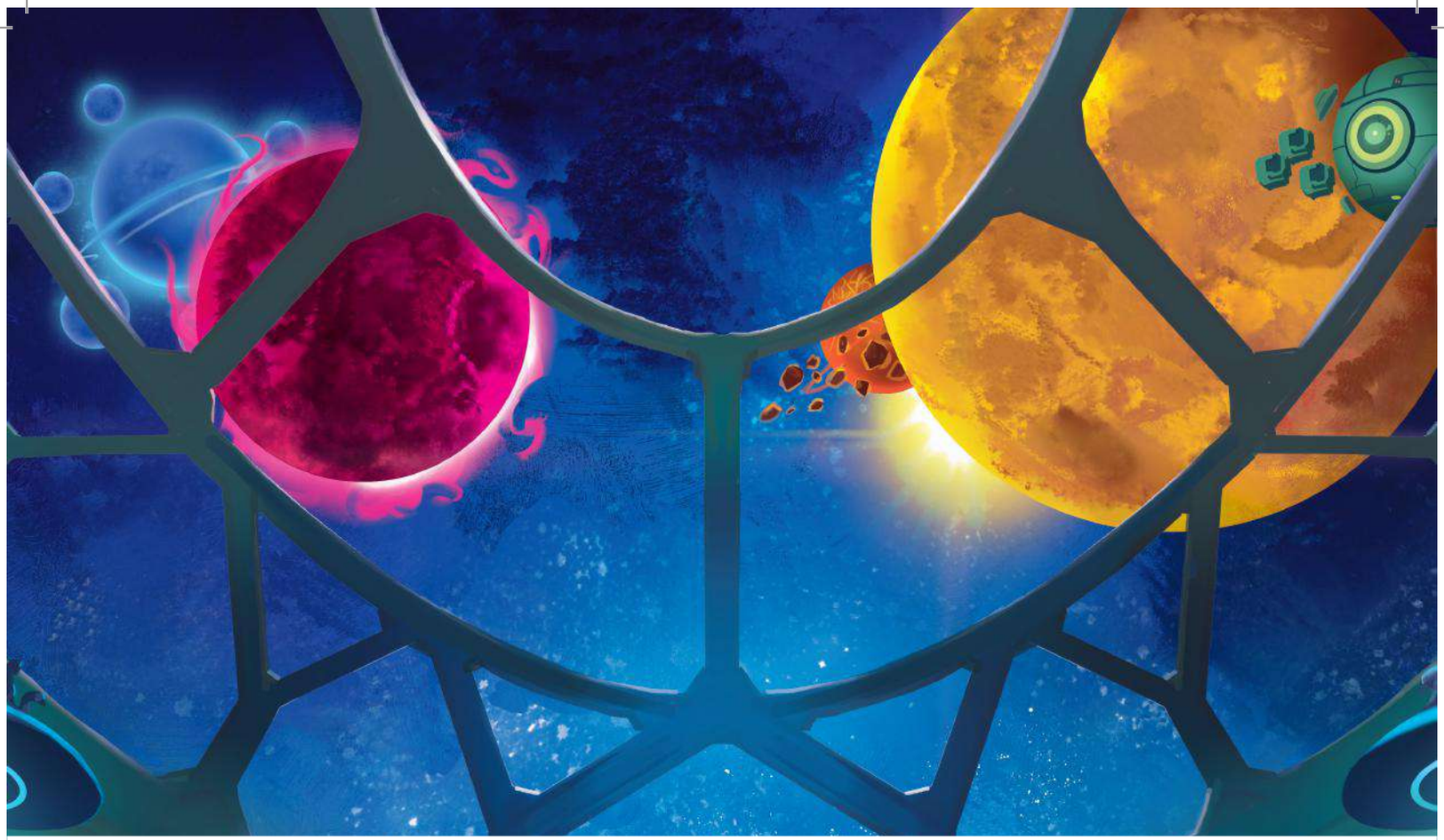
