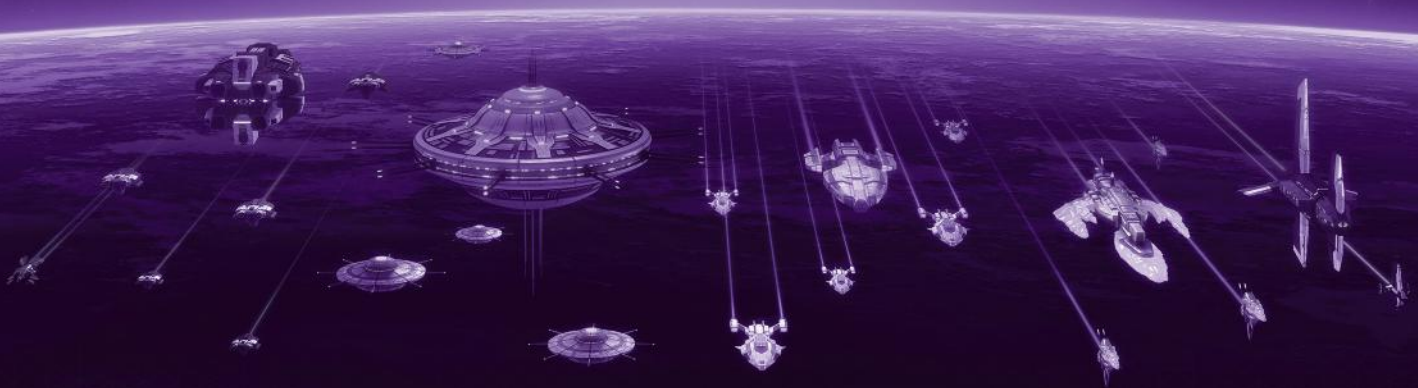


MASTER OF
ORION[®]
AD ASTRA



CORE GAME
FIRST GAME BOOK

OVERVIEW

This is an introductory game designed for 2 players. Its role is to teach players step-by-step how to play **Master of Orion: Ad Astra**.

IMPORTANT! Before you start this introductory game, we advise you to read the “Basic Concepts” section of the rulebook, as it introduces you to the most important elements of the game. After that, you can play this scenario without reading the rest of the rulebook; just follow the instructions. If you have any further questions after completing this scenario, look for the answers in the rulebook.

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FIRST GAME SETUP

The setup of the introductory game is different from the setup of the standard game. To prepare the introductory game, follow these instructions:

1. **Prepare Shared Decks:** Shuffle the following cards into decks and place them within reach of all players:

- a) tech cards,
- b) mission cards,
- c) anomaly cards,
- d) diplomat cards (put all basic diplomat cards aside, shuffle the rest).



Tech cards, Mission cards, Anomaly cards, Diplomat cards. Basic diplomat cards can be recognized by their name and portrait.

2. **Create the Supply:** Separate the following components by type and place them within reach of all players:

- a) Resource tokens,
- b) Anomaly tokens,
- c) State tokens,
- d) Population dice,
- e) Models of planetary buildings,
- f) Models of neutral pieces,
- g) Star tiles,
- h) Planet tiles (divide them into piles based on the symbols on their back sides and shuffle each pile),
- i) Discovery tiles (shuffle the tiles together).
- j) Set of d6 dice.
- k) Set of acrylic cubes.



Resource tokens, Anomaly tokens, State tokens, Population dice, Star tiles, Planet tiles, Discovery tiles, Acrylic cubes, d6 dice



Planetary buildings, Neutral pieces



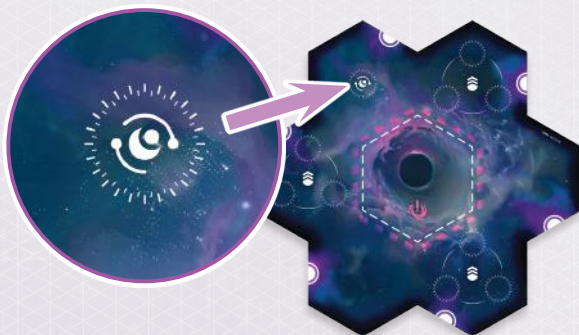
Klackon Hive's empire board



Silicoid Crag's empire board

3. **Choose the First Player:** Both players roll 2 six-sided dice, rerolling any ties, until one rolls higher than the other. The player who rolls the highest becomes the **first player**. The other becomes the **second player**.
4. **Build the Galaxy:** Players use star tiles to create a galaxy like in the picture on the next page.

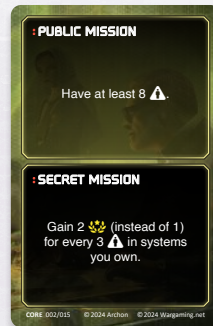
After that, players place a pirate base on the star tile with a wormhole (🌀). The pirate base must be placed in the orbital slot.



Orbital slot

5. **Empire setup:** During this introductory game, players can't choose their empires. The first player controls Klackon Hive, and the second controls Silicoid Crag. Both players take their **empire board**.

6. **Draw Starting Missions:** Each player receives a single mission card. Normally, they would draft these from the random pool, but for the purpose of the learning experience, take the following:



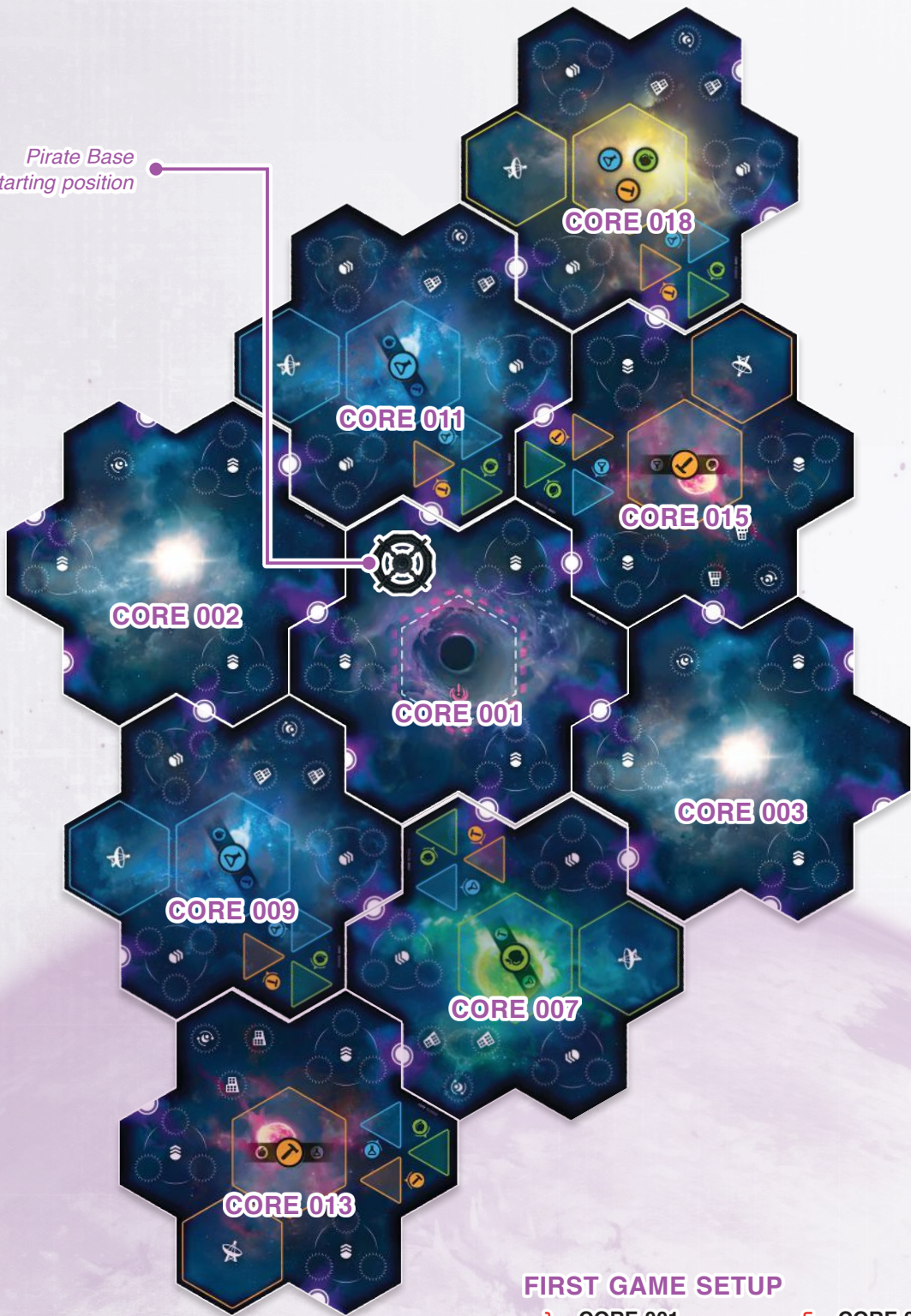
First player's card (Core 002)



Second player's card (Core 004)

They do not show it to the other player.

Pirate Base
starting position



FIRST GAME SETUP

1. CORE 001
2. CORE 002
3. CORE 003
4. CORE 007
5. CORE 009
6. CORE 011
7. CORE 013
8. CORE 015
9. CORE 018

7. **Prepare Starting Elements:** Each player receives components related to their empire:

- a) Sets of models of units, orbital buildings, empire flags, and unrest
- b) A set of influence tokens
- c) A set of empire tokens
- d) A set of diplomacy tokens
- e) Their empire's basic diplomat card (keep it face down next to the empire board)
- f) Their empire's player aid
- g) A planet tile representing their empire's home planet
- h) A resource board
- i) A set of basic action cards

k) Basic technologies (place them face up next to the empire board).



