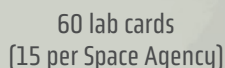
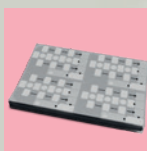


Launch your very own international space station! Recruit members from the world's four largest space agencies to create the ideal team and complete the most prestigious projects outer space has to offer!

1 scorepad



1

Gameplay

Players take turns (going clockwise), until someone places their 10th lab card or completes all 3 of their objectives.

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

- **Draw 3 lab cards** and, from these, take all cards from one Space Agency.

note: The first player must choose this action to start the game.

- **Take all cards from one Space Agency** from the Recruitment Center.
- **Place lab cards** from your hand onto your lab slots.

warning: if you have 5 or more cards in your hand at the start of your turn, you must choose this action.

Lab cards

Each lab card has the following 4 features:

a - cost:

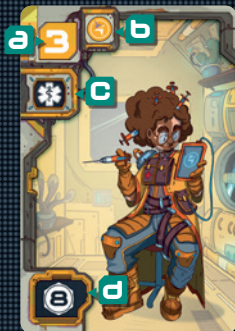
To play this card, discard the number of cards indicated (0-3) from your hand.

b - Space Agency:

Each lab card is affiliated with one of 4 Space Agencies (Golden Planet 🌟, Red Rocket 🚀, Blue Future 💡, or Green Explorer 🌱). The background color of the card also indicates its Space Agency.

c - Specialty: Each lab card has one of 4 specialties (pilot 🧑‍🚀, scientist 🧪, doctor 🩺, or mechanic 🛠️).

d - Scoring/Effect: Cards score differently at the end of the game (see page 4). Instead of points, some cards let you immediately draw a project card.



1 Draw 3 lab cards and take all cards from one Space Agency.

Draw 3 cards from the lab deck and show them to all players. Choose a Space Agency represented on one or more of these cards. Add each of the three cards that is from that agency to your hand. *(When the lab deck is empty, immediately shuffle the discard pile to form a new lab deck.)* Once they have been selected, the cards in your hand are kept secret from other players.

The remaining cards from other Space Agencies are added to the Recruitment Center. Group cards in the Recruitment Center by agency.



EXAMPLE: Joanna reveals 3 lab cards: 2 Golden Planet and 1 Blue Future. She keeps the 2 Golden Planet cards and places the remaining card in the Recruitment Center.

2 Take all cards from one Space Agency from the Recruitment Center.

From the Recruitment Center, choose one Space Agency, and add all cards from that agency to your hand.



EXAMPLE: The Recruitment Center contains 7 lab cards: 3 Red Rocket, 2 Green Explorer, 1 Golden Planet, and 1 Blue Future. Cory could take the 3 Red Rocket cards, but chooses the 2 Green Explorer cards which work better with his current hand.

3 Place lab cards from your hand onto your lab slots.

warning: If you have 5 or more lab cards in hand at the start of your turn, you must choose this action.

Place one or more lab cards in empty lab slots in your station. You must pay the cost of each card by discarding as many cards from your hand as the number indicated, into a common discard pile.

note: Once placed, a lab card can never be removed or change slots. Each lab slot can only have one card.



EXAMPLE: Fred discards 3 cards from his hand to place a card that costs 3. He also places a card that costs 0.

When you place a lab card, before placing another check:

- If the card grants an immediate bonus.
- If the lab slot grants a bonus.
- If you complete an objective.

Immediate Card Bonuses



When placed, certain lab cards let you immediately draw a project card. The other lab cards score points at the end of the game (see page 4).

Lab Slot Bonuses

Lab slots on the top and bottom rows of your station may give you a bonus.

- When you place a lab card in the top row of lab slots, above a capsule: Immediately draw as many project cards as the cost of the lab card. Keep one project card, and put the others on the bottom of the project deck.



EXAMPLE: Joanna places a lab card costing 3 above a capsule. She draws 3 project cards and keeps one.

- When you place a lab card in the bottom row of lab slots, below a capsule: If the lab card's specialty matches the capsule's objective tile, trigger the effect indicated on the objective tile.



EXAMPLE: Joanna places a lab card beneath her right capsule. The card is a doctor, which matches the capsule's objective tile. The effect is triggered, and Joanna draws a lab card (see page 4).

Complete an Objective

Complete an objective by having three lab cards adjacent to a capsule that correspond to the three Space Agency symbols on the capsule's objective tile. Immediately take a boost tile from the top of the pile corresponding to the capsule's location (left, center, or right) and place it on the objective tile, covering the Space Agency symbols.

Boost tiles score points at the end of the game, and the first boost tile from each pile also grants a bonus (see page 4).



EXAMPLE: Cory places a Golden Planet lab card next to his right capsule, completing an objective. (The capsule touches 2 Golden Planet cards and 1 Green Explorer card, as indicated on its objective tile.) Cory is the first to complete an objective linked to a right capsule, earning the 5-point boost tile, which also lets him draw a project card.

TURN END & GAME END

After completing an action, it is the next player's turn. Go clockwise around the table.

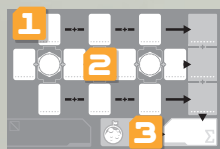
The game ends when a player:

- Places their 10th lab card
- And/or completes their 3rd and final objective

Other players may place any remaining lab cards in their hands according to action 3 rules (placing lab cards).

