

DATORIEN ANDERSON

OMEGA COLONY

TABLE OF CONTENTS

Datorien Anderson	1
Omega Colony	1
Table Of Contents	2
Game Description	4
Module Used	4
Number of Players	4
GRATIS Outline	4
Flowcharts	6
Meaningful Action Analysis (MAA)	6
Card Game Table Layout Diagram -	7
Component Pieces	7
Detailed Design & testing – Assignment 3	9
Play Testers For Test 1	9
Playtest 1 Results	9
Play Testers For Test 2	10
Playtest 2 Result	10
Play Testers For Test 3	11
Playtest 3 Results	11
Detailed Rules for Players	12
Core Rules:	12
Setting Up:	13
Round Actions:	13
Play Testers For Test 4	13
Playtest 4 Results	14
Play Testers For Test 5	14
Playtest 5 Results	14
Week 3 Playtest Reflection	15
Detailed Design & testing – Assignment 4	16
New Mechanic	16
Play Testers For Test 6	18
Playtest 6 Results	18
Play Testers For Test 7	19

Play test 7 Results	19
Play Testers For Test 8	20
Playtest 8 Results	21
Play Testers For Test 9	22
Playtest 9 Results	22
Play Testers For Test 10	24
Playtest 10 Results	24
Week 4 Tests Reflection	24
Final Reflection	25

GAME DESCRIPTION

It's the year, 2104-- Resources are near depletion. The Solar Federation has decided to enact the Colonies Initiative. Compete against rival cities to become the best city in the entire Omega Rigel System, or be converted into a robotic mining colony.

Module Used

All vs. All module is used. It uses the Set Collection and Simulation mechanics.

Number of Players

- 1-7 players
- Ages 12+

GRATIS Outline

Goals

- Have the highest resources possible at the end of the game.

Rules

- Each player starts with four cards: Spaceship, Water, Energy and Food.
- At the end of the round, players lose ten food, water and energy due to population.
- This can be negated by having enough water and energy, a specific amount of both, auto-generates food.
- Resources are integers of ten: Water Card X 2 = 20 Water Resources.
- Each player starts with three credits: Creds x 3 = 300 Credits.
- Energy and Water can be brought from Trader at 100 per card.
- Food resource cards can be brought from Trader at a value of 200 per card.
- Spaceship Cards are valued at 500--price is subject to change.
- Every two rounds players can buy more from the dealer; it's fast pace dealing, requires use of tokens/valuables.
- All players are on the same planet. The planet has no effect; the space chance and planet chance cards do.
- No start of round reductions. ONLY, in regards to start of round chance card.
- Players start with thirty energy, food and water. Only one spaceship.
- Spaceship can explore every three turns.
- Players can trade resources for resources with the dealer. Tokens/valuables do not count as a resources.
- Once someone reaches zero food, they are kicked from the game. It is assumed that the city was made into a mining colony by robots after the people have fled.
- Once a player is kicked from the game, resources are divided or absolved into the traders deck.

- Every round a chance card is played.
- Enough food, water and energy produced creates one ship; which can be used for ship chance cards. This is optional.
- Only ships are defunct, truly discarded, they are broken down due to inefficiency.
- Resources are infinite until chance card says otherwise.
- Ships are ‘finite’.
- Defending ships can protect against certain chance cards but they ship will be defunct.
- Spaceships are the only card that will be discarded (as in defunct).
- When the Spaceship defends against a Planet Chance Card (PCC), and the PCC does nothing negative, the spaceship is not defunct and can be used to explore for that round.
- The Trader keeps all credits used at an auction, this is the bank.
- The Auction is a repeated loop until the highest bidder wins.
- If a player has two spaceships, they may explore twice.
- Every two rounds, buying resources and ships are available until a card that enables it every turn comes into play.

Actions

- Set
- Give
- Discard
- Trade
- Explore
- Buy
- Defend
- Assimilate
- Create
- Contest

Transitions

- Start Game
- Reduction
- Haggle
- End Game

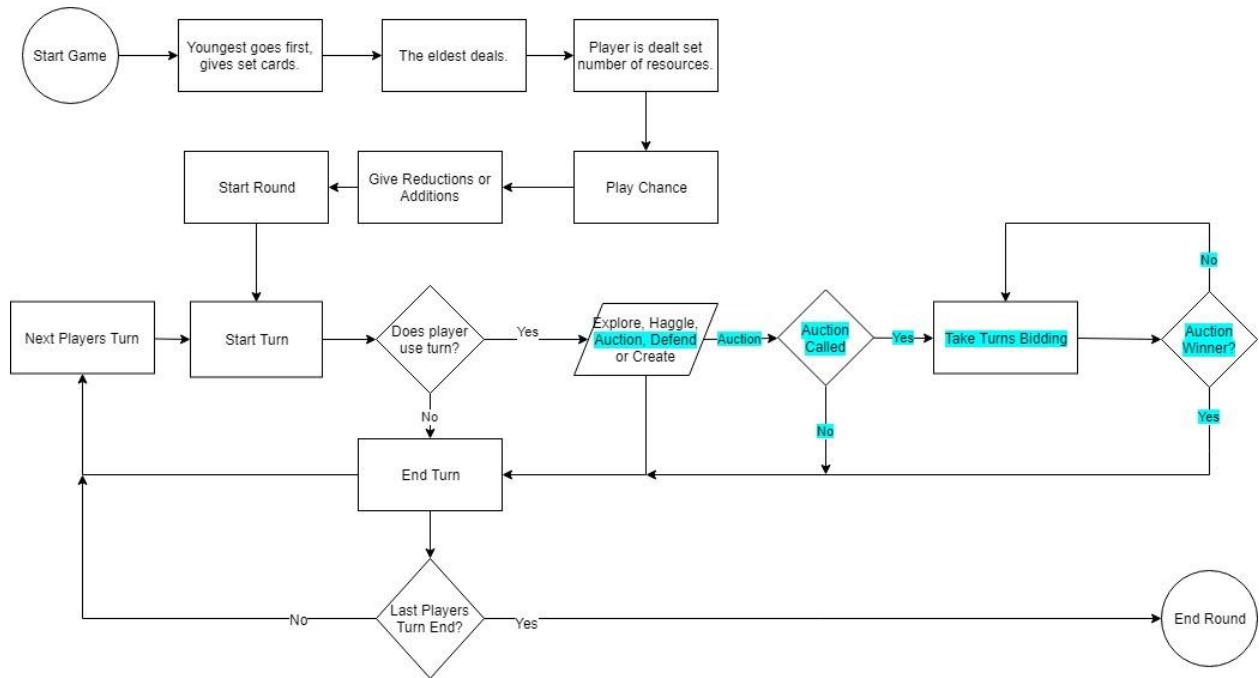
Items

- 85 Cards
- Credits are currency
- Instruction Manual

Setup

- Cards are set up.
- Eldest Deals; they have been waiting for this.
- Youngest goes first; they are technological pioneers.
- Everyone starts with one ship.
- Begin.