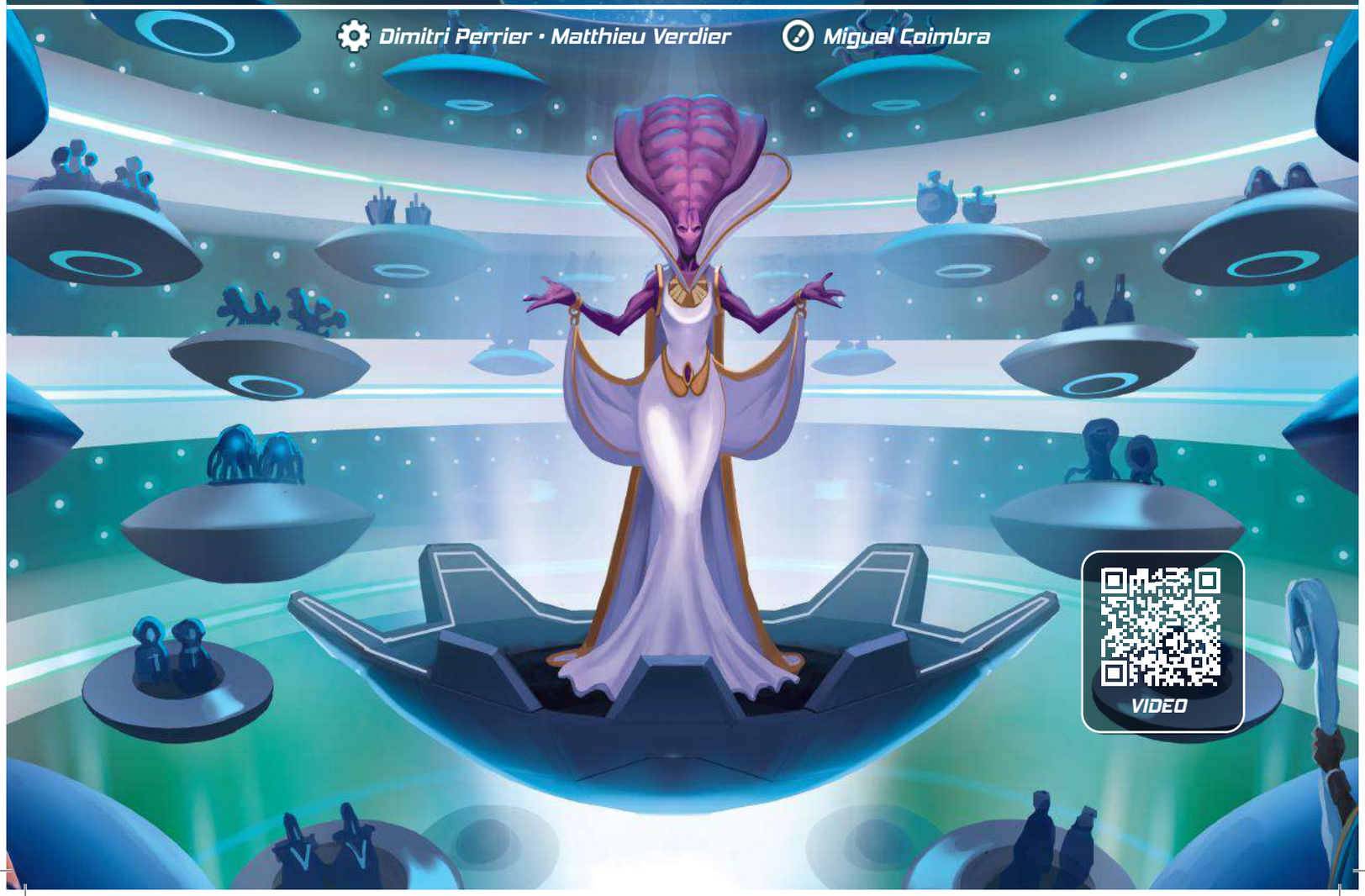


