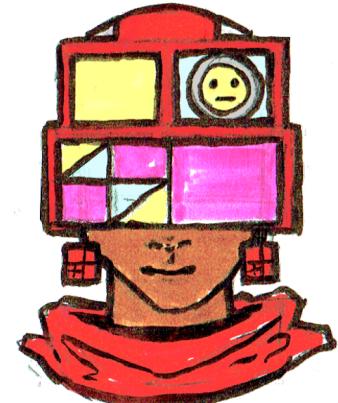
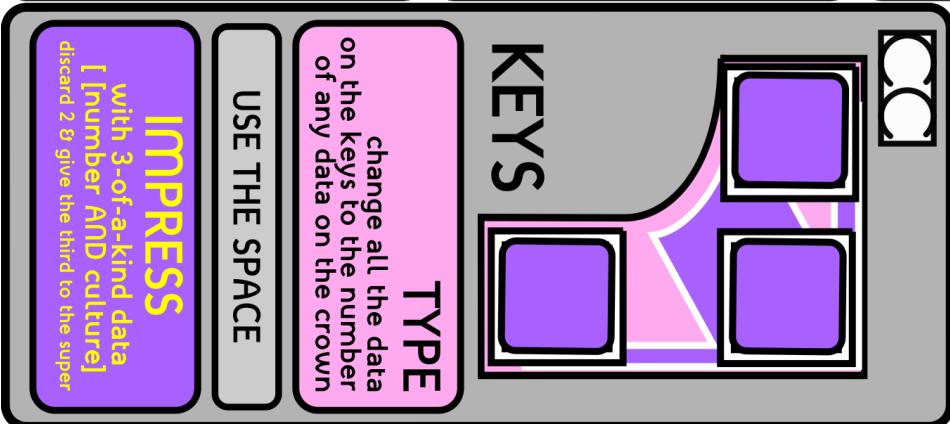
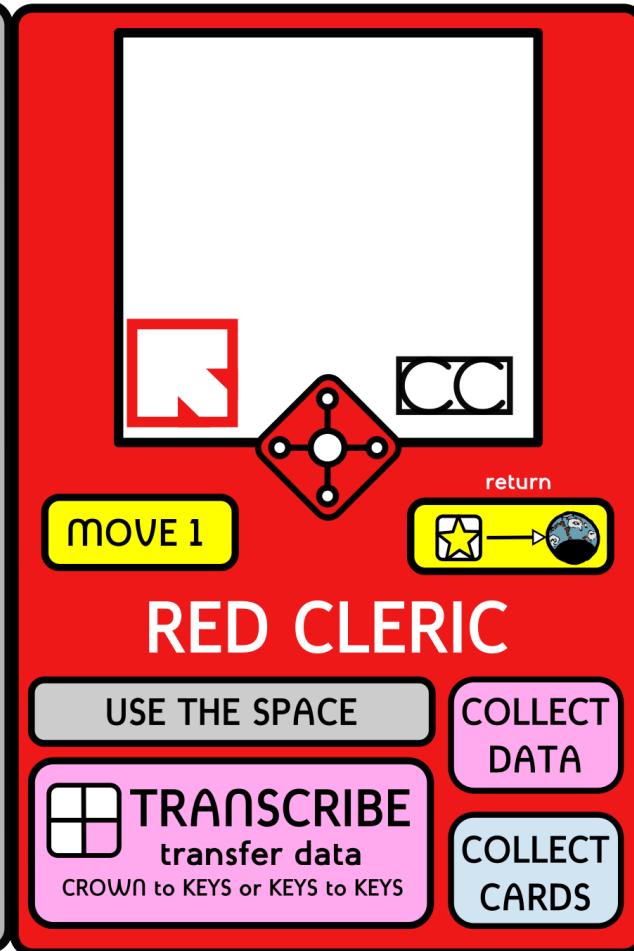
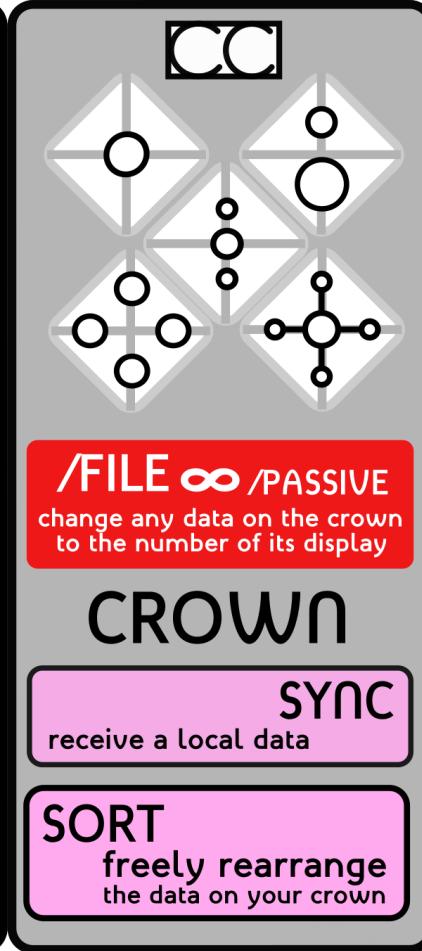
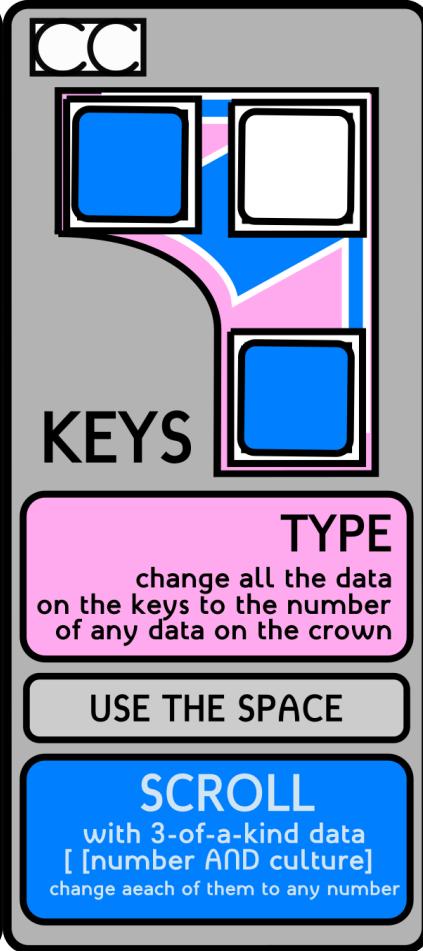