Flowcharts

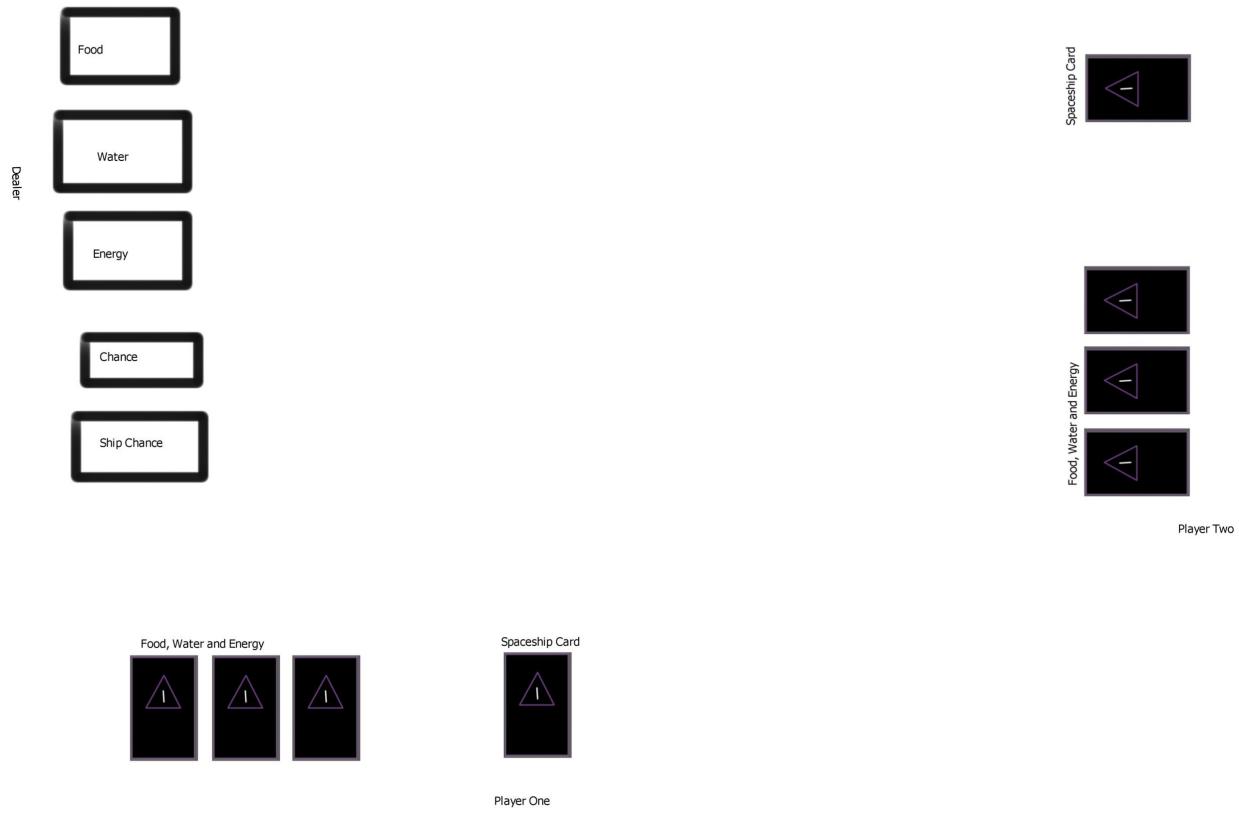


Meaningful Action Analysis (MAA)

- Set - Place down cards. Not Meaningful, Involuntary action
- Give - Give resources after end of round. If enough resources are had for this option. Not Meaningful, Involuntary action
- Discard - Discarding resources after end of round reduction and chance card draw; they go to the trader. Not Meaningful, Involuntary action
- Trade - Players have the option of trading resources with each other. Meaningful, Voluntary action
- Explore - Players have the option of exploring other planets. Meaningful, Voluntary action
- Defend - Players have the option of using their ship to defend instead of going to a different planet to explore. Meaningful, Voluntary action
- Buy - Every two rounds, players have the option of fast-haggling valuables/tokens for more resources, the resource shop is 'finite. Meaningful, Voluntary action
- Assimilate - When food resources reach zero. The player will leave them game and the rest of their items are absorbed by the trader to be used during buying phases. Not Meaningful, Involuntary action

- **Create** - After a set amount of resources is collected, another spaceship can be generated, if asked. This is a trade-off, as it deducts an amount of resources from the player to be able to create. A player can go an entire game without using the spaceship or creating one. Meaningful, Voluntary option.
- **Contest** - When two or more people want the same resource from the Dealer, they fast-pace auction for the item. This is Meaningful for the person who wants the item, but not meaningful for the person who just wanted to buy it.

Card Game Table Layout Diagram -



Component Pieces

- Water Cards x 15
- Energy Cards x 15
- Food Cards x 15
- Spaceship Cards x 10

- Exploration Cards x 13
- Planet Chance Cards x 15
- Tokens (pennies or any circular chip)

DETAILED DESIGN & TESTING - ASSIGNMENT 3

Play Testers For Test 1

Name: (Me) Datorien Anderson

Age: 22

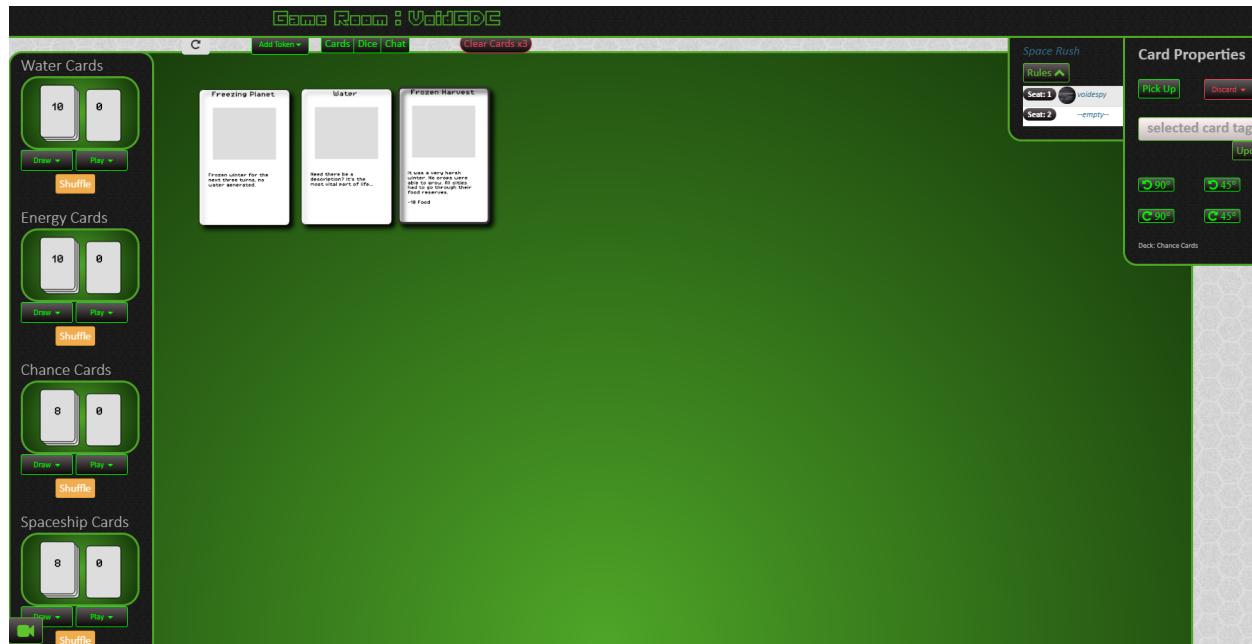
Description: Creator of this game.

Playtest 1 Results

When I started playing and did the beginning game set-up and chance card. I realized that this game would be difficult one. The game proceeded as the flowchart indicated. Once the third round was on, I decided to use the spaceship to go explore, which allowed me to use the spaceship chance deck, I got a water card which added 10 water to my deck. Thus giving me 30 water.

Only four rounds into the game and I lost due to the Frozen Harvest card being played. By having only one food card at the start of the fourth round.

That being said, it was o-ok. The rules need to be reworked. The resources cards definitely needs to be integers of ten, rather than fives or twos, especially due to a limit in using GameStructor. I had to think about the rules a lot-- because although they are there. It took a little getting used too.