ENGLISH RULES

Dimitri Perrier • Matthieu Verdier Miguel Coimbra



THEME

2442. Technology has allowed us to find the answer to the ultimate question of life… extraterrestrial life, in fact! The first contact has been established in a context where resources have become rare, where our needs are growing, as much as our thirst for knowledge, and where we dream of accessing new technologies.
The universe is organized into many federations which trade, intrigue, develop…
One of these federations counts only 5 member planets so far and wants a new member to join them, but you are not the only one having your sights set on the federation. The Federation challenges you to be the most prestigious delegation within 5 years.

GOAL

Federation is played over 5 rounds. Each player is the leader of a delegation composed of 4 Ambassador tokens. During their turn, each player plays an Ambassador token on a Senate space to perform their main action. An Ambassador token has two sides: voting and funding. Each side triggers different consequences on the game (prestige points at the end of the round, potential prestige points at the end of the game, access of optional actions on the individual board…). The player with the most prestige points wins the game and joins the Federation.

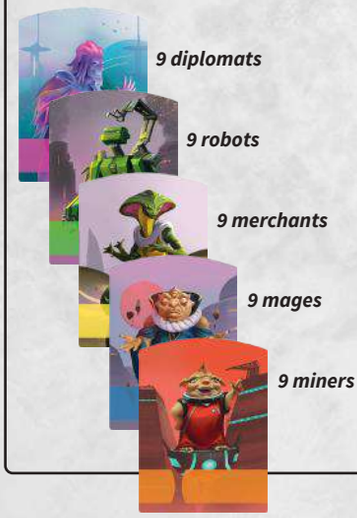


MATERIAL

1 central board



45 Erudite tiles
(9 different tiles per type)



9 diplomats
9 robots
9 merchants
9 mages
9 miners

8 Deep Space tiles



x8

1 Special Ambassador token



8 Starting tiles
(Starting Planet)



x8

2 Accreditation level tokens *(+1 and +2)*



8 Megastructure tokens



4 Production Structure tiles
(double-sided)



x4

50 Alteration tokens

power 1  *x20*

power 2  *x10*

power 3  *x14*

power 4  *x6*

10 Law tiles
(5 different Law tiles per color)



x5



x5

12 Asteroid tokens

6 Asteroid tokens



6 dead Asteroid tokens



28 Medals of honor
(7 colors)



x4

76 Resource tokens

60 crystals

Lavandium



x24

Coppernium



x20

Oceanium



x16

Gold Diamonds



x16

Multiplier tiles



x4

8 scoring markers
2 per player

x2



7 Major Project markers

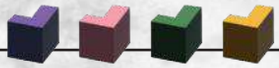


1 President of the Senate pawn *(1st player)*



48 Special Mission tokens
(12 per player)

x12



4 Joint Major Project markers



4 individual boards



16 Ambassador tokens
double-sided (Voting / Funding)
4 per player

x4





x4

x4





x4

32 Spaceships
8 per player

x8



4 Accreditation markers
1 per player



4 Mage pawns
1 per player



24 Robot pawns
6 per player

x6



4 Miner pawns
1 per player



24 Trade discs
6 per player

x6



8 player aids
double-sided





4 Assistant dice
1 per player



Material for 2- and 3-player games:

5 Federated Planet Blocking tiles



x5

5 Room of the Senate Blocking tiles



x5

9 Neutral Player Vote tiles

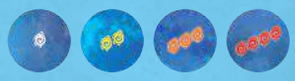


x9

SETUP 4-PLAYER GAME – CENTRAL BOARD

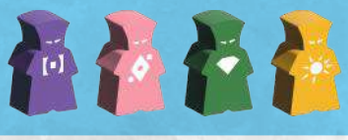
For your first game, the Productio
Megastructure tokens are printe

1 Sort the Alteration tokens by power and place them face down on the corresponding moons. Reveal the tokens placed on the first moon.



2 Place the remaining tokens face down next to the central board.

3 Place the Mage pawn of each player on the starting moon of the blue planet, 6Moon.





4 Sort the Erudite tiles by level and by color and place them face down:

Level 3: Randomly place 1 tile face up per color. .

Level 2: Form a pile of 3 face down tiles per color.

Level 1: Form a pile of 3 face down tiles per color and reveal the first tile of each pile.



