System Requirements

Operating System: Windows 7 or Later

Processor: Intel 2 Duo 1.8 GHZ or AMD Athlon 64 2.0 GHZ

Memory: 2 GB Ram

Hard Drive Space: 150 MB Free

Graphics: 128 MB

Game Resolution: 1280 X 720   (Windowed or Full screen)

Game Controls: Mouse

Monitor: Must be set to 60HZ.

Table of Contents

Section 1: Getting Started

Introduction

Welcome to Settlers of Orion. SOO is a very unique hybrid board game that blends elements of Settlers of Catan with a Sci Fi theme. The goal of SOO is to be the first player to earn the Victory Points required to win the game. At first the VP required will be only 30, but once you have unlocked the Long or Marathon game artifacts you will be able to play games with up to 40 (Long Game) or 50 (Marathon Game) VP.

The big difference between Settlers of Catan and SOO is the different game phases and how they are used. That will be discussed in more detail later.

Installing and Running The Game

The game is installed and run via Steam. Steam will save your achievements so if you ever need to re-install the game for any reason you will not lose your achievement progress.

Game Display

The game is designed for 1280 X 720 screen resolution, and can be played in windowed or full screen. You can toggle between windowed and full screen by pressing the F9 at any time during the game on any game screen. Most of the graphics in the game were designed for 2560 by 1440 resolution, so if you play at a higher resolution in full screen mode, the graphics will stay pretty descent.

Initial Game Options

Once the game has loaded and the game is ready, the Main Menu buttons will appear. You will see this screen:

Start a New Game

Selecting this will take you to the screen to start a new game. That will be discussed in more detail later.

Game Options

Selecting this will take you to the screen to change the game options. From there you will be able to change audio, graphic and message delay options. That will be discussed in more detail later.

Allocate Game Tokens

Selecting this will take you to the screen to Allocate any Game Tokens you have received from playing the game. You will be able to unlock new races and game artifacts that can be used in all your subsequent games. That will be discussed in more detail later.

View Leaderboard

Selecting this will take you to the screen which will show you the top 20 Steam players who have accumulated the most game tokens. You will also be able to see the players who are around you and where you stand with all the other Steam players.

Exit Game

Selecting this will exit the game.

Resume Current Game

Selecting this will allow you to continue the current game you are playing. This is only active if you were playing a game and you chose to bring up the Main Menu. Pressing this will take you back to your existing game.

Load Game

This button will only be visible if you have a game that you were playing and had saved it and you are returning at a later time to continue to play that game. Once you load the game, this button will not be visible if you go back to the Main Screen from within your current game. Instead the Resume Current Game button will be active.
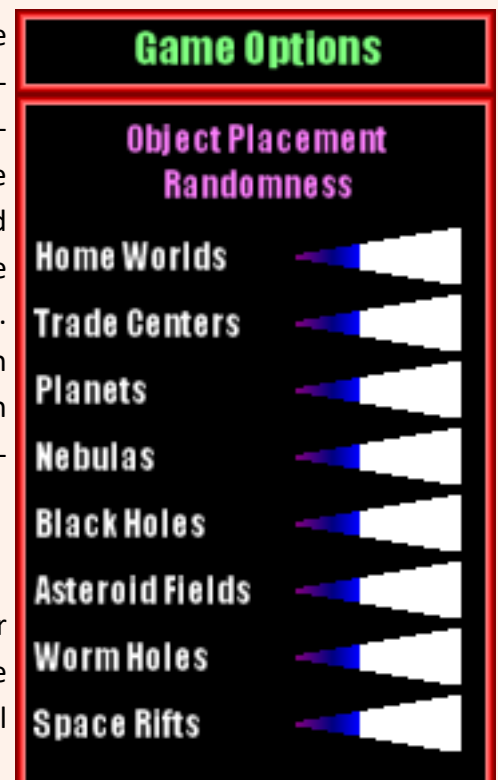
Starting a New Game

Once you have selected to start a new game you will see this screen:

Game Options	Select	Level 1 Races (1 Perk Only)	Level 2 Races (2 Perks)	Level 3 Races (3 Perks)

Game Options

Object Placement Randomness

Home Worlds
Trade Centers
Planets
Nebulas
Black Holes
Asteroid Fields
Worm Holes
Space Rifts

Other Game Options

Floating Containers — 4
Victory Points Needed to Win — 30
Player Plays — Last
Opponents Start With — 2 of each Resource
AI Can Sanction — Yes

Win Bonus Tokens: 38
Lose Bonus Tokens: 19

Start Game
Main Menu

Select / Level 1 Races (1 Perk Only)

- Arctic — Greenlayk — Hydrogen Master — +1 Hydrogen from all Hydrogen Concentrators. — Selected
- Crystalline — Pipfione — Remote Extractors — +1 Hydrogen from all Extractor Ships.
- Desert — Shale — Desert Dynasty — +1 from ALL resources on a colonized Desert World — Selected
- Gaia — Airbor — Oxygen Master — +1 Oxygen from all Oxygen Concentrators. — Selected
- Metallic — Tril Valeez — Heavy Metal — +1 from ALL resources on a colonized Metallic World.
- Oceanic — Kayoluer — Oceanographer — +1 from ALL resources on a colonized Oceanic World. — Selected
- Rock — Sako — RockSolid — +1 from ALL resources on a colonized Rock World. — Selected
- Swamp — Clark — Water Logged — +1 Oxygen from colonized Oceanic, Gaia and Swamp Worlds. — Selected

Level 2 Races (2 Perks)

- Keniftwaw — Locked — Arctic Blast — +1 from ALL resources on a colonized Arctic World.
- Blazerk — Locked — Pristine Crystalline — +1 from ALL resources on a colonized Crystalline World.
- Walloon — Locked — Gem of the Desert — +1 Crystals from colonized Desert, Rock and Metallic Worlds.
- Harmaric — Farmer John — +1 Food from all Hydroponic Farms.
- Cyyprron — Locked — Remote Robotics — +1 Research Unit from all Research Ships.
- Dreeyer — Locked — Gone Fishing — +1 Food from colonized Oceanic, Gaia and Swamp Worlds.
- Landu — Locked — Mining Master — +1 Metal from all Mining Factories.
- Nalle Ares — Locked — Alligator Alley — +1 from ALL resources on a colonized Swamp World.

Level 3 Races (3 Perks)

- Cirslet — Locked — Gas X — +1 from ALL resources on a Gas World.
- Zorke — Locked — Crystal Master — +1 Crystals from all Mining Factories.
- Quese — Locked — Desert Rat — +1 Metal from colonized Desert, Rock and Metallic Worlds.
- Quasi — Locked — Gaia Gaia — +1 from ALL resources on a colonized Gaia World.
- Wirstreq — Locked — Machine Maniac — +1 Research Unit from all Research Centers.
- Sandrolla — Locked — Liquid Metal — +1 Metal from colonized Oceanic, Gaia and Swamp Worlds.
- Indiese — Locked — Remote Mining — +1 Metal from all Mining Ships.
- Oedipus — Locked — Swamp Thing — +1 Research Units from colonized Oceanic, Gaia and Swamp Worlds.

Lets start by discussing the Game Options section to the very left. These all control things about how the game board will be generated and the game rules.

The top section of the Game Options has to do with how the game board is generated. There are 8 sliders, one for each of the primary objects found on the game board. This controls how random the placement is for each of the object types. Typically the Home Worlds are placed one in each corner and then two more in the middle top and bottom. But the higher the randomness is, the more varied they will be from their expected location. The same is true for all of the objects. They all have a dedicated zoning area based upon how many of each object is placed on the board. When the slider is set to maximum, then the objects placement is 100% random which makes for a very interesting game.

Because a higher randomness means a higher risk, there is a bonus for both wining and losing when these are set to a higher randomness. We will discuss the winning and losing bonus game tokens in more detail shortly.

Game Options

Object Placement Randomness

Home Worlds
Trade Centers
Planets
Nebulas
Black Holes
Asteroid Fields
Worm Holes
Space Rifts

The middle section of the Game Options has to do with the general rules about the game you are about to start. Lets discuss them one at a time.

Floating Containers: This controls how many floating containers the game will contain, and this ranges from 2 to 6 with the default being 4. Floating containers can be picked up by a Scout Ship and will contain either random resources or a resource card. They can be found by both human and AI players. If found by a human player, they have a chance to also contain one of four different special artifacts that are only playable for that game only. We will discuss the Special Artifacts later. This option does not affect the bonus game tokens.

Victory Points Needed to Win: This is how many Victory Points is required to win the game. Currently the only choice is 30, but this can be increased to 40 or 50 by purchasing the Long Game or Marathon Game Artifacts with game tokens. While this does not directly affect the bonus game tokens, being able to acquire more Victory Points during a game will get you more game tokens when the game ends.

