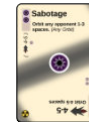
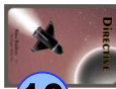


4 Players - Full Game

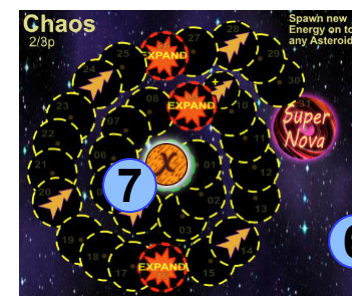
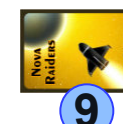
- 1 Set out the Main Board (4 player Side)
- 2 Each player chooses a colour and sits somewhere near their base.
- 3 Set out the Bag of Shards
- 4 Draw Shards out of the Bag, placing them on the Asteroid spaces with the special symbol.
- 5 Set out the Space Academy
 - Place the deck of special Action Cards Face-down
 - Place out three face-up cards to form the Market
- 6 Set out the Time Track (4 player Side)
- 7 Place the Time Tracker token on the Start Space of the Track
- 8 Each player places their three ships on their dock within their Base.
- 9 Each player shuffles their 11 card basic deck (Matching their colour) and places it face down to form a Draw Pile.
- 10 Each player receives two Personal directive cards and chooses one to keep.
- 11 The First player is chosen and draws 3 Cards
- 11 The Second and Third players draw 4 Cards.
- 11 The Fourth player draws 5 Cards.



Note: Players draw back up to 5 cards at the end of their turn.

3 Players - Full Game

- 1 Set out the Main Board (3 player Side)
- 2 Each player chooses a colour and sits somewhere near their base.
- 3 Set out the Bag of Shards
- 4 Draw Shards out of the Bag, placing them on the Asteroid spaces with the special symbol.
- 5 Set out the Space Academy
 - I. Place the deck of special Action Cards Face-down
 - II. Place out three face-up cards to form the Market
- 6 Set out the Time Track (3 player Side)
- 7 Place the Time Tracker token on the Start Space of the Track
- 8 Each player places their three ships on their dock within their Base.
- 9 Each player shuffles their 11 card basic deck (Matching their colour) and places it face down to form a Draw Pile.
- 10 Each player receives two Personal directive cards and chooses one to keep.
- 11 The First player is chosen and draws 3 Cards
- 11 The Second player draws 4 Cards.
- 11 The Third player draws 5 Cards.



Note: Players draw back up to 5 cards at the end of their turn.

4 Players - Training Mission

- 1 Set out the Main Board (4 player Side)
- 2 Place the first expansion ring in the center of the board.
- 3 Each player chooses a colour and sits somewhere near their base.
- 4 Set out the Bag of Shards
- 5 Draw Shards out of the Bag, placing them on the Asteroid spaces with the special symbol.
- 6 Set out the Time Track (Training Mission Side)
- 7 Place the Time Tracker token on the Start Space of the Track
- 8 Each player places **one** ship on their dock within their Base.
- 9 Each player shuffles their 11 card basic deck (Matching their colour) and places it face down to form a Draw Pile.
- 10 The First player is chosen and draws 3 Cards
- 10 The Second and Third players draw 4 Cards.
- 10 The Fourth player draws 5 Cards.

Note: Players draw back up to 5 cards at the end of their turn.