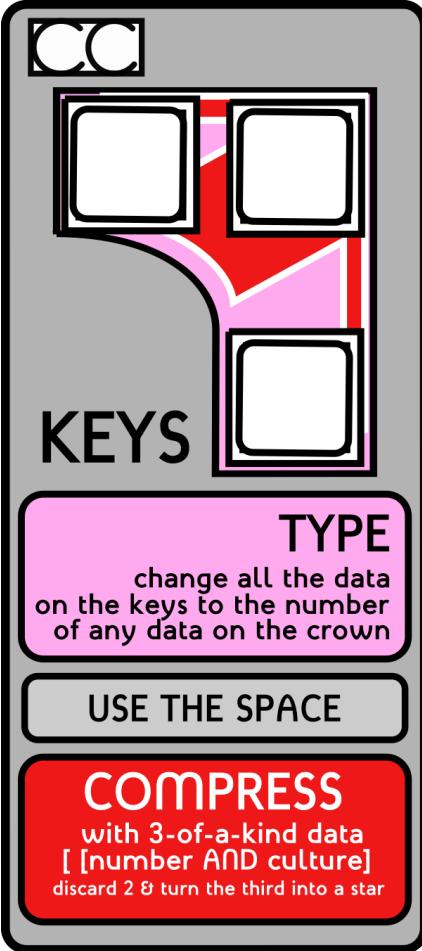
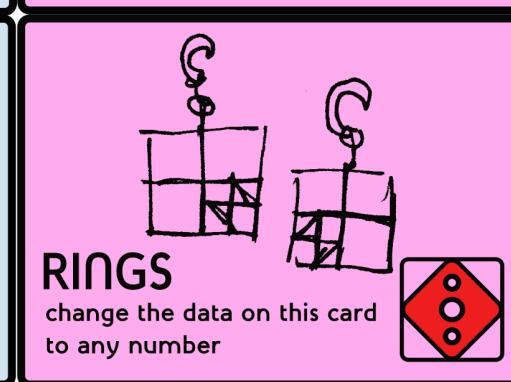
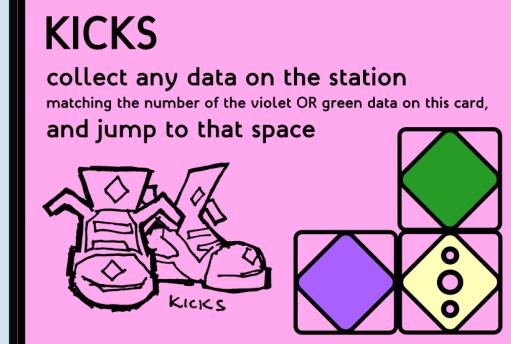
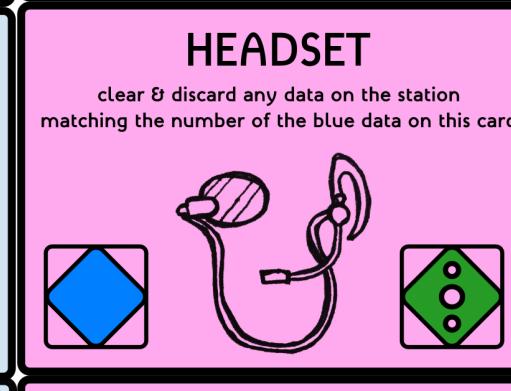
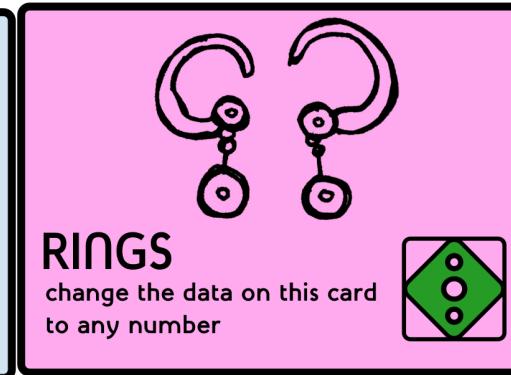
