

TRAVEL PHASE - FROM ORBIT TO COLONY

1. Place a Discovery tile 3 spaces away from your Rover (or starting Mine if your Rover is off the board);
2. Retrieve Colonists from Colony and Working Area; 3. Choose turn order and receive benefit (if any).



LANDING POD



1. Perform the travel steps of traveling to the Colony but skip placing a Discovery tile.

Note: You may still travel in the Shuttle phase as normal.



OBTAIN BLUEPRINT



1. Choose 1 available Blueprint; 2. Place it next to your Player board; 3. Gain the depicted Resource or Crystal; 4. Place an Advanced Building marker on the card.

 : Repeat above steps for each Colonist sent to your Working Area ().



LEARN NEW TECH



1. Choose 1 available Tech tile; 2. Pay depicted Resource(s); 3. Place the tile in leftmost column of your Laboratory; 4. Get the benefit of the space.

 : Repeat above steps for each Colonist sent to your Working Area ().



R&D

You may develop once or twice. 1. Pay cost of development; 2. Move Tech tile to an adjacent space to the right; 3. Receive benefit of the space (if any).

 : Develop *once* more for each Colonist sent to your Working Area ().



RESUPPLY

1. Take 1 Resource or 1 Crystal from the Warehouse.

 : Repeat for each Colonist sent to your Working Area ().

You can store a number of each Resource equal to the number of your Shelters plus 1.



1. Place 1 Colonist from your Living Quarters onto an Action slot; 2. Pay 1 Crystal / send 1 Colonist to your Working Area for each other color there*. + If the area was full before placement, first return Colonists of the most common color(s) to owner's Working Areas. In case of a tie return all of them.

*2-player game: Pay 1 Crystal / Colonist for each other Colonist there (yours and your opponent's).

TRAVEL PHASE - FROM COLONY TO ORBIT

1. Your Miners and Advanced Buildings produce;
2. Retrieve Colonists from Orbit and Working Area;
3. Choose turn order and receive benefit (if any).



CONSTRUCT A BUILDING

Must be in the building zone of a Bot.

1. Choose a Building;
2. Pay the cost
3. Place the Building either **A**: adjacent to a tile of the same type (requires Tech), or **B**: exactly 2 spaces away from a tile of the same type;
4. If the tile has arrows, place Crystals on empty spaces;
5. Gain Resource(s) equal to the new size;
6. Place Progress cube, if required;
7. Adjust LSS, if required;
8. If you constructed a Mine, place a Colonist on it from your Living Quarters.



UPGRADE A BUILDING

Must be in the building zone of a Bot.

1. Choose Blueprint and matching Building;
2. Pay 1 Mineral;
3. Move Advanced Building marker from card to tile. Displace any Bot, Rover, or Colonist.



SCIENTIST / EARTH CONTRACT

1. Choose a card;
2. Pay the indicated cost;
3. Place card (and Scientist marker) next to your Player board;
4. At the end of your turn, refill with a Contract of your choice.



CONTROL CENTER

1. Use up to 2 MP on moving your Rover and up to 2 MP to move your Bots.

 : Add 1 MP to either your Rover or one of your Bots for each Crystal spent.

Rovers collect Crystals on route and may claim Discovery / Research tiles they stop on (resolve immediately).

Bots destroy Crystals and tiles on the space they stop on.



WELCOME A SHIP

1. Pay 1 Plant and 1 Water;
2. Move any Ship to your Hangar;
3. Receive 2 Colonists or 1 Bot and 1 Colonist.

 : Repeat above steps for each Colonist sent to your Working Area ().

The total number of Ships you can have moved from your Depot is equal to the current Colony level.