Revision 29 - Jul 14, 2026

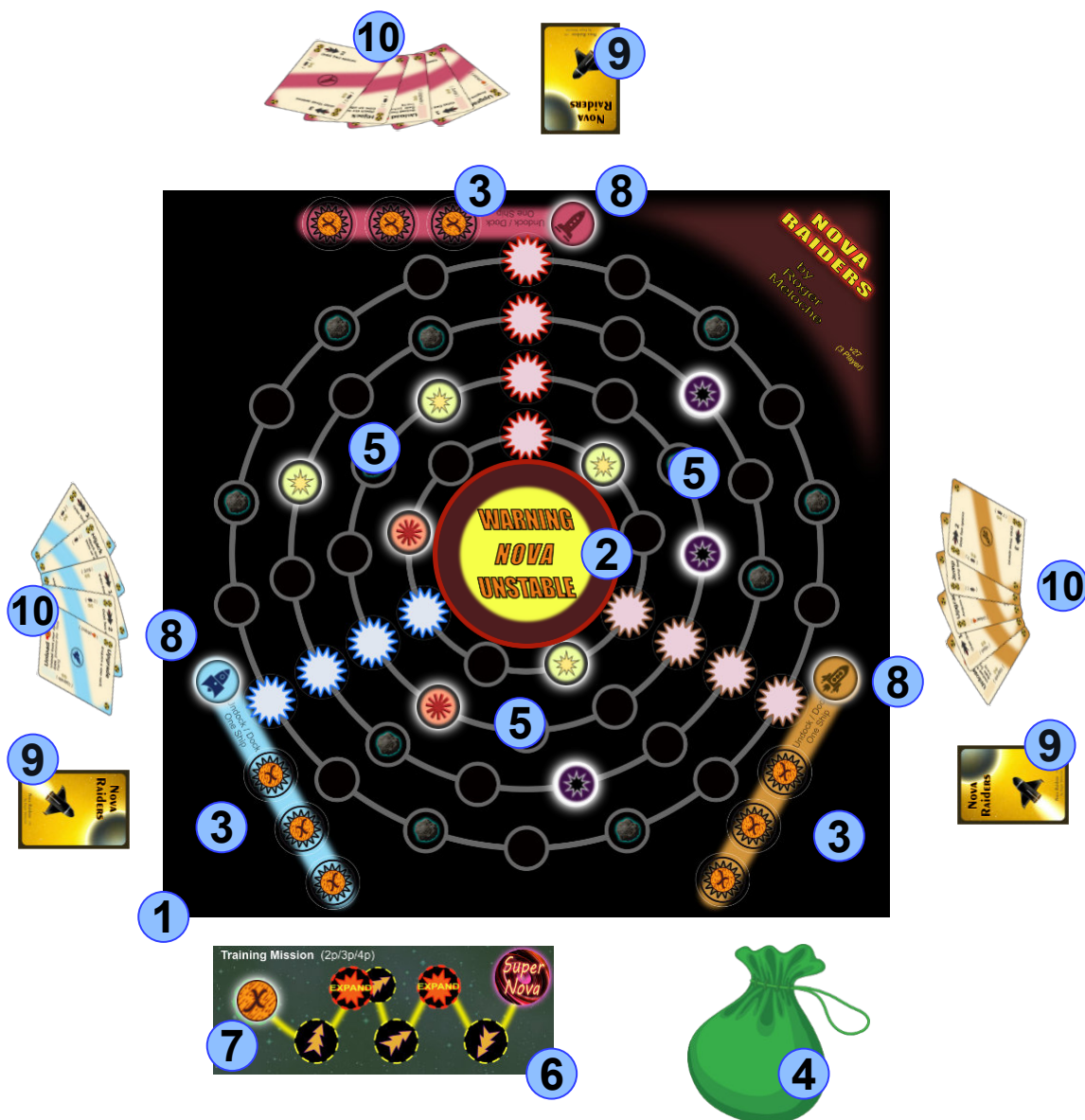
- 1** Set out the Main Board (*4 player Side*)
- 2** Place the first expansion ring in the center of the board.
- 3** Each player chooses a colour and sits somewhere near their base.
- 4** Set out the Bag of Shards
- 5** Draw Shards out of the Bag, placing them on the Asteroid spaces with the special symbol. 
- 6** Set out the Time Track (*Training Mission Side*)
- 7** Place the Time Tracker token on the Start Space of the Track
- 8** Each player places **one** ship on their dock within their Base.
- 9** Each player shuffles their 11 card basic deck (Matching their colour) and places it face down to form a Draw Pile.
- 10** The First player is chosen and draws 3 Cards
- 10** The Second and Third players draw 4 Cards.
- 10** The Fourth player draws 5 Cards.



Note: Players draw back up to 5 cards at the end of their turn.

3 Players - Training Mission

- 1 Set out the Main Board (3 player Side)
- 2 Place the first expansion ring in the center of the board.
- 3 Each player chooses a colour and sits somewhere near their base.
- 4 Set out the Bag of Shards
- 5 Draw Shards out of the Bag, placing them on the Asteroid spaces with the special symbol.
- 6 Set out the Time Track (Training Mission Side)
- 7 Place the Time Tracker token on the Start Space of the Track
- 8 Each player places **one** ship on their dock within their Base.
- 9 Each player shuffles their 11 card basic deck (Matching their colour) and places it face down to form a Draw Pile.
- 10 The First player is chosen and draws 3 Cards
- 10 The Second player draws 4 Cards.
- 10 The Fourth player draws 5 Cards.



Note: Players draw back up to 5 cards at the end of their turn.

