

## 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 “X” spaces 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.



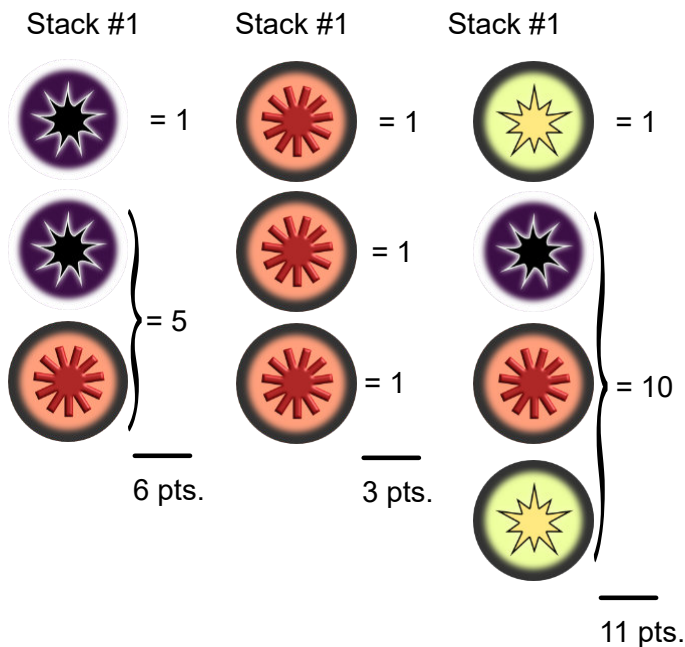
Supernova ends the game immediately.

## 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.

**Share the Fun.**



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