARS: Move the indicated amount of Resources from one of your Storage areas to your box.</p>
 <p>Scientist: Add a new Scientist from the reserve to your box.</p>	 <p>Probe Advancement: Without paying any costs, move the Government Probe once, acquiring any bonuses encountered.</p>
 <p>Extra Action: Choose one Extra Action token from those available, and add it to your box.</p>	 <p>Save Humankind: Without paying any costs, save one Population of the lowest level available (you do not advance on the Leaders of Humankind Track).</p>
 <p>Resource Cube: Gain a Resource cube of the color shown.</p>	 <p>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.</p>
 <p>Leader Track Advancement: Advance your counter on the indicated track, gaining all of the bonuses as usual.</p>	
 <p>Improved Deposit: Choose one of your Deposits and add the indicated amount of Resource Cubes to it. The Resource Value level</p>	



UNIVERSAL MECHANISMS VARIANT



COMPONENTS

- 2 Starting Universal Mechanism tokens
- 8 Universal Mechanism tokens

OVERVIEW AND DESCRIPTION OF THE COMPONENTS

Some Mechanisms needed for the *Interstellar* don't have specific requirements as regards the type of material used. Obviously, the more precious the material, the more Prestige your corporation will get... but how much will depend on you! The new Universal Mechanism tokens show the grey background, which means that you can choose which Resources you use to build it.

CHANGES TO THE SETUP

During **Step 9** of setup, shuffle the new Universal Mechanism tokens together with the Starship Mechanism tokens from the basic game, making sure to separate them by the color of the backs (red with red, blue with blue). This ensures that you can draw the new tokens together with the original ones.

For an even more interesting game using the Universal Mechanisms variant, draw only 6 starting Mechanisms from the basic game and add the 2 starting Universal Mechanism tokens before placing them at random. When you add the remaining Universal Mechanism tokens to the Starship Mechanism tokens from the basic game, first remove 8 of the latter.

NEW RULES

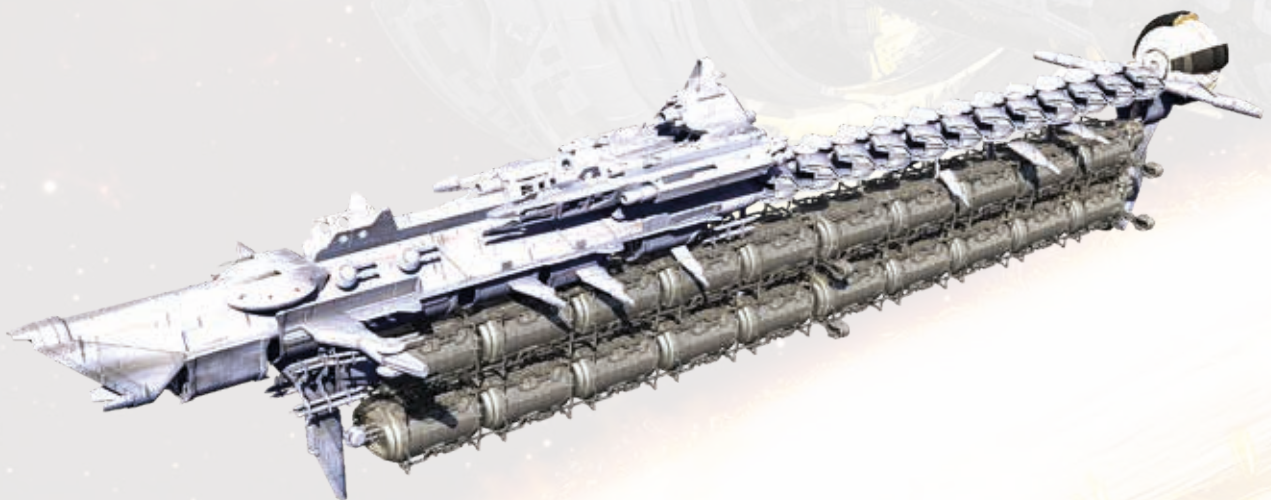
When a player chooses to build a Universal Mechanism, they must pay the required Resource from amongst those they have available. They get Prestige equal to the value of the Resource used.

Note: A player with the Build Extra Technology can treat 1 Resource cube as if it were 1 level higher.