Basic technologies

Place an acrylic cube in the first empty slot on the round tracker. Players place 1 of their empire tokens on the **order tracker**. The Klackon player places 1 of their empire tokens in the first slot of the order tracker, and the Silicoid player places their empire token in the second slot of the same tracker. This determines the order in which players will take their turns during the first round.

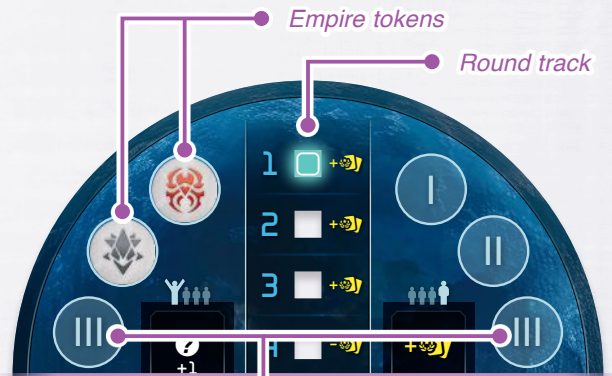


Basic action cards

j) An empire action card



Empire action card



Order tracker

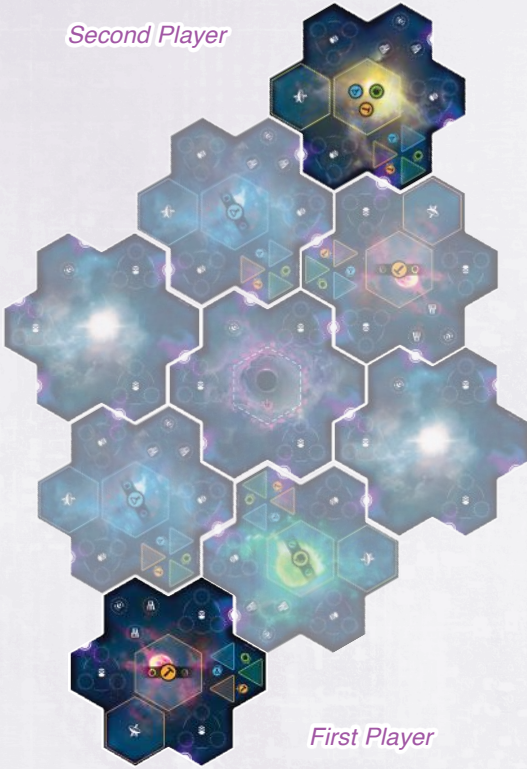
↓ Klackon Hive's starting elements



After that, players do the following:

- > The first player places their home planet on the star tile with an orange system at the bottom of the galaxy. This star tile is their home system.
- > The second player places their home planet on the star tile with a yellow star at the top of the galaxy. This star tile is their home system.

Second Player

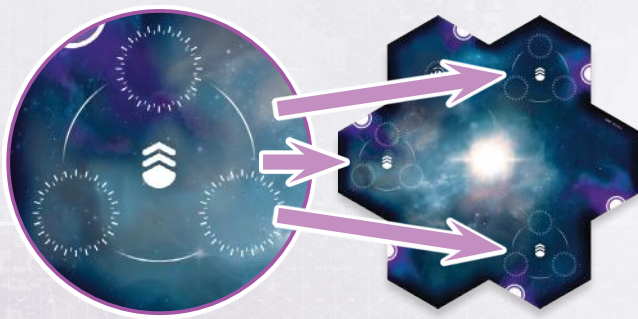


First Player

Both players place the following pieces in their home systems:

- > 2 frigate units
- > 1 battle station
- > 1 influence token
- > 1 empire flag

The battle station is an orbital building (☾) and must be placed in an **orbital slot**. Every unit (☾) must be placed in a **unit slot**.



Unit slots

When placing the influence token, your empire symbol on that token should be facing up.

The first player places 1 population die in *each slot* of their home system and sets their values to 1. Values of those dice represent populations (⚠) of the system. By default, all empires start the game with 3 populations (⚠).

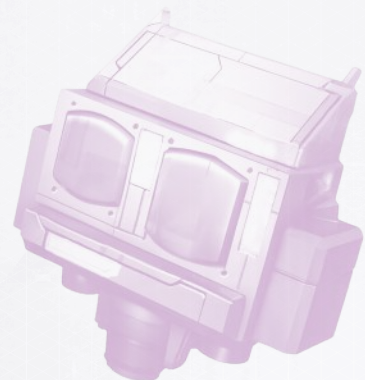


The home system of the first player
A. Frigate unit; B. Battle station; C. Influence token;
D. Population dice; E. Empire flag

The second player places 1 orange population die in a *worker slot* of their home system and sets its value to 1. Silicoid Crag is the only empire in the game that starts with 1 population (⚠).



The home system of the second player
A. Frigate unit; B. Battle station; C. Influence token;
D. Population die; E. Empire flag



The **first player** takes their starting resources, as shown on their empire board and below, and places them on their empire board:

- > 5 food (🍌)
- > 3 research points (🔬)
- > 2 production (🔧)

The **second player** takes their starting resources and places them on their empire board:

- > 4 research points (🔬)
- > 4 production (🔧)
- > 3 credits (BC)



Amount of starting resources can be found on the empire board.

The **first player** prepares their starting technology branches by:

- > placing an acrylic cube on tier 1 of the Biology & Chemistry (🌿) branch,
- > placing an acrylic cube on tier 0 of the Physics (⚙️) branch,
- > placing an acrylic cube on tier 0 of the Engineering (🔧) branch,
- > placing an acrylic cube on tier 0 of the Government (🏛️) branch.

The **second player** prepares their starting technology branches by:

- > placing an acrylic cube on tier 0 of the Biology & Chemistry (🌿) branch,
- > placing an acrylic cube on tier 0 of the Physics (⚙️) branch,
- > placing an acrylic cube on tier 1 of the Engineering (🔧) branch,
- > placing an acrylic cube on tier 0 of the Government (🏛️) branch.

The **first player** uses acrylic cubes to set their initial income:

- > set credit income (BC) to 0.
- > set food income (🍌) to 2.
- > set research point income (🔬) to 1.
- > set production income (🔧) to 1.

The **second player** uses acrylic cubes to set their initial income:

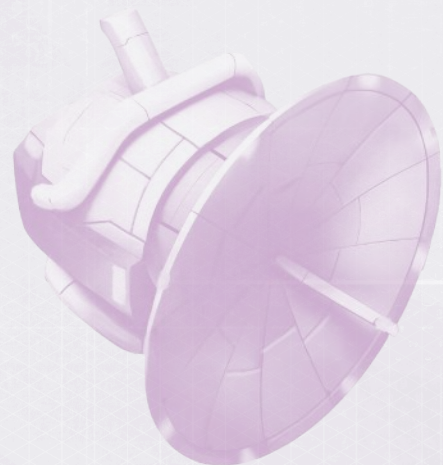
- > set credit income (BC) to 0.
- > set food income (🍌) to 0.
- > set research point income (🔬) to 0.
- > set production income (🔧) to 2.

The values of income dials depend on the population dice placed in the home systems and the empire's income ability. Normally, every population (👤) produces 1 resource, but thanks to the Silicoids' "Elder Race" ability, their populations (👤) produce 2 resources each.



Klackon's income ability

Both players place their unrest model at level 0 on their unrest tracker.



Players place their empire tokens here to indicate turn order.



Starting resources



Klackson's income ability

Starting resources and technology branch



Starting technology branch

Current income values are tracked on the resource board.

Unrest set to 0



FIRST ROUND

This section will guide you through the first round of the introductory game. Every round is divided into 2 phases:

1. Draft Phase,
2. Action Phase.

DRAFT PHASE

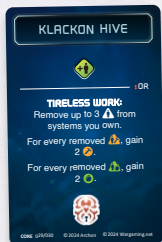
During this phase, players prepare cards they will use in the action phase. Follow the instructions:

1. Both players take their basic action cards:

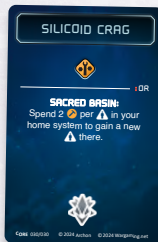


Basic action cards

2. Both players take their empire action card.



The first player's empire action card



The second player's empire action card

3. Both players receive 3 tech cards. Normally, you would draft these cards from the random pool, but for the purpose of the learning experience, you will receive fixed sets:



First Player: Fungal Farms, Graviton Beam, Class V Shield



Second Player: Crust Prospecting, Star Fortress, Super Alloys

Basic action, empire action, and tech cards create players' hands.



The first player's hand

ACTION PHASE

During this phase, players use cards from their hands to perform various actions. Icons on cards represent what action can be performed using this card.

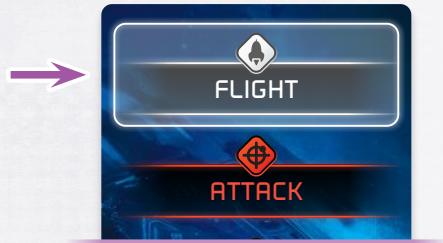


This basic action card can be used to perform growth (+G), research (+R), construction (+C), or diplomacy actions (+D). The Fungal Farms card can only be used to perform the growth action (+G).

During the first rounds of this introductory game, you will be guided through all the basic actions.

