



Environment Deck

Environment Card

Pawns

REFERENCE	HARVEST	ACTIONS
Start of game: Set trackers to 0 H, 2 He, 0 C, and 0 Fe. This reflects the initial conditions of the galaxy!	ENVIRONMENT +? H on environment card +1 H for pawns not on board	MAKE New star: -1, -3, or -7 H Planet: -2 H -2 C -2 Fe
Start of round: a new environment card is revealed, showing the ambient H and number of actions allowed.	STARS +? He and +? C from stars based on your played pawns +1 point for each of your white dwarfs	MOVE Your own star: free! Opponent's star: -1 He
Start of turn: HARVEST all resources, then do ACTIONS. Note: conversions can be done at any time during turn.	PLANETS +2 resources of your choice for each rocky planet +2 points for each gas planet	MERGE Your own stars: -2 He Stars of an opponent: -5 He Any 2 white dwarfs: -8 He

Player Card

REFERENCE	HARVEST	ACTIONS
Start of game: Set trackers to 0 H, 2 He, 0 C, and 0 Fe. This reflects the initial conditions of the galaxy!	ENVIRONMENT +? H on environment card +1 H for pawns not on board	MAKE New star: -1, -3, or -7 H Planet: -2 H -2 C -2 Fe
Start of round: a new environment card is revealed, showing the ambient H and number of actions allowed.	STARS +? He and +? C from stars based on your played pawns +1 point for each of your white dwarfs	MOVE Your own star: free! Opponent's star: -1 He
Start of turn: HARVEST all resources, then do ACTIONS. Note: conversions can be done at any time during turn.	PLANETS +2 resources of your choice for each rocky planet +2 points for each gas planet	MERGE Your own stars: -2 He Stars of an opponent: -5 He Any 2 white dwarfs: -8 He

Resource Tracker

Pawns

Element Quantity Markers