5 Place the medals of honor of each planet on the designated spaces.

4 players:



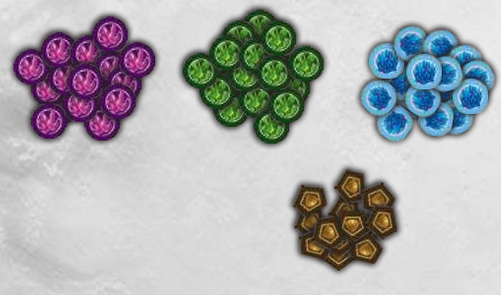
3 players: *(see p.26)* :



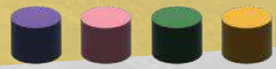
2 players: *(see p.27)* :



6 Place the resources next to the central board.



7 Place the 6 Trade discs of each player on the yellow planet, Arratooine.



Setup 3-player game or 2-player game

For a 2- and a 3-player game, the setup is almost the same with some modifications:
see. p.26 for a **3-player game**. *see. p.27* for a **2-player game**.

uction Structure tiles and the rinted on the central board.

11 Place the 6 Robot pawns of each player on the green planet, E81216.



Advanced setup:



12 Place each Production Structure tile on the side of your choice on the corresponding space.



13 Randomly place 2 Megastructure tokens on each megastructure.

14 Place as many medals of honor for intrigue and medals of honor for accreditation as there are players.



15 Place face down as many deep-space tiles as there are players + 1.



16 Place a Major Project marker on the first step of the funding track of each Major Project.



17 Place the Joint Major Project marker of each player on the corresponding space.

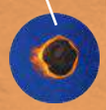
18 Place a scoring marker of each player on the space 0 and another one on the first space of the scoring track.



19 Shuffle the 5 left-wing Law tiles and place them on the designated space. Do the same with the 5 right-wing Law tiles. Reveal the first tile of each pile. The revealed tiles must be different.



8 Randomly place 4 Asteroid tokens face down. Put the remaining tokens back into the box.



9 Randomly place 4 dead Asteroid tokens face down. Put the remaining tokens back into the box.



10 Place the Miner pawn of each player on the orange planet, Neo.



SETUP
INDIVIDUAL BOARD

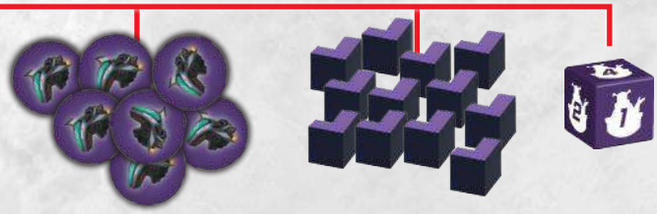


1 Place the Accreditation marker on the first step of your accreditation scale.

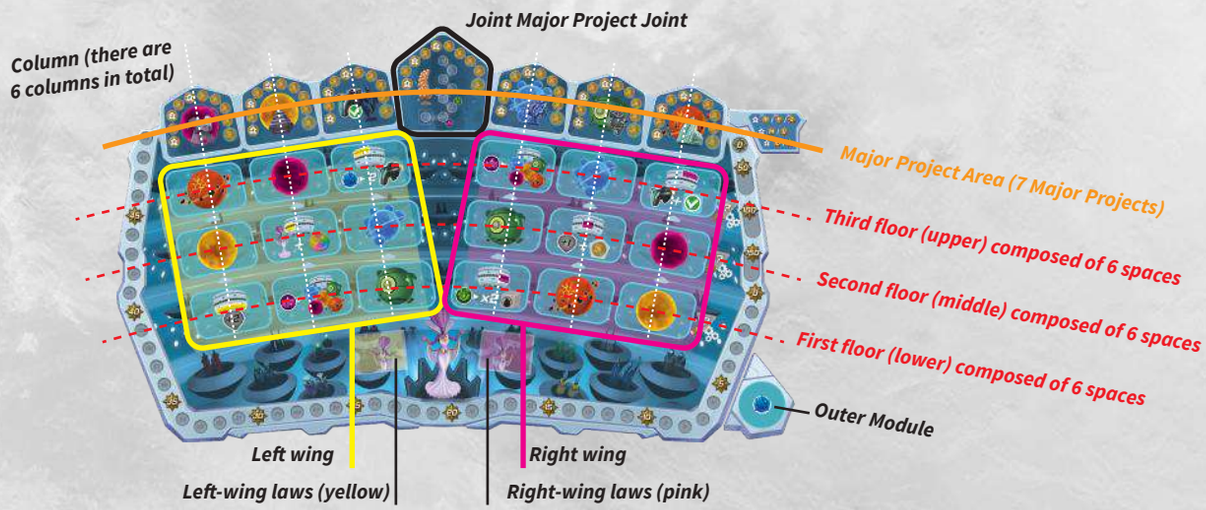
2 Place your 4 Ambassador tokens on the corresponding spaces.