: KLACKON — THE FIRST TURN

It is generally a good idea to start a game by exploring surrounding star systems and looking for a good place for a new colony. Play the basic action card to perform a flight action (🚀).

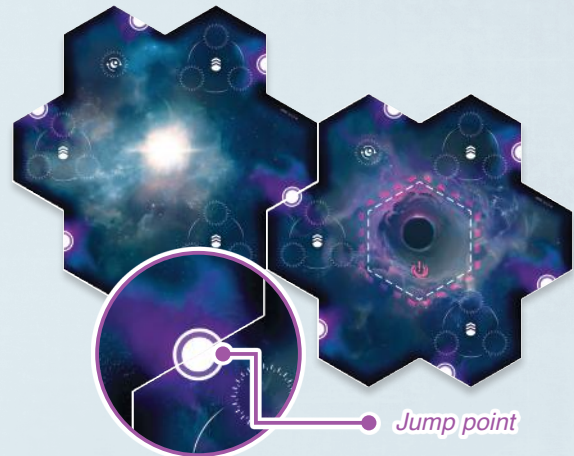


This basic action card can be used to perform flight (🚀), attack (🔫), invasion (👁️), or exploration actions (🔍).

All your units (🚀) are in the same system, so there is no reason to spend any credits (💰). Take all frigate units from your home system and move them to a nearby green star.

: LINKED SYSTEMS

Star systems that share a border are **adjacent** to each other. 2 adjacent systems that both have a jump point on their shared border are **linked**.



These star tiles are linked and adjacent.

IMPORTANT: Players who unlock “Jump Drive” or “Advanced Jump Drive” milestones consider different systems to be linked.



The orange star tile is adjacent to the green and yellow star tiles. Those star tiles are not linked. However, players with the “Jump Drive” milestone consider the orange and yellow systems linked, and players with the “Advanced Jump Drive” milestone consider the orange and green systems linked.

: 🚀 FLIGHT ACTION — BASICS

The active player moves any number of their units (🚀) from a single system. Every unit (🚀) may perform a number of jumps equal to its speed characteristic (🚀).



The speed characteristic (🚀) of every unit (🚀) can be found on the empire board.

A **jump** is every instance of a unit (🚀) moving from 1 linked system to another.

Before the action, the player can spend any number of credits (💰) and move their units (🚀) from **1 additional** system per every credit (💰) spent.

IMPORTANT: As you can read on their empire board, Klackon Hive can't generate credits (💰). They use food (🍌) instead.



: BASIC TERMS — UNDISCOVERED SYSTEM

Star tiles with a planet slot but without a planet tile are known as undiscovered systems. Systems without planet slots *are not* undiscovered.

Your units (🚀) entered an undiscovered system. They must stop here even if their speed (🚀) value allows it to make another jump. Once all units (🚀) finish their movement, they will automatically discover any undiscovered system they are in.

In a standard game, when discovering a new system, the player draws 2 random planets and 2 discovery tiles to choose from, but for the purpose of this introductory game, take the following planet and discovery tiles and place them in their slots on the star tile:



The anomaly (🌀) symbol on the discovery tile means that your fleet detected an electromagnetic anomaly in that system. Take 1 anomaly token and place it on the discovery tile. You will be able to explore it later.



Anomaly token

This system is no longer undiscovered and should look like this:



After you complete the action, the turn immediately ends. Leave the card you used to perform the action on the table next to your empire board. During this round, you won't be able to use that card again. The next player starts their turn.

: SILICOID — THE FIRST TURN

The Silicoid player will try a different opening. Play the “Super Alloy” card to perform a construction action (⚙️).

To construct a piece, you choose a system that:

- > has your population (👤), OR
- > has a population (👤) of a player who allows choosing their systems.

You cannot construct anything in a system if it contains units (🛡️) or orbital buildings (🌌) that don't belong to you.

After choosing the system, you must pay the cost of the specific pieces you wish to construct. In this case, construct a frigate unit. The cost of that unit (🛡️) can be found on the empire board.



A frigate unit costs 1 production (⚙️).

Remove 1 production (⚙️) from your empire board and place a new frigate unit in your home system.



Frigate unit

As you didn't pay an extra credit (👑) at the beginning of this action, you can only create a new piece in 1 system. You already did it. This action ends.

After an action made with a *tech card* is finished, you can either:

- > Discard this card, OR
- > Keep this card as your **developed technology**.

To keep the played tech card as a developed technology, you must meet the card requirements.



Card requirements. “Super Alloys” can be developed after the player reaches the 1st tier of the engineering technology branch (⚙️).

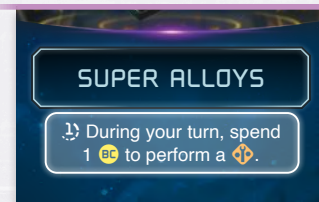
: CONSTRUCTION ACTION — BASICS

The active player chooses 1 system. They can choose to spend additional credits (👑) to choose **1 additional** system per credit (👑) spent. Within every system chosen, the active player may construct a single new orbital building (🌌), planetary building (🏠), or unit (🛡️). In each system owned by other players, they may only construct a single unit (🛡️).

: DEVELOPED TECHNOLOGIES LIMIT

A player may have up to 6 developed technologies (this limit can be increased during the game). Basic technologies do count towards this limit. If the player wishes to develop a new technology but can't because of that limit, they can replace any of their existing technologies with a new one.

Silicoids start the game with the first tier of engineering (⚙️) so they can develop “Super Alloys” right away! Place this card next to your basic technologies: “Laser Cannon” and “Class I Shield”. From now on, this is your developed technology. In future turns, you will be able to use its effects.



Card effect

: KLACKON — THE SECOND TURN

You just discovered a new system, so why not colonize it? To do so, you need to create a new population (👤) in this system. Play your “Fungal Farms” card to perform a growth action (🌱).

To create a new population (👤), you choose a system that either:

- > has your unit (🛡️), OR
- > has your population (👤).

You can't create a new population (👤) in a system if it contains units (🛡️) or orbital buildings (🌌) that don't belong to you.

You have your unit (🛡️) in the system with the ocean planet. You can create a new population (👤) there. Creating a new population (👤) costs 1 food (🍌), plus 1 food (🍌) for every population (👤) of that profession already in the system.

➕ GROWTH ACTION — BASICS

The active player chooses 1 system. They can choose to spend additional credits (BC) to choose 1 *additional* system per credit (BC) spent. Within every system chosen, the active player may create 1 new population (⚠).

Every population (⚠) can have 1 of 3 professions:

- > 🌱 **Farmer:** Increases the food income (🍌) by 1.
- > 🧪 **Scientist:** Increases the research points income (🔬) by 1.
- > ⚒️ **Worker:** Increases the production income (🔧) by 1.

The number of farmers (🌱), scientists (🧪), and workers (⚒️) in the system can't exceed the planet's population limits. Information about the planet's limits can be found on the planet's tile.



The ocean planet can host up to 4 farmers, 0 scientists, and 0 workers.

Newly created population (⚠) on this planet must become farmers. Mark it by placing a green population die on the green slot of the star system. This is your first farmer (🌱), so it will cost 1 food (🍌).



Every new population (⚠) increases income. Mark it on income trackers. Remember that Klackon's income ability increases food income (🍌) by 1 for each of your systems with at least 1 farmer (🌱). Therefore, creating this farmer (🌱) increases your food income (🍌) by 2.



You have created the first population (⚠) in the system, which means you colonized it. When an empire colonizes a system, it gains unrest equal to the planet's hostility value.



Colonizing this ocean planet increases unrest (👊) by 2.

Unrest (👊) informs you of how displeased your citizens are by your actions. At the end of the round, unrest (👊) reduces your resources, and at the end of the game, it reduces the number of your victory points (🏆). Fortunately, Klackons are hive-mind creatures who are never displeased with their rulers and can't gain or lose unrest (👊). You don't gain any unrest (👊) for colonizing this system.

This system is now yours. Place your empire flag to mark it. The action ends then.

As Klackon Hive starts with Biology and Chemistry (🧪) on the 1st tier, keep the "Fungal Farms" as your developed card.

🚩 BASIC TERMS — OWNING THE SYSTEM

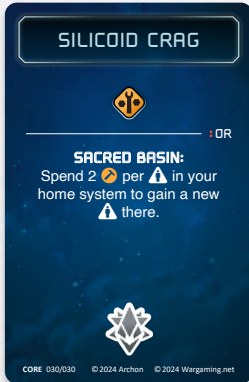
A player owns a system when that player has at least 1 population (⚠) in it. A player who owns a system marks it by placing their empire flag on it.



Empire flag

: SILICOID – THE SECOND TURN

The Silicoid's growth action (👤) has no effect (you can find that information on their empire board). They can only create new populations (👤) by using their empire action card.



Silicoids' empire action card

This card allows you to choose one of the available effects:

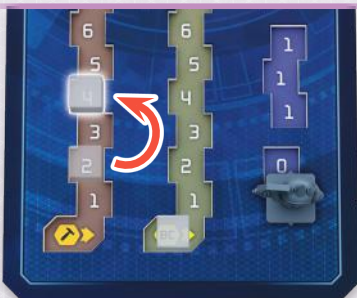
- > Perform a construction action (🔧), OR
- > Spend production (🔥) to create a new population (👤) in your home system.

We are interested in the second option.

Your home system has 1 population (👤), so a Sacred Basin action will cost you 2 production (🔥). Assign a newly created population (👤) as a worker by increasing the value of the associated die by one.



Normally, every new worker (👤) increases the production income (🔥) by 1, but thanks to Silicoid's "Elder Race" ability, every population (👤) generates 1 additional resource. So this worker increases your production income (🔥) by 2. Mark it on your resource board.