Play Testers For Test 2

Name: (Me) Datorien Anderson

Age: 22

Description: Creator of this game.

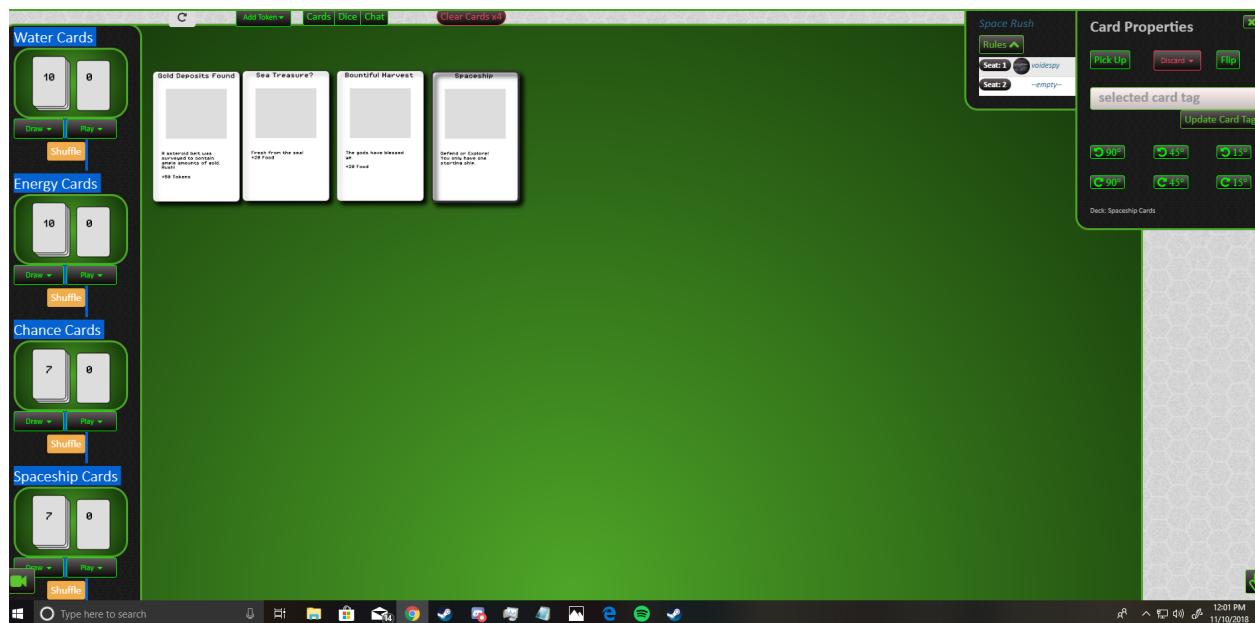
Playtest 2 Result

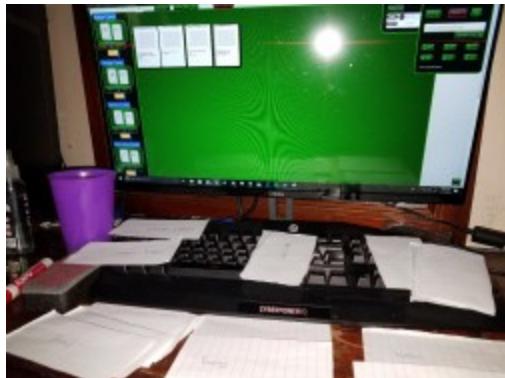
In playing with the change of rules. I drew a gold deposit card, valuables only go with the creation of another spaceship or buying from the trader. Then start the next round, with a resource use reduction. So, twenty: food, energy and water. By the third round, I have 60 Food. 20 Energy. 20 Water. Now, I can choose to explore or not. In allowing my spaceship to explore, I found an old ship.

At that point, I realized-- things are working nicely with the change. But the “difficulty needs to be upped. So to say. I now need to create more cards that deal with reduction. I did have fun initially but once I realized I had sixty food-- there wouldn’t be anymore challenge. Meaning, with chance cards, I also need to edit the values of some of them.

I didn’t have fun, even by myself because the rules seemed a bit confusing at first and also it was very easy due to most of the chance cards being overwhelmingly positive.

As of now, I don’t think there needs to be any changes with the flowchart. Everything runs smoothly in that regards.





Play Testers For Test 3

Name: (Me) Datorien Anderson

Age: 22

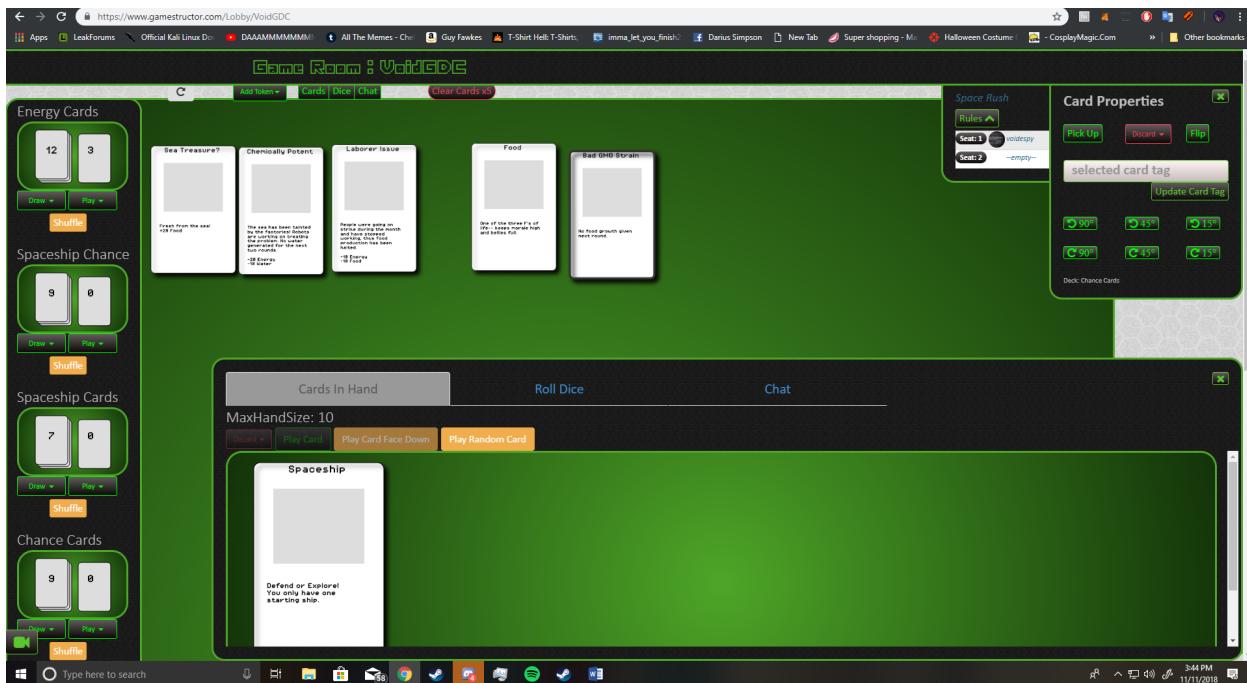
Description: Creator of this game.

Playtest 3 Results

I gave more cards to hold in the deck in GameStructor; as well as added more negatives for balancing. While it did effectively make it harder for strategic effect. By round five, it was already game over-- I still haven't yet implemented the auction system yet but I shall do so next week.

The Food card on there was due to the spaceship chance, the game would have ended on round four if not because of that. Using the spaceship is a choice that effectively made the game last one more round. So it was definitely meaningful. Because of the added challenge I did have more fun than I did the first two times. Even though that was making sure it runs right.

