

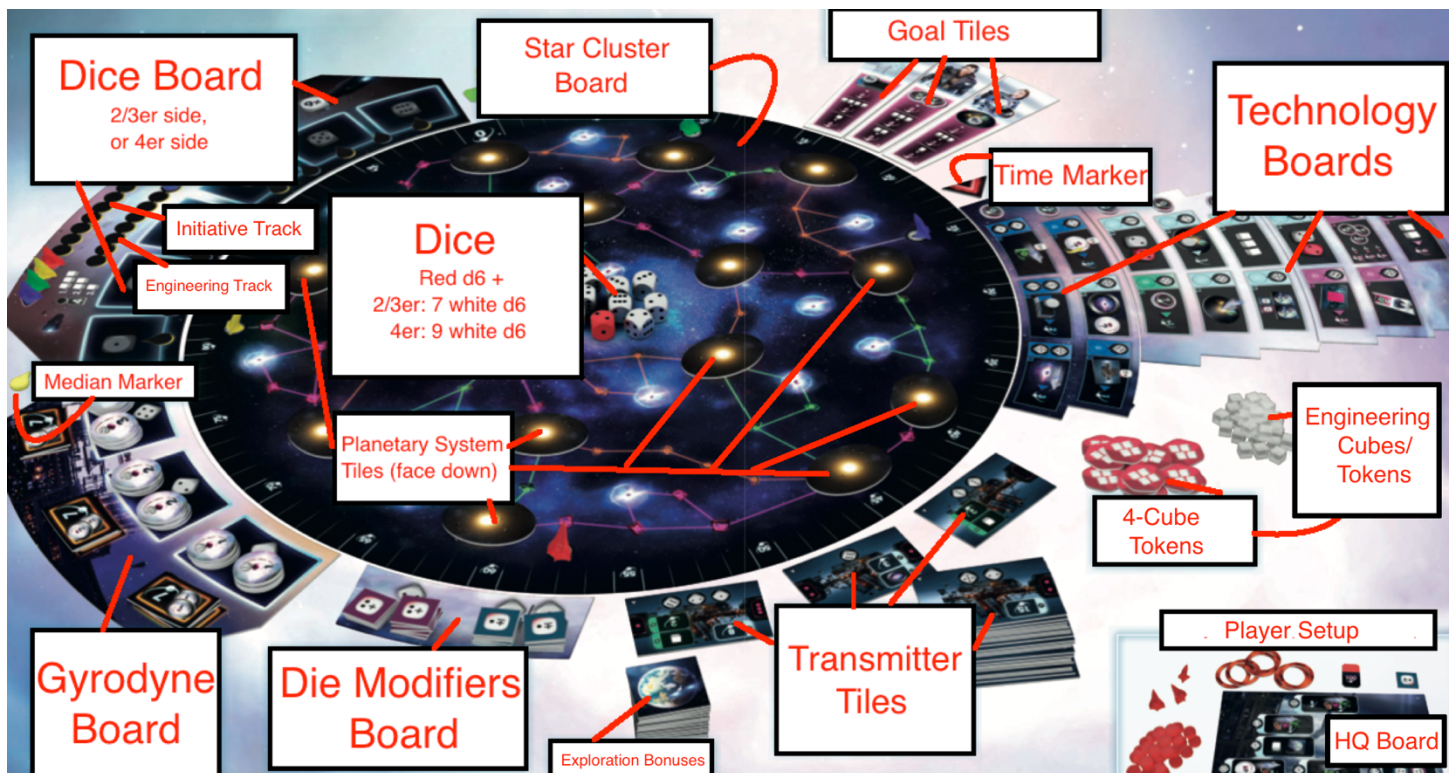
Pulsar 2849

SETUP

- Star Cluster Board (main game board):
 - May use either side but for first game, recommend ☼ side (without dead ends).
 - Place the red die and 7/9 silver dice (3/4er) on the black hole.
 - Randomly place 16 planetary system tiles face down on their locations.
- Goal Tiles: place 3 random tiles, random side up, next to Board. First game: use ☼ tiles, ☼ side up.
- Technology Boards:
 - Use one random I, II, and III category tile (for first game, use AI, AII, AIII).
 - Place them next to Star Cluster Board I III going outwards.
 - Point Time Marker to innermost Tech.
- Transmitter Tiles
 - Stack As atop Bs atop Cs, each group randomized, letter side up.
 - Place top 3 tiles face up near Board.
- Exploration Bonus Tiles: shuffled, face down.
- Die Modifiers Board (adjacent to Star Cluster): stack the modifier tokens on their spaces.
- Gyrodyne Board (adjacent to Star Cluster):
 - Stack tiles, sorted by type.
 - Make Construction Award Tile stacks (7VP atop 4VP), place on indicated spaces.
- Dice Board: 2/3er or 4er side face up
- Engineering Cubes, 4-Cube tokens placed nearby.
- Each player takes:
 - Pieces in their color: 2 rockets (3 in 2er), 6 Pulsar claim rings, 1 100VP tile, and player token discs.
 - 1 ± Die Modifier
 - 1 random HQ board (NOT for first game): decide which side to use before dice rolled
- Place one (two in 2er) of each player's rockets on the Turn Order Track of the Dice Board in random order (2er: 1st player on 1 and 3, 2nd player on 2 and 4). Then:
 - Place player discs on Initiative and Engineering tracks matching turn order track, in reverse order (last player on top).
 - Place player discs on score track according to turn order: 4VP + turn order.
 - In reverse turn order, place a rocket on an unoccupied entry gate.

WAYS TO SCORE VP

- During Action Phases
 - First and second players to begin construction of 2 same-sized Gyrodynes.
 - Flipping some transmitters.
 - Most exploration bonus tiles, earned when ending your flight in a system and stationing a blue planet there, stationing a dead-end planet, or claiming a dead-end Pulsar.
 - Some patents.
 - Some HQ projects: either immediate points or VP from Gate Runs when visiting gates of a specific color.
- During Production Phases
 - Some online transmitters give VP, some allow you to buy VP.
 - Spinning (constructed) Gyrodynes.
 - Some patents.
 - 2er: 3rd place on Engineering Track.
- During Final Scoring
 - Purple patents
 - Goal tiles
 - Pulsars without a finished Gyrodyne
 - Unfinished Gyrodynes
 - Engineering cubes remaining
 - Initiative track
 - Stations




