

End Game Scoring

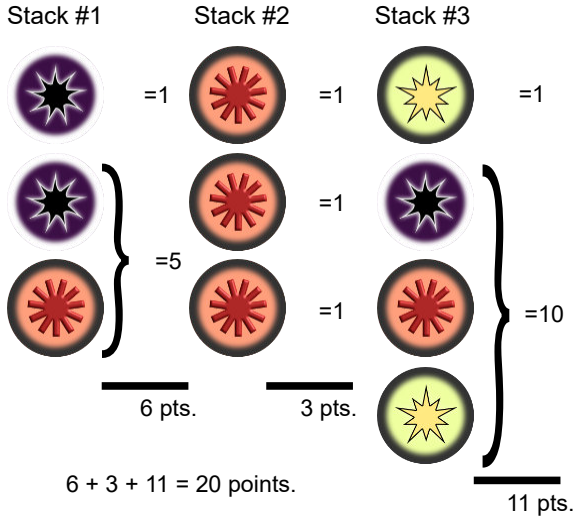
Spread out each stack of Shards from your Cargo Bays, without changing the order.

10 points for each set of three unique Shards

5 points for each pair of different Shards.

1 point for each individual Shard

Shard Scoring Example



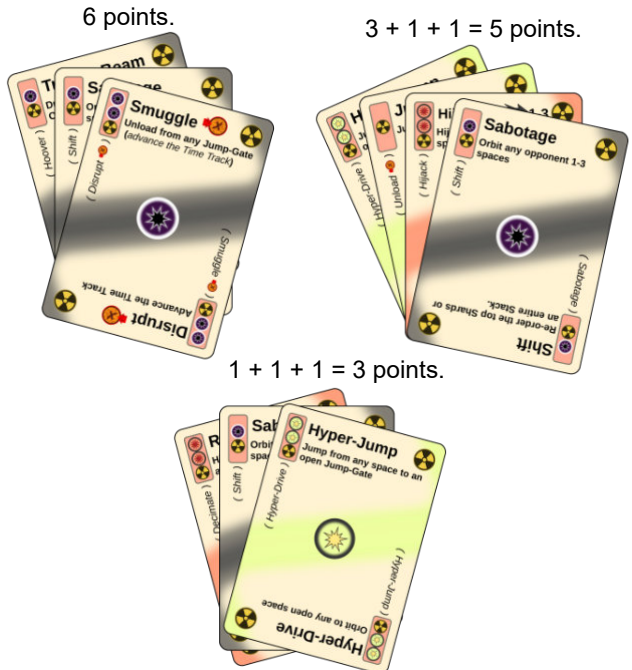
Collect all the Special Action cards from your hand, Draw Deck and Discard pile.

6 points for each set of three Matching Symbols

3 points for each pair of Matching Symbols.

1 point for each individual Symbol

Special Action Card Scoring Examples



Turn

- **Launch** (*Any Time*)
 - **Perform actions**
 - **Draw back up to 5 cards**
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- **Launch-** Move a ship from your Dock to any one of your own Jump-Gates. (*Any time during your turn.*)

Actions:

- **Action** - Play a card face up to perform an action. (*Pay any activation costs.*)
 - ▶ **Orbit** - move one of your ships a number of spaces around an orbit (*forward or backward*) onto an open space or a Shard.
 - ▶ **Jump** - Jump from one Gate to any other unoccupied Gate on the board. (*No ships or shards*)
 - ▶ **Unload** - Unload a Stack of Shards from one of your own Jump-Gates to your Cargo Bays.
 - ▶ **Hijack** - Push an adjacent opponent forward “X” spaces onto an open space. The bottom Shard is left behind. Move on on top the Shard. (*“X” = Stack Height.*)
 - ▶ **Upgrade** - Take a card from the Market, and place it on top of your Draw Pile.





Special Action Cards

- You must have the required shards stored in your cargo bay matching the symbol on the card to use the action.



Time Track

Each time a player performs an Unload action, the Time track will advance:

-  No effect
-  Spawn Energy
-  The star Expands, consuming everything on the innermost orbit.
-  Supernova ends the game immediately.