Due to knowing how exactly everything is supposed to flow. I was able to use GameStructor rather than pieces of paper with words.



DETAILED RULES FOR PLAYERS

Core Rules:

- Each player starts with four resource cards: Energy, Food, Water and Spaceship.
- Each player starts with five credits; valued at 500.
- Energy and water can be brought from the Trader at 100 per card.
- Food can be bought from the Trader at 200 per card.
- Spaceships can be brought with 500 credits when they also have five resources(Energy, Food and Water) when the spaceship is brought, it consumes the resource and is put in the Traders pile.
- Due to population costs, after every round, one: energy, food and water must be deducted from each player.
- One resource card counts as ten units. Therefore, one water = ten water.
- All players are on the same planet. As such, each chance card that is played applies to each player when it's played.
- Spaceship cards are ONLY for the person who chooses to use the spaceship. When a spaceship card is drawn, it only applies to the person who plays it.
- The Spaceship card can only used every two rounds.
- When the Spaceship defends against a Planet Chance Card (PCC) it will make the spaceship unavailable to use. This is the only resource that cannot go to the trader pile.
- When the Spaceship defends against a PCC, and it does nothing, the spaceship IS NOT unavailable and may be used the next round to explore.

- When a person has reached zero food, they are kicked from the game, the rest of the resources go to the Dealer, and will be available for purchase for remaining players.
- When someone buys the last food resource card, everyone else can initiate an auction. The Auction is a repeated loop until the highest bidder wins. The auction lasts twenty seconds and the auction itself, is fast-paced.
- The Trader keeps all the credits used at the auction, this is the bank.

Setting Up:

- All players will receive an initial three of each resource cards and only one spaceship card.
- The player will receive 500 initial credits, this is five creds/pennies can be used.
- The Dealer sits away from everyone else-- like the opening part of a "U" with the players being the curved line.
- The Dealer has two primary decks: chance cards and spaceship chance cards. They are put in the middle. In Front of these cards are the spare resource cards.
- Spare resource cards are to be used during the buying phase.

Round Actions:

- Turns are clockwise.
- During each turn phase, the player may: Explore, Defend, Buy/Haggle and Create.
- Auctions can only be initiated when a resource being brought is contested.
- Every three rounds, the spaceship will be available for exploration use.
 - Edited: Every two rounds, the spaceship will be available for exploration and defense use.
- Every two rounds, buying resources and ships are available.
- If a player has two spaceships, they can explore twice per the three rounds. Likewise per spaceship that is brought.
- If a ship is set to defend, it may negate/nullify a chance card but by doing so, it will make the ship unavailable for usage.
- If there are five of each resource cards, another ship may be brought from the Dealer.

Play Testers For Test 4

The initial two playtesters flaked out without telling they couldn't do it. So I had to make the paper cards again and find another two--I had been waiting since 3pm (it is 9pm when observed this test)

Name: Rainey

Age: 39

Description: Mother.

Name: Maurice

Age: 33

Description: Mother's Boyfriend.

Playtest 4 Results

Rules are unclear. Rainey had to ask for clarification multiple times.

Maurice enjoyed learning about the game's rules, however, Rainey was confused by the rules even seeing them written-- but once understood, enjoyed the game. The biggest was the ship/exploration chance card. I need to rework how it is explained. I realized-- a lot of things that will continue making it fun depends on the addition of currency and next week.

I was missing the spaceship card from the detailed rules.
Rules will be updated and see if the game runs smoother.



Play Testers For Test 5

Name: Rainey

Age: 39

Description: Mother.

Name: Maurice

Age: 33

Description: Mother's Boyfriend.

Playtest 5 Results

The game went by smoothly and fast. After implementing the blue highlighted changes. There wasn't any need for rule clarification while looking at the sheet. They had fun, and in turn got interested in making games due to the playtest. The game ended too quickly after they knew what to do.

I was giving suggestions:

- The game was punishing, it took too much food. Balance the given resources and the subtracted/added resources due to chance.
- More chance card variations.
- Find more choices for players to have.



Week 3 Playtest Reflection

Four clear comments was that and my thoughts:

1. “The game was too punishing; felt like there was bad luck.” It is a colony simulation card game but I get it, I have the same thoughts about it. Finding out what’s ‘good enough’ is going to be a slight bit difficult. This is definitely negative.
2. “There needs to be more mechanics.” This is true, I am going to fully implement currency and finding more things for players to do per turn. That is negative.
3. “This is actually pretty fun.” Once players had a clear understanding of how the rules are and the flow of the game. It became a breeze, it was fun learning to them even in the beginning when rules are unclear. This is positive!
4. Placeholder.

Four clear issues that I noticed.

1. I need to fully distinguish both chance decks-- there was enough confusion with planet chance that systematically happens for everyone and exploration cards which only happens to the player that chooses to utilize the spaceship.
2. The detailed rules, while are very clarifying needs to be simplified for all audiences.
3. The biggest issue is when it comes on what to do. There needs to be an inbetween of exploration and chance cards-- while it is a simulation there needs to be something else. This was not explicitly mentioned but I had the feeling. It was a gut feeling I had when I made the game and the most prominent problem.
4. This iteration needs to have a currency system it was not said but when I later asked questions after it was done: I mentioned that it was designed to also be a haggling game, this shows-- because something was missing that they felt and I knew what it was.

In the next iteration of the game, I will include:

- Rename the Spaceship Chance Card to Exploration Card to avoid confusion.
- Add currency system to support haggling.
- Develop more exploration and planet chance cards.

- Focus on the balancing issues: the game is either too easy or too hard. Specifically the food is gone faster.
- Making the game longer. Though it is supposed to be at least six to twelve rounds long.
(One Round = One Month)
- Focus on a missing element that isn't a chance card, haggling or exploring. It's missing a vital player element but I need to make sure it won't be a showstopper.

I had to explain the rules at least six times. Not too many but “too” many. The first was exploring. It was understood that it is a choice but it is a matter of the how and why. I would have chalked it down to overthinking but it’s not. By playtest four, the game was played without stopping for clarification. Only asking after the game was done. This means they had sufficient enough understanding of the rules.

DETAILED DESIGN & TESTING - ASSIGNMENT 4

New Mechanic

The new mechanics that will be implemented are currency, auction and defending.

Once currency is figured out, players will be able to buy resources from the trader and take turns auctioning. These two choices are purely meaningful as it is possible to play the game without buying a resource from the trader.

Currency is valued at creds = 1 = 100, therefore, three creds is 300 credits.

Food Resources is more valuable therefore, it is 100 more than everything else, thus being 200 credits.

Revised Resource Creation.