Note: For all game effects that require the assignment of a "value" to Starship Mechanisms (e.g., building by the World Government), the Universal Mechanism tokens are considered to have a value of 1.

EXAMPLE OF GAMEPLAY

Francesco decides to build a Universal Mechanism in the Current Projects row. He chooses to pay with 1 green Resource. The total value is 3, so Francesco gains 3 Prestige.





H.A.L.L.



HUMAN-LIKE ARTIFICIAL LEARNING LIFEFORM

SOLO MODE

Challenge yourself - and an artificial opponent - in this competitive version of the game against an opponent driven by Artificial Intelligence (AI) that will evolve in different ways every time you play. Don't be put off by the length of these rules: the game rules are all on the first page. The other pages just contain details about how each Action token works!

CONTENTS

- A H.A.L.L. BOARD
- A TECHNOLOGY BOARD
- AN AI BAG
- 45 ACTION CUBES (15 RED CUBES, 12 YELLOW, 9 GREEN, 6 BLUE, 3 PURPLE)

CHANGING THE SET-UP

Set-up the game as you would for a two-player game, with one exception: at Point 11, put the 6 Extra Action Tokens in a single line, face up and one next to the other - don't change this order during the game. The pieces for your chosen Corporation are prepared as normal. Remember you won't need to hide your pieces into the Player box: you may keep them close to hand.

When preparing the pieces for the AI player, follow normal setup with these changes:

- Create a set of Planetary Production Tokens by taking one per Planet from those left in the box. Shuffle the Planets and make a face-down pile (so you can only see the "Planet" side of the Token on top of the pile).
- Take the H.A.L.L. Board and the Technology Board and place them between you and the opponent.
- Prepare the AI Bag with 15 Red Cubes, 12 Yellow, 9 Green, 6 Blue and 3 Purple.

BASIC CONCEPT

H.A.L.L. will behave just like a player, with the difference that it will be run by a H.A.L.L. Board and a bag of Resource Cubes that will give it power. On each of H.A.L.L.'s turns an Action token will be played and a Cube will be taken from the bag.

Place this Cube on the table on the H.A.L.L. Board, in the line corresponding to the Action and the column indicated by the color of the Cube that was pulled out. Once you have this position, H.A.L.L. will perform the corresponding Action.



H.A.L.L. ACTION PHASE

Before the start of each Action Phase, separate H.A.L.L.'s Tokens, shuffling them and putting any Non-Earthly Planetary Production Tokens that may have been acquired to one side. Now shuffle the remaining Action Tokens separately and put them next to the H.A.L.L. Board with the Action side face up. Finally, place the Planetary Production Tokens that you had set aside on top of the pile you just made.

When it is the AI player's turn, if you need to "play a new Action Token" then play the one on top of the pile (see above) and pull out an Action Cube from H.A.L.L.'s Bag, placing it on the row corresponding to the Action that has just been chosen and the column corresponding to the Cube's color.

At this point H.A.L.L. does what is shown by the selected Action space (see below for details about the Actions).

If H.A.L.L. can't perform the Action of the selected Token, put it on the bottom of the Action Token pile that can still be played and play the next Token. If you drew a Cube from the AI Bag before realising it was impossible to perform the Action, put the Cube back into the AI Bag. If after a series of impossible Actions you come around again to the first Token that you had put on the bottom of the pile this turn (i.e. if no Tokens can be played) then H.A.L.L. will play the PASS Token, gaining a number of rotations equal to the number of unused Tokens.

Below you will find a detailed description of the various Tokens:



SOLAR EXTRACTION

H.A.L.L. performs the Action once, based on the Action Cube drawn:



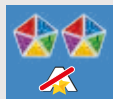
RED: Take 2 Resources from the Solar Bag, and H.A.L.L. keeps the least valuable of the two, losing Reputation points.



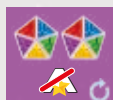
YELLOW: Take 2 Resources from the Solar Bag, and H.A.L.L. keeps them both, losing Reputation points.



GREEN: Take 2 Resources from the Solar Bag, and H.A.L.L. keeps them both, losing 2 Reputation points less than those indicated by the value of the Resources.



BLUE: Take 2 Resources from the Solar Bag, and H.A.L.L. keeps them both, without losing Reputation points.