3 Place 1 spaceship in your hangar.

4 Next to your individual board, form a supply with:
- the 7 remaining spaceships
- the 12 Special Mission tokens
- the Assistant die



LAYOUT OF THE SENATE



HOW TO PLAY

The first player is the last one who voted.

Randomly take as many Starting tiles as there are players plus one.



In counterclockwise order, **the players choose a starting tile and immediately receive the corresponding bonus** *(see bonus details p.32)*. Then they place the Starting tile face down on the corresponding space of their individual board.

Federation is played over **5 rounds.**

Each round is divided into 2 main steps:

I / Ambassador Phase

4 times per round, the players perform their actions (main action then optional action) in turn.



II / Executive phase

Phase at the end of the round where players receive their income, fund Major Projects and pass laws.



I / AMBASSADOR PHASE



PLAYERS' TURN (2 successive actions)

This step is played in clockwise order, starting from the 1st player, who is in possession of the President of the Senate pawn at the beginning of the round.

A player's turn is divided into 2 successive phases:

1. **Play 1 Ambassador token** (mandatory), place it on an available action space of the Senate, either on its Voting side or its Funding side, **and perform the action of the space (main action).**



2. **Send 1 spaceship** on an accessible special mission of your individual board if you have the required level of accreditation and **perform the special mission (optional action).**



FOCUS ON THE AMBASSADOR TOKEN

Each player has 4 Ambassador tokens with 2 distinct sides:



An Ambassador token has a side with votes from 1 to 3, , and a side with a funding symbol and sometimes a crystal bonus. **You receive the crystals immediately after playing your token, before performing the action.**

The effects are different according to the side you choose to play:

The Funding side allows you to:

- gain access to the special missions of your individual board *(see Ambassador phase p.8)*
- participate to the funding of Major Projects (that give prestige points at the end of the game) *(see Executive phase p.11)*

The Voting side allows you to:

- gain the majority on the different floors of the Senate *(see Executive phase p. 11)*
- pass a law *(see Executive phase p. 11)*

1. PLAY 1 AMBASSADOR TOKEN (main action)

Choosing and playing an Ambassador token in the Senate allows you to perform the actions of the Senate (see The Senate p.14)

Choose 1 Ambassador token and place it on an available action space of the Senate, either on its funding side (A) or on its voting side (B) *(see Focus on the Ambassador token p.7)*

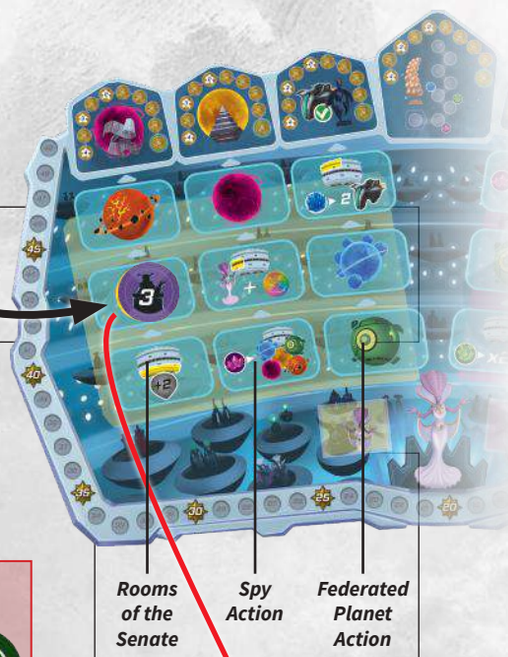


If you want to, you can put an **Alteration token** from your supply on your Ambassador token *(see Focus on Alteration tokens p.15)*. **The characteristics of your Ambassador token are then replaced by those of the Alteration token for this round.**



Immediately receive the bonus of your Ambassador token or your Alteration token if you put one. You can use the bonus immediately to pay the cost of the action space or the action you are about to perform.