Generating Resources

1/one food	= 10 units of Food <small>(is equal to)</small>
1/one water	= 10 units of water
1/one energy	= 10 units of energy <small>(is)</small>

$$3N + 3W = 1F$$

$$5N = 1W$$

$$5N + 5F + 5W = \underline{\text{Ship purch}}$$

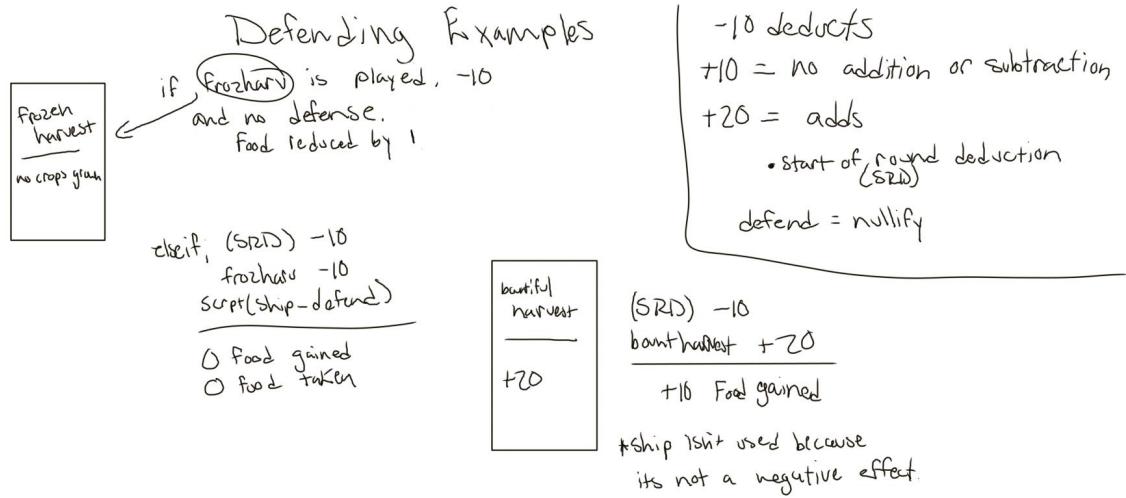
$\circ F = \text{Food}$
 $\sim W = \text{Water}$
 $\nearrow N = \text{Energy}$

With auctioning, once an item or a couple of items are bid on, players will take turns bidding on it. An example is the last food resource card. It is a vital resource, players might end up using all of their currency or "creds" to buy the food card. Participating in the auction is completely optional. The trick to the dealer is that-- as long as enough energy and water is in the deck, more food resource cards can be generated. Auctioning is initiated when for example, is buying the last two food resources the dealer has and water. Another, or multiple players want the food card. To auction for it, they are auctioning for the three cards being bought not just the food card. Thus it is high-stakes. Credits put into the auction stay with the Dealer.

Auctioning has a repeat loop until there is a winner, or everyone else but the highest bidder concedes.

Another mechanic is defending, although it was there in the last iteration. It wasn't implemented. A spaceship can defend against a viable planet chance card with a bad effect. This will use up that spaceship card and it is completely optional. A player can choose to not let his spaceship defend-- "Using the ships' power to generate a heat shield, if Frozen Harvest is played, thus that player can still generate food while others can't."

Illustration of How Defending Works:



Defending falls under the choice of exploration. Thus there is no flowchart change for it; Defending is entirely option. As the player can choose not to defend or explore.

Play Testers For Test 6

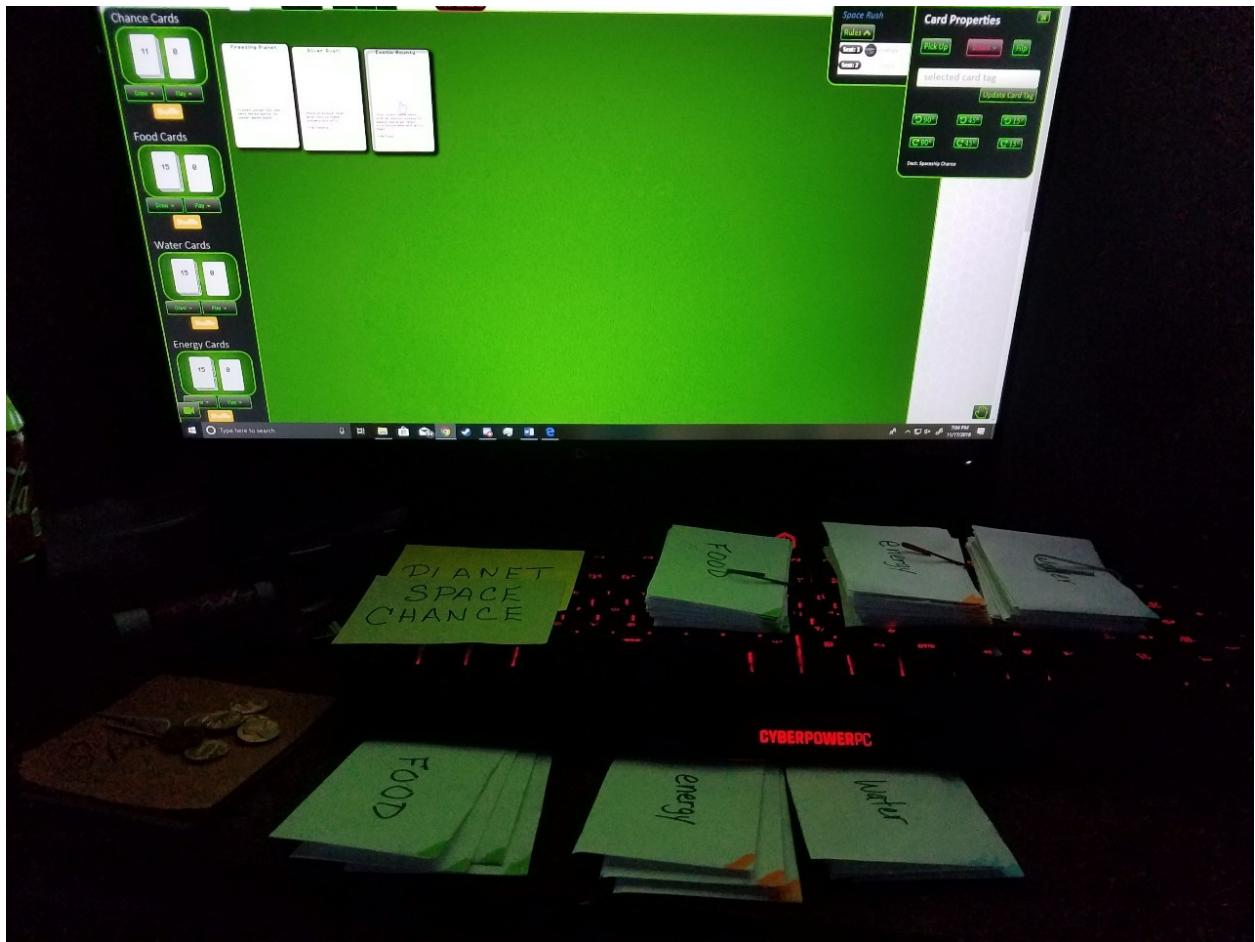
Name: (Me) Datorien Anderson

Age: 22

Description: Creator the this game.

Playtest 6 Results

The Initial playtest for the new mechanics went well. I need to change tokens to credits in the entirety of the document though, it gets confusing reading tokens when it means credits. There still needs to be a bit more balancings-- this time with the currency. Five-hundred given seems a bit too much. Re-reading the instructions. Everything seems nice-- I am going to balance the cards next for further balancing in playtest #7.