Your home system now has 2 populations (👤). Your credit income (👉) is increased by 1 thanks to your empire's income ability.

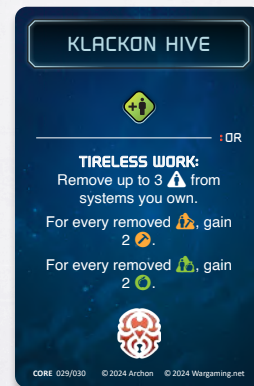


After that, the action ends.

: KLACKON – THE THIRD TURN

Klackon Hive requires a lot of resources to realize its plans. Fortunately, they have a special method of acquiring those. Their empire action card allows them to either:

- > Perform a growth action (👤), OR
- > Remove populations (👤) from their own system to instantly gain resources.

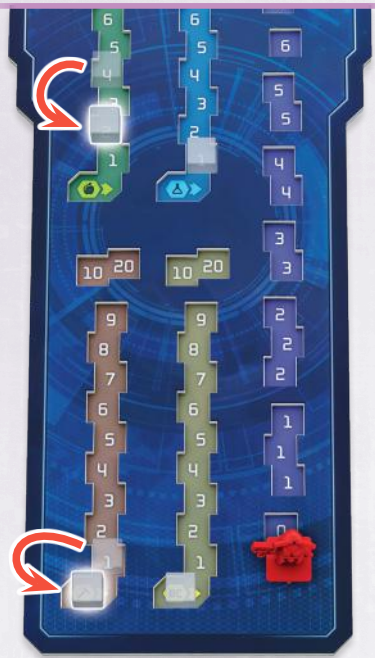


Klackons' empire action card

Play this card and remove 1 farmer (👤) and 1 worker (👤) from your home system. As there are no more farmers (👤) and workers (👤) in that system, remove their population dice. Remember to adjust your income values on your resource board accordingly.

REMEMBER! Because your home system no longer has any farmer (👤), you lose an additional 1 food income (👉) from your income ability. Don't worry, we will fix it very soon.

For removing 1 farmer (👤) and 1 worker (👤), you gain 2 food (🍌) and 2 production (🔥). After that, the action ends.



You do not pay any extra cost, because all your frigates are in the same system, so you only choose that system.

Move the first frigate unit to the orange star system.

Move the 2 remaining frigate units to the blue star system.

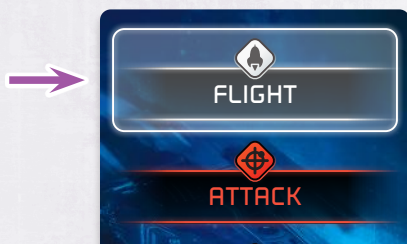
The frigate unit that ended the movement in the undiscovered system with a orange star must discover it. For the purpose of the learning experience, instead of drawing random planet and discovery tiles, use the following:



: SILICOID – THE THIRD TURN

It's time for Silicoids to join the space race and explore the galaxy. Play 1 of your basic action cards to perform a flight action (🚀).

Volcanic Planet Tile (Core 026) and Discovery Tile (Core 015)



Basic action card



This discovery tile means that the system is rich in minerals. The player who owns it increases their production income (👉👉) by 1. Additionally, this system has a micro wormhole (🌀). As a result, it is always linked to the system with the wormhole (🔌), even if they aren't adjacent.

The frigate units that ended the movement in the undiscovered system with a blue star discover the system. Once again, use the predefined tiles:



*Ice Planet Tile (Core 017) and
Discovery Tile (Core 001)*

This discovery tile means that pirates are present in the system. Place a pirate raider unit in any empty unit slots.



Pirate Raider unit

When your unit (👤) encounters a neutral unit (👤) while discovering, they can immediately retreat or stay and fight. The retreat follows the same rules as the standard flight action (👉), but the moving units (👤) cannot enter any undiscovered systems. Let's assume that you don't want to challenge the pirate and use a retreat move to return those units of frigates to your home system.

Additionally, this system has an anomaly. Place an anomaly token on the discovery tile.

FINDING ORION

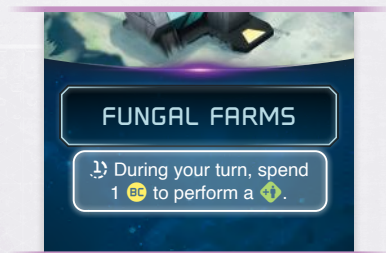
As there is now only 1 undiscovered system in the galaxy, the active player immediately places the Orion planet tile and the model of the Guardian in that system. Place both in the blue system next to the first player. That system is no longer undiscovered.

Orion is the most important planet in the galaxy. Whoever owns it will gather many victory points (🏆). However, it is protected by the guardian. Defeating this ancient spaceship won't be easy, but managing to do so will gain you even more victory points (🏆).



: KLACKON — THE FOURTH TURN

The last action removed a lot of population (👤) from your systems, decreasing your income. Let's fix it. Perform another growth action (👆). However, this time, you will perform it without playing any cards. Use the "Fungal Farms" you developed before.



"Fungal Farms" ability allows you to spend 1 credit (BC) to perform a growth action (👆) without playing a card. You don't have any credits (BC), but as a Klackon, you can use food (🍄) instead of credit (BC). Flip your "Fungal Farms" card to mark that it was used this round.

IMPORTANT! In the description of "Fungal Farms", you can find the following symbol: 🔄. This symbol means the card can only be used once per round. After this card is used, flip it to mark it.

This time, you will perform the action in more than 1 system. To do so, pay 1 credit (BC) for every additional system in which you wish to perform the action. Remember that Klackon can use food (🍄) instead.

Choose your home system and the system with an ocean planet, and then:

- > Pay 1 food (🍏) for using this action in 2 systems at once.
- > Pay 1 food (🍏) to create the first worker (👷) on Kholdan.
- > Pay 2 food (🍏) to create the second farmer (👨‍🌾) on the ocean planet.

Mark new populations (👤) on the associated dice and increase income values on the resource board. Remember about your empire's income ability.



Remember that every system has population (👤) limits. For example, the ocean planet can only host up to 4 farmers (👨‍🌾), 0 scientists (👩‍🔬), and 0 workers (👷). However, those limits can be changed.



Population limit

Unlocking milestones on your tech tree increases the population limit of many planets in your empire.

- > After unlocking the “terraforming” milestone, every instance of a terraforming symbol (🌱) increases the associated population limit by 1.
- > After unlocking the “advanced terraforming” milestone, every instance of an advanced terraforming symbol (🌱) increases the associated population limit by 1.



This planet can accommodate only 2 scientists (👩‍🔬) and 2 farmers (👨‍🌾). For players who unlocked “terraforming”, it can accommodate 2 additional scientists (👩‍🔬). For players who unlocked “advanced terraforming”, it can accommodate 1 additional worker (👷).

: SILICOID – THE FOURTH TURN

As Silicoid’s growth action (📈) has no effect, colonizing new systems is quite problematic. Fortunately, there is a solution. One of your empire’s special abilities allows you to use a unique free action: resettling.

Resettling allows you to spend 1 credit (💰) to move 1 population (👤) from your system to another of your systems or an uninhabited system under your control. Move a population (👤) from your home system to the system with a volcanic planet. When moving a population (👤), you can change its profession, but a volcanic planet can only host workers (👷), so there is no choice in the matter.



: FREE ACTION

During their turn, a player can perform as many different free actions as they wish. All free actions must be performed *before* the standard action, and each free action can only be performed *once per turn*.

At the beginning of the game, the players have access to 2 types of free actions:

- > **Forced Labor**
- > **Trade Deal**

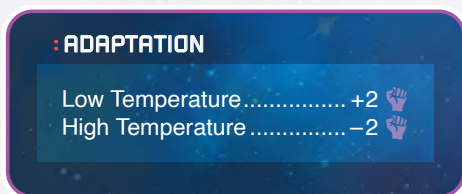
: SYSTEM UNDER CONTROL

A system is under a player’s control when that player has at least one unit (👤) or orbital building (🛸) in that system.

Because this is the first population (👤) on this planet, you have colonized it. As we remember from the previous turns, you must increase your unrest (👤). However, Silicoids have special adaptation traits that may change this value.

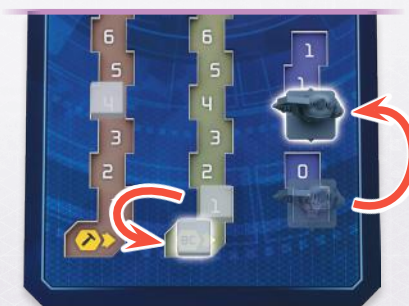


Colonizing the volcanic planet increases unrest (👤) by 4. However, this planet also has a high temperature.



Silicoids have a special adaptation that reduces unrest (👤) received when colonizing planets with high temperature by 2.

Thanks to the adaptation trait, your empire receives only 2 unrest (👤). Your home system no longer has 2 or more populations (👤). Decrease your credit income (👉) by 1.



Your unrest tracker reached level 1.

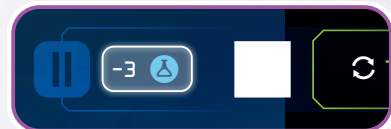
Because you have a population (👤) in the system, you own this system. Place your flag here. Additionally, there is a discovery tile that increases the production income (👉) of the player who owns this system. Mark it on the tracker.



All of that was the result of a *free action*. You still have your standard action to play! The Klackons may outnumber you, but they won't be able to keep up with your superior technology. Play 1 of your basic action cards to perform a research action (🔬).