Player Plays: This can either be first (no bonus tokens), random (4 bonus token to win and 2 if you lose) or last (8 bonus tokens to win and 4 if you lose).

Opponent Starts with:

No Advantage. (No bonus tokens)

2 of each resource. (6 tokens to win and 3 if you lose)

4 of each resource. (12 tokens to win and 6 if you lose)

5 of each resource. (18 tokens to win and 9 if you lose)

8 of each resource. (24 tokens to win and 12 if you lose)

AI Can Sanction: If this is active you will get 20 bonus tokens if you win the game and 10 if you lose. These sanctions are only use by the AI players against the human player. With this active, once the human player gets to 75% of the VP needed to win. The AI players will go through a special phase prior to all the other phases. And they have a chance to contribute to the sanctions. There are 6 sanctions in all and each on requires 1 of the six types of resources and each one effects one of six different areas of the game that can cause the human player to not be able to play or do something specific. These sanctions will be discussed in more detail later in this section.

Other Game Options	
Floating Containers	4
Victory Points Needed to Win	30
Player Plays	Last
Opponents Start With	2 of each Resource
AI Can Sanction	Yes

The bottom area of the Game Options section looks like this:
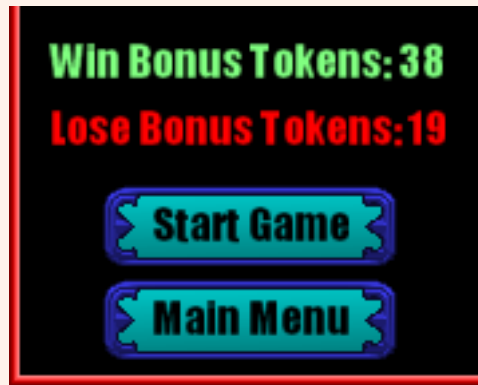
It displays what the Win and Lose Bonus Tokens are for the game options selected. When you win a game you get the Win Bonus Tokens along with 2 times the number of Victory Points you had when you won the game. If the VP needed to win was 30, it's possible to end the game with 31 or 32. You would then get 2X that number plus the Win Bonus Tokens.

If you lose the game you would then get 1X your VP plus the Lose Bonus Tokens.

If you have already selected 1 human player and 5 AI, then the 'Start Game' button will be enabled and you would press it to start the game.

Pressing the 'Main Menu' button will take you back to the main menu.

Now its time to explain how you select which race each player gets. Your first step would be to select a planet type for the human player (you can only choose 1), and then 5 planet types for the AI players. Once you have selected all 6 players, then the 'Start Game' button will be enabled.

At first you will only be able to choose between the level 1 races for each planet type, which is the default. But once you have unlocked additional races at level 2 and 3, then you can choose them for play in a game as well. Higher lever races have better stats and when they are the AI player, you get more bonus tokens as long as the race you have selected is a lower level. For example you are playing as a level 1 race, but the 5 AI players are all level 3, then you would get a significate bonus to your win and lose bonus tokens.
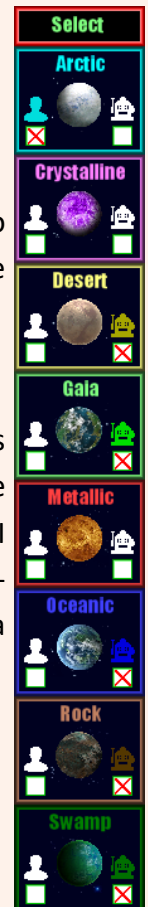
In the example below, this human player has already unlocked one level 2 race (Harmaric).

Select	Level 1 Races (1 Perk Only)	Level 2 Races (2 Perks)	Level 3 Races (3 Perks)
Arctic	**Greenlayk** — 1, 2, 2, 0, 2, 1 — *Hydrogen Master*: +1 Hydrogen from all Hydrogen Concentrators. (Selected)	**Keniftwaw** (Locked) — 1, 3, 3, 0, 3, 1 — *Arctic Blast*: +1 from ALL resources on a colonized Arctic World.	**Cirslet** (Locked) — 1, 4, 4, 0, 4, 1 — *Gas X*: +1 from ALL resources on a Gas World.
Crystalline	**Pipflone** — 0, 2, 2, 1, 2, 1 — *Remote Extractors*: +1 Hydrogen from all Extractor Ships.	**Blazerk** (Locked) — 0, 3, 3, 1, 3, 1 — *Pristine Crystalline*: +1 from ALL resources on a colonized Crystalline World.	**Zorke** (Locked) — 0, 4, 4, 1, 4, 1 — *Crystal Master*: +1 Crystals from all Mining Factories.
Desert	**Shale** — 0, 2, 2, 1, 3, 0 — *Desert Dynasty*: +1 from ALL resources on a colonized Desert World (Selected)	**Walloon** (Locked) — 0, 3, 3, 1, 4, 0 — *Gem of the Desert*: +1 Crystals from colonized Desert, Rock and Metallic Worlds.	**Quese** (Locked) — 2, 4, 3, 1, 4, 0 — *Desert Rat*: +1 Metal from colonized Desert, Rock and Metallic Worlds.
Gaia	**Airbor** — 0, 3, 3, 0, 2, 0 — *Oxygen Master*: +1 Oxygen from all Oxygen Concentrators. (Selected)	**Harmaric** — 0, 4, 4, 0, 3, 0 — *Farmer John*: +1 Food from all Hydroponic Farms.	**Quasi** (Locked) — 0, 5, 5, 0, 4, 0 — *Gaia Gaia*: +1 from ALL resources on a colonized Gaia World.
Metallic	**Tri Valeez** — 0, 2, 2, 0, 3, 1 — *Heavy Metal*: +1 from ALL resources on a colonized Metallic World.	**Cyyprren** (Locked) — 0, 3, 3, 0, 4, 1 — *Remote Robotics*: +1 Research Unit from all Research Ships.	**Wirstreq** (Locked) — 0, 4, 4, 0, 5, 1 — *Machine Maniac*: +1 Research Unit from all Research Centers.
Oceanic	**Kayptuer** — 1, 2, 3, 0, 2, 0 — *Oceanographer*: +1 from ALL resources on a colonized Oceanic World. (Selected)	**Dreever** (Locked) — 1, 3, 3, 1, 4, 0 — *Gone Fishing*: +1 Food from colonized Oceanic, Gaia and Swamp Worlds.	**Sandrella** (Locked) — 1, 4, 5, 0, 4, 0 — *Liquid Metal*: +1 Metal from colonized Oceanic, Gaia and Swamp Worlds.
Rock	**Sako** — 1, 2, 2, 0, 3, 0 — *Rock Solid*: +1 from ALL resources on a colonized Rock World. (Selected)	**Landu** (Locked) — 1, 3, 3, 0, 4, 0 — *Mining Master*: +1 Metal from all Mining Factories.	**Indiese** (Locked) — 1, 4, 4, 0, 5, 0 — *Remote Mining*: +1 Metal from all Mining Ships.
Swamp	**Clark** — 0, 3, 2, 1, 2, 0 — *Water Logged*: +1 Oxygen from colonized Oceanic, Gaia and Swamp Worlds. (Selected)	**Malic Ares** (Locked) — 0, 4, 3, 1, 3, 0 — *Alligator Alley*: +1 from ALL resources on a colonized Swamp World.	**Oedipus** (Locked) — 0, 5, 4, 1, 4, 0 — *Swamp Thing*: +1 Research Units from colonized Oceanic, Gaia and Swamp Worlds.

Now let examine one race in detail. This is the Airbor and hey are a level 1 race. All level 1 races will produce 8 resources during their Home World Collection Phase. In this case, they will get 3 oxygen, 3 food and 2 metal. They also get 1 trait, which is Oxygen Master. This means they will get +1 Oxygen from all Oxygen Concentrators that they have built on a planet.

All level 1 races have 1 trait, a level 2 will get 2 traits and their home world will produce 11 resources. A level 3 race will get 3 traits and will produce 14 resources at their home world.

Airbor — 0, 3, 3, 0, 2, 0 — **Oxygen Master**: +1 Oxygen from all Oxygen Concentrators. (Selected)
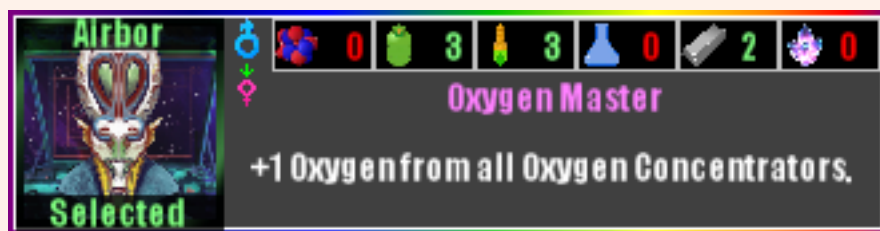
This is the info for the Harmaric. They are a level 2 race and get 11 resources and 2 traits. But only one trait can be displayed at a time. If you move the mouse over the area that contains the trait info, the mouse cursor will change to a mouse icon with the mouse wheel highlighted. This means that you can move the mouse wheel to change to a different trait. In this case it will just toggle between the 2 traits, however a level 3 race has 3 traits , so this would cycle through all 3 of them.