PURPLE: Take 2 Resources from the Solar Bag, and H.A.L.L. keeps them both, without losing Reputation points. Put the Solar Extraction Token back under H.A.L.L.'s pile of Action Tokens that can still be played.



TECHNOLOGY RESEARCH

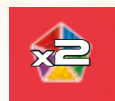
H.A.L.L.'s technologies are shown on the Technology Board. Unlike the human player's Technologies, H.A.L.L.'s do not improve its normal action nor do they provide buildings. Instead, they make H.A.L.L.'s Government Phase more efficient, as explained in the "AI Player's Government Phase" section.

When a Technology Research Token is played, count how many Tokens H.A.L.L. has played in this Action Phase, including this Token. Depending on the number of Tokens played, the AI player will develop the corresponding Technology.

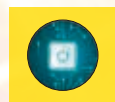
Start counting from the topmost Technology, missing out any Technology that has already been completely developed. Once you get to the last Technology to the bottom and if you need to keep counting, start again from the topmost Technology.

H.A.L.L. pays the Resource Cubes and the Scientist needed to unlock the chosen Technology as normal, always remembering the Golden Rule.

H.A.L.L. performs the Technology Research Action once, based on the Action Cube drawn – the following description refers to the Technology resulting from the count detailed above:



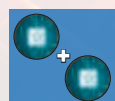
RED: H.A.L.L. pays double the Resources required to develop the lowest level not yet developed.



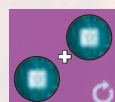
YELLOW: H.A.L.L. pays the Resources required to develop the lowest level not yet developed.



GREEN: H.A.L.L. pays the Resources required to develop the lowest level not yet developed and gets a Scientist.



BLUE: H.A.L.L. pays the Resources required to develop 2 levels (if only the 2nd level remains to be developed, only develop that level; if it only has enough Resources to pay for the 1st level, only develop that level).



PURPLE: H.A.L.L. pays the Resources required to develop 2 levels (if only the 2nd level remains to be developed, only develop that level; if it only has enough Resources to pay for the 1st level, only develop that level). Put the Technology Research Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

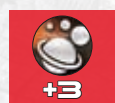
Note: The Technology Research Token is considered unusable, and is put at the bottom of the pile, in the following cases:

- Before drawing the Action Cube, H.A.L.L. doesn't have any Scientists.
- Before drawing the Action Cube, H.A.L.L. has already developed all possible Technologies for this Action.
- After drawing the Action Cube, H.A.L.L. doesn't have enough Resources to pay for the cost of the Technology. In this case, put the Cube back in the AI Bag.

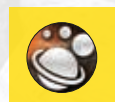


TRAVEL

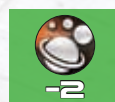
All of H.A.L.L.'s Travels are free, apart from the trips necessary to install a new base, which costs **twice the value** shown on the Planet in question, a value that must be modified based on the Cube drawn:



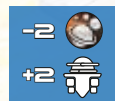
RED: The cost of the trip increases by 3.



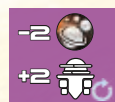
YELLOW: The cost of the trip is the same (i.e. remains twice the value shown on the Planet).



GREEN: The cost of the trip drops by 2.



BLUE: The cost of the trip drops by 2. Furthermore, when you reveal the Planetary Production Token, consider the value of the ARS as 2 Resources more.



PURPLE: The cost of the trip drops by 2. Furthermore, when you reveal the Planetary Production Token, consider the value of the ARS as 2 Resources more. Put the Travel Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

The Travel Action is the **ONLY REPEATABLE ACTION**, and H.A.L.L. will repeat it until it establishes a new base and so the Travel Action token is covered by the newly acquired Planetary Production token, or if H.A.L.L.'s Explorer is on Earth and can't Travel to set up a new base.

As soon as the Travel Token is played, and every time the Travel Token is the active one, check the location of H.A.L.L.'s Explorer and proceed as follows:

If it is on a Planet (not Earth):

- If there are other Planets where H.A.L.L. has a Storage containing Resource Cubes, it loads any Resource Cubes from the Storage of the Planet it is on, and H.A.L.L. Travels for **free** to the Planet in question (if there is more than one, it goes to the one closest to the Sun).
- If there aren't any other Planets like this, H.A.L.L. loads any Resource Cubes from the Storage of the Planet it is on and Travels to Earth for **free**, unloading all the contents of the Explorer.