Use this action to upgrade your engineering technology branch to tier 2. The cost of upgrading a technology branch can be found on the empire board.



Upgrading a technology branch to tier 2 costs 3 research points (🔬).

Spend 3 research points (🔬) to upgrade your engineering technology branch. Mark your technological progress on the empire board. Upgrading a technology branch unlocks a new milestone.



Upgrading the engineering branch to tier 2 unlocks the "jump drive" milestone.

After that, the action ends.

🔬 RESEARCH ACTION — BASICS

The active player chooses *1 branch of their tech tree*. They can choose to spend additional credits (👉) to choose *1 additional branch* per credit (👉) spent. Every branch chosen may be upgraded once.

: KLACKON – THE FIFTH TURN

Let's check the mysterious anomaly you discovered during the first turn. Play another basic action card to perform an exploration action (👁️).



Use your frigate unit in the system with the ocean planet to explore the anomaly in the system.

Remove an anomaly token from the discovery tile. Normally, you should draw 2 anomaly cards, choose 1, and discard the other, but for this learning experience, draw an "Ancient Missile" card instead.



Anomaly card

Place this card face down next to your empire board. You can look at it, but don't show it to other players. The description of an anomaly card states when and how the card can be played. After the anomaly card is played, it is discarded.

: SILICOID – THE FIFTH TURN

Play "Crust Prospecting" to perform another construction action (🔧).



Use this construction action to spend your last production (🔧) and create a new frigate unit in your home system. The action then ends. As you have tier 2 in engineering (⚙️), keep the "Crust Prospecting" card as your developed technology.

: 👁️ EXPLORATION ACTION – BASICS

The active player chooses **1 system**. They can choose to spend additional credits (BC) to choose **1 additional system** per credit (BC) spent. The active player may use every unit (👁️) in chosen systems to **explore anomalies**.

: ⚡ DIPLOMACY ACTION – BASICS

The diplomacy action allows the active player to use their influence tokens to perform a **diplomacy roll** to activate diplomacy effects. Every influence token used provides 1 die for this roll. Before the roll, **a single credit** (BC) may be spent to gain 1 additional die. Furthermore, before the roll, any number of diplomats from the active player's diplomat pool can be discarded to gain 1 additional die for each.

: KLACKON – THE SIXTH TURN

Economy and research are important, but proper diplomatic capital can't be neglected. Play another of your basic action cards to perform a diplomacy action (⚡).



For now, you have only 1 influence, which allows you to roll 1 die. To use this action efficiently, you will need more. Before the action, spend 1 food (🍷) to gain 1 extra die. Remember, Klackons can use food (🍷) instead of credits (BC). Use the influence over your home system to gain an additional 1.

Flip a used influence token to mark that you used it this round.



Ready influence token



Used influence token

Roll 2 six-sided dice. For the purpose of this tutorial, assume you rolled 2 and 4. You can use those dice to activate any basic diplomacy effects. A full list of all basic diplomatic effects can be found on page 36 of the rulebook or in your player aid.

TESTS

Throughout the game, the players will participate in **tests**. During tests, players roll several 6-sided dice to determine the outcome of various interactions.

There are 3 types of tests:

- > **Diplomacy rolls**
- > **Combat rolls**
- > **Invasion rolls**



The active effect of the Laser Cannon can be used in a combat roll.

During a test, the participating players can use certain active effects. An active effect can be recognized by the activation icon next to it. The number within the activation icon is the activation cost.



Activation icon. The associated effect has an activation cost of 4.

All active effects can be used by spending dice rolled during the test. To activate an active effect, the player spends 1 or more dice with a total value equal to or greater than the activation cost of the effect. A single die can only be used for a single effect, and any value over the activation cost is wasted. After a player assigns the dice to the effects they wish to activate, they resolve those effects one by one in an order determined by the player.

Most active effects can only be used once per test, but those with an infinity symbol can be used multiple times per test. The active player must spend dice every time they use this type of active effect.



Activation icon with the infinity symbol. The associated active effect can be used multiple times per test.

During this diplomacy test, use the following effects:

SPREAD INFLUENCE



This effect can be used after spending dice with a combined value of 2 or more and can be used multiple times per action.

Spend a dice with a value of 2 to use this effect and create a new influence. You can use that influence to gain even more dice during future diplomacy actions (♣). The new influence must be placed in a system *linked* to any system with your influence. The chosen system can't have any influence tokens. The system with the ocean planet meets those requirements. Place a new influence token there. Make sure it is flipped to the ready side.

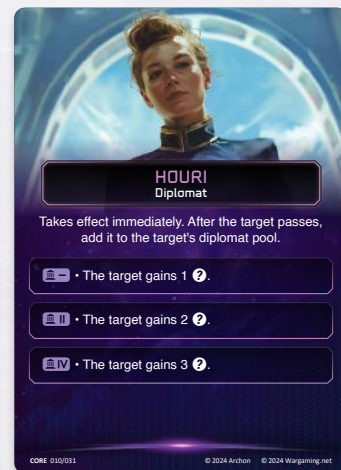
HIRE A NEW DIPLOMAT



This effect can be used after spending dice with a combined value of 4 or more and can be used only once per action.

Spend a dice with a value of 4 to hire a new diplomat. Diplomats allow for various interactions with other players. Every player starts the game with their empire's basic diplomat, but hiring additional ones is usually a good idea, as they may have more potent effects. But be careful: some diplomats are spies and allow the player to gain an advantage at the cost of another.

To hire a new diplomat, draw 3 diplomat cards, add 1 to your diplomat pool, and discard the rest. But for the purpose of learning, take this card instead:



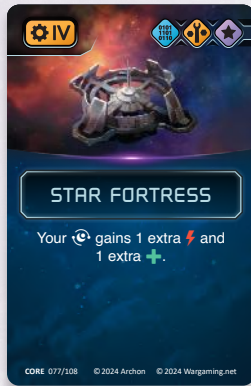
Houri, Diplomat Card (Core 010)

DIPLOMATS LIMIT: A player can't have more than 5 diplomats in their diplomat pool.

IMPORTANT: Regardless of whether you used all your dice or not, the "Hire a new diplomat" effect always ends the diplomacy action.

: SILICOID — THE SIXTH TURN

Play “Star Fortress” to perform another construction action (🔧).



But there is a problem. You have no production (🔧) left. Is there anything that can be done about it? Yes, there is.

First, you can perform a free action called “forced labor”. Remember that free actions like forced labor can only be performed before the standard action. The player can’t perform the same free action twice during a single *turn*.

You have access to this free action from the beginning of the game. It allows you to take any number of the food (🍌), production (🔧), research points (🔬), or credits (💰). Every resource taken increases your unrest (👊) by 2.

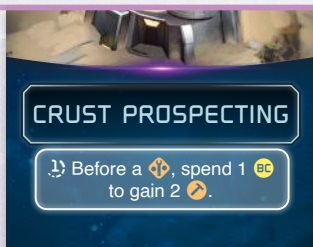
REMEMBER! The Klackon Hive can’t gain unrest. Therefore, they can’t perform forced labor.

In this case, exchange 2 unrest (👊) for 1 production (🔧).



Your unrest is still on level 1.

Second, you can spend 1 credit (💰) to use the ability of the Crust Prospecting you developed last turn to gain an additional 2 production (🔧).



Now you have enough production (🔧). Start the action by constructing an automated factory in your home system. An automated factory is a planetary building (🏭). All planetary buildings (🏭) must be unlocked by reaching the required tier of a specific technology branch. Your engineering branch is at tier 2, which is more than enough to construct an automated factory.



Automated factories require the 1st tier of the engineering technology branch.

You must pay to construct a new building. The cost of all planetary buildings (🏭) is listed on page 52 of the rulebook and in your player aid.

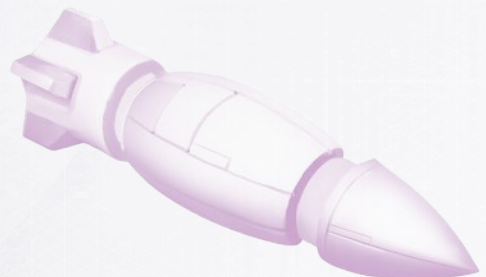


Automated factory costs 2 production (🔧).

Spend 2 production (🔧) and place an automated factory model in your home system’s open planetary slot.



Automated factory placed in the system.



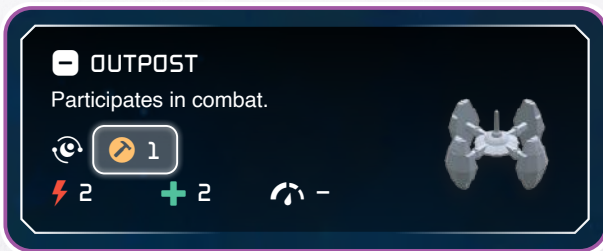
Every automated factory increases your production income (🔥) by 1.



Let's build some more. Spend 1 credit (€) to create a piece in another system. Construct an outpost in the system with a volcanic planet. An outpost is an orbital building (👁️) that will help you defend the system against any potential threats.

BUILDINGS LIMIT: By default, every system can have up to 2 planetary buildings (🏠) and 1 orbital building (👁️). There can't be 2 identical planetary buildings (🏠) in a single system.

The cost of all orbital buildings (👁️) is listed in the rulebook on page 53 and in your player aid.



Outpost costs 1 production (🔥).

Spend 1 production (🔥) and place an outpost model in the system with a volcanic planet.