This is the info for the Sandroolia. They are a level 3 race, so you can see that they get 14 resources each turn during their home world collection phase. You will also notice that this race has a male and female icon symbol to the upper right side of their portrait. This allows you to toggle between the two. This is purely a cosmetic feature as they both have the same stats and traits. Not all races offer a female version. Those that do will have the symbol.
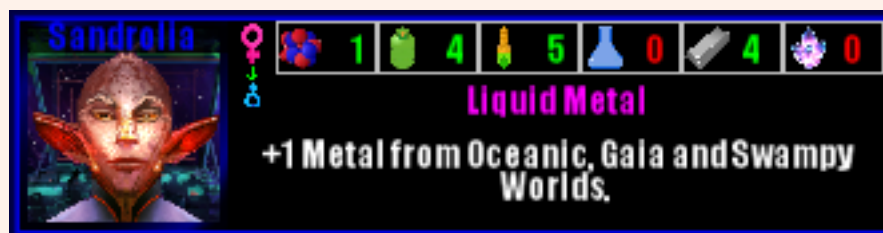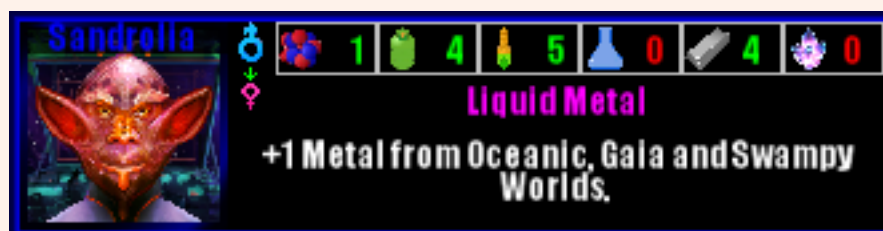
AI Sanctions

Sanction Type	Required Resource	Description
Logistics	Hydrogen	Human Player will lose their movement phase.
Planetary	Oxygen	Human Player will be unable to build any planetary structures during their build phase.
Home World	Food	Human Player will lose their Home World Collection Phase.
Research	Research Units	Human Player will be unable to purchase or play and Research Cards.
Ship Build	Metal	Human Player will be unable to build any ships during their build phase.
Trade	Crystals	Human Player will be unable to make any trades during their turn.

The table above explains in detail about each of the 6 sanctions that a human player could face during their turn. To help explain exactly how this works lets take an example.

You as the human player started your turn with just 22 VP and you need 30 to win. But during your turn you get 3 more VP giving you a total of 25. Since only 23 is required to trigger the sanctions, you would get an audible message stating that you can now be sanctioned. In order for any of the sanctions to be successful ALL 5 AI players would need to donate the minimum required resource, which starts out at 2.

So lets say the first AI player had at least 2 of each resource, prior to his Home World Collection Phase, he would donate 2 of all 6 resources, which would keep all 6 sanctions in a 'Pending' state. In AI player will always attempt to donate to the sanction if they have less VP than the human player. The further ahead the AI player is in VP over the human player, the less likely they are to donate.

As soon as any AI player is unable to donate to a specific sanction, that sanction will fail and no other AI player will attempt to donate to it. Once a specific sanction is successful then the cost each AI player needs to donate to enable it for the next turn goes up by 1. So instead of costing 2 resources, it would cost 3.

When play reaches the human player again, if any sanctions are in tact then the human player would not be able to participate in that sanction. Once the human players turn ends, the process starts again.

It's possible for a human player to get all 6 sanctions during their first turn where sanctions can be levied. After that the number of sanctions a player will see will go down just because the AI players cost goes up.

Clicking on the 'Game Options' button will take you to this screen.

Game Options

Audio Options

Sound Effects 100% Music 100% Speech 100%

☐ Disable Music ☐ Disable Speech

Background Music: Music Score 1

Video Options

☐ Fullscreen
☒ V-Sync
☐ Alternate Sync

Keyboard Shortcuts

(These Can't Be Changed)

'F9'	Toggles Between Fullscreen and Windowed
'F10'	Toggles Between V-Sync On or Off
'F11'	Toggles Between Alternate-Sync On or Off
'ESC'	Brings Up the Escape Menu
'X'	Exits the current Message Immediately
'Space Bar'	Toggles Between Pause and Not Paused

Game Play Options

Message Delays

Player Phase	2 Seconds
Homeworld Collection Results	4 Seconds
Resource Roll Results	4 Seconds
Player Action	2 Seconds
Resource Card Played	3 Seconds
New Event	4 Seconds
Trade Made	2 Seconds
Action Result	2 Seconds

Ship Movement Speed

Opponents Ships	Fast
Your Ships	Average

Exit

From here you can control the volume level for the sound effects, music and speech separately. You can also disable both the music and/or speech and select the music score for the background music.

You also have the video options here. You can select between full screen and windowed and the V-Sync.

The keyboard shortcuts are also displayed here in case you forget what they are.

One of the most important options is being able to select the delay for how long each of the message windows will show before they disappear. Each can be set separately as some windows are more important to keep visible a bit longer than others.

You can also control the speed of the ship's movement for both the AI and you. And they can be set differently.

If you click on the 'Allocate Game Tokens' from the main menu it will bring you here. From here you will be able to spend your game tokens on unlocking new races and awesome artifacts.
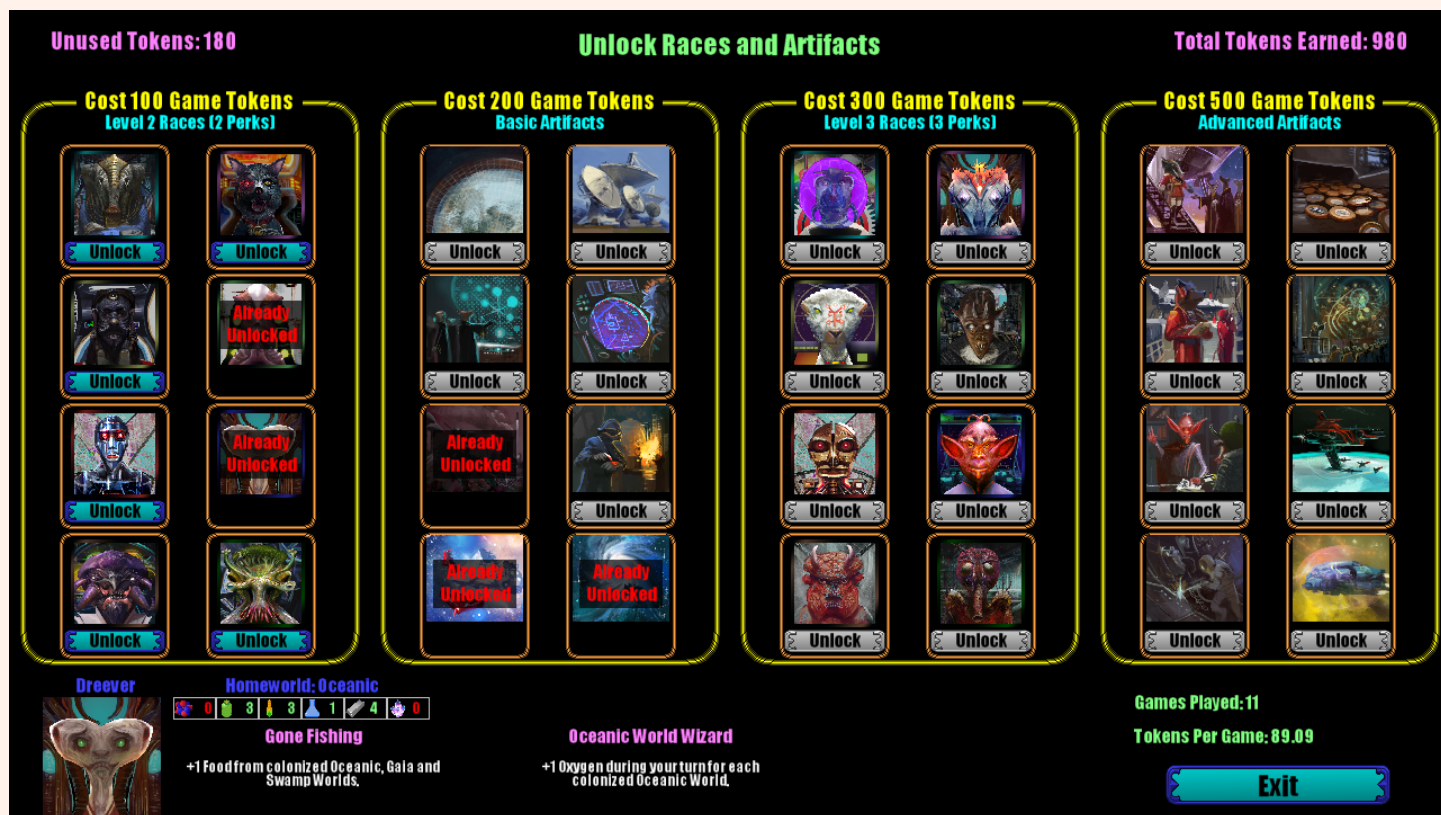
The races and artifacts are grouped into 2 different groups each, with each group having a different unlock cost.