If it is on Earth:

- If there are other Planets where H.A.L.L. has a Storage containing Resource Cubes, it travels to the Planet in question for **free** (if there is more than one, it goes to the one closest to the Sun).
- If there aren't any other Planets like this and H.A.L.L. still has bases, find out where it will go as follows: draw 1 Cube from the AI Bag and place it as normal on the appropriate position of the H.A.L.L. Board. Count how many Tokens it has played, including the Travel Token, and choose the Planet in the corresponding position of the pile of Planetary Production Tokens created at the start (if needed, start counting again from the beginning – this is necessary if the number of Tokens played is greater than the number of Planetary Production Tokens in the pile). This Token will identify the target Planet.
- If there are no other Planets where H.A.L.L. has Storage containing Resource Cubes and it doesn't have any more bases, **it does not Travel**.

Note: If a Planet is destroyed, the base will return to Earth (as if it had been dismantled). Whether the AI player is on the destroyed Planet or not, the Planetary Production Tokens for the Planet in question are removed from the game.

Note: A Travel Token is considered unusable, and is put at the bottom of the pile, in these cases:

- If the Explorer is on Earth, there are no Planets where H.A.L.L. has Storage containing Resource Cubes, and it doesn't have other bases.
- If, after drawing the Action Cube, H.A.L.L. doesn't have enough Fuel to Travel. In this case, put the Cube back in the AI Bag.



MARKET

H.A.L.L. performs the Action once, based on the Action Cube drawn:



RED: H.A.L.L. receives 1 Resource Cube of the lowest value present from the Market for free.



YELLOW: H.A.L.L. receives the 2 Resource Cubes of the lowest value present from the Market for free.



GREEN: H.A.L.L. receives 1 Resource Cube of the lowest value present and 1 Resource Cube of the highest value present from the Market for free.



BLUE: H.A.L.L. receives the 2 Resource Cubes of the highest value present from the Market for free.



PURPLE: H.A.L.L. receives the 2 Resource Cubes of the highest value present from the Market for free. Put the Market Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

Note: H.A.L.L.'s Market Token is always covered the turn after it is used, as if it didn't have the "Repeatable Action" icon.

Note: The market Token is considered unusable, and is put at the bottom of the pile, if there aren't any Resources on the Market.

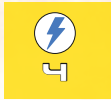


EARTH PLANETARY PRODUCTION

H.A.L.L. performs the Action once, based on the Action Cube drawn:



RED: H.A.L.L. receives 1 Fuel.



YELLOW: H.A.L.L. receives 4 Fuel.



GREEN: H.A.L.L. receives 6 Fuel.



BLUE: H.A.L.L. receives 10 Fuel.



PURPLE: H.A.L.L. receives 10 Fuel. Put the Earth Planetary Production Token back under H.A.L.L.'s pile of Action Tokens that can still be played.



PLANETARY PRODUCTION

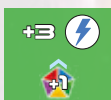
H.A.L.L. performs the Action once for each Non-Earthly Planetary Production Token based on the Action Cube drawn:



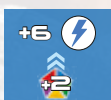
RED: H.A.L.L. performs normal production, leaving 1 Resource Cube in the Deposit (if more than one type of Resource is present, leave the one with the lowest value).



YELLOW: H.A.L.L. performs normal production.



GREEN: H.A.L.L. performs normal production, then removes the Resource Cube with the highest value from the Deposit and adds 1 Resource a step more valuable to its Storage. Then H.A.L.L. gets 3 Fuel.



BLUE: H.A.L.L. performs normal production, then removes the 2 Resource Cubes with the highest value from the Deposit and adds 2 Resources two steps more valuable to its Storage. Then H.A.L.L. gets 6 Fuel.



PURPLE: H.A.L.L. performs normal production, then removes the 2 Resource Cubes with the highest value from the Deposit and adds 2 Resources two steps more valuable to its Storage. Then H.A.L.L. gets 6 Fuel. Put the Planetary Production Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

Note: It is possible for H.A.L.L. to perform multiple Planetary Production Actions in a row, one per turn. Remember to draw a new Cube from the AI Bag for each Planetary Production Token.