Final Scoring:

Each player calculates their points using the scorepad. Players score points for lab cards **1**, boost tiles **2**, and project cards **3**.



The player with the highest score wins. In case of a tie, the player with the most project cards wins. If there is still a tie, players share the victory.



EXAMPLE: Cory totals his points on the scorepad. Most cards have a set amount of points, but the **following three cards have special scoring**.

1: 2 points per = 8 points. **2**: 1 point per = 4 points. **3**: 3 points per in this row = 9 points.

The project cards score as follows:

4: 2 cards = 10 points. **5**: 2 cards = 2 points per = 8 points. **6**: 1 card = 1 point. **7**: 1 point per = 2 points. Together, the project cards total 21 points.

advanced variant

WARNING: We recommend playing at least one game with the basic rules before using this variant.

Setup

During setup, give 3 objective tiles to each player. Players simultaneously look at their objective tiles and choose 2. When everyone is ready, players pass the remaining objective tile to their left-hand neighbor.

Each player then places an objective tile inside each of their 3 capsules.



Card and Tile Effects

Effects on a black background happen at the end of the game (scoring points), whereas effects on a light gray background are immediate.

Lab Card Effects

	Score the points shown.
/	Score the points shown for each lab card in your station with the corresponding specialty.
/	Score the points shown for each lab card in your station from the corresponding Space Agency.
/	Score 1 point for each project card you possess.
/	Score the points shown for this card and any other lab cards in the same row with the corresponding specialty.
	When you place this card: draw a project card.

Objective Tile Effects

	If you place a scientist beneath this capsule, draw 2 project cards without showing the other players. Keep one, and place the other on the bottom of the project card deck.
	If you place a mechanic beneath this capsule, score 3 points at the end of the game.
	If you place a doctor beneath this capsule, draw a lab card from the deck without showing the other players.

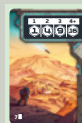
Boost Tile Effects

	Draw a project card, without showing other players.
	Draw a lab card from the top of the deck, without showing other players.

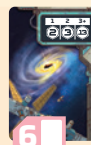
Project Card Effects

Project cards specify the number of points they score at the end of the game, depending on the number of cards in your possession. There is a cap on the number of points some project cards score.

Project cards are kept secret and only revealed to other players at the end of the game.



EXAMPLE: *Cory scores 16 points, as he has 5 Installation on Mars project cards. He would have scored the same with only 4 cards.*



Black Hole Studies:

1	2	3+



Exoplanet Research:

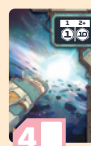
At the end of the game, score 1, 2, or 3 points for each lab card in your station with a pilot symbol.

1	2	3



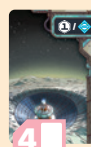
Installation on Mars:

1	2	3	4+



Supernova Photography:

1	2+



Building a Telescope on the Moon:

Score 1 point for each lab card in your station from the corresponding Space Agency.

--	--

SOLO MODE The Last Explorer

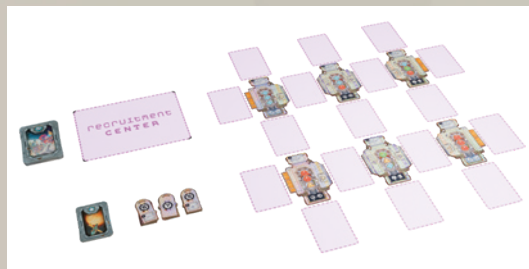


Launch into solitary space exploration with solo mode. Experience the game differently and try to achieve the highest score possible.

SETUP

Setup is the same as in multiplayer games, except for the placement of capsules and their objective tiles.

Place 3 capsules and their objective tiles in front of you. After placing the third objective tile, add three new capsules and objective tiles above the others, as shown. You should have 17 lab slots.



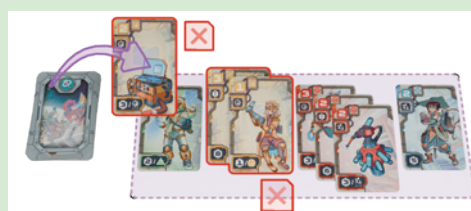
PLAYING the game

As with multiplayer games, solo mode is played in a series of turns where you must choose one of the three possible actions:

- **Draw 3 lab cards** and, from these, take all cards from one Space Agency.
- **Take all cards from one Space Agency** from the Recruitment Center.
- **Place lab cards** from your hand onto your lab slots.

Warning: *There is two major differences with multiplayer games!*

- ▶ At the end of each turn, regardless of the action taken, discard the top card of the lab deck, and all cards from that Space Agency currently in the Recruitment Center.
- ▶ When the Lab deck is empty, the game ends immediately.



EXAMPLE: *Cory ends his turn. He draws from the lab deck, revealing a Golden Planet card. This card is discarded, along with all Golden Planet cards in the Recruitment Center. Cory can now start a new turn.*

END OF the GAME

The game ends immediately when any of the following happen:

- You complete your 6th and final objective.
- You place your 17th lab card.
- You need to draw or discard a lab card from the deck, but no cards remain.

SCORING

Score your points the same way as in a multiplayer game, and refer to the scale below to determine your standing:

Less than 80: Space exploration remains a mystery, you must persevere...

80-100: Your research is promising. Carry on!

101-120: Your peers are all talking about your discoveries.

121-150: You are a legend of space exploration.

More than 150: Your peers built a statue in your honor during your lifetime. You have revolutionized humanity's understanding of space!