All of the level 2 races will cost 100 game tokens to unlock, and you must unlock a level 2 race before you can unlock it's level 3 counterpart. Remember there are 8 planet types with each one having a level 1, 2 and 3 race. So for a Oceanic planet you must unlock the level 2 race before you can unlock the level 3.

Artifacts have no prerequisite except for the Marathon Game. You must first unlock the Long Game (allows 40 VP to win a game), before you can unlock Marathon Game (allows 50 VP to win a game).

Once you have unlocked a race or artifact, they are available to use in ALL subsequent games that you play. This is necessary in order to win using low level races against high level races, especially if you have sanctions turned on and you are giving the AI players an 8 resource jump start.

Section 2: Playing a Game

Game Round and Phase Basics

The game is played in rounds with player 1 going first and then continuing to player 6 and then starting over.

During each players turn they will experience 4 phases. The exception to this is if the AI is playing, you have chosen to enable AI Sanctions when starting the current game and the Human player has triggered the sanctions by hitting 75% of the Victory Points needed to win.

The 4 phases are Home World Collection, Die Roll, Build and Movement. You can pause the game play at any time by pressing the space bar or LMB clicking on the Toggle Pause button in the lower right of the GUI footer.

Home World Collection Phase

During this turn the playing player only receives any resources that their Home World can produce. This is calculated based upon the races base resources, the current game event, the races traits and any structures built on the home world. These resources are guaranteed unless the player is human and a Home World Sanction is currently in progress. All races produce oxygen, food and metal at varying amounts. The other 3 resources may also be produced by a race, especially if it's a level 2 or 3 race as they produce more. By default a level 1 race will produce 8 resources, a level 2 will produce 11 and a level 3 will produce 14.

Die Roll Collection Phase

During this phase the player will roll 2 die and then any celestial object with a die roll number associated with which includes, planets (except home worlds), asteroid fields, nebulas and black holes. These will produce their associated resources for any player that has colonized (non-gas planets) or sent a ship to it (asteroid fields, nebulas, black holes and gas planets). For non-gas planets, this production can be modified by building structures on the planet to increase certain resource types.

When the game first starts it will take several rounds to see players benefit from this phase as initially no player will have any colonies or docked ships at a celestial object. But during this time the die roll is still important as the player may roll doubles which will change the current game event.

The maximum number of structures you can build on a non-gas planet is 2 besides the initial colony. And this is only if you have built at least 1 logistics center on your home world. If you have not yet built one, then you can only build 1 structure per colonize planet.

For an asteroid field, nebula, black hole or gas planet the production is doubled by sending a second ship to it. Two is the maximum allowed ships per celestial object once you have build 2 logistic centers on your home world, otherwise it is 1.

If the player rolls doubles during their turn, a new game event will be triggered. The game starts with a random event and this changes each time doubles are rolled by any player.

Each celestial object has a maximum of 6 slots for colonies, structures or ships to occupy. Once those have been filled, then no other ships can be sent to or structures built on them.

Build Phase

The build phase is one of the most active phases as this is where players can build ships, structures, make trades and play or buy research cards.

When a player builds a ship it is placed at their home world. Each player has a maximum number of ships that they can have out at one time. This starts at 4 and can be increased to 7. Once a ship has been sent to either a planet (to colonize it), or to an asteroid field, nebula, black hole or gas planet it is considered to have completed it mission and is removed from the list of moveable ships. These ships can never be moved once they reach their destination successfully.

A player can only build a structure that is appropriate for that planet type. The exception is your home world. Here you can build any type of structure even if your planet does not current produce the resource that the structure will enhance.

The only structure that can't be built on a colonized planet is the Logistics Center. It can only be built on your home world and you can only have 2 of them.

When building on your home world keep in mind that a level 1 race only has 4 slots to build structures> A level 2 race has 5, while a level 3 race has 6.

Now lets discuss the ship types that can be built and what their main purpose is.

Ship Type	Purpose	Result
Colony Ship	Is used to colonize non gas planets, except for your home world.	Once a planet has been colonized, the player will receive it's resources each time any player rolls it's die number.
Mining Ship	Used to set up a remote mining operation in an asteroid field.	Once it has been sent to the asteroid field, the player will receive it's resources each time any player rolls it's die number.
Research Ship	Used to set up a remote research operation in nebula or black hole.	Once it has been sent to the nebula or black hole, the player will receive it's resources each time any player rolls it's die number.
Extractor Ship	Used to set up a remote mining operation around a gas planet.	Once it has been sent to the gas planet the player will receive it's resources each time any player rolls it's die number.
Trade Ship	Used to send to a trade center. Only one can be sent to each of the 2 trade centers.	Reduces the players trade rate and increases the number of trades they can make each turn.
Scout Ship	Used primarily to scout out the board. They have +1 movement beyond your ships normal movement. All ships have a maximum movement of 7.	They are the only ship that can collect floating containers.

When building a ship or structure each has a cost in resources. As you continue to build each ship or structure type the cost goes up.
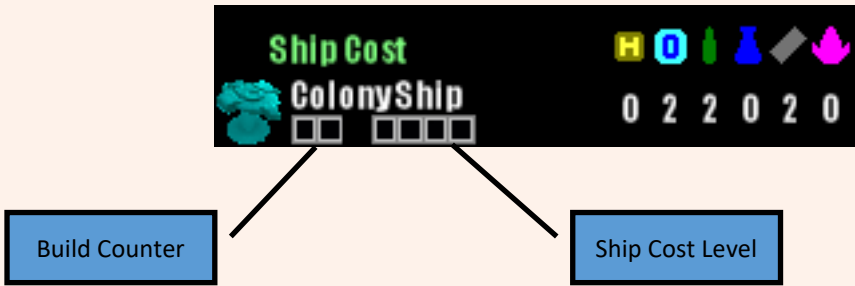
Each time you build a ship or structure, it's build counter will go up by one. Once it is full, it resets and the ship cost counter goes up by one. Most ships and structures have a maximum build counter of 2 and a maximum cost level of 4. But there are a few exceptions. In the example above your first two Colony ships will cost 2 oxygen, 2 food and 2 metals.

Once you have purchase your first Colony Ship the build counter will go up by 1. (See image below)
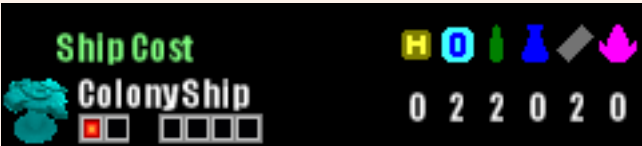
Once you have purchased your second Colony Ship the build counter will go up by one, and since it reaches it's maximum of 2 it will reset and then increment the Colony Ship Cost Level by 1. (See image below)

You will notice that the cost is now 3 each of oxygen, food and metals. This process continues until the maximum cost level of 4 is reached at which time it will cost 6 each of oxygen, food and metals to build 1 Colony Ship. Each ship, structure and research card uses this same process, but each has their own build and cost counter maximums. (See the imaged below)

Each time the cost level counter goes up the price to purchase the item goes up by 1 of each resource that it requires. This system will help to avoid players from just spamming Colony Ships as it will become more cost effective to purchase other types of ships to gain Victory Points. Plus it makes building structures to increase production a more valuable choice at times.

To build a ship you would move your mouse over the ship you want to purchase in the ship list under the Resources Tab. Items it the list will be your races color if they can be built (like The Colony Ship), otherwise they will appear in white (like the Hydroponic Farm).

When you do mouse over an item in the list, an information window will appear showing details about the ship. At the bottom of the window it will have 'LMB to Purchase This Ship.' shown in green if you can purchase the ship. You will also notice that it will put a green ring around any planets that are visible to you and that you can colonize. It will also display a red ring around those planets that you have already colonized. In the screen show below you will notice that we have already colonized the planet at sector N-5. And because there are no other planets visible that we can colonize, there are no planets with a green circle.