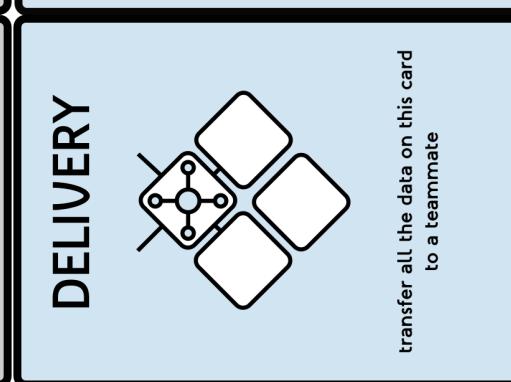
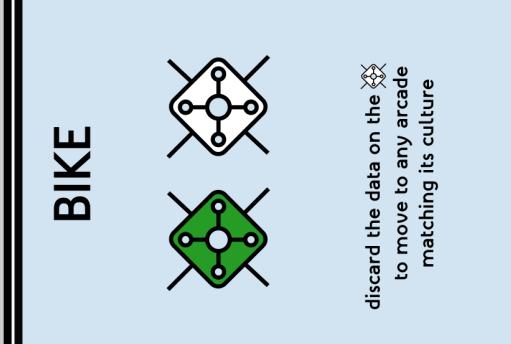
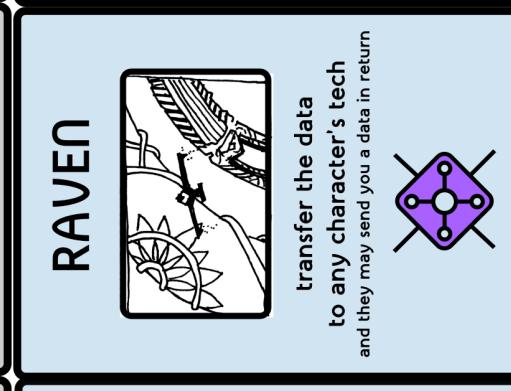
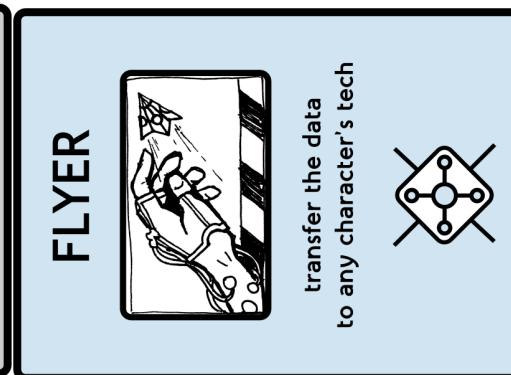
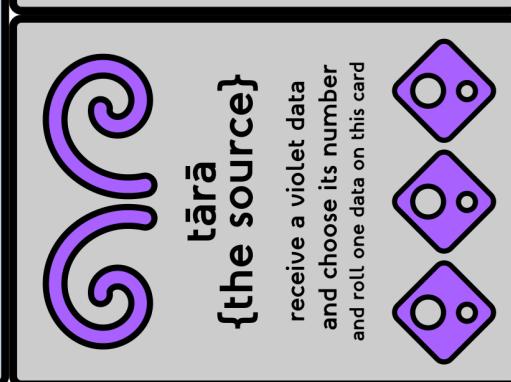