Note: The Planetary Production Token is considered unusable if there are no Resources in the Deposit on the Planet concerned. Put it back on the bottom of the pile.



PASS TOKEN

When H.A.L.L. has played the last Token it plays the PASS Token, with as many rotations as there have been unused Tokens. When it is time to collect the Reward the AI player gets the Reward reached (it never chooses previous Rewards).

H.A.L.L. SALVATION PHASE

Just like in the normal game of Starship Interstellar, H.A.L.L. discards its Planetary Production Tokens. Then, like in the Action Phase, shuffle H.A.L.L.'s Tokens to make a pile with the Salvation side face up. When H.A.L.L. must play a new Token, take it from the top of the pile.

The AI player performs the Action on the Active Token that gives it the bonus Prestige Point, if possible. If this Action cannot be performed, then H.A.L.L. chooses the Action to perform as follows:

- Check how many spaces H.A.L.L.'s Indicators have moved forwards on the two Leader tracks (Humankind and Starship Interstellar), and on the Journey to Trappist area. H.A.L.L. performs the Action related to the Indicator that has advanced most, or the others if that Action cannot be performed.
Example: *H.A.L.L. is on the 9th and penultimate space in the Journey to Trappist area, and in the 10th space on the Leaders of Humankind track. 10 is the highest of the two so H.A.L.L. chooses the Save a Population Action.*
- If the Indicators are at the same level, H.A.L.L.'s preferences are in this order: Build a Mechanism for the Interstellar -> Save a Population -> Advance Your Probe.
- If H.A.L.L. can't perform any of these three Actions then it will perform the "Send a Representative to the World Government" Action.
- If H.A.L.L. can't even perform this Action, place the Salvation Token at the bottom of the pile, in the same way as during the Action Phase, and put any Cube drawn back into the AI Bag.

If after a series of impossible Actions you come around again to the first Token that you had put on the bottom of the pile this turn (i.e. if no Tokens can be played) then H.A.L.L. will play the PASS Token, gaining a number of rotations equal to the number of unused Tokens.



SEND A REPRESENTATIVE TO THE WORLD GOVERNMENT

H.A.L.L. performs the Action once, based on the Action Cube drawn:



RED: H.A.L.L. places one of its Scientists in the second space from the left.



YELLOW: H.A.L.L. places one of its Scientists in the first space from the left.



GREEN: H.A.L.L. places one of its Scientists in the space furthest to the right possible.



BLUE: H.A.L.L. places one of its Scientists in the space furthest to the left possible but gets the bonus for the whole line.



PURPLE: H.A.L.L. places one of its Scientists in the space furthest to the left possible but gets the bonus for the whole line. Put the used Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

Note: Rewards on the Deposit are solved by applying them to the Deposit with fewest Resource Cubes (their value doesn't matter) and, if there is a draw, the furthest one from the Sun.

Example: *H.A.L.L. has a Deposit on Mercury with 3 Purple Cubes, and a Deposit on Jupiter with 3 Red Cubes. The quantities are the same so Jupiter wins since it is furthest from the Sun.*

Note: The choice of Resources to be received is decided in favour of the highest value Resource, and the choice of movement on the Leader track is solved in favour of the track where H.A.L.L. is furthest ahead (in case of a draw, the Interstellar track wins).

Note: If the required position is occupied by the player's Scientist, H.A.L.L. is placed immediately to its right.

Note: When a module of the Interstellar is completed, if H.A.L.L. can move its Scientist to the row of the Governor that was just removed, it moves to the space furthest to the left.

Note: The Send a Representative to the World Government Action is considered unusable in the following cases:

- H.A.L.L. doesn't have any available Scientists.
- H.A.L.L. already has a Scientist on the highest row of the Government.



ADVANCE YOUR PROBE

When H.A.L.L. must move its Probe (or the Government Probe) this is the order of priority:

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.

If there is more than one option (for example if it can reach two Points of Interest), the player can choose.

These choices may be subject to effects of the Action Cubes as described below:



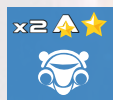
RED: The cost is doubled, and the benefits of Reputation and/or Prestige points are reduced by 1.



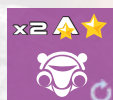
YELLOW: No changes to Cost and benefit.