At this point if you want to build the ship simply LMB click and the ship will appear at your home world. There are no limits on how many ships can occupy the same sector, so you can build as many ships as you have resources for and that your current fleet logistics will allow for.

You will also notice a mouse icon at the bottom of the popup window with the mouse scroll wheel highlighted in green. This means that you can use the mouse wheel to make the popup window to disappear enabling you to see the entire game board without the need of moving the mouse from the ship list.

To build a structure on a non-gas planet you would move your mouse over it in the list and you will get the same popup window showing details about it and what it does once built.

To build the structure simply LMB click and you will then go into structure placement mode. The mouse cursor will now show an icon above it showing you what you are placing and it will also put a colored ring (in your races color) around all planets where this structure can be built. To build it, move your mouse over the sector and LMB click. If you decide not to place it, you can simple RMB click to exit the placement mode. The RMB click is used throughout the game to cancel an action.

To purchase a Research Card, you mouse move your mouse over it in the list and simply LMB click. It will immediately be added to your deck, provided you have room for it. Once purchased it can also be immediately since you are still in the build phase. Obviously you would need to still have enough card play cost left during your turn.

To play a research card you simple move your mouse over the in the GUI footer. When you do it will bring up this window:

If you are in the 'Build' phase then you may see one or two buttons for each card in your hand. The buttons along the top allow you to trade away the card. It does cost 1 Card Play Cost to do it and it can only be done once per turn regardless of how many card play cost you have left to play for that turn,

In the example above you can trade away either of the cards, but you can only play the 'Major Crystal Collector' card. The reason for this is the 'Card Play Cost' for the Major Resource Boost is 2 and the 'Major Crystal Collector' is only 1. And currently you only have 1 'Card Play Cost' per turn. This is evident from the two numbers to the right of the Research Card icon you moused over in the footer. Is displays 0/1. This means you have used up 0 of 1. Once you have built a Logistics Center this will go up to 2, and then to 3 for a second Logistics Center. Playing most cards will result in an immediately action. The exception would be cards that also require you to make a choice. For example a ship steal card. Once selected you would be required to select which ship you want to steal. You can always use the RMB to cancel those types of actions with out losing your card or card play cost.

When the last Research Card is played, the discard deck is reshuffled and placed back into the draw deck.

To initiate a trade you must first still have trades left for the turn. You start with 3 and it goes up by 1 for every Trade Center you have a Trade Ship at. Sending a trade ship to a trade center will also reduce your trade rate from 4/1 to 3/1. And sending a trade ship to the 2nd trade center will reduce it to 2/1. 2/1 is the lowest it can go. Simply move the mouse over the trade arrow icon in the GUI footer.

LMB click on the Trade Away icons to the left and then LMB click on the Receive Icons to the right. Once you are happy simply LMB click on the Confirm Trade Button at the bottom. You can always RMB click to cancel.
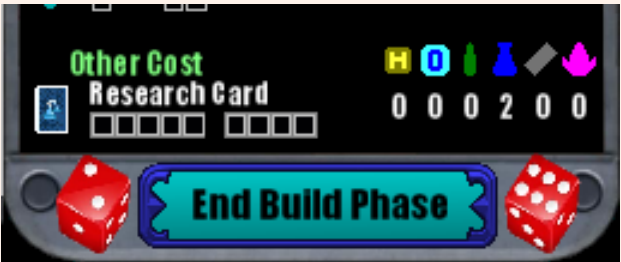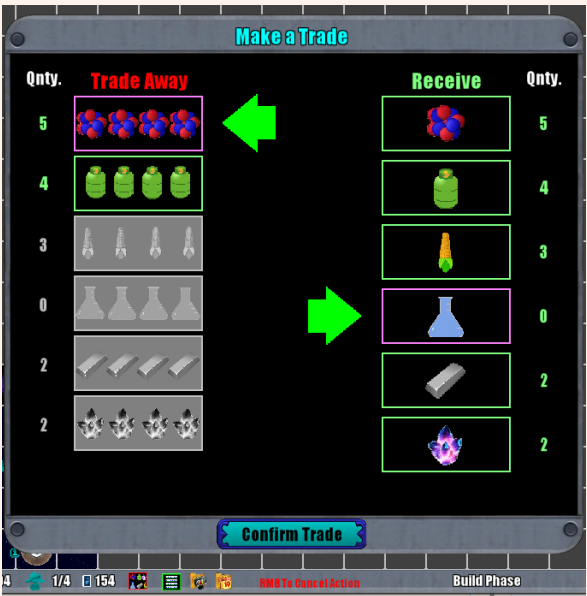
Once you are done with your actions during the build phase you can LMB click on the End Build Phase button which is located at the bottom right of the GUI.

Movement Phase

When your movement phase starts the game will pause and you will get an audible message reminding you to check your ships destinations. This is important as your ship tokens will automatically move to their currently selected destination automatically when you un pause the game, starting with the first ship in your ships list. If after a ship moves to it's destination you still have movement points left for that ship, the game will pause and force you to select a new destination for that ship. Your ships MUST use all of their movement points during your turn. Also, your ships must always have a destination selected, so if your ship gets to its destination and it doesn't have any movement left, you will still be prompted to select a new destination.

When moving it's a good idea to only go 1 or 2 sectors at a time, especially if you are moving to sectors you have not yet revealed. This is because your ship could run into a space rift, which will end the ships movement for that turn.

While in the movement phase all of your moving ships will have a series of white or red dots underneath them. In the example below you have a scout ship that has 3 movement left (the dots are red), and the Mining Ship has 2 left (also red dots).

When you first build a ship, it will automatically set it's initial destination based upon the top of ship it is. In this case, the Mining Ship was built and it new it's only possible destination is the mining field. As your ships move, the red dot will be replaced by a white one for each sector that they move.

If you have a ship

In this example below, the Scout Ship can move 3 sectors this turn, but it's current destination is just 1 sector away.

I

So when the game is un paused, the ship will move to its destination location and since it still has 2 movement left, the game will pause forcing you to select another destination for this ship before you can continue. You will also notice that the Scout ship now has 2 red dots and 1 white dot, meaning it only has 2 moves left.

After making two 1 sector moves to get around the space rift, this is what the game board looks like. I was able to reveal 2 addition planets, and one of them is a Rainbow planet. These are especially important as they are the only planets that produce ALL of the 6 resources. All other planets and celestial objects only produce 3. So even though it requires a die roll of 3, it's still important.

The other important thing about Rainbow planets is that you get game tokens for colonizing them. If you are the first to colonize them, you get 5-6 game tokens immediately. If your not 1st you will still bet 2-3 game tokens. And if you can colonize both rainbow planets during a game, you get an additional 10 game tokens.
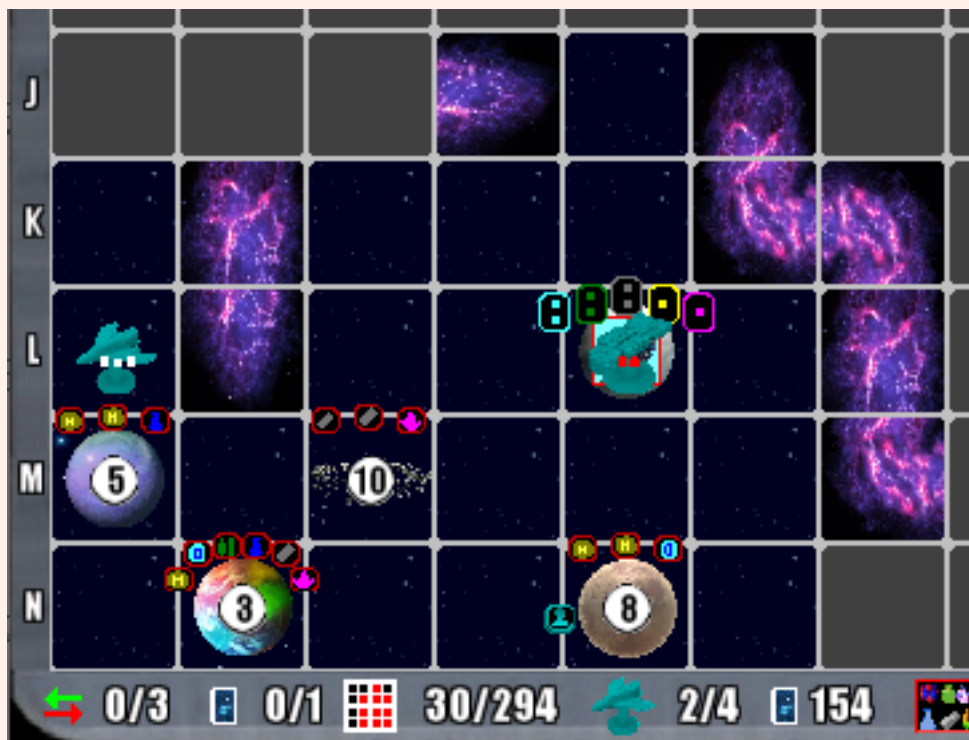
Once all of your ships have moved, you will see an 'End Turn' button at the bottom of the right side GUI. LMB click on it to end your turn. Once you do, play will continue to the next player.
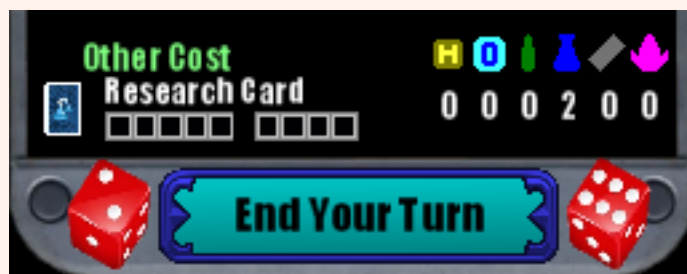
When the AI players are playing, the game will never auto pause. You will need to pause it manually. If the AI players action sector is hidden from you, that action result will only let you know that player did a Hidden Move. You will always know what Research Cards they play and what trades they do, but that's about it. However you can tell by their ship and structure cost gauges (the gauge below the ship's name in the right GUI), what they have been doing.