Perform the action of the space, regardless of the side you have chosen to place your Ambassador token on. There are 3 main types of action : 1) Federated Planets, 2) Rooms of the Senate, 3) Spy. *(see p.14).*

Apply the effects regarding the side of your Ambassador token :

Funding symbol



A. If your Ambassador token or your Alteration token has a **Funding symbol**, **immediately place 1 Special Mission token on the corresponding special mission of your individual board.** This special mission is now accessible. If there already is a Special Mission token on the space, skip this step.

Example: Matthieu places an Ambassador token on the federated planet. He immediately places a Special Mission token on the space of his individual board.





The Special Mission that is now accessible on the individual board corresponds to the Senate action.





Voting symbol



B. If your Ambassador token or your Alteration token has a **Voting symbol** :
- There is no immediate effect triggered.
- 2 effects are triggered during the Executive phase *(Executive Phase see p.11)*



If your token has a Voting symbol, you can place your Assistant die on the same space to increase your voting power *(see focus on Assistant die p.23)*

2. SEND 1 SPACESHIP TO ACCOMPLISH 1 SPECIAL MISSION (optional action)

Sending 1 spaceship on an accessible special mission allows you to perform 1 additional action on your individual board, provided that you meet all the conditions.

A special mission can be accomplished only once by the player. Once a mission is accomplished, the spaceship remains on the space until the end of the game.

You can accomplish 1 Special Mission *(see Special Missions p.21)* **per turn after your main action.**

To accomplish a special mission, you must fulfill the 3 following conditions:



A / **The Special Mission must be accessible:** A special mission is accessible if there is a Special Mission token placed on it on your individual board.

B / **You must have an available spaceship in your hangar.**

C / **You must have the required level of accreditation.** Your level of accreditation must be at least equal to the level required to conduct the special mission. *(see Focus on accreditation p.22)*

If these 3 conditions are fulfilled, you can take your spaceship from your hangar, put it on the corresponding space and perform the action of the special mission. *(see Special Missions p.21)*

At the most, you can conduct 8 special missions during the game (+ the Starting tile and the deep space tile both count as accomplished missions).



Example:

Matthieu fulfills the 3 conditions:

A / There is a Special Mission token on the Special Mission and on the Special Mission .

B / He has a spaceship in his hangar.

C / He has a level 2 of accreditation.

He can decide to accomplish either the Special Mission , or the Special Mission by sending his spaceship on one of the two spaces.

However, he cannot accomplish the special mission yet because his level of accreditation is not sufficient.



FOCUS ON THE MEDALS OF HONOR

The medals of honor are rewards granted to players when they reach a certain level of influence on the different federated planets or when they perform actions on their individual board.

During your turn, if you meet the requirements to win a medal of honor, immediately receive the medal of honor (of the lowest value available) and place it on the next available space of your individual board. You will score prestige points at the end of the game *(see End of the game p.24)*

A player cannot receive the same medal of honor twice.

Receiving a medal of honor is not an action





For the 5 medals of honor related to the federated planets , it's a race between players.

The first player to reach the required level of influence immediately receives the medal of honor. Then, the next players must have a higher level of influence to receive the next medals.



There are 2 medals of honor related to your individual board:



The medal of honor for accreditation : you receive it when you reach the 8th degree of accreditation (highest step of the level 4 of accreditation).





The medal of honor for intrigue: you receive it when you accomplish the intrigue special mission by sending a spaceship on the corresponding space of your individual board.



END OF TURN

Once you have performed a main action and potentially sent a spaceship on a special mission, it is the turn of the next player in clockwise order to play.

When all players have played 4 turns (i.e. all players have placed their 4 Ambassador tokens), **move on to the Executive phase (end of the round).**



II / EXECUTIVE PHASE

END OF THE ROUND

At the end of each round, players perform the following 5 steps in sequence:

1 / Each player receives the income of every production structure they built.

2 / Each player pays the cost of their level of accreditation.

3 / Move the marker of each Major Project one space forward for every Ambassador token on its Funding side.

4 / Determine the player with the highest voting power on each floor of the Senate (first, second and third floor). For each floor, the majority player scores as much PP as their level of accreditation.

5 / Pass the law with the highest number of votes.