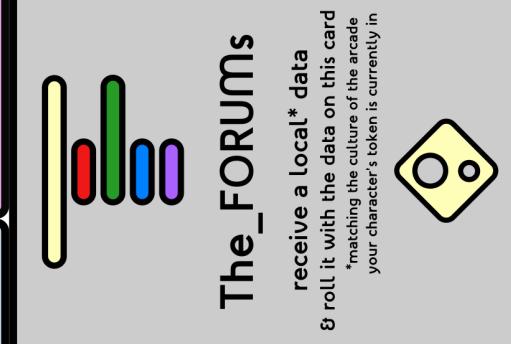
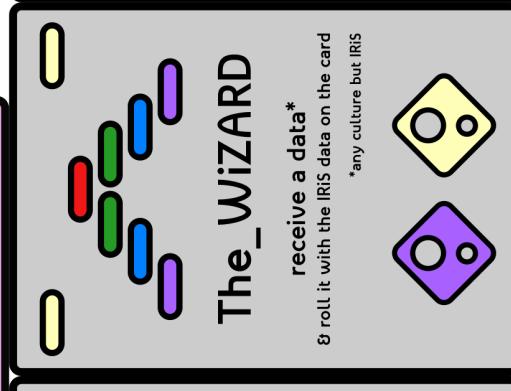
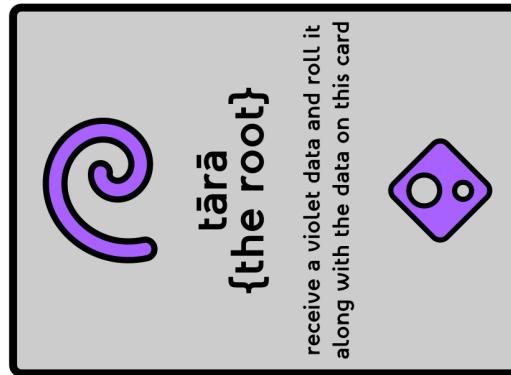
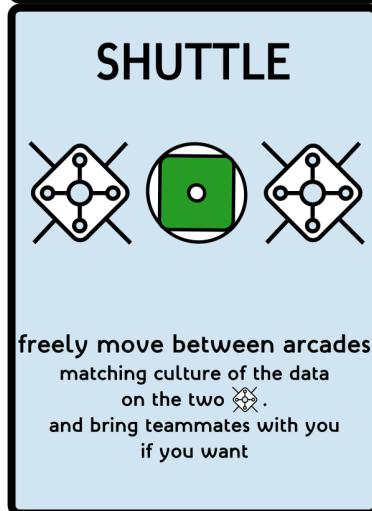
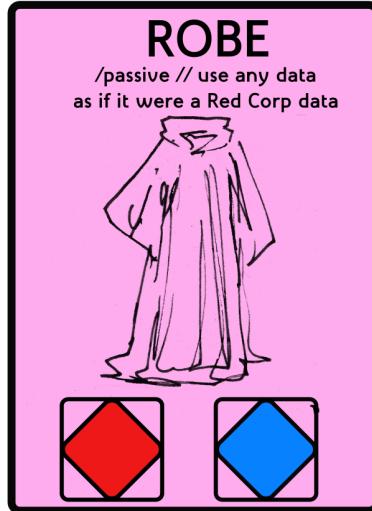