The Game Board GUI

The game board consist of 294 sectors. The grid is 21 sectors wide (numbers 1-21) and 14 sectors deep (Labeled A-N). It is this number letter combination that will be used to designate where things on the board are happening. All the sectors are greyed out with the exception of the 9 sectors around your home world. In order to reveal the sectors beyond that, you must send out ships. Each ship has a view radius of 1, revealing 1 sector all around their ship. There is a research card that once played will temporarily increase the ships visual range by 1.

You start with no ships or structures unless you have an artifact that grants that.

Along the bottom of the game board are a line of icons. We will now explain what each one does.

Moving your mouse over the area highlighted with the red arrow below will pop up this window that will show you each players maximum trades per turn, and what their current trade rate is. The trade rate is how many of one resource they need to trade to get just 1 of another type.
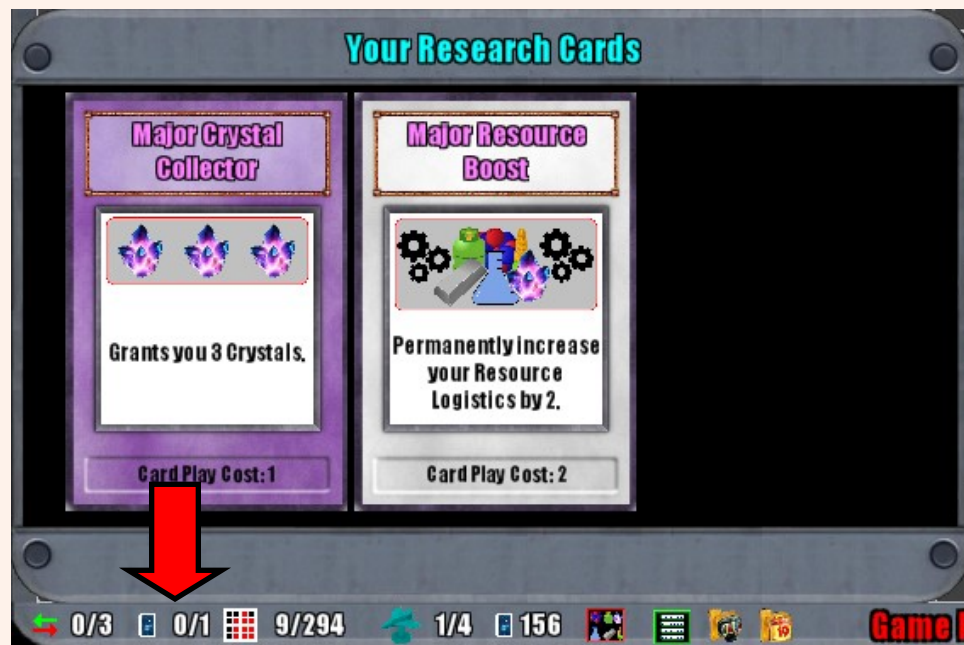
Moving your mouse over this area highlighted with the red arrow, will display the human players cards. If this is done during the build phase, then they will also have the option to either trade or play a card. Each Card has a play cost. It will either be 1 or 2. This means that it will cost the player that many points just to play the card. The numbers next to the card icon just above the red arrow displays how many points the player has spent this turn, and what the maximum is that they can spend. Initially players can only play a card with 1 cost until they have build at least one Logistics Centers at their home world. This will increase the maximum by 1.

The only cards that have no play cost are Victory Point cards. These are automatically added to the players current Victory Points and if the grand total is higher than the amount needed to win, the game ends.

Moving your mouse over the area below highlighted with the red arrow will display how many sectors of the 294 have been explored by each player. This is important as reach 100 explored sectors grants a player 1 VP. Getting to 200 will grant another one for a total of2. And exploring all 294 will grant you another one for a total of 3. Plus the first player to reach 294 sectors explored will get an additional 3 Victory Points.

Moving your mouse over the area highlighted with the red arrow below will display what type of ships each player has out.

Moving your mouse over the icon with the red arrow pointing to it at the bottom will display how many cards each player has and will also show you what cards you have above it.

Moving your mouse over the icon that the red arrow is pointing at in the three images to the right will bring up the resource overview for all six players. These are extremely important for the human player to keep their eye on as it gives you a great idea of what resources you can expect to get and where they are coming from. Since there are three of them, you can toggle through them using the mouse wheel when they are displayed.

The first one shows what resources you will get from your home world during your home world collection phase. If you check the 'Include Temporary Modifiers' check box, it will make the calculation based upon what the current event is. In this example it appears as though there is an event that gives the your home world 2 extra random resources each turn, thus the fractions.

The second one will show you what you could expect to get during the next round (each player gets 1 turn). These are less accurate as they are based upon the roll of the dice. They to take into

Consideration what the chance of rolling the specific die is and what resources you have tied to that die roll and any structures or extra ships.

The last one is basically both added together. This will give you a pretty good idea of what you may need to focus on getting.

Moving your mouse over this ![icon] icon will display any game artifacts that you have unlocked as well as any you may have found inside of a container.

Your Game Artifacts

Scout Ship Start:	You start the game with 1 Scout Ship.
Spy:	Allows you to place a Spy on any opponents homeworld, allowing you to steal 3 random resources from ones they would have received. It's activated once you have revealed ALL players home worlds.
Worm Hole Destination Selector:	Allows you to select which worm hole to travel too when you enter another worm hole.

Artifacts are Unlocked using Game Tokens.

Moving your mouse over this icon ![icon] will display what the current game event is.

Current Game Event

Home on the Range

Your home world produces 2 extra random resources.

This is the resources tab. You can change between each of them by LMB clicking on the tab at the top.

The top section shows the 6 players in this game. You are the player with the human portrait icon, while the AI players have a robot icon.

This section displays how many of each resource each player has at any given time. The first column (with the green +) shows what the maximum per resource is.

The next section shows what each player must spend to build one of the six ship types. Each ship is used for a specific purpose.

The row of boxes below each ship type signifies if the player has a ship cost increase for that specific ship. The two (or 1 for a trade ship) boxes to left check a X each time you build a new ship of that type. Once they are both full (or 1 for the trade ship), they reset and then the next box in the 4 other boxes to the right gets an X. When this happens the price to build another ship of that type will go up by 1 for each resource used. So once you have built 2 Colony ships, the third and fourth will cost you 3 oxygen, 3 food and 3 metal instead of 2. The maximum price increase is 4. Thus a colony ship will max out at a price of 6 oxygen, 6 food and 6 metal. This helps reduce players from just spamming colony ships since those typically are the best way to increase your Victory Points.

The next section is the same as the previous one except it is for structure. Structures are built on either your home world, or on a planet that already produces the resource that they increase.

The last section is for purchasing a Research Card. The price for Research Cards go up every 5 cards that you purchase.