2 Players - Full Game

- 1 Set out the Main Board (3 player Side)
- 2 Each player chooses a colour (Blue or Brown) and sits somewhere near their base.
- 3 Set out the Bag of Shards
- 4 Draw Shards out of the Bag, placing them on the Asteroid spaces with the special symbol.
- 5 Set out the Space Academy
 - I. Place the deck of special Action Cards Face-down
 - II. Place out three face-up cards to form the Market
- 6 Set out the Time Track (3 player Side)
- 7 Place the Time Tracker token on the Start Space of the Track
- 8 Each player places their three ships on their dock within their Base.
- 9 The three red ships are placed as shown.
- 10 Each player shuffles their 11 card basic deck (Matching their colour) and places it face down to form a Draw Pile.
- 11 The HRL deck is placed by the Red Base.
- 12 Each player receives two Personal directive cards and chooses one to keep.
- 13 The First player is chosen and draws 4 Cards
- 13 The Second player draws 5 Cards.



5



11



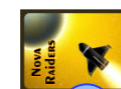
3



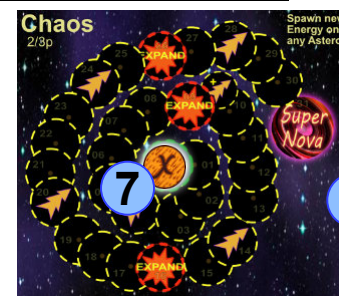
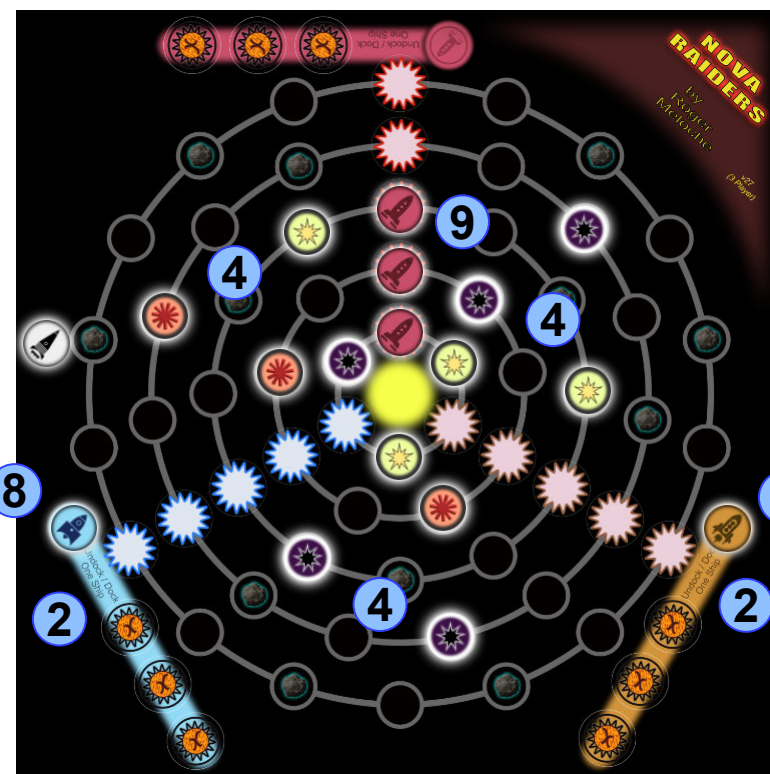
12



13



10



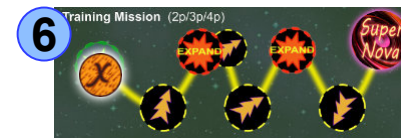
7

6

Note: Players draw back up to 5 cards at the end of their turn.

2 Players - Training Mission

- 1 Set out the Main Board (3 player Side)
- 2 Place the first expansion disk in the centre of the Main Board.
- 3 Each player chooses a colour (Blue or Brown) and sits somewhere near their base.
- 4 Set out the Bag of Shards
- 5 Draw Shards out of the Bag, placing them on the Asteroid spaces with the special symbol.
- 6 Set out the Time Track (Training Mission Side)
- 7 Place the Time Tracker token on the Start Space of the Track
- 8 Each player places **one** ship on their dock within their Base.
- 9 The three red ships are placed as shown.
- 10 Each player shuffles their 11 card basic deck (Matching their colour) and places it face down to form a Draw Pile.
- 11 The HRL deck is placed by the Red Base.
- 12 The First player is chosen and draws 4 Cards
- 13 The Second player draws 5 Cards.



Note: Players draw back up to 5 cards at the end of their turn.