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GAME PLAY OVERVIEW

- 8 Rounds, each with 3 phases:
 - Dice Phase:** choose dice
 - Action Phase:** use dice
 - Production Phase:** earn VP/cubes, clean up
- Final Scoring

DICE PHASE

- First Player rolls all the silver dice, then places them on the matching spaces of the Dice Board.
 - Even Start Variant: In *First Round*, place a die in spaces 2-5 (4er: 1-6) and only roll 3 dice.
- Determine the median value rolled, place the Median Marker on that space. If there are more dice to left/right of that value, move Median Marker one step in the same direction.
 
- In turn order, then in reverse order, players choose a die from the Dice Board until each has 2 dice. If a die is left/right of the Median Marker:
 - They move either their Initiative Marker or Engineering Marker in the same direction, as many spaces as the die was from Median.
 - If possible, they must choose a die (and marker, if 2er) which would not move the marker off the track.
 - Markers that would move off track instead go to the furthest space on the track.
 - If any markers are already present at the new space, place your marker on top.

ACTION PHASE

- In order of Turn Order Track, one turn per player, each player takes all their actions (in any order).
 - Use all your silver dice \pm one bonus (red) die. *Max one bonus (red) die per turn.*
 - May modify each die with a single modifier before using it. Final value may be >6 or <1 .
 - Place used dice on the black hole.
 - Return used modifiers to Supply.
- Possible Dice Actions:**
 - Buy a Die Modifier
 - Fly Your Survey Ship
 - Build Energy Transmission Array
 - Patent Technologies
 - Work on Special Project (only if using HQs)
- Possible Free (Diceless) Actions:**
 - Develop Pulsar(s)
 - Copy a Leftover Die

ACTIONS

- Buy a Die Modifier (die = type of modifier)**
 - Spend a 1 or 2 die: buy one \pm Die Modifier
 - Spend a 2 die: buy one +2 Die Modifier
 - Modifiers are not Supply limited (use any convenient substitute if needed)
- Fly Your Survey Ship (die = distance)**
 - Spend a die to move along printed segments, *exactly* as many segments as pips on your die.
 - May not use a segment more than once/die.
 - Dead-end paths have 2 segments; you can use both in the same Fly action.
 - If you station a dead-end planet or claim a dead-end pulsar (see below), draw an *additional* exploration bonus tile.
 - May score VP for **Gate Run** (see Special Projects action, below) for one type of gate.
 - If you visit (=fly through or end at) a face down planetary system, flip it face up. Place a token of a non-player color on all planets numbered n+1 or n+2.