Outpost is placed in the system.

You won't be building anything more this turn, but there is 1 more thing you need to do. At the end of the action, every *automated factory* you constructed during that action generates 1 production (🔥). It will be useful later.

: KLACKON — THE SEVENTH TURN

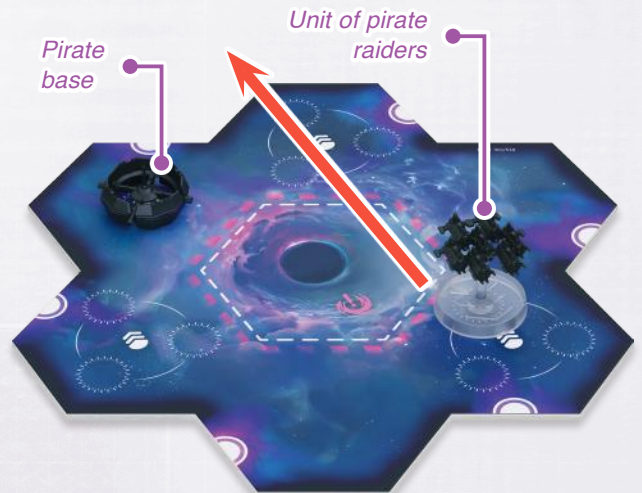
There is nothing important you can do this round anymore. It's time to pass.

After you pass, you won't be able to perform any more actions during this round, and immediately resolve your **management stage**.

Let's start your management stage. You are the first player to pass during the round, so you will receive some benefit:

- > Take 1 extra resource of your choice (?),
- > If the **pirate base** is still in the galaxy, create a new unit of pirate raiders in the same system. A pirate base is located in the middle of the galaxy in a system with a wormhole (🌀). Place a new unit of pirate raiders in that system. After that, you can choose 1 system with pirate raider units to either:
 - > Move all pirate raider units here to a system with a jump point on both sides of the shared border.
 - > Use all pirate raider units here to attack a system with a jump point on both sides of the shared border.

Move the freshly created pirate to the system with an ice planet to annoy your opponent.



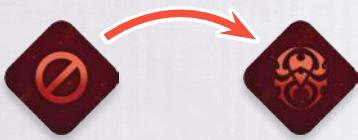
Now, the rest of the management stage. Move your empire token on the order tracker to the first empty slot of the second line of that tracker. This will determine the players' order during the next round of the game.

The empire token is moved to another line.



The empire token is moved to another line.

Flip all your used Influence tokens back to the ready side.



Refresh your “Fungal Farm” card



“Fungal Farm” is ready to be used again.

Take your empire action card and basic action cards back to hand.



Basic action cards & Empire action card

Receive resources equal to the values of income trackers on your resource board: 3 food (🍌), 1 research point (🔬), 1 production (🔧).

Most empires would now also discard an amount of resources equal to their unrest level, but as a hive mind you have no unrest.



Check if you fulfilled any public missions or if any diplomats require resolving. At this moment, there are none in the game, so you can skip this step.

After those steps are finished, your turn ends.

:SILICOID — THE SEVENTH TURN

You should end your round as well. Pass and resolve your management stage:

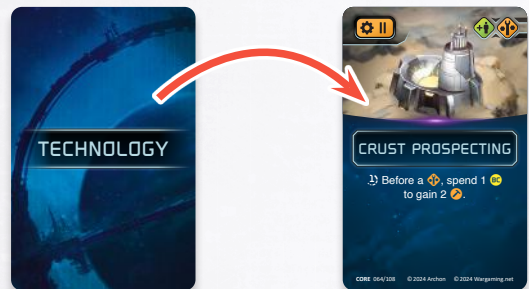
You aren't the first player to pass, so you don't gain any extra resources and don't spawn or move pirates.

Move your empire token on the order tracker to the first empty slot of the second line of that tracker.



The empire token is moved to another line.

Refresh your “Crust Prospecting” card.



“Crust Prospecting” is ready to be used again.

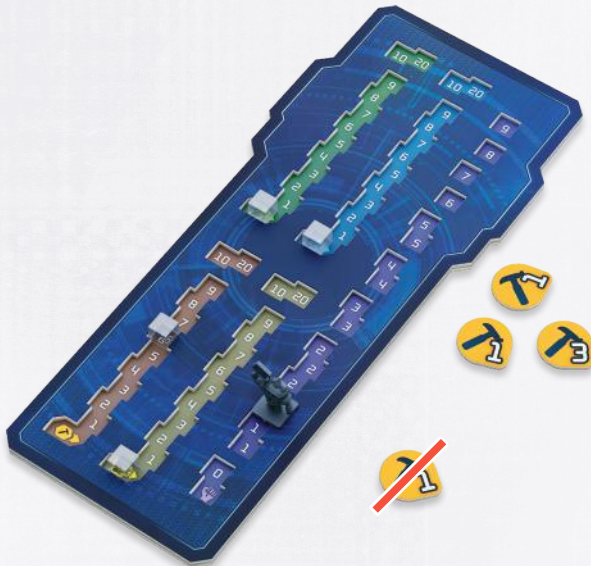
Take your empire action card and basic action cards back to hand.



Basic action cards & Empire action card

Receive resources equal to the values on income trackers on your resource board: 6 production (🔧).

Pay resources equal to your current unrest level. In this case, pay 1 production (🔧).

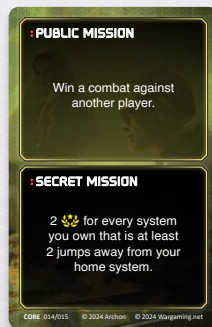


Your unrest level is 1.

Check if you fulfilled any public missions or if any diplomats require resolving. At this moment, there are none in the game, so you can skip this step.

During the first half of the game (in the standard length game, the first half refers to the 1st, 2nd, and 3rd rounds), *the last player* who passes draws 2 mission cards, discards 1, and keeps another as a **public mission**. During the second half of the game (in the standard length game, the second half refers to the 4th, 5th, and 6th rounds), *the last player* who passes removes 1 of the public missions from the game.

Choose the following mission card for this introductory game and place it on the table.



Mission card (Core 014)

Every player puts their empire token on the card. Ignore the secret mission section of this card and focus on the public mission. This public mission is available for every player to complete. From now on, the players, during their management stage, may complete any available public missions. If they do, they take their empire token from that mission card and place it on their empire board.

The first player who completes a public mission takes not only their empire token but also another belonging to a different player. The second token will be referred to as the **captured token**. Captured tokens can be stolen during invasions. At the end of the game, every empire token gathered during the game is worth 1 victory point (🌟).

After those steps, your turn ends. Because all players have passed, the round ends as well.



SECOND ROUND

This section will guide you through the second round of the introductory game. Start by moving an acrylic cube on the round tracker down to the second slot.

DRAFT PHASE

This time, you resolve the draft phase like it should be played during the standard game.

- Both players have in their hands: basic action cards, an empire action card, and all the tech cards they didn't use in the previous round.



The first player's hand before the draft.

- Both players draw 5 random tech cards, keep 1, and give the remaining 4 to the opponent.



Tech cards

- Both players keep 1 card from the 4 received in step 2 and give the remaining 3 to the opponent.
- Both players keep 1 card from the 3 received in step 3 and discard the remaining 2.



The first player's hand after the draft.

HAND LIMIT

A player can never have more than **10 cards** in their hand. If a player exceeds this limit at any point of the game, they must immediately discard **tech cards** until they have 10 cards. Empire action and basic action cards cannot be discarded.

Anomaly, diplomat, or mission cards don't count towards this limit.

ACTION PHASE

KLACKON — THE FIRST TURN

You were the first player to pass the last round, so you will begin this one. But before you perform your standard action, let's use a free action and make a **trade deal**.

MAKE A TRADE DEAL

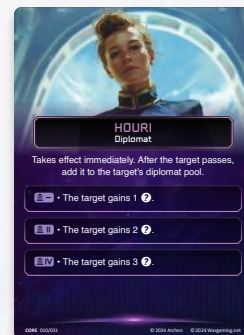
The trade deal action allows the active player to exchange resources with another player. Both players can offer each other:

- Any amount of food (🍌), research points (🔬), production (🏭) and credits (💰).
- Any of their developed technologies.

Additionally, both players can offer 1 of the diplomats from their **diplomat pool** as a part of that deal. You can tell what diplomat card you are offering but can't show it. Lying is allowed.

Unless stated otherwise, players can't trade any other cards or pieces.

Use the diplomat you hired last round. You can add any resources or developed tech cards to this deal.



Diplomat chosen by the Klackon Player. It should be placed face down in front of the Silicoid player.

Let's assume the Silicoid player wants to receive this diplomat (even if they can't be sure if the Klackon player is honest with them) and 1 research point (🔬), so they offer their diplomat and 1 production (🏭) in return. The Silicoid player doesn't have to offer a diplomat in return, but usually, it is a good idea to do so. Both players agree to this exchange.



Diplomat chosen by the Silicoid Player. It should be placed face down in front of the Klackon player.

The Silicoid player gives you 1 production (🏭), you give them 1 research point (🔬). After that, you both reveal the offered diplomats. Every diplomat has up to 3 abilities. Those abilities require a specific tier of the government technology branch. The ability is available if *either* of the players has reached the required tier of the government technology branch. When the diplomat card takes effect, only *the highest* available ability is resolved.



Both players have government technology branches on tier 0. The most basic effects are resolved.

Both played diplomats take effect immediately, therefore you receive an additional 1 production (🏭) and your opponent receives 1 resource of their choice (❓). They should choose 1 credit (💰).