L5 0.7.5/TECH & IDs

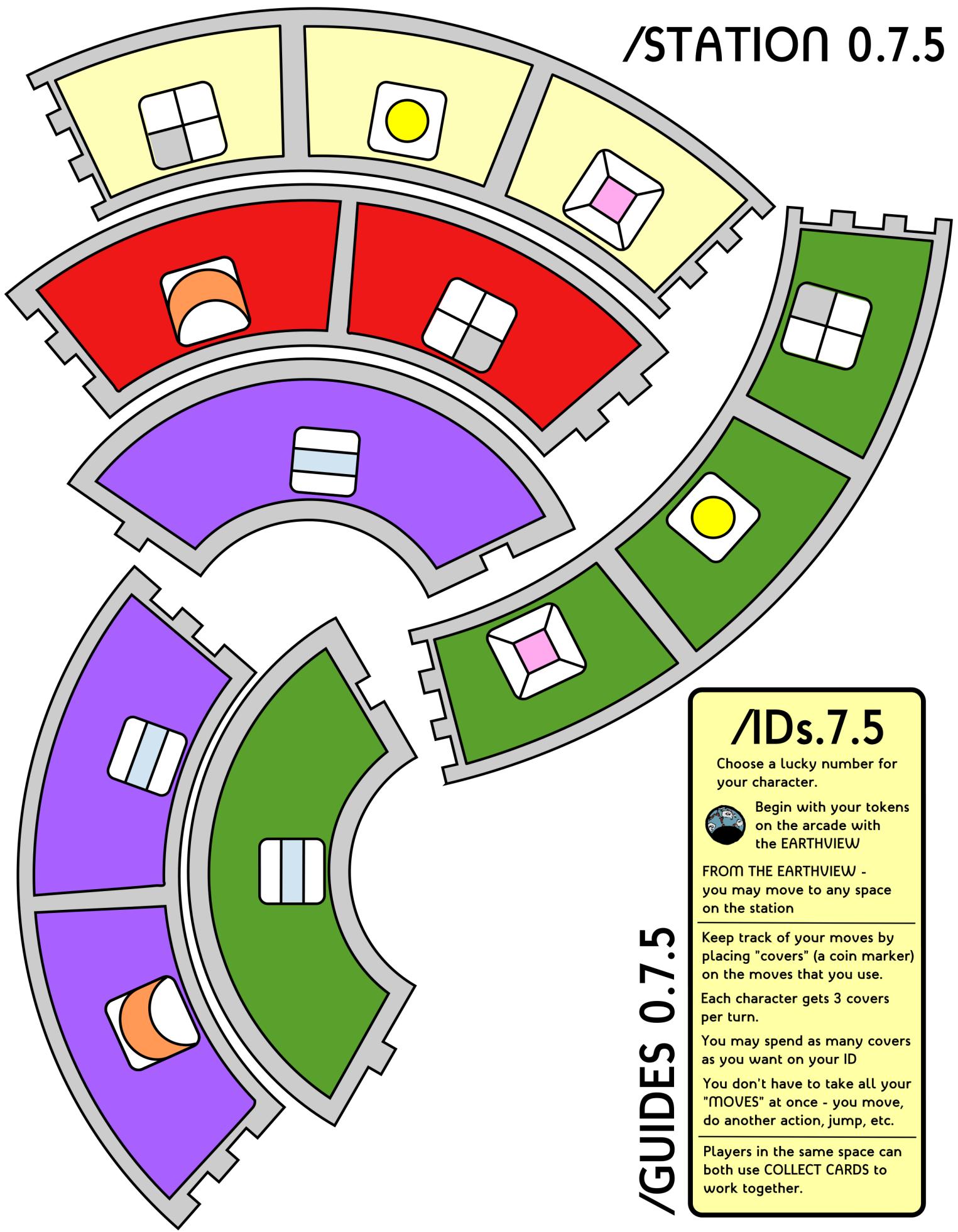
PG DV



L5 0.7.5 /ORBIT CARDS



/STATION 0.7.5



/IDs.7.5

Choose a lucky number for your character.



Begin with your tokens on the arcade with the EARTHVIEW

FROM THE EARTHVIEW - you may move to any space on the station

Keep track of your moves by placing "covers" (a coin marker) on the moves that you use.

Each character gets 3 covers per turn.

You may spend as many covers as you want on your ID

You don't have to take all your "MOVES" at once - you move, do another action, jump, etc.

Players in the same space can both use COLLECT CARDS to work together.

/ORBIT CARDS.7.5

shuffle orbit cards in a pile on the table to start the game

get cards by having data on your tech, matching the data drawn on the card, and by moving to the space matching the card's suit.

AT THE START OF EACH TURN, flip and ORBIT CARD.

Get the data drawn on the card and place it around the station.

- always put the data in rooms matching the card's suit
- if a culture match is possible, put the data there.
- otherwise, choose another suit-matching room to put it in, but roll the data first.
- also roll the data if the square on the card is blank
- if you can't find somewhere to put the data, you loose.