1 / INCOME OF THE PRODUCTION STRUCTURE

In turn order, receive the income of every production structure on which you placed a Robot pawn. The production structures produce from the left to the right.

(see details of the production structure p.18)



2 / PAYMENT OF THE LEVEL OF ACCREDITATION

In turn order, pay 1 resource depending on your level of accreditation (starting from level 3).

If you don't want to or cannot pay the resource corresponding to your level of accreditation, your accreditation marker will drop to the first space of the level (at the bottom) for which you can pay the resource. If you don't pay any resource, you drop to the first space of level 2.

The Oceanium (blue) can replace the Lavandium (purple) or the Coppernium (green).



3 / FUNDING OF THE MAJOR PROJECTS



The 6 Major Projects

Starting from the leftmost Major Project, move the Major Project marker 1 space forward for every Ambassador token placed on its Funding side in the corresponding column. Do the same for each Major Project (except for the Joint Major Project).

The funding is applied from top to bottom for each column. The excess funding are redirected towards the Joint Major Project.

The Joint Major Project

There are 2 ways to fund the Joint Major Project:

1) When you can fund a Major Project of your choice (Small Lounge Action, Small Lounge Special Mission, Alteration tokens, deep-space tiles)

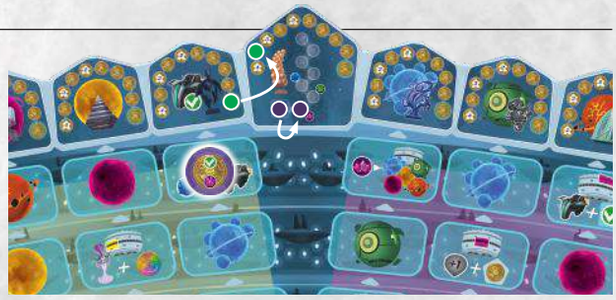
2) During the funding step of the Executive phase (end of the round), if there is one or several Ambassador tokens on their funding side in the column of a Major Project that is already funded, the funding of these tokens goes to the Joint Major Project.

When you fund the Joint Major Project:

- Move your Joint Major Project marker 1 step upwards;
- Move the Major Project marker 1 step forward. The progress of this marker always corresponds to the sum of the collaboration of all players on this project.

This project can be funded more than 9 times: once it is entirely funded, players can keep on moving their Joint Major Project marker upwards.

The first 3 times a player funds this project, they receive crystals: first then and finally .



During the final scoring *(see p.25)*, each funded Major Project gives prestige points according to the following ranking:

4 players: 1st 16 / 2nd 8 / 3rd 4

3 players: 14 / 6

2 players: 10 / 4

4 / MAJORITY FOR EACH FLOOR OF THE SENATE (FIRST, SECOND, THIRD)

For each floor of the Senate, the player with the most votes scores as many prestige points as their level of accreditation.

You can have the majority on several floors. In case of a tie, the tied players all score as many prestige points as their level of accreditation.





5 / VOTE OF A LAW



A / Determine the law that is passed

For each wing of the Senate (left wing vs right wing), add up the number of votes of the Ambassador tokens of all players (and of the Assistant dice if there are any).

The law with the most votes is passed.

In case of a tie, the player with the President pawn chooses the law.

There are 5 different laws (each appearing twice, once in each wing):



B / Score prestige points

Example:

All players score 2 PP per level of influence they have on the purple planet Atalum.

There are more votes in the right wing than in the left wing. The law that is passed is the right-wing law regarding Atalum.

Reminder: On the purple planet Atalum, each Erudite tile corresponds to 1 level of influence.





END OF THE ROUND

After following all 5 steps:

- **Take back all your Ambassador tokens and your Assistant die if you used it without changing the value of the die.** *(see p.23).*



- **Discard the Alteration tokens used during the round.**



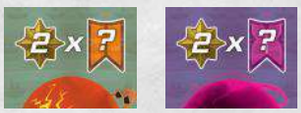
- **Discard both Law tiles** and place them face up next to the central board so that players can remember which laws have already been submitted to the vote during the game.



- **Reveal the next 2 Law tiles.** If they are identical, put the second one aside and reveal the next Law tile. Then, shuffle the Law tile you momentarily put aside with the other ones and put them face