ORDER OF ROUND OPPERATIONS

For each round, players will perform the following actions. There may be circumstances where players are forced to skip actions. For example no resources may be available to harvest or an event card may cause a change.

1. Draw Action - draw one event card and do what it says. Skip this action in the first round.
2. Unload Action - Unload the supply ship to the Control Console.
3. Harvest Action
   a. Harvest new resources from the output area of the activated building tiles. Place them in the appropriate area of the Control Console.
   b. Return resource inputs to the Resource Reservoir.
   c. Return settlers to the Community on the Control Console.
   d. Place newly constructed building tiles into the settlement.
4. Settlement Placement Action
   a. Starting with First Player, place resources and settlers to complete a building tile.
   b. Continue clockwise until no more buildings can be activated or the team chooses by consensus to stop.
5. Prime Outputs Action - add output resources to all ACTIVE building tiles.
6. Supply Ship Placement Action
   a. Continuing the turn order, players load resources into a hex on the supply ship from the Control Console. Each hex may contain only a single resource type OR settlers. The number of resources/settlers placed is governed by the Hex Capacity on the Control Console.
7. Check to see if the settlement is self-sufficient OR has collapsed. See END OF GAME for checklists.
8. Move the Shipment Marker on the Control Console. Pass the first player token to the left.