Game Setup

* Flip a card from the Galaxies deck to determine the game setup (These are presets)
* Lay out 12 cards face down
* Each Player draws 5 cards into their Hand
* Person who has visited the most foreign cities plays first
* Place the Hour Hand and Minute Hand pointing to the time shown on the Galaxy

Game Play

* Players take turns

Turn Order

* The Player may Deploy 1 card from their Hand and resolve its actions
  + This includes:
    - Planets/Stars that are place face up on top of a card in The Galaxy
    - Escape Pods
    - Scalvage Drones
* The Player may Reveal 1 Planet/Star in The Galaxy
* The Player may Scalvage as many Planets/Stars as possible
* To end their turn, the Player must Draw a card from the top of the Deck into their Hand
  + If a Planet or Star is Drawn, the Player must Deploy that card immediately onto a face-up card that hasn't been damaged. If this condition cannot be met, discard this new card. Otherwise, the new card may go to the Players Hand.

Scalvaging

* Only Revealed Planets/Stars may be Scalvaged.
* Scalvaging can only be performed with a Scalvage Drone
* Once a Planet/Star is Scalvaged, the Player may set this card aside (onto their Fuel Pile) and immediately replace it with a card from the top of the Deck (face-down).

Revealing The Galaxy

* Revealing can only be done to cards that are face-down in The Galaxy
* When a Player Reveals a card, Explosion damage is dealt to surrounding cards based on the cards instructions
* If the Player Reveals a card that is not a Planet or a Star, the Player must take this card into their Hand