Resources | Logistics | Empire

		+	H	O	🍶	⚗	◇	🔥
👤	1 Greenlayk	8	0	0	0	0	0	0
🤖	2 Pipflone	8	2	2	2	2	2	2
🤖	3 Harmaric	8	2	2	2	2	2	2
🤖	4 Dreever	8	2	2	2	2	2	2
🤖	5 Sako	8	2	2	2	2	2	2
🤖	6 Clork	8	2	2	2	2	2	2

Ship Cost — H O 🍶 ⚗ ◇ 🔥

Ship	H	O	🍶	⚗	◇	🔥
Colony Ship	0	2	2	0	2	0
Mining Ship	2	2	2	0	2	1
Research Ship	2	1	2	0	2	2
Extractor Ship	3	1	2	0	2	1
Trade Ship	0	3	2	1	2	1
Scout Ship	0	1	1	0	1	0

Structure Cost — H O 🍶 ⚗ ◇ 🔥

Structure	H	O	🍶	⚗	◇	🔥
Mining Factory	1	2	2	0	0	1
Hydroponic Farm	0	2	0	1	2	1
Oxygen Concentrator	2	0	1	1	1	1
Hydrogen Concentrator	0	2	1	1	1	1
Research Center	0	2	2	0	1	1
Logistics Center	5	1	1	0	0	0

Other Cost — H O 🍶 ⚗ ◇ 🔥

	H	O	🍶	⚗	◇	🔥
Research Card	0	0	0	2	0	0

Round 1

The Logistics tab shows you how many cards each player has in their hand. You can see what the cards are unless it is you. The maximum cards a player can ever have in their hand is 7, but it starts out as 3. This can be increased by building a logistics center at your home world or by playing the 'Science Boost' Research Card.

The 'Logistic Details' section shows you where each player is out with regards to their ships movement, resource maximums and trade info.

The 'Ship Movement Priority' section displays each of your ships that are currently out. This only counts the ships that you have not sent to a planet yet. Once you send a ship to a planet or galactic object, it goes away. So this only shows you what ships you have that are still moving.

The first column (numbered from 1 to 7) is the ships play order during the movement phase. This is the order in which the ships will move. It is typically best to have your scout ships move first, so they can explore new areas. This could change your decision for moving your other ships. All ships must use all their movement before you can end the movement phase.

The next three columns are the icon of the ship, ships location on the board and the type of ship it is.

The last column will only show up if you mouse over one of the ships in the list. When you do two arrows will appear. This enabled you to change the play order for the ships.

If you have unlocked the spy, saboteur or militia ship, then they will always be listed below the last ship spot (the one numbered 7). This is because they always move after all your ships have moved.

Players Research Cards

	Player	Cards
👤	1 Greenlayk	
	2 Pipflone	
	3 Harmaric	
	4 Dreever	
	5 Sako	
	6 Clork	

Logistic Details

Base Ship Movement	2	2	2	2	2	2
Base Ship Visibility	1	1	1	1	1	1
Scout Ship Movement	3	3	3	3	3	3
Scout Ship Visibility	1	1	1	1	1	1
Max Ships Moving	4	4	4	4	4	4
Per Resource Max	8	8	8	8	8	8
Max Research Cards	3	3	3	3	3	3
Max Card Play/Turn	1	1	1	1	1	1
Max Trades/Turn	3	3	3	3	3	3
Trade Rate X/1	4	4	4	4	4	4

Ship Movement Priority

1	🕴	L-5	Scout Ship	
2	🐉	L-5	Colony Ship	⬆ ⬇
3				
4				
5				
6				
7				

End Build Phase

31

This is the Empire tab.

The top section shows how many Victory Points each player has and where they have come from.

Here is the breakdown going from left to right.

Colonized Planets, asteroid fields, black holes, nebulas, gas planets, trade, exploration and the final total.

If you hover your mouse over one of the headers you will get a popup tooltip that will explain exactly how each of the Victory Point Categories are calculated.

The 'Sanction Status' section will only appear if you have AI Sanctions enabled from the game options prior to starting the game and your total Victory Points are equal to or more than 75% of the Victory Points required to win the game.

Resources	Logistics	Empire

Victory Points (30 Needed to Win)

1 Shale	8	2	0	0	2	0	1	13
2 Kaypluer	3	0	2	0	3	2	1	11
3 Clork	8	2	1	0	5	0	2	18
4 Airbor	8	0	2	0	2	0	1	13
5 Sako	16	1	1	0	3	3	1	25
6 Greenlayk	10	2	2	2	1	5	2	24

Sanction Status

Sanction

Logistics		6/10	0	Failed
Planetary		10/10	0	Suceeded
Homeworld		10/10	0	Suceeded
Research		8/10	0	Failed
Ship		10/10	0	Suceeded
Trade		2/10	0	Failed

Round 10

Stats and Tables

This section will contain stats and tables about the game.

This table shows the game tile distribution and basic information regarding the tile types.

Tile Type	# in Game	Slots	Description
Blank Space	170-186	N/A	Empty area of space. Only ships in these spaces can be stolen.
Home Worlds	6	4-7	This is the players home world.
Planets	42	6	There are 10 different planet types. Production varies and will be covered later.
Nebulas	3	6	Players send their research ships here to extract research units and also either oxygen, hydrogen or crystals.
Black Holes	3	6	Players send their research ships here to extract research units.
Trade Centers	2	6	Players send a Trade Ship to these to reduce the trade rate and increase the number of trades they can do each turn. You can only send 1 to each center.
Asteroid Fields	8	6	Players send a Mining Ship to extract metal and crystals.
Worm Hole	4	N/A	When a ship enters a worm hole, it will instantly be sent to another random worm hole.
Space Rifts	40-56	N/A	Space Rifts are tears in space and any ship that enters one will lose their remaining movement for the turn. There are 8 actual space rifts, but each one will take up between 5 and 7 spaces on the game board.

In addition to the tile types listed above, the game will also have a random number of Floating Containers. You can see the container in the image to the right. These only appear on open space tiles and move when they are picked up. The can only be picked up by Scout Ships and doing so will end that ships movement. The will contain random resources or a research card. For the human player, there is also a chance they may find a special artifact. Only 1 special artifact can be found per game, and currently there are 4 different special artifacts.

This table shows the planet types and their production.

Planet Type	# In Game	Required Ship	Hydrogen	Oxygen	Food	RU's	Metal	Crystals
Arctic	4	Colony	1	1	0	1	0	0
Crystalline	4	Colony	0	0	0	1	0	2
Desert	4	Colony	2	1	0	0	0	0
Gaia	4	Colony	0	1	2	0	0	0
Gas	8	Extractor	2	0	0	1	0	0
Metallic	4	Colony	0	0	0	0	2	1
Oceanic	4	Colony	1	1	1	0	0	0
Rainbow	2	Colony	1	1	1	1	1	1
Rock	4	Colony	1	0	0	0	1	1
Swampy	4	Colony	0	1	1	1	0	0

The tables below show the initial cost for building ships and structures, and purchasing research cards.

Ship Type	Hydrogen	Oxygen	Food	RU's	Metal	Crystals
Colony	0	2	2	0	2	0
Mining	2	2	2	0	2	1
Research	2	1	2	0	2	2
Extractor	3	1	2	0	2	1
Trade	0	3	2	1	2	1
Scout	5	1	1	0	0	0

Structure Type	Hydrogen	Oxygen	Food	RU's	Metal	Crystals
Mining Factory	1	2	2	0	0	1
Hydroponic Farm	0	2	0	1	2	1
Oxygen Concentrator	2	0	1	1	1	1
Hydrogen Concentrator	0	2	1	1	1	1
Research Center	0	2	2	0	1	1
Logistics Center	5	1	1	0	0	0

	Hydrogen	Oxygen	Food	RU's	Metal	Crystals
Research Card	0	0	0	2	0	0

This table shows all of the game events and their descriptions.

Game Event	Description
Black Hole Blasphemy	The next player to roll doubles will have one of their docked ships at a Black Hole destroyed by the
Warp Overdrive	All players ships get 1 additional movement point.
Turtle Dove	All players ships lose 1 movement point.
Mister Miner	All planets that produce Metal produce 1 additional metal, including home worlds.
Mindless Miner	All planets that produce Metal produce 1 less metal, including home worlds.
Research Renegade	All planets that produce Research Units produce 1 additional RU, including home worlds.
Research Reversal	All planets that produce Research Units produce 1 less RU, including home worlds.
I've Been Carded!	The current player gets one Research Card at the start of the build phase, provided they have room in their deck.
7-11	Rolling a 7 or 11 will result in NO resources being given out.
10-4	Rolling a 10 or 4 will result in NO resources being given out.
6 Pack	For each die that is a 6, the rolling player gets 2 random resources.
High Five	For each die that is a 5, the rolling player gets 2 random resources.
One is the Loneliest Number	For each die that is a 1, all players but the player rolling, get 1 random resource.
Threesome	For each die that is a 3, the rolling player gets 2 random resources.
Home on the Range	Your home world produces 2 extra random resources.
Home Sick	Your home world produces 1 less of ALL resources.
Diplomatic Disturbance	The next player to roll doubles will have one of their docked trade ships sabotaged, destroying it.
Nebula Nuisance	The next player to roll doubles will have one of their docked ships at a Nebula destroyed by the
Asteroid Field Accident	The next player to roll doubles will have one of their docked ships at an Asteroid Field destroyed by an accident on the ship.
Piracy	The next player to roll doubles will have one of their moving ships stolen by a fleet of pirate ships.
Planetary Mishap	The next player to roll doubles will have a random Mining Factory, Oxygen Concentrator or Hydrogen Concentrator destroyed in a freak accident.

