

# ERRATA AND FAQs

## CORE RULEBOOK

### • Pag.3 GAME COMPONENTS



The number of **Counters** is 6 instead of 10 (this issue is present only in some languages).

### • Pag.4 SUN STATUS -

any mention of token should be refer instead to **cube**.

### • Pag.24 ADVANCE YOUR PROBE, third paragraph -

replace with the following thext:

*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.***

### • Pag.25 Governente Probe Explores, last paragraph -

replace with the following thext:

*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.

### • Pag.26 THE END OF THE GAME Step 2, 2nd bullet -

replace with the following text:

*All **required** Cryo-Pods are filled (i.e., a number of rows equal to the number of players +1 have been completed).*

This change is made just to avoid confusion. You can fill more than the required amount of population in the same way as you can build more than the required amount of Starship Modules.

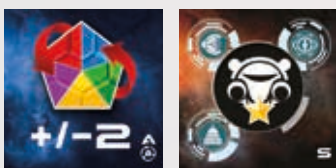
### • Pag.26 FINAL SCORING point 1 -

replace with the following text:

*Every player must move their Explorer back to Earth, following the normal movement rules. **In particular, you will lose 2PP for every missing fuel.***

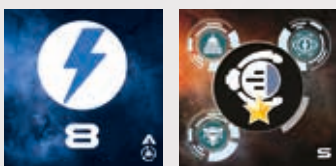
# REFERENCE BOOKLET

- Pag.2 second extra action token, - this is the correct reference picture:



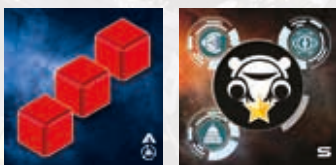
replace the SALVATION text with the following text:  
*Standard Salvation actions; Prestige bonus for Build a Mechanism action.*

- Pag.2 third extra action token, - this is the correct reference picture:



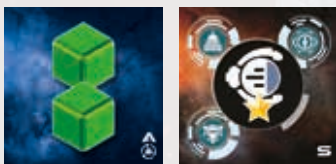
replace the SALVATION text with the following text:  
*Standard Salvation actions; Prestige bonus for Advance your Probe action.*

- Pag.2 sixth extra action token, - this is the correct reference picture:



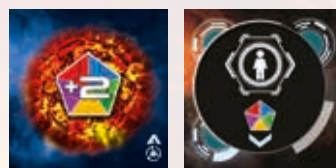
replace the SALVATION text with the following text:  
*Standard Salvation actions; Prestige bonus for Build a Mechanism action.*

- Pag.2 last extra action token, - this is the correct reference picture:



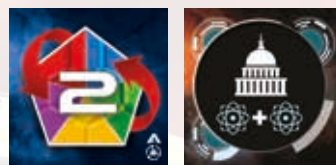
replace the SALVATION text with the following text:  
*Standard Salvation actions; Prestige bonus for Advance your Probe action.*

- Pag.3 sixth extra action token, - this is the correct reference picture:



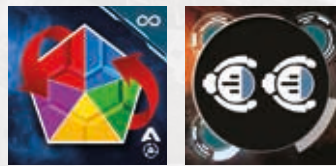
replace the SALVATION text with the following text:  
*You may perform the Save a Population action, paying a Resource that is 1 level lower. If you have unlocked the Accelerated Cryogenic Processing Technology, this is applied to both members saved. You may not perform any other type of action, as indicated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

- Pag.3 last extra action token, - this is the correct reference picture:



replace the SALVATION text with the following text:  
*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.*

- Pag.4 last extra action token, - this is the correct reference picture:

















replace the ACTION text with the following text:  
*Standard Market action.*

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

• **Pag.13 NEW LEADER TRACKS Variant -**

replace the effects table with the one you can find here below.

-  **Prestige Points:** Gain the indicated amount of Prestige Points.
-  **Reputation:** Gain the indicated amount of Reputation.
-  **Fuel:** Gain the indicated amount of Fuel
-  **Scientist:** Add a new Scientist from the reserve to your box.
-  **Extra Action:** Choose one Extra Action token from those available, and add it to your box.
-  **Resource Cube:** Gain a Resource cube of the color shown.
-  **Leader Track Advancement:** Advance your counter on the indicated track, gaining all of the bonuses as usual.
-  **Improved Deposit:** Choose one of your Deposits and add the indicated amount of Resource Cubes to it. The Resource Value level

-  is increased by one (in case of purple Resources, they do not improve).
-  **Drill:** Choose one of your Deposits and move the indicated amount of Resources from it to your Storage on the same planet.
-  **ARS:** Move the indicated amount of Resources from one of your Storage areas to your box.
-  **Probe Advancement:** Without paying any costs, move the Government Probe once, acquiring any bonuses encountered.
-  **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.

• **Pag.14 UNIVERSAL MECHANISMS Variant**

This Variant was changed for balancement after the game went to print. The changes in the rules show the new balancement for the game.

**OVERVIEW AND DESCRIPTION OF THE COMPONENTS**

Replace with the following text:

*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.*

**NEW RULES**

Replace with the following text:

*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.*

**EXAMPLE OF GAMEPLAY**

Replace with the following text:

*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.*

• **Pag.17 TECHNOLOGY RESEARCH Action for H.A.L.L. - First paragraph at page 17. -**

Replace with the following paragraph:

*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**.*

• **Pag.23 Effects of Technology and Extra Actions -**

add the following text at the end of the page:



*When using this Special Action Token with the **SOLO MODE** rules, **H.A.L.L.** 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.*