Play Testers For Test 7

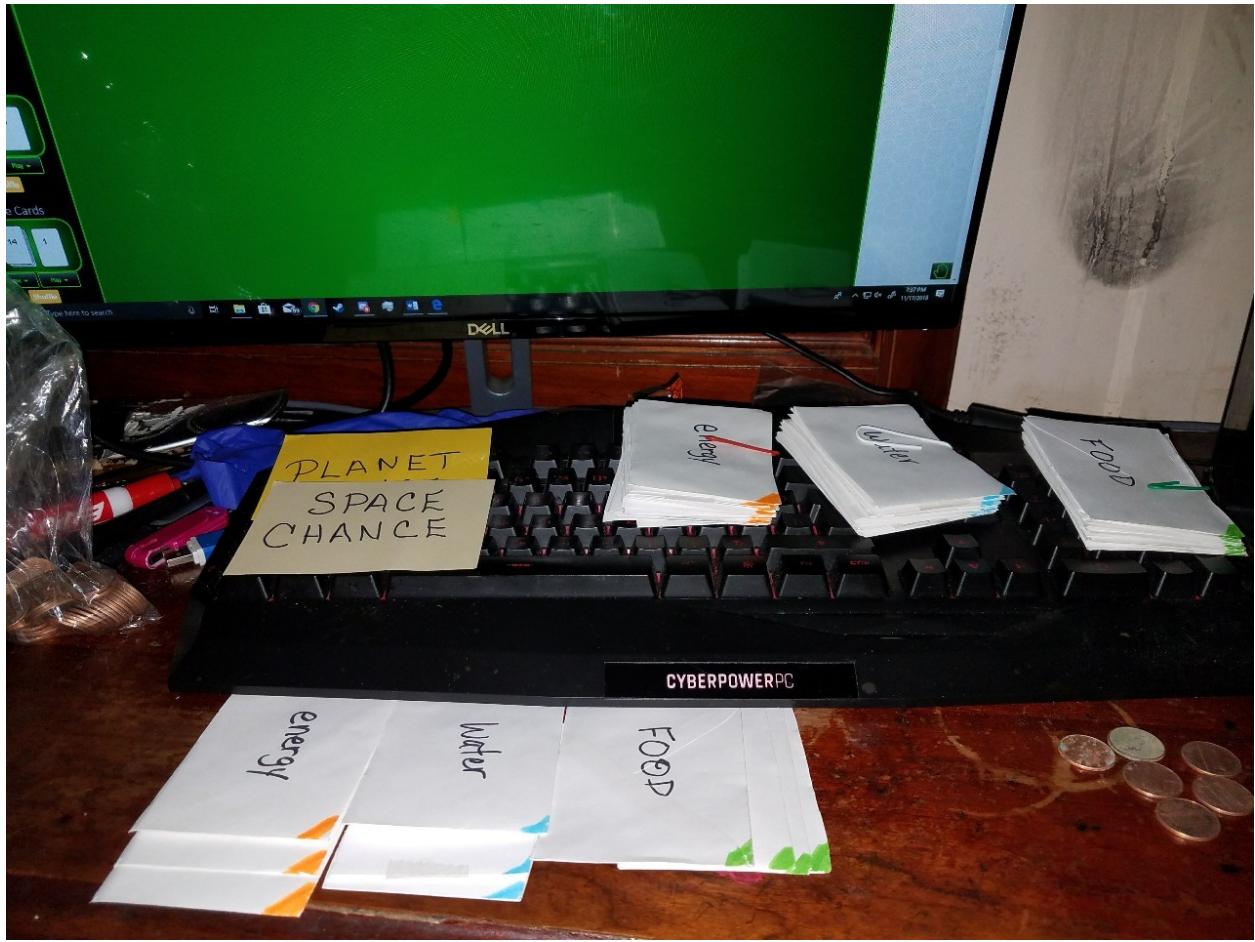
Name: (Me) Datorien Anderson

Age: 22

Description: Creator of this game.

Play test 7 Results

The new rule for this playtest is that the initial credits are three hundred -- three pennies/credits instead of five. More cards have been added to both spaceship and planet chance decks.



Results:

Things went well again-- I'm thinking of removing planet chance cards that add credits and adding a rule of every three or six turns. So; Round 3, 6 and 9 will give congratulatory credits for keeping the colony sustained. So the only time you can gain credits is via trading, spaceship chance cards and congratulatory credits.

Making the initial given credits three hundred (three pennies or like item) is better than five. So essentially there should be more than exploration cards (spaceship chance cards) than planet cards-- but enough planet cards that each game is a bit different.

Play Testers For Test 8

Name: (Me) Datorien Anderson

Age: 22

Description: Creator the this game.

Playtest 8 Results

Changes? Spaceship Chance Cards will be renamed into exploration cards. More cards will be added. Auction mechanics will be tested; after this is concluded playtester will try.

Results:

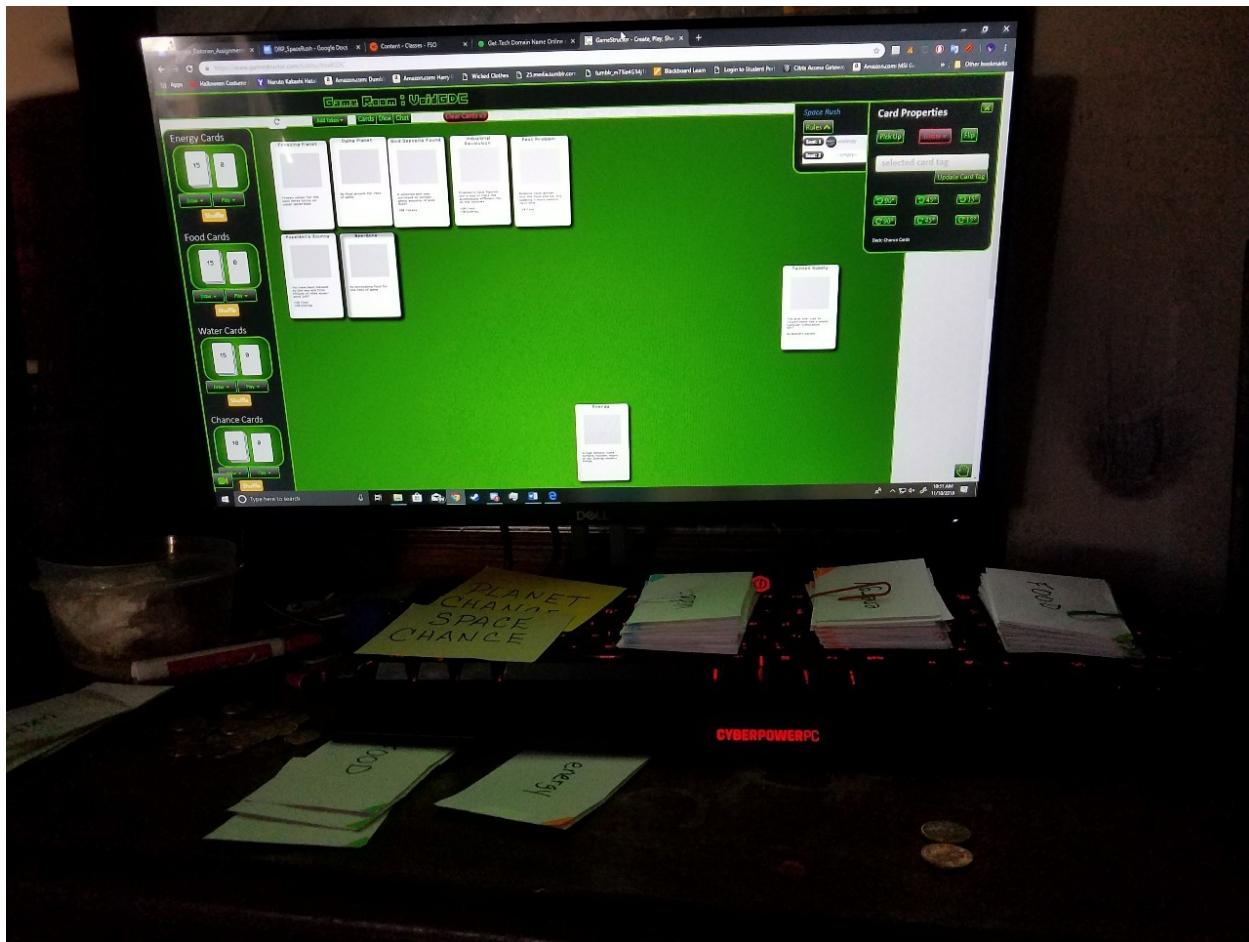
I need to do something with the frozen harvest and dying planet cards; they seem to be played the most. Even if its a 2/18 chance of it being drawn in the initial play. I need at add more cards to decrease the chance of it being played. After all, that means it will likely be played at least once during a full game session.