This table shows all of the research cards, how many are in the deck, their play cost and description.

Card Name	# in deck	Play Cost	Description
Major Metal Collector	4	1	Grants you 3 Metals.
Major Oxygen Collector	4	1	Grants you 3 Oxygen.
Major Crystal Collector	4	1	Grants you 3 Crystals.
Major Hydrogen Collector	4	1	Grants you 3 Hydrogen.
Major Food Collector	4	1	Grants you 3 Food.
Major Research Unit Collector	4	1	Grants you 3 Research Units.
Metal Collector	4	1	Grants you 2 Metals.
Oxygen Collector	4	1	Grants you 2 Oxygen.
Crystal Collector	4	1	Grants you 2 Crystals.
Hydrogen Collector	4	1	Grants you 2 Hydrogen.
Food Collector	4	1	Grants you 2 Food.
Research Unit Collector	4	1	Grants you 2 Research Units.
Minor Metal Collector	4	1	Grants you 1 Metals.
Minor Oxygen Collector	4	1	Grants you 1 Oxygen.
Minor Crystal Collector	4	1	Grants you 1 Crystal.
Minor Hydrogen Collector	4	1	Grants you 1 Hydrogen.
Minor Food Collector	4	1	Grants you 1 Food.
Minor Research Unit Collector	4	1	Grants you 1 Research Unit.
Even Steven	4	2	Grants you 1 of all 6 resources.
Science Boost	5	2	Permanently increases your Maximum Research Card Deck size by 1.
Major Resource Boost	5	2	Permanently increase your Resource Logistics by 2.
Minor Resource Boost	5	1	Permanently increase your Resource Logistics by 1.

Card Name	# in deck	Play Cost	Description
On The Move	5	2	Permanently increase your Ships maximum movement by 1 and the maximum number of ships by 1.
The Victory is Ours (Minor)	5	0	Grants you 1 Victory Point. Can be played to end the game.
The Victory is Ours	5	0	Grants you 2 Victory Points. Can be played to end the game.
The Victory is Ours (Major)	2	0	Grants you 3 Victory Points. Can be played to end the game.
Eye In The Sky	5	1	All your ships have +1 to their sight for one turn.
Minor Trader	5	1	Allows you to make one 3-1 Trade for free.
Major Trader	5	1	Allows you to make one 2-1 Trade for free.
Epic Trader	5	1	Allows you to make one 1-1 Trade for free.
Steal Trade Ship	2	2	Allows you to steal an opponents Trade Ship as long as it has not yet docked at the Trade Center, and is in open space.
Steal Mining Ship	2	2	Allows you to steal an opponents Mining Ship as long as it has not yet docked at an Asteroid Field, and is in open space.
Steal Colony Ship	2	2	Allows you to steal an opponents Colony Ship as long as it has not yet created a colony on a planet, and is in open space.
Steal Research Ship	2	2	Allows you to steal an opponents Research Ship as long as it has not yet docked at a Black Hole or Nebula, and is in open space.
Steal Extractor Ship	2	2	Allows you to steal an opponents Extractor Ship as long as it has not yet docked at a Gas planet, and is in open space.
Steal Scout Ship	2	2	Allows you to steal an opponents Scout Ship as long as it is in open space.
Home World Trade Ship	2	2	Grants you 1 free Trade Ship and it is placed at your Home World.
Home World Mining Ship	2	2	Grants you 1 free Mining Ship and it is placed at your Home World.
Home World Colony Ship	2	2	Grants you 1 free Colony Ship and it is placed at your Home World.
Home World Research Ship	2	2	Grants you 1 free Research Ship and it is placed at your Home World.
Home World Scout Ship	2	2	Grants you 1 free Scout Ship and it is placed at your Home World.
Home World Extractor Ship	2	2	Grants you 1 free Extractor Ship and it is placed at your Home World.

Card Name	# in deck	Play Cost	Description
Distant Sensors	7	1	Allows you to select any sector and reveal that sector and the 8 adjacent sectors.
Movement Boost	7	1	Grants each ship a +2 to movement this turn.
Research Thief	4	2	Allows you to take 1 random Research Card from any one player of your choice.
Resource Thief	4	1	Allows you to take 1 Resource from up to 3 different players.
Ship Teleport	6	1	Allows you to teleport a ship to a random Worm Hole.
Diplomatic Immunity	4	1	Your docked Trade Ships are immune to the 'Diplomatic Disturbance' event.
Diabolical Diplomat	4	2	All your docked Trade Ships move up 1 slot in both Trade Center queues.
Scouts Honor	5	1	Reduces ALL opponents scout ships movement by 2 for 1 turn.

There are a total of 193 cards in the Research Card deck. In the unlikely event that the deck is reduced to 0, the cards in the discard pile are reshuffled and placed back into the Research Card draw deck.

Winning a Game

To win a game you must be the first player to get to or exceed the Victory Points needed to win the game. That number is 30 initially, but can be raised to 40 or 50 by spending your Game Tokens on the 'Long Game' or 'Marathon Game' artifacts. Since the amount of game tokens you get at the end of the game is tied to your Victory Points earned during the game, you can always average more Game Tokens per hour by playing longer games.

When you win a game you will receive 2 Game tokens per Victory Point plus the Win Bonus. The Win Bonus is determined when you are setting up the game to play and is calculated based upon all of the game settings that you have selected for the game.

Losing a Game

You lose a game if one of the AI players reach the Victory Points needed to win. That number is 30 initially, but can be raised to 40 or 50 by spending your Game Tokens on the 'Long Game' or 'Marathon Game' artifacts. Since the amount of game tokens you get at the end of the game is tied to your Victory Points earned during the game, you can always average more Game Tokens per hour by playing longer games.

When you lose a game you will receive 1 Game tokens per Victory Point plus the Lose Bonus. The Lose Bonus is determined when you are setting up the game to play and is calculated based upon all of the game settings that you have selected for the game.

Game Tokens

As already mentioned, each time you win or lose a game you will receive some game tokens. You can also obtain them during a game by colonizing a Rainbow planet. The amount you get depend of being the first to colonize the planet or not. There are only 2 Rainbow planets per game. You also receive 10 extra game tokens if you can colonize both Rainbow planets.

The races and artifacts are grouped into 2 different groups each, with each group having a different unlock cost.

All of the level 2 races will cost 100 game tokens to unlock, and you must unlock a level 2 race before you can unlock it's level 3 counterpart. Remember there are 8 planet types with each one having a level 1, 2 and 3 race. So for a Oceanic planet you must unlock the level 2 race before you can unlock the level 3.

Artifacts have no prerequisite except for the Marathon Game. You must first unlock the Long Game (allows 40 VP to win a game), before you can unlock Marathon Game (allows 50 VP to win a game).

The chart below describes all 16 game artifacts along with their cost and description.

Game Artifact	Game Token Cost	Description
The Long Game	200	Allows you to play a Long Game of 40 Victory Points.
The Marathon Game	500	Allows you to play a Marathon Game of 50 Victory Points. (Requires The Long Game)
Ship Shield	500	Your moving ships can't be stolen by an AI player.
Scout Ship Start	200	You start the game with 1 Scout Ship.
Logistics Specialist	500	You start the game with 1 Logistics Center at your home world.
Master Trader	500	You start the game at one trade level higher.
Home World Shield	200	Your Home world is immune to any negative effects cause by the current game event.
Spy	200	Allows you to place a Spy on any opponents home world, allowing you to steal 3 random resources from ones they would have received. It's activated once you have revealed ALL players home worlds.
Worm Hole Destination Selector	200	Allows you to select which worm hole to travel too when you enter
Militia	500	Allows you to place a Militia ship at any nebula, asteroid field or black hole that you have a docked ship at. It halts ALL opponents production on that planet. It's activated when you have 1 VP for Asteroid Fields, Nebulas and Black Holes and you roll doubles.
Diplomat	500	All your docked Trade Ships provide an additional +1 Victory Points.
Saboteur	200	Disables ALL Opponents Structures on a planet that you have already
Movement Radar	200	Allows you to see where enemy ships are heading by moving your
Ship Factory	500	Once you have revealed ALL 294 sectors, when you send a scout ship back to your home world, you get a 'The Victory Is Ours (Minor)' re-
Home World Radar	200	Increases your home worlds initial visibility radius by 1 sector.
Game Token Bonus Multiplier	500	Increases the amount of Bonus Game Tokens you get for Winning a game by 20%.

Game Credits

Game Design: Walter Denny La Croix

Game Programming: Walter Denny La Croix

Graphics: Mitchell Nolte