

Turn

- Launch
- Perform an action
- Repeat until you pass
- Draw back up to 5 cards

Actions:

- **Launch-** Move a ship from your Dock to any one of your own jump-gates. (*Any time during your turn.*)
- **Action** - Play a card face up to perform an action. (Rotate 180° to perform the alternate action.)
 - ▶ **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 Shard or Stack of Shards from one of your own Gate to your Cargo Bays. (*Un-stack them from top down, one at a time into any of your bays.*)
 - ▶ **Hijack** - Push an adjacent opponent forward onto an open space. The bottom Shard is left behind. Move on on top the Shard.
 - ▶ **Upgrade** - Take a card from the Market into your hand.
- **Chain** - Play a card with arrows sideways to connect an additional card action.

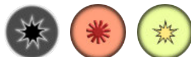
The Market

When taking a card from the Market:

- Take one of the face-up cards.
- Or take one from the deck and refresh the market.
(discards go face-up under the deck.)
- Place the new card into your hand.

Special Actions

The cards acquired in the market have special actions. These cards always chain together without having to turn one sideways. You must have a shard stored in your cargo bay matching the symbol on the card to use the face-up 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.



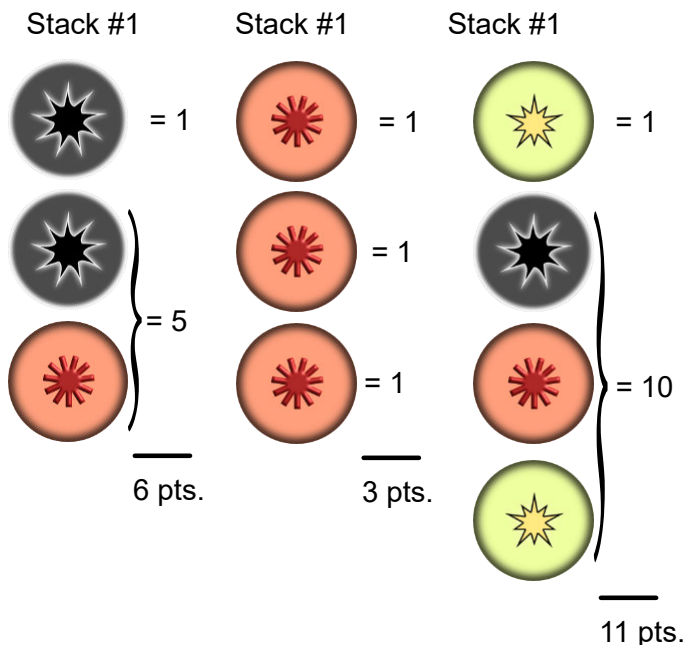
Supernova ends the game immediately.

End Game Scoring

Score each Stack of Shards in your Cargo Bay:

- One point for each individual Shard.
- Or 5 points for each pair of unique shards
- Or 10 points for each set of three unique Shards.

Example



Score all the Special Action Cards You have Collected:

- One point for each individual Symbol.
- Or 3 points for each pair of Matching symbols
- Or 6 points for each set of three Matching symbols

Example

6 points.



3 + 1 + 1 = 5 points.



1 + 1 + 1 = 3 points.



Tally up all your points to determine the Winner.

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