GREEN: The cost doesn't change, while the benefits of Reputation and Prestige points are doubled.



BLUE: The cost doesn't change, while the benefits of Reputation and Prestige points are doubled. Furthermore, H.A.L.L. performs Build a Mechanism for the Interstellar Action, choosing that of greatest value in the Current or Long-Term Projects rows that it has enough Resources for (advancing on the corresponding Leader track).



PURPLE: The cost doesn't change, while the Rewards of Reputation and Prestige points are doubled. Furthermore, H.A.L.L. performs Build a Mechanism for the Interstellar Action, choosing that of greatest value in the Current or Long-Term Projects rows that it has enough Resources for (advancing on the corresponding Leader track). Put the Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

Note: Neither the Prestige Points gained by arriving in the Trappist system, nor those at the end of the game, will be modified by the Cube drawn from the AI Bag.

Note: The Advance Your Probe Action is considered unusable in the following cases:

- If, after picking the Cube from the AI Bag, H.A.L.L. does not have enough Fuel to perform the Action.
- If H.A.L.L.'s Probe has already reached the Trappist system.



BUILD A MECHANISM FOR THE INTERSTELLAR

H.A.L.L. performs the Action once, based on the Action Cube drawn:



RED: H.A.L.L. builds the mechanism of least value in the Current or Long-Term Projects rows that its Resources will allow.



YELLOW: H.A.L.L. builds the mechanism of greatest value in the Current or Long-Term Projects rows that its Resources will allow.



GREEN: H.A.L.L. builds the mechanism of greatest value from any row that its Resources will allow.



BLUE: H.A.L.L. builds the mechanism of greatest value from any row that its Resources will allow. Furthermore, it performs a Save a Population Action, saving the greatest value Population meeple that its Resources will allow (and moving forward on the corresponding track).



PURPLE: H.A.L.L. builds the mechanism of greatest value from any row that its Resources will allow. Furthermore, it performs a Save a Population Action, saving the greatest value Population meeple that its Resources will allow (and moving forward on the corresponding track). Put the Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

Note: As always, in all the operations above, the Golden Rule always applies.

Note: The Build a Mechanism for the Interstellar Action is only considered unusable if, after drawing a Cube from the AI Bag, H.A.L.L. doesn't have enough Resources to build a Mechanism for the Interstellar amongst those available depending on the Cube drawn.



SAVE A POPULATION

H.A.L.L. performs the Action once, based on the Action Cube drawn:



RED: H.A.L.L. saves the least value Population that its Resources will allow.



YELLOW: H.A.L.L. saves the highest value Population that its Resources will allow.



GREEN: H.A.L.L. saves the both the least value and the highest value Populations that its Resources will allow. Advance only one step on the corresponding Leader track.



BLUE: H.A.L.L. saves the highest value Population that its Resources will allow. Moreover, it performs an Advance Your Probe Action without modifiers, applying H.A.L.L.'s normal movement rules.



PURPLE: H.A.L.L. saves the highest value Population that its Resources will allow. Moreover, it performs an Advance Your Probe Action without modifiers, applying H.A.L.L.'s normal movement rules. Put the Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

Note: As always, in all the operations above, the Golden Rule always applies.

Note: The Save a Population Action is only considered unusable if H.A.L.L. doesn't have sufficient Resources to save any Population.



PASS TOKEN

When H.A.L.L. has played the last Token it plays the PASS Token, with as many rotations as there have been unused Tokens. When it is time to collect Reward the AI player gets the Reward reached (it never chooses previous Rewards).

EFFECTS OF TECHNOLOGY AND EXTRA ACTIONS

When H.A.L.L. must take an Extra Action Token, count how many Tokens have been played (like for the Technology Research Action) and take the Extra Action Token corresponding to the row (go back to the beginning again and keep counting if necessary).

If the AI player gets an Extra Action, the Token is placed at the bottom of the pile of Tokens to be played.

If the Extra Action gained is referred to a normal game Action, even enhanced, the AI player performs the basic Action ignoring the enhancement (for example, if it gets the Extra Action to build two Mechanisms for the Interstellar, it builds one).

If the Extra Action introduces a non-basic Action (for example the Production of specific Resource Cubes) H.A.L.L. performs that Action precisely. In that case, draw a Cube from the AI Bag and put it under the corresponding space in the Technology zone of the H.A.L.L. Board. It will be needed during the AI player's Government Phase (see below).