/TECH.7.5

to RECEIVE or TRANSFER DATA on your TECH, place it on the square & diamond displays



to COLLECT DATA on the station, you must have an open diamond display to receive it



if the display is colored in, it can only hold data of that culture.

use tech powers by spending a cover. You may only use one power per tech per turn except for on the SIDEKICK, which can use two

Each character may use 2 tech cards to store data & use powers

NOTE ON THE KEYS:

You may ONLY PLACE DATA ON ONE "KEYS" AT A TIME. Use TRANSCRIBE to transfer data between keys

/DATA.7.5

Star (six) is wild and can be placed on any display regardless of its number (on both tech and cards)

REDCORP / red

gaia / green

bluecorp / blue

tārā / violet

I R i S / wild

IRiS data can go on any culture square (on both tech and cards)

BE CAREFUL: If you're ever out of a culture of data and you need to draw one for some reason, then you loose.

/EARTH CARDS.7.5

lay out the earth cards in a face-down 3x3 grid

whenever you flip an EARTH CARD, you can flip another card in its range.

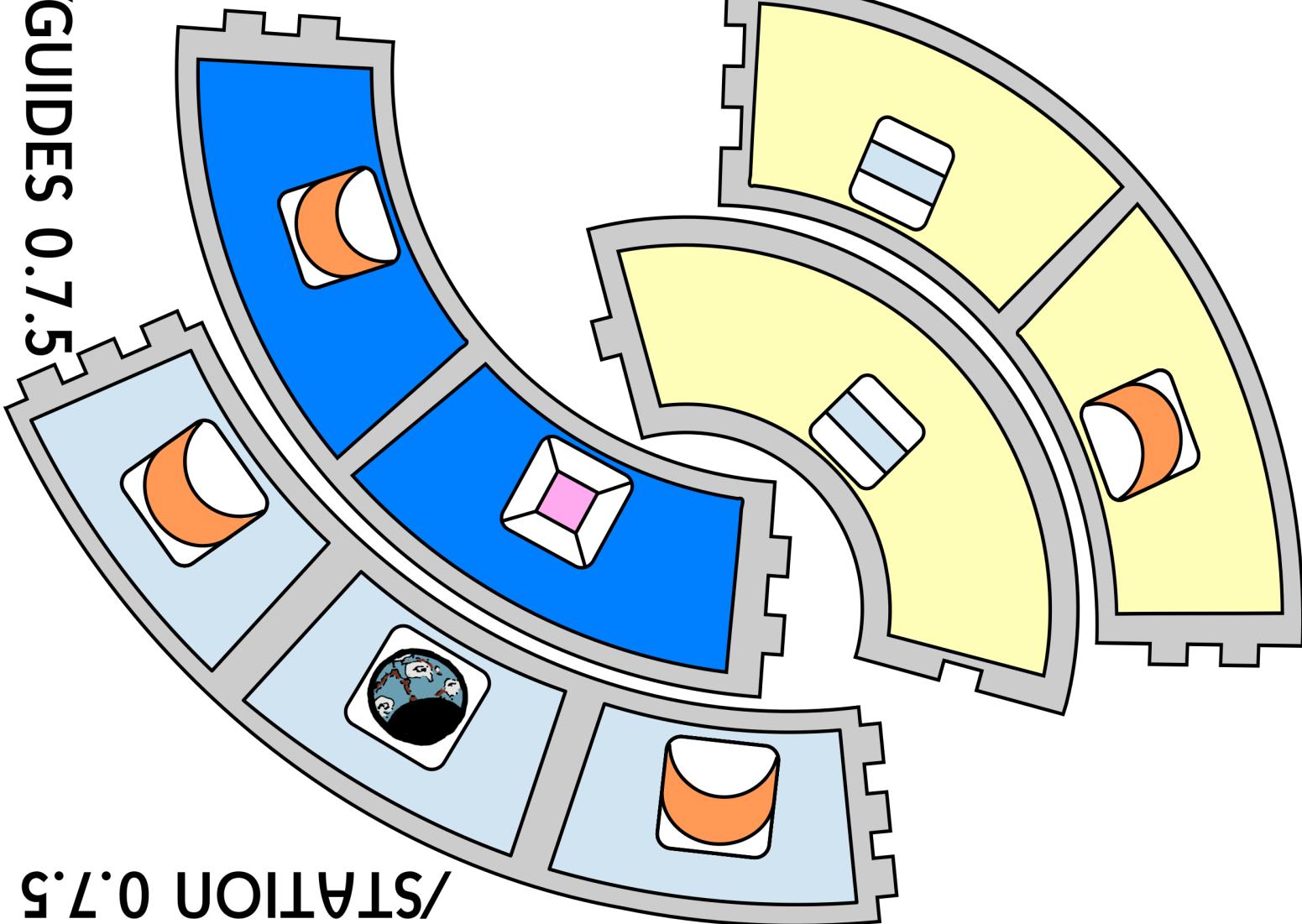
Earth Cards with a chess piece symbol have that piece's movement pattern as their range

Other cards have their range depicted on the card.

