

input	Result
Tweet	queue action output, perform modifications
Time	display results of aggregated actions

Action	Cost
Move	go to another planet. Requires fuel
Trade	x of y for z of q with p. cost x of y
gather	get resources based on chance Requires fuel
<del>repair</del>	
repair	repairs all possible modules dep on module
join	place player at location FREE
explore	contribute to exploring score Fuel
Attack	player
Jettison	amt of x

module	effect
Structural upgrade	+1 mod slot
Engine +	+1 fuel max
Armor	protects from cargo loss
mining rig	+ to gather
Weapon +	+ to Attack
processor	converts Rock to minerals

#### Resource

ore — Rocks, minerals, precious stones  
 gas — Fuel can  
 Liquid — water, fuel,

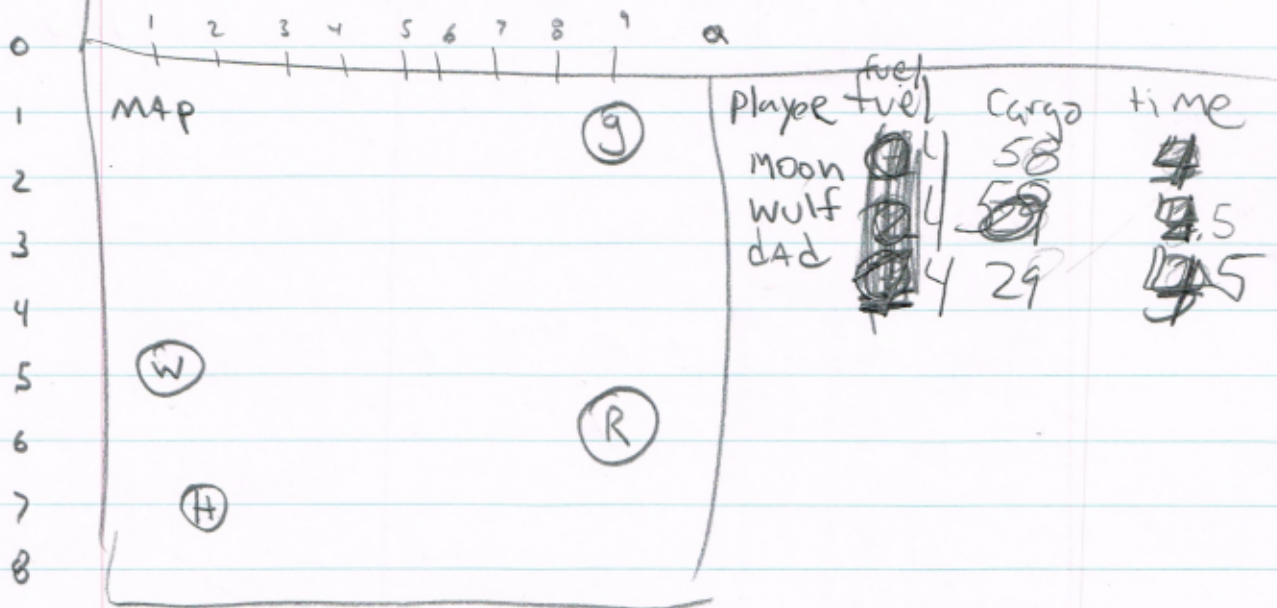
Rocks — Useless, process to minerals or less get

minerals — turn to fuel

planet  
 name      Location      Resources

player  
 name      modules

planets	APX location	Resources
Rocky	6,9	Rocks 25% minerals 3%
Water world	5,1	Water
gassy III	1,9	Fuel
Home	7,2	Trade: All modules Process: ore, fuel



Players start at Home

moon: move to Rocky  
 wolf: move to gassy  
 dad: move to Rocky  
 moon: gather 50%  
 dad: gather 25%  
 wolf: move to Rocky  
 dad: Home move  
 Moon: Home  
 dad: process Rocks → minerals  
 wolf: gather 50%  
 moon: Home  
 dad: Process Rocks → minerals  
 dad: process min → steel

takes 1 turn & 25% fuel  
 takes 1.5 turns & 25% fuel  
 takes 2 turns & " "  
 finds: 50 Rocks, 0 min, 2 stones takes 2 turns 50% fuel  
 finds 25 3 1 25  
 takes 4 turns & 25% fuel  
 takes 2 turns & 25% fuel  
 takes 4 turns & 25% fuel  
 takes 4 turns & 25% fuel  
 takes 4 turns & 25% fuel

+1 steel -15 min  
 -25Rk +13min