If the Action gives a choice of more than one Action (this can apply to some Tokens in the Salvation Phase) H.A.L.L. will choose based on the priorities described at the beginning of this section, depending on the position on the tracks.

If H.A.L.L. is using the Special Action Token pictured below, then he selects the Planet with the highest amount of resources in the Deposit. In case of a tie, H.A.L.L. will select the planet that is closest to the sun.



AI PLAYER'S GOVERNMENT PHASE

After the steps required by the Government Phase, change the contents of the AI Bag as follows:

- Move all the Resource Cubes on the H.A.L.L. Board to the corresponding spaces on the Technology Board's left area (adding them to any Cubes that are already there after non-basic Extra Actions, as explained above).
- Remove these Cubes and put them back into the General Supply, and add Resource Cubes to the AI Bag as follows:
 - For each pair of Red Cubes removed, add a Yellow Cube to the bag (any remaining Red Cube is put back into the bag).
 - For each pair of Yellow Cubes removed, add a Green Cube to the bag (any remaining Yellow Cube is put back into the bag).
 - For each pair of Green Cubes removed, add a Blue Cube to the bag (any remaining Green Cube is put back into the bag).
 - For each pair of Blue Cubes removed, add a Purple Cube to the bag (any remaining Blue Cube is put back into the bag).
 - For each Purple Cube removed, add a Red Cube to the bag.

Unlocked Technology will **replace** the basic effects of that transformation as follows (effects are cumulative, just like the players' Technology):

- Red Cubes:
 - LV1: For each Red Cube removed, add a Yellow Cube to the bag.
 - LV2: For each Red Cube removed, add a Yellow Cube to the bag (resulting in 2 for each Red Cube removed).
- Yellow Cubes:
 - LV1: For each Yellow Cube removed, add a Green Cube to the bag
 - LV2: For each Yellow Cube removed, add a Green Cube to the bag (resulting in 2 for each Yellow Cube removed)

• Green Cubes:

- LV1: For each Green Cube removed, add a Blue Cube to the bag
- LV2: For each Green Cube removed, add a Blue Cube to the bag (resulting in 2 for each Green Cube removed)

• Blue Cubes:

- LV1: For each Blue Cube removed, add a Purple Cube to the bag.
- LV2: For each Blue Cube removed, add a Purple Cube to the bag (resulting in 2 for each Blue Cube removed).

• Purple Cubes:

- LV1: For each Purple Cube removed, add a Green Cube to the bag.
- LV2: For each Purple Cube removed, add a Purple Cube to the bag (meaning that you put the Purple Cubes back in the bag instead of removing them, and for each you also add a Green Cube).

The player can interact with the AI Bag in this Phase as follows (during each game round the player can use neither, one or even both of these methods):

- Before converting Resources, you can discard up to 1 Resource Cube per color from your own Personal Reserve to eliminate a Resource of equal or lesser value from those that can be converted by H.A.L.L.
- After conversion you can discard up to 1 Resource Cube per color from your own Personal Reserve to add Red Cubes to the AI Bag. The number of Red Cubes added is equal to the game value of the Resources discarded.

Example: *Discarding 1 Green Cube and 1 Purple Cube you can add 8 Red Cubes to the bag (3 for the Green, 5 for Purple).*

Note: In the unlikely event that there aren't enough Red Cubes, remember to use a replacement of some sort: Cubes are considered infinite in this game.

CHANGING THE DIFFICULTY LEVEL

The difficulty level can be modified by re-designing the contents of the AI Bag. The contents suggested in these rules should give you a medium-level challenge. Here are some other combinations to make the game easier or even harder!

INTRODUCTION SETTING: 24 Red, 12 Yellow, 6 Green, 3 Blue, 0 Purple.

EASY SETTING: 20 Red, 14 Yellow, 7 Green, 3 Blue, 1 Purple.

INTERMEDIATE SETTING: 15 Red, 12 Yellow, 9 Green, 6 Blue, 3 Purple.

HARD SETTING: 10 Red, 13 Yellow, 11 Green, 8 Blue, 3 Purple.

EXTREME SETTING: 6 Red, 15 Yellow, 11 Green, 9 Blue, 4 Purple.