During round two, I gained an energy card via spacechance. I might add more of those and a few more chance cards that add credits. Due to frozen harvest being drawn earlier, I used 200 credits to purchase a food card, leaving me with only one cred.

For round three, I gained the congratulatory bonus three hundred credits for the colony lasting to the third round-- and then the PCC was gaining 500 credits a piece. Due to this luck, it would only be naturally that an auction would take place. As I imagined, it was high stakes-- the imaginary player and I went all out-- we both bid for two food cards--making the total credits given to the Trader a totally of over one thousand four hundred credits. I lost the auction but the upside is that I still have 200 credits left.

I decided that in the upcoming round, I will use the spaceship to defend-- the resulting card was Pest Problem, meaning that would be a -20 to food gain during the start of round. This means it was negating and due to energy output the ship will be defunct. This makes the game harder as I must either hope to purchase a spaceship or not. Realistically, I will have lost the game in the next few rounds. Or even, next one round.

For simulations sake, I will simulate the next rounds-- Poseidon's Bounty played which means I gain one food and energy. (as it is +20 -- which ten of that twenty negates the starting round reductions due to population cost) Thus I would have had Four Food and Two Energy. If my opposing force didn't make his spaceship defend-- assuming he didn't he would have lost two food during the pest round but only gained one card. This changed the game from me losing to me winning



Play Testers For Test 9

Name: Rainey

Age: 39

Description: Mother.

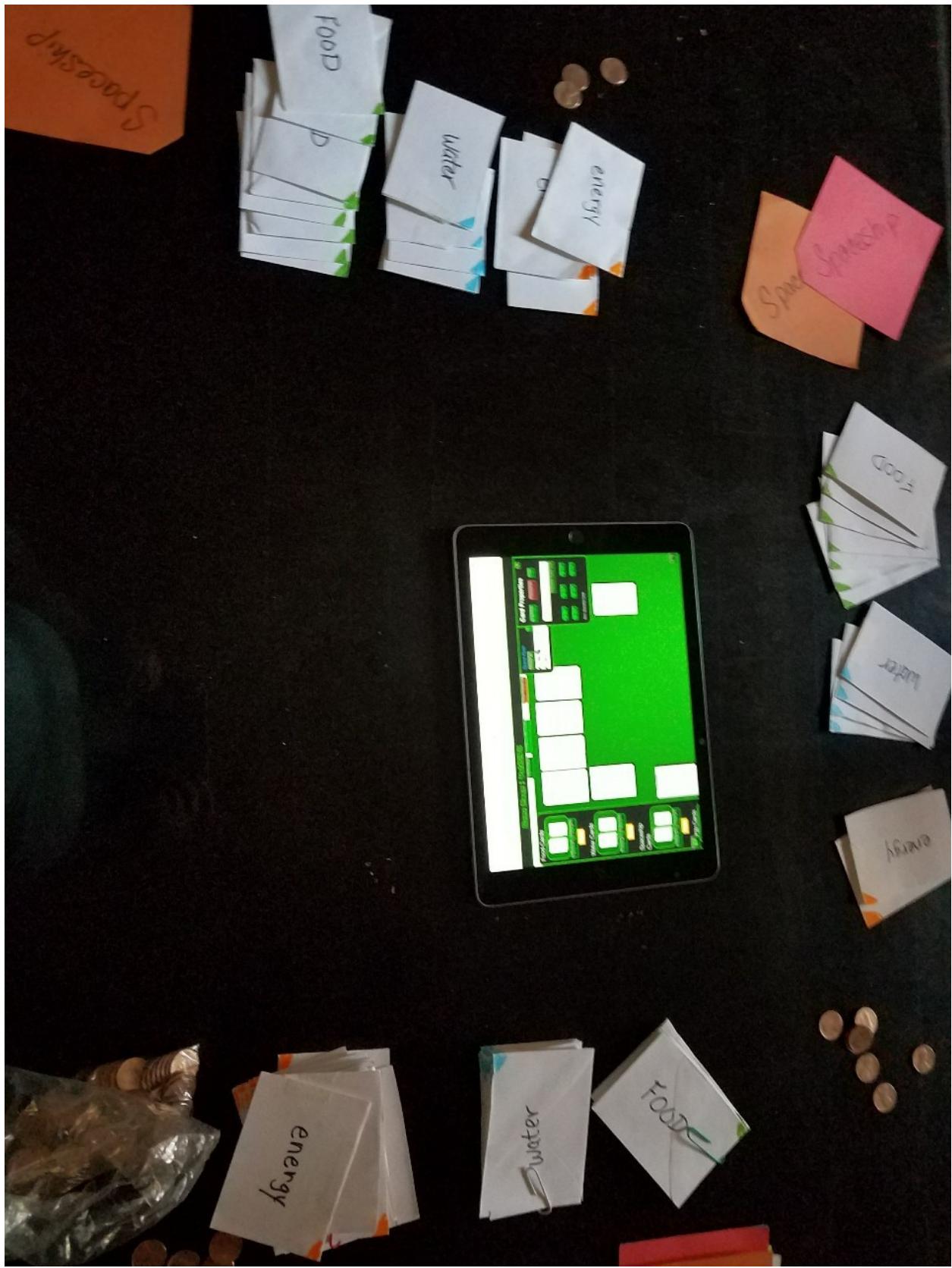
Name: Nichelle

Age: 36

Description: Aunt. Health Department Nurse.

Playtest 9 Results

There was a couple of hiccups with the rules, it was forgotten during gameplay to the one with three hundred credits, everything went well. I figured there is too much credits being given during the congratulatory credits. Might change to 200 instead of 300 or only one.



Play Testers For Test 10

Name: Rainey

Age: 39

Description: Mother.