Keep flipping Earth Cards until you flip THE PEOPLE or THE LEGEND (ABYSSAL GIGANTISM)

To flip THE PEOPLE for good, you need to figure out how to flip every card except THE LEGEND (so, flip THE PEOPLE last).

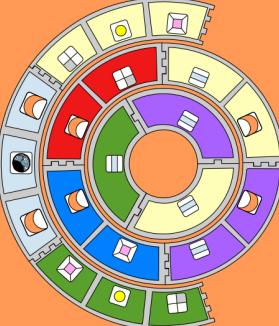
/GUIDES 0.7.5



/STATION 0.7.5

CONGRESS

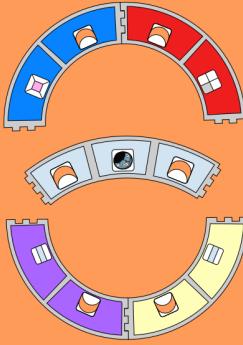
The People gather to decide on the station's next project.



When this card is activated, return to the EARTH VIEW to reveal an EARTH CARD and face THE PEOPLE.

SERVICE

A gathering of the people.
A particularly good Earthview.
Questions after the Hailstorm.



Flip over one of the Earth Cards

Facing THE PEOPLE:

To successfully convince THE PEOPLE, the players must present the data they have acquired over the course of the game. Unfortunately, they don't know exactly what THE PEOPLE will ask about.

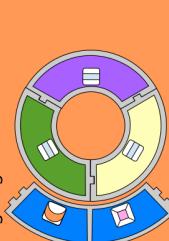
Roll for each of the blank squares on THE PEOPLE.
The players must match THE PEOPLE with their own data.
The IRIS square can only be matched by an IRIS STAR.

DEMO

fill this card with data
to roll one of the super's data
when the next EVENT card is activated

HAILSTORM

A cloud of drones carrying data
from the blue arcade is released
into the garages



to be routed to
stations far and wide.

Visitors to any of the garages
receive and roll a BLUE data when
the HAILSTORM is activated.

Getting Started

1. Shuffle the ORBIT CARDS into a deck
 - 5 light blue SYSTEMS
 - 4 gray CONSTRUCTS
 - 5 pink THINGS
 - 1 EVENT (the DEMO)
2. Lay out the other three orange Event Cards face up in order:
HAILSTORM, SERVICE, CONGRESS. You can either stack them up so only the next one is showing, or have them laid out.
3. Shuffle and lay out the 9 Earth Cards in a square
4. Each character starts with a SOUL DATA (matching their culture and lucky number) on one of their diamonds
5. Start with all three characters' tokens in the spaces in the arcade with the EARTH VIEW
6. Return to the EARTH VIEW for the SERVICE and CONGRESS events.

0.7.5/EVENTS & SPACES

/observatory



LINK

connect two arcades
disconnect any arcades necessary
to make the connection

EVENT CARDS are triggered when the station is linked as depicted in the event card.

REVEAL EARTH CARDS

Choose an Earth Card to flip face up

If it is THE PEOPLE, flip it back down immediately.

If it is another card

then flip over another card in its range

as soon as you reach THE PEOPLE,
flip all the cards face down

If you flip over THE PEOPLE last,
leave everything face up.

/amphitheater



PLAY CARDS
by following the directions
on any card(s) you have full
of data

GET EVENT CARDS
pick any orange card out of
the stream by filling it with data

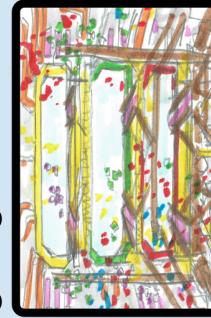
/server



DOWNLOAD
receive and roll a local data
place it anywhere on your tech

GET CONSTRUCTS
collect a gray card from
the top of the stream by
filling it with data

/garage



SEND
give a teammate a data
from your tech or cards
they can be anywhere in the station