After that, players *who received* a diplomat place them face up in front of them. The Klackon player places the diplomat played by the Silicoid player in front of them and vice versa. Those diplomats are now **in play**. To keep track of who the initiator of a diplomat in play was, the initiator places their **diplomacy token** on the card.

: SPIES

Spies are a special type of diplomat whose abilities benefit their employer at the expense of the targeted player.

: FORCING A DEAL

The active player can *force* another player to accept their trade deal by flipping one of their ready influence tokens. In that case, they can't ask for any resources in return, but the targeted player must accept the diplomat they received



A diplomacy token should be placed on a diplomat card.

After a trade deal is finished, play your basic action card to perform a diplomacy action (🎲).



Use both of your influences to roll 2 dice in the diplomacy test. Let's assume that you rolled 3 and 1.



Spread influence

Spend dice with a value of 3 to create a new influence in the empty system between the systems with the ocean and the volcanic planet. Place a new influence token from your supply in this system. Make sure this token is in a ready state.



A die with a value of 1 isn't enough to use any of the diplomacy effects.

: SILICOID — THE FIRST TURN

The pirates you met before need to pay for forcing you off the system. Spend your basic action card to perform an attack action (⚔).



Now, spend 1 credit (BC) to choose 2 systems, and declare an attack with all your frigate units against the system occupied by pirate raiders. A unit (🚢) can attack any system that it can reach with a standard flight action. When a unit (🚢) attacks a system, combat ensues. When a unit (🚢) declares an attack, don't move it. You will do it after the combat if necessary.

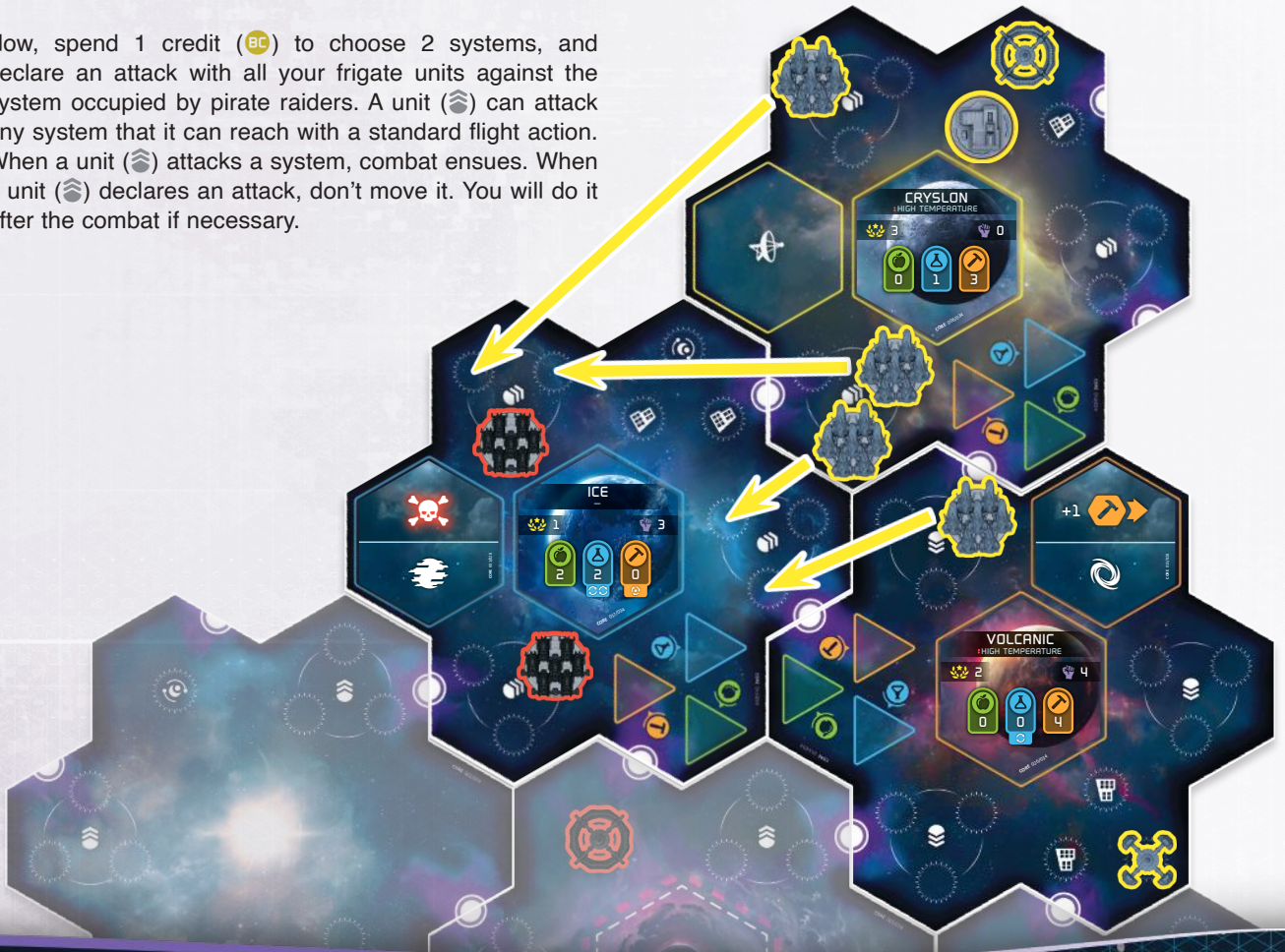
: ⚔ ATTACK ACTION — BASICS

The active player chooses **1 system**. They can choose to spend additional credits (BC) to choose **1 additional system** per credit (BC) spent. The player may initiate attacks with any of their units (🚢) in all chosen systems. These attacks may target any number of systems with an enemy unit (🚢) or orbital building (🏠).

: COMBAT

Combat occurs when units (🚢) of one empire or neutral units (🚢) attack an enemy system or when neutral units (🚢) appear in a system with a player piece.

To resolve a combat, check the firepower (⚡) value of all participating units (🚢) and orbital buildings (🏠). Your empire board has statistics for all your units (🚢). Neutral units (🚢) statistics can be found in the rulebook on page 53 and in your player aid.





Frigate units have a firepower (⚡) value of 1.



Pirate raiders have a firepower (⚡) value of 1.

Units (🛡️) may have defensive systems like shields or armor. Pirates have no such systems, but every player starts with a “Class I Shield.” You can use it before the combat roll to gain 1 shield (🛡️), by spending 1 of the dice (🎲) you are supposed to roll in the incoming combat roll.



Class I Shield. This card has a 🛡️ icon, so it can be used only once per round.

Roll the number of dice equal to the combined firepower (⚡) value of all your units (🛡️) participating in this combat. You should roll 3 dice (🎲) (1 for every frigate unit, reduced by the 1 you spent to use the shield). Your opponent rolls for the pirates. They should roll 2 dice (🎲) (1 for every pirate raider).

Let’s assume you rolled 1, 4 and 4. Pirates rolled 4 and 5.

Both sides use their dice to activate combat effects. Active combat effects follow the same rules as diplomacy effects. To activate it, players can combine the values of multiple dice, but the value of a single die can’t be used for more than a single effect.

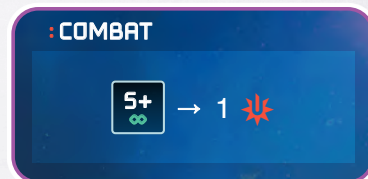
On the empire board, you can find information about your basic combat effect. This effect is your basic source of damage.

🛡️ SHIELDS

The effects with this icon allow players to reduce the damage they receive. The number next to this icon represents the amount of damage reduced.

🔥 DAMAGE

The effects with this icon allow players to deal damage to their opponent. The number next to this icon represents the amount of damage dealt.



The Silicoid’s basic combat effect allows you to use combat dice with a combined value of 5 or higher to deal 1 damage.

Combine dice with a value of 4 and 1 to activate your basic combat effect to deal 1 damage (🔥) to pirates. This effect can be activated multiple times per combat, but your remaining die is insufficient to activate it again. Fortunately, you also have a “Laser Cannon”.



Laser Cannon allows you to use combat dice with a combined value of 4 or higher to deal 1 damage.

Use the remaining dice to activate the laser cannon’s effect and deal another point of damage.

Now, let’s look at the effect your enemies have. Those can be found in the rulebook on page 53 or in your player aid.



Pirate raiders’ combat effects.

Both dice are enough to activate their combat effect and deal 2 damage (⚡) in total. However, you have 1 shield (🛡️), so the amount of damage (⚡) is reduced to 1.

Both sides use the generated damage points to reduce the hull points (+) of the enemy pieces.



Frigate units have 1 HP.



Pirate raiders have 1 HP.

Unless stated otherwise, the player can divide the damage points between enemy pieces however they wish. Neutral pieces always try to assign damage (⚡) to the enemy piece with the lowest hull points (+) first. In case of a tie, damage (⚡) is assigned to the piece with higher firepower (⚡) first.

Your 2 points of damage (⚡) are enough to destroy both pirate units. The pirates' 1 point of damage (⚡) is enough to destroy 1 of your frigate units. Place all your surviving units (🛡️) in the system where the combat occurred.

All enemy forces have been destroyed. You win the combat! Additionally, destroying neutral pieces always provides additional rewards. In the case of pirate raiders, it's 1 credit (🏆). Take 2 credits (🏆) for destroying 2 units of pirate raiders.