- Stations:**
 - Max 1/planet and 1/player/system
 - If flying *through* the system, priority= lifeless (i.e., may station the blue planet only if no non-blue planets are available).
 - If you *end your move* in the system, priority= blue (i.e., may station a non-blue, planet only if no blue planets are available). If stationing a blue planet, take either the exploration bonus pictured, or an exploration bonus tile (shuffle discards if necessary) – resolve the tile immediately.
- Pulsars:** If move ends at an unclaimed Pulsar, you may claim it (max 6/player): place your Pulsar ring around it. If you claim a dead-end Pulsar, draw an exploration tile.

Build a Gyrodyne (die = size)

- Spend a 1/2/4 die to take a S/M/L Gyrodyne tile from the Gyrodyne Board, place in your play area “under construction.”
- Spend a 3/5/6 die to finish constructing a S/M/L Gyrodyne *that is at a Pulsar*: flip the face down Gyrodyne to “Spinning” side.

Develop Pulsar(s) (no die spent)

- You may do this on any of your turns, any number of times, without spending dice.
- If you have a claimed Pulsar without a Gyrodyne, may place one of your Gyrodynes there face down (“under construction”).
 - First player to have 2+ Gyrodynes of the same size on the board gets 7 VP Award.
 - Second player gets the 4 VP Award.

Build Energy Transmission Array (die = transmitter cost)

- Spend a die matching any die on the transmitter (3 available per Round) to claim it.
 - Place it in your play area with a token on the die cost.
 - Must immediately either link it to another transmitter (connect the half-die icons) or start a new array.
- May pay costs shown in any order, maybe over multiple rounds; cover paid costs with token. When all costs are paid, the transmitter comes “online”:
 - Take the immediate bonus pictured.
 - Flip transmitter over. If linked transmitters are flipped, may gain the red die formed by the link as a bonus die *for this turn*.

Patent Technologies (die = technology cost)

- Technologies in the Time Marker row and inward are available.
- Spend a die matching the cost icon, place your token on the icon. Gain immediate bonus or special ability.
- NOTE: may only patent techs that give you a bonus (red) die if you use that die *this turn*.
- 2 players may patent most techs; modified rules for techs with 1 die icon:
 - 2er game: only 1 player may patent them.
 - Each round, only 1 player may patent them; at end of round, move token to lock space.

Copy a Leftover Die (no die spent)

- On your turn, may spend 4 engineering cubes to get a bonus (red) die.
- Set bonus die to a number matching a die still on the Dice Board.
- NOTE: max one bonus (red) die / turn / player from *any* source.

Work on Special Project (die = cost)

- Only if using HQs.
- Projects on your HQ, either on the bottom row or with only complete project(s) below them, are available to be completed.
- You may complete a project only once.
- Spend the indicated die and mark it with a token. You’ll get either an immediate benefit or an option to do a Gate Run.
 - NOTE: may only complete a project that give you a bonus (red) die if you use that die *this turn*.
 - Gate Run:** on a future Fly Ship action, earn the VP indicated on the project for every gate of the indicated color you visit. Place a token on the Gate Run project icon.

PRODUCTION PHASE (after all player turns)

- Set new turn order by Initiative Track (further left/top of stack goes first).
- Engineering Track Awards, according to token positions (furthest left/top):
 - 2er: 1st/2nd/3rd get 2 cubes/1 cube/1 VP
 - 3-4er: 1st/2nd get 3/2 Engineering cubes
- Penalties: lose 1/2 VP for tokens on marked spaces of Initiative, Engineering tracks (0 VP min)
- Online transmitters award cubes and/or VP
- Finished (Spinning) Gyrodynes award VP = value on Gyrodyne + value on current round’s tech row (“+?” = value of Median Marker, round up)
- Green technologies award VP.
- Set up for next round (skip on round 8):
 - Discard any transmitters not taken, reveal 3 new transmitters.
 - Techs with one token: slide token down.
 - Move Time Marker to next outward tech row.

END OF GAME

- The Game Ends after 8 rounds.
- Final Scoring:
 - Purple technology patents
 - Goal Tiles: players achieving goals ...
 - earn depicted VP
 - may spend cubes to buy first bonus; if do so, may also spend cube(s) to buy second bonus (if any present)
 - Pulsar Rings *without* a finished (Spinning) Gyrodyne: 1 VP each
 - Gyrodynes *under construction* (in your play area or on the board): 1 VP each
 - Engineering cubes remaining: 1 VP per pair
 - Initiative track tokens:
 - 2er, 4er: 1st/2nd/3rd score 7/4/2 VP
 - 3er: 1st/2nd score 7/4 VP
 - Stations: VP by total # on planets:

#	VP	#	VP
2	2	8	20
3	4	9	25
4	6	10	30
5	9	11	36
6	12	12	42
7	16	13	50
Each additional: +3 VP			

- Highest VP wins! Tiebreaker = furthest left/top of the Initiative track.