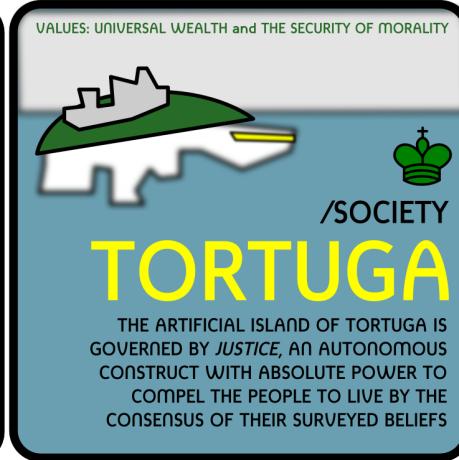
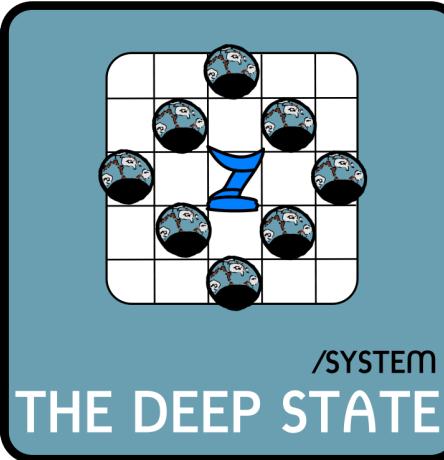
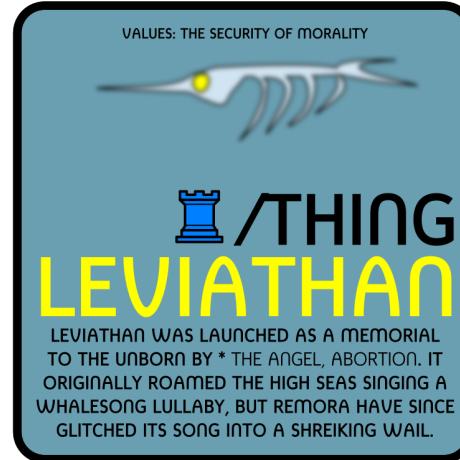
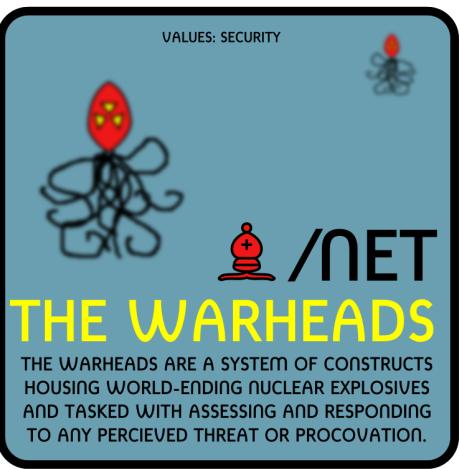
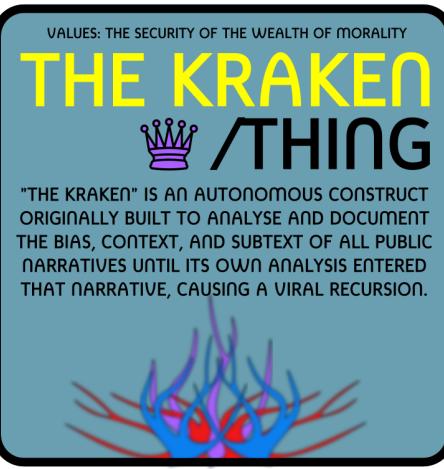
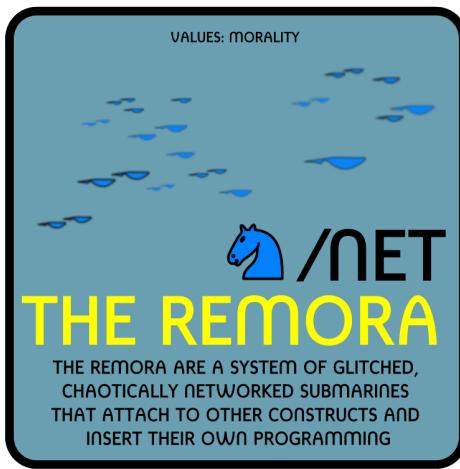
GET SYSTEMS
collect a light blue card
from the top of the stream
by filling it with data

/studio



ALTER
(change a data
to any number (but not star))

GET THINGS
collect a pink card from the
top of the stream by filling
it with data



L5/EARTH CARDS 0.7.5