

# ERRATA AND FAQs

## KS EXTRAS

• **SPECIAL SOLAR EVENTS Variant** - replace the last phrase of the **OVERVIEW** paragraph with the following text:

*The Special solar events are divided in three different rows, just like in the base game, and these are linked to the status of the Solar Spiral.*

• **SPECIAL SOLAR EVENTS Variant** - replace the **Advance Government Probe** description with the following text:

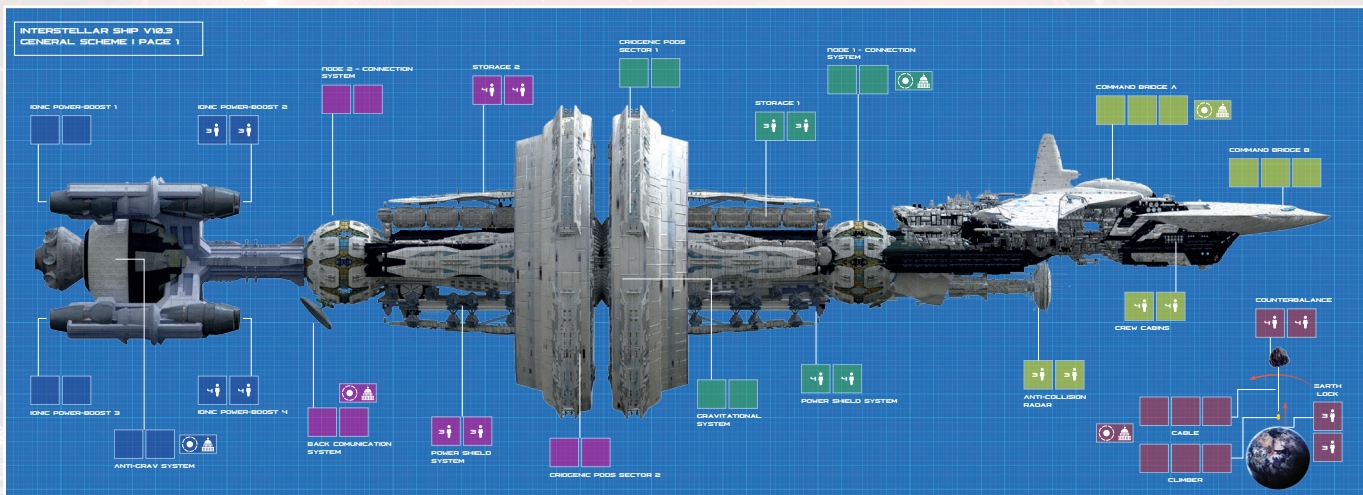
*The Government Probe advances following this priority's list (which is the same used in the Solo mode):*

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.

## INTERSTELLAR BLUEPRINTS VARIANT

### COMPONENTS

1 Interstellar Blueprint board.



### OVERVIEW AND DESCRIPTION OF THE COMPONENTS

The Blueprint represents the *technical schematic of the Interstellar*. For the purposes of the game, it replaces the 5 starship modules for the placement of the Interstellar's mechanisms.

### CHANGES TO THE SETUP

During **Step 10** of setup, place the 5 starship modules in a row (with the “under construction” side down) instead of stacking them. These will serve only to show the order in which the Interstellar is to be completed.

### GAMEPLAY

When a player builds a starship mechanism he places it on the one empty space of the Blue Print, in the sector corresponding to the leftmost unfinished module in the row.

### COMPATIBILITY WITH MODULE LEADERS VARIANT

Replace the 5 Starship Modules with the 5 Module Leader boards from the Module Leaders variant. Follow the rules of the Module Leaders variant during gameplay.