Every unit (🛡️) that initiated the combat and wasn't destroyed becomes exhausted (🚫). Mark it by placing a state token next to that unit. Exhausted units (🚫) cannot perform the flight (🚀) or attack action (⚔️), but can still explore (🔍) or invade (🏹). During the management stage, all your exhausted units (🚫) become ready again.



Mark the exhausted unit (🚫) by placing a state token next to the unit.

: DESTROYED PIECES

A destroyed orbital building (🌌) returns to the supply.

A destroyed unit (🛡️) is **scrapped**. Scrapped units (🛡️) are placed on their owner's empire board until they are exchanged for production (🏭) during the management phase.



A titan's price is 5 production (🏭), and when it is recycled, it provides 2 production (🏭).

Additionally, before a unit (🛡️) performs a flight (🚀) or attack action (⚔️), the player controlling it can put it in overcharge mode (⚡). An overcharged unit (⚡) has its speed (🚀) increased by 1, but during an attack action (⚔️) its firepower (⚡) is reduced to 0. Overcharged units (⚡) are marked by corresponding state tokens placed next to them.



Mark the overcharged unit (⚡) by placing a state token next to the unit.

Combat, and the attack action (⚔️), ends.

: KLACKON — THE SECOND TURN

All your opponent's units (🛡️) are exhausted. It is a perfect opportunity for a surprise attack! Use your basic action card to perform an attack action (⚔️).



Use both your frigate units and declare an attack on the system with a volcanic planet.

Your opponent's lone outpost has a firepower (⚡) of 2 and 2 hull points (+). Destroying it with 2 frigate units won't be easy. Before the combat roll, use the anomaly card you received last round.



Frigate units have a speed (🚢) of 2, so they can declare an attack on a system 2 jumps away.

ANCIENT MISSILE

Use this card at the beginning of the combat. Gain 2 extra 🎲 in the first combat roll.

Thanks to this card, you can roll 4 dice instead of 2. This is plenty, so you can spend 1 of them to use the shield. Roll 3 dice and assume that you received the following results: 4, 3, 3.

CLASS I SHIELD

SHIELD · COMBAT

🎲 Use before the combat roll, gain 1 🛡️ but lose 1 🎲 in that roll. You can only have one developed shield tech.

Combine the values of both dice that rolled 3 to activate your basic combat effect.

COMBAT

5+ → 1 🔥

The Klackon's basic combat effect allows you to use dice value with a combined value of 5 or higher to deal 1 damage.

Use the dice with a value of 4 to activate the laser cannon's effect.

LASER CANNON

COMBAT

4+ → 1 🔥

Your enemy rolls 2 dice. Assume they received the following results: 4, 2. They can use their dice to deal 1 damage (🔥), which is negated by your shield (🛡️).

You deal 2 points of damage (🔥). This is enough to destroy the outpost! Since you have destroyed all enemy pieces, you win the combat! Move your frigate units to that system and change their state to exhausted (🌀).

An outpost is an orbital building (🛸), not a unit (👤), so it *can't* be scrapped.

: SILICOID — THE SECOND TURN

Let's ignore the Klackon's aggression for a minute. You accumulated quite a lot of unrest (👊), and you should do something about that. Play your basic action card to perform a diplomacy action (👊).



Use influence from your home system and spend 1 credit (€) to gain additional dice. Let's assume that you rolled 3 and 4.



Reduce unrest

Use both dice to activate this effect *twice*. Every time you use this effect, you reduce the unrest (👊) of your empire by 1. This is the basic method of reducing unrest (👊). During the game, you may unlock more efficient methods.

Reduce your unrest (👊) by 2.



Reducing the unrest (👊).

: KLACKON — THE THIRD TURN

Play another basic action card to perform an invasion action (👊).



Your frigate units are exhausted (⊘), but they can still participate in invasion (👊) or exploration actions (👁️). We are looking for the first option.

: 👊 INVASION ACTION — BASICS

The active player chooses *1 system* controlled by them, but owned by another player. They can choose to spend additional credits (€) to choose *1 additional system* per credit (€) spent. Within all systems chosen, the active player may use their units (👁️) to **invade** planets with population (⚠️) that do not belong to them.

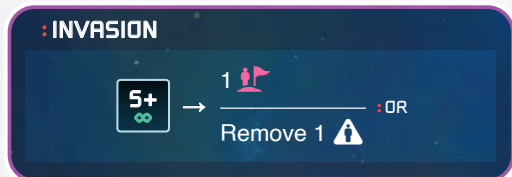
To resolve the invasion (👊), roll a number of dice equal to the combined firepower (⚡) of all participating units (👁️). In this case, roll 2 dice and assume you received the following results: 5 and 3.



A unit of frigates has firepower (⚡) of 1.

After that, use your dice to activate invasion effects. Invasion effects follow the same rules as diplomacy and combat effects. To activate invasion effects, players can combine the values of multiple dice. The value of a single die can't be used for more than a single effect.

On an empire board, there is a basic invasion effect that can be used multiple times per invasion.



The Klackon's basic invasion effect can be activated by dice with a combined value of 5 or higher.

Use your dice to activate your basic invasion effect. This effect allows you to either:

- > Gain 1 invasion success (🚩), OR
- > Remove up to 1 population (⚠️) from the system.

To win the invasion, you must generate a number of invasion successes (🚩) that is equal to or higher than the number of population (⚠️) remaining in the system. Use the first effect and generate 1 invasion success (🚩).

You have 1 invasion success (🚩) against the system with 1 population (⚠️). You won this invasion! If your opponent had any captured empire tokens, you would be able to steal 1 from them. It's not a case, so just replace your opponent's flag with yours.



The flag in the system marks that it belongs to you.

Remember to adjust income trackers accordingly. The Silicoid player loses 3 production income (🔥🔥) — 2 from population (⚠️) and 1 from the discovery tile — and the Klackon player gains 2 production income (🔥🔥). After that, the action ends.

: SILICOID — THE THIRD TURN

You can still take a few actions this round, but let's skip them for a learning experience.

You are the first player to pass during the round. Take 1 resource of your choice (❓), and place a new unit of pirate raiders in the system with a pirate base. You can move it.

After that, proceed with the rest of the management stage:

- > Move your empire token to the first empty slot of the first line on the order tracker.
- > Flip all the influence tokens you used back to the ready side.
- > Ready all your used developed technologies.
- > Recycle all the units you lost this round.
- > Change the state of your units (🛡️) to ready (remove state tokens).
- > Take your basic action and empire action cards back to hand.
- > Take resources equal to the values on income trackers on your resource board.
- > If necessary, add diplomats in play who are targeting you to your diplomat pool (information on whether the diplomat should stay in play can be found on the card). Earlier this round, the Klackon player played 1 such diplomat. Add it to your diplomat pool by placing it face down next to your empire board. You can use that diplomat next round. Give the diplomacy token back to your opponent.
- > Pay a number of resources equal to your current unrest level.
- > Check if you completed any of the public missions. Unfortunately, you didn't.

After those steps are finished, your turn ends.



Your unrest (👤) is on level 1.

: KLACKON — THE FOURTH TURN

You can still take a few actions this round, but let's skip them for a learning experience.

Do the following:

- > Move your empire token to the first empty slot of the first line on the order tracker.
- > Flip all your used influence tokens back to the ready side.
- > Ready all your used developed technologies.
- > Recycle all the units you lost this round.
- > Change the state of your units (🛡️) to ready.
- > Take your basic and empire action cards back to hand.
- > Take resources equal to the values on income trackers on your resource board.
- > If necessary, add diplomats in play who are targeting you to your diplomat pool. Remember to give the diplomacy token back to your opponent.
- > Pay a number of resources equal to your current unrest level.
- > Check if you completed any of the public missions. The only available public mission requires you to win a battle against another player. You did it! Take your empire token from the mission card and, because you completed this mission before everyone else, take an empire token of another player. The first token is safe, but the second is **captured** and can be stolen from you during invasions. Every empire token is worth 1 victory point (🏆) at the end of the game.



Empire tokens

You are the last player to pass. You must choose a new mission. Draw 2 mission cards, choose 1, and place it on the table next to the previous 1. You and your opponent place your empire tokens on the chosen card. Discard the other card.

After those steps, your turn ends. Because all players have passed, the round ends as well.

REST OF THE GAME

You should be able to complete the rest of the game by yourself. The game ends when 1 of the following events occurs:

- > One of the players owns **Orion**. The game ends at the end of the *next round*.
- > One of the players owns a system with a **UDP**. The game ends at the end of the *next round*.
- > One of the players controls or owns another player's home system. The game ends at the end of the *next round*.
- > The last round of the game ends. In the case of this introductory game, the last possible round is the 6th round.

When the game ends, players count their victory points (🌿). The player with the most **victory points** (🌿) is the winner.

Players earn victory points from the following sources:

- > Various victory points (🌿) for every system owned, as shown on the planet tile.
- > 1 victory point (🌿) for every 3 population (👤) in systems they own.
- > Various victory points (🌿) for their every **technology branch** upgraded to tier 3 or 5.
- > 1 victory point (🌿) for every **empire token** they have on their empire board at the end of the game.
- > 1 victory point (🌿) for every system under their influence, but owned by a different player.
- > Various victory points (🌿) for completing their secret missions, owning specific planetary buildings (🏗️), having destroyed some neutral pieces and other sources.

Additionally, each player then loses a number of victory points (🌿) equal to their empire's **unrest level**.



Owning a volcanic planet is worth 2 victory points (🌿).

: SECRET MISSION

At the beginning of the game, you draw a mission card. This is your secret mission. Keep it hidden from other players and use it at the end of the game to score some extra victory points (🌿).



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