

gaiaformer credits ore knowledge Q.I.C. power victory points satellites

PHASE I: INCOME

From stuff you own or with your presence: Gain pictured resources if they have a hand icon below. Cycle power if a charge power icon displayed above the hand.

PHASE II: GAIA

Place a Gaia Planet on transdim (purple) planets with a Gaiaformer. Then move any power tokens from your Gaia power area to area I of your power cycle.

PHASE III: Actions



Build a mine within your reach paying terraforming costs (if the planet has a Gaiaformer - return it to your board). Neighboring players (adjacent or 2 spaces away) may cycle power eq. to their one (highest by value) affected building, paying the building value minus 1 in VP.



Start a Gaia Project - Gaiaform a transdim (purple) planet. Pay power cost (set by your position on the 4th research track) from I, II or III power areas to the power gaiaforming area. Place a **gaiaformer** from your board on the planet (Gain gaiaformers on the 4th track).



Form a Federation with buildings worth at least 7 power. If needed connect nonadjacent planets with satellites, paying 1 power each. Gain a **Federation Token** (green side faceup). Place a **Record Token** on 1 of the Fed's planets.



Research Progress - Spend 4 knowledge to advance on a research track. Gain immediate benefits if shown. To reach level 5, flip a federation token to grey. Only 1 player can reach lvl 5 on each track.



Power and Q.I.C. Actions - Spend power for a power action or Q.I.C. cubes for a Q.I.C. action, and resolve the effect. Cover used actions with action tokens. Power and Q.I.C. action spots are located at the bottom of the research board.



Special Actions - Orange octagonal spaces on faction boards, tech tiles, and round boosters can be used once per round (cover used actions with action tokens). Special actions have no cost.



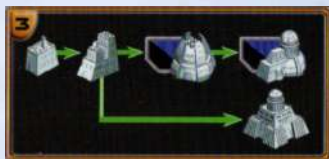
Pass - Trigger any "when you pass" effects from your booster or tech tiles. Take one of the 3 available boosters (flip it), then return your current one. Take a new turn order spot. Take the 1st player token if you are first to pass.

FREE ACTIONS

- 1) Discard a power token to move a power token from area II to area III (don't hesitate to use it). 2) Exchange resources - The summary on the right side of your faction board shows all exchange possibilities. Take any number of free actions before or after main action, but not during.

PHASE IV: CLEAN-UP

Remove all action tokens from all power, Q.I.C., and special action spaces. All players flip their round boosters faceup. Remove this round's round scoring tile from the scoring board.



Upgrade Existing Structures - select your building on the map, and replace it with the next building in the development path, paying costs. Return replaced building to your board. **If you upgrade to a Lab or Academy: Take a regular tech tile (no duplicates) and advance on a research track accordingly - OR - take an advance tech tile from a track if you are at lvl 4 or 5 on it, have an unused (on a green side) fed token, and an uncovered regular tech tile. If you do: flip the fed token to gray; place the adv. tech tile on the regular uncovered tech tile.**



Action Token - Cover used actions with this token.

"When you pass" icon.

Federation tokens - Gain shown resources when you take it. Green side means unused.

Record Token - Mark a federation.

Structures Power Value mine station lab academy institute

REACH

When you build on a regular planet or Gaia planet, or start a Gaia Project on a transdim (purple) planet, you must do so within your reach. Your reach is defined by your position on the 2nd track. It is 1 at the beginning, which means you can reach an adjacent planet only.

COST PER TERRAFORMING STEP

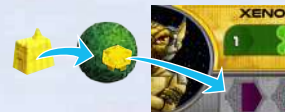
Terraforming steps shown on your board must be paid in ore. The number of ores paid per step is defined by your position on the 1st (brown) track. The initial cost is 3 ores per 1 terraform.

HOW TO GET GAIAFORMERS

You must have a gaiaformer on your board to gaiaform a transdim (purple) planet. You get a Gaiaformers when reach levels 1, 3 and 4 on the 4th (purple) research track. When you get a Gaiaformer - place it on your board into a dedicated area. The starting Gaia Project cost is 6 powers.

BUILDING A MINE ON A GAIA PLANET

If the Gaia (green) planet doesn't have a Gaiaformer - pay one Q.I.C. and mine cost.



If the Gaia has a Gaiaformer, the terraforming is free. Pay mine cost only. Return the Gaiaformer to the dedicated space on your board for later use.

Q.I.C. ACTIONS



Take a tech tile - pay 4 Q.I.C. and take a tech tile.

General tech tiles rules are applied:

Take a **regular (black) tech tile** and advance on a research track: If you take a tile under a track, advance on that track. If you take a tile from three spaces below the track tiles, advance on a track of your choice. **IMPORTANT:** You cannot have duplicate tiles. - **OR** - you may take an **advanced (blue) tech tile** from the top of the track if you are at level 4 or 5 on it, have an unused (on a green side) federation token, and an uncovered regular tech tile.

If you do: flip the federation token to gray; place the taken advanced tech tile on the uncovered regular tech tile.

IMPORTANT: The covered regular tech tile effect is not available for you anymore.



Score a federation token again -

Pay 3 Q.I.C. and Gain all resources and VP shown on one of your federation tokens. It doesn't change the token status (doesn't flip it to green or gray).



Gain VP for planet types - pay 2 Q.I.C.

and gain 3 VP + 1 additional VP for each different planet type you have colonized (you do not gain VP for Gaiaformers on Gaia or Transdim Planets). Gaia Planets and the Lost Planet counts as their own planet types.

TECH TILES ICONS



Immediately (one time) when you take the tech tile.



Each time the condition is met.



When you pass and return your round booster.



Special action, which you can take once per round.



Per planet type you have colonized (including Gaia Planets and the Lost Planet).



Per Gaia planet you have colonized.



Per sector in which you have one or more planets (including the Lost Planet).



Per fed token you own.



Regular Tile Example: Each time you build a mine on a Gaia Planet, gain 3 additional VP.



Regular Tile Example: Gain 1 knowledge per planet type you colonized as a one time reward when you take the tile.



Advance Tile Example: Gain 3 VP per your fed token when you pass.