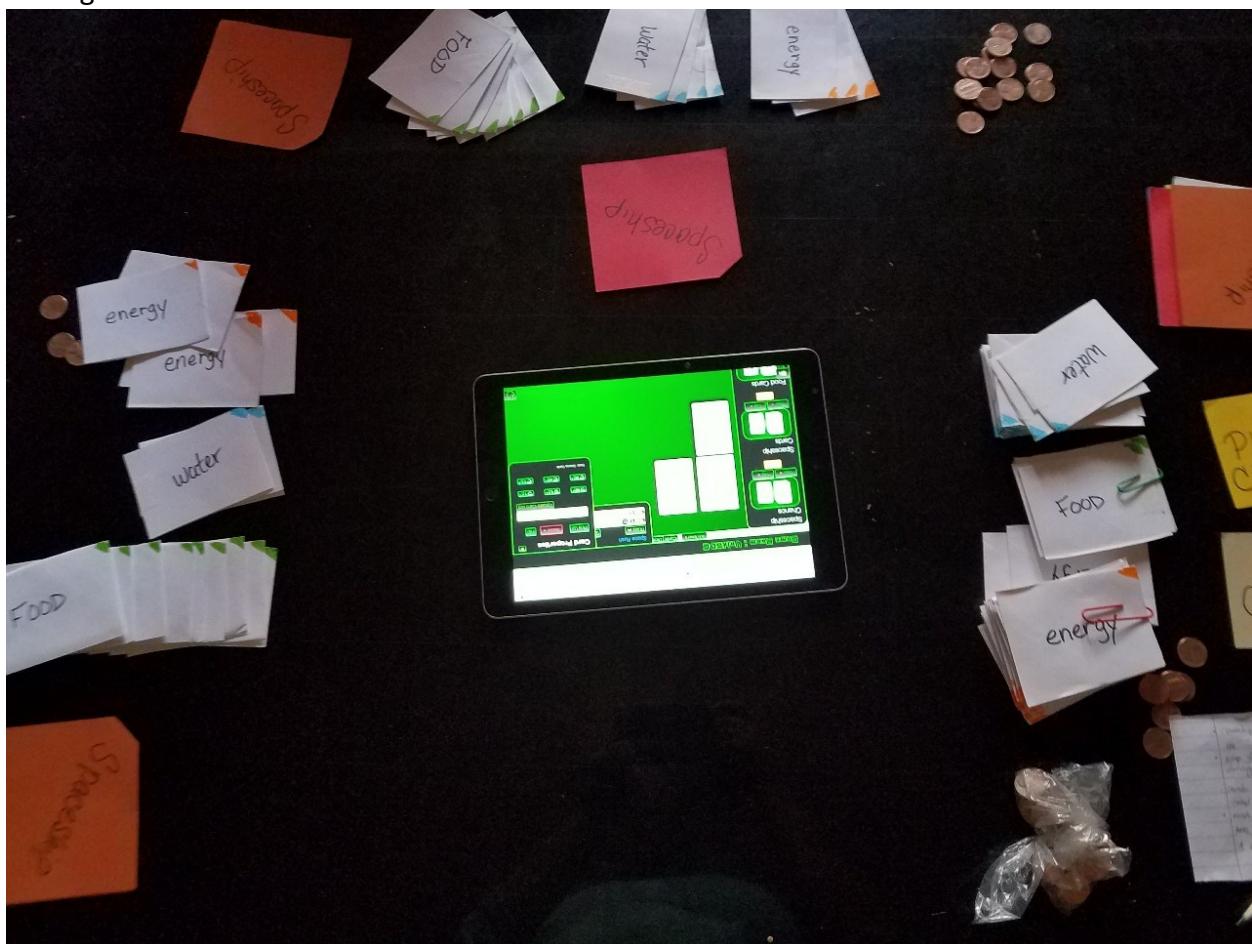
Name: Nichelle

Age: 36

Description: Aunt. Health Department Nurse.

Playtest 10 Results

I changed



Week 4 Tests Reflection

As I was a play-tester, during the initial tests my concern was if the mechanics would work well together without me needing to edit too much; especially because of the power outage for a while and then not

being able to pay the internet bill after that. I had to make sure my mind was clear and that the rules weren't forgetting anything--

Any feedback that will be given I was take seriously even if it's taken in a joking manner just like director stanley kubrick. Any feedback is good feedback and will seriously affect later iterations of the game. If it's in a joking manner I will attempt to extract the meaning of it-- because sometimes people give feedback in a joking way because they feel awkward. I know because I do this sometimes.

Reflection from Playtests 9 & 10:

The spaceship buying needs to be rebalanced. There were a few rules that kept being forgotten during gameplay--less so during the tenth play-test. By round seven each person had more than enough cards. Problem is-- I'm not sure if this is bad or good since resources are 'finite.'

There was nothing truly negative. "The game is set-up well overall and directions are clear." I'm guessing it's the processing the directions when it was actually time to play that gave hiccups. This is okay.

"It's a good time consumers because games are not too long or too short." This much is true, there is a huge difference in game duration from last week and this week-- it's added more minutes. A concern was that they ran out of game resource cards which is okay--it is supposed to be a 'finite resource but like with monopoly people will add more in to make the game longer.'

Playtesters generally enjoyed the game though the rules took a while to absorb. As it's a simple concept but seemingly complex mechanics-- especially to those who don't play many games. The biggest issue to concentrate on is balancing.

The new gameplay mechanic that was added, improved the gameplay but tipped the balance yet again. This is not a big deal and easily fixed with trial and error with the numbers. I definitely plan on keeping the auction and currency mechanics because they are in essence, a core part of the gameplay. There was a couple of times rules were made up on the fly. Not too much of an issues, I'll see about adding it in.

The adding onto rules is what I saw during game-play, although it was written that directions were clear. That still happened, for that, I am confused. Still-- the game was enjoyed. The only major issue is still balancing.

Final Reflection

I learned that game design documentation is a rigorous task, for some this can be daunting for others like me, this is exceptionally fun to do. I've seen other game design documentation during my time in the class-- like what the written material says: Game Design Documents are different for other studios, companies, institutions and individual game designers.

This is what I came across during my time in this class that made me understand the documentation process more: (this has flowcharts and etc.)

https://docs.google.com/document/d/1aBOEpwbK_ikI4gC0kWf1oy2ljRtB7TYKPcgcB37vY8/edit

That it is very helpful. I do have a separate document where the highlighted week 4 items are in the color green so I know what is old changes (light blue/cyan) and what are new changes(green). It is something that I will keep using because the iterative design process is pretty solid.

Play-testing challenges the game designer to make their product better. Not perfect, but better or as good as can be. It also erects problems that would not otherwise show in documentation.

DETAILED RULES FOR PLAYERS

For Space Rush

Created by Datorien Anderson

Blue Highlighted is Week 3

Green Highlighted is Week 4

The Trader and the Dealer are used synonymously.

Core Rules:

- Each player starts with four resource cards: Energy, Food, Water and Spaceship.
- Each player starts with five credits; valued at 500.
- Energy and water can be brought from the Trader at 100 per card.
- Food can be bought from the Trader at 200 per card.
- Spaceships can be brought with 500 credits when they also have five resources(Energy, Food and Water) when the spaceship is brought, it consumes the resource and is put in the Traders pile.
- Due to population costs, after every round, one: energy, food and water must be deducted from each player.
- One resource card counts as ten units. Therefore, one water = ten water.
- All players are on the same planet. As such, each chance card that is played applies to each player when it's played.
- Spaceship cards are ONLY for the person who chooses to use the spaceship. When a spaceship card is drawn, it only applies to the person who plays it.
- The Spaceship card can only used every two rounds.
- When the Spaceship defends against a Planet Chance Card (PCC) it will make the spaceship unavailable to use. This is the only resource that cannot go to the trader pile.
- When the Spaceship defends against a PCC, and it does nothing, the spaceship IS NOT unavailable and may be used the next round to explore.
- When a person has reached zero food, they are kicked from the game, the rest of the resources go to the Dealer, and will be available for purchase for remaining players.
- When someone buys the last food resource card, everyone else can initiate an auction. The Auction is a repeated loop until the highest bidder wins. The auction lasts twenty seconds and the auction itself, is fast-paced.
- The Trader keeps all the credits used at the auction, this is the bank.

Setting Up:

- All players will receive an initial three of each resource cards and only one spaceship card.
- The player will receive 500 initial credits, this is five creds/pennies can be used.
- The Dealer sits away from everyone else-- like the opening part of a "U" with the players being the curved line.
- The Dealer has two primary decks: chance cards and spaceship chance cards. They are put in the middle. In Front of these cards are the spare resource cards.
- Spare resource cards are to be used during the buying phase.

Round Actions:

- Turns are clockwise.
- During each turn phase, the player may: Explore, Defend, Buy/Haggle and Create.
- Auctions can only be initiated when a resource being brought is contested.
- Every three rounds, the spaceship will be available for exploration use.
 - Edited: Every two rounds, the spaceship will be available for exploration and defense use.
- Every two rounds, buying resources and ships are available.
- If a player has two spaceships, they can explore twice per the three rounds. Likewise per spaceship that is brought.
- If a ship is set to defend, it may negate/nullify a chance card but by doing so, it will make the ship unavailable for usage.
- If there are 5 of each resource cards, another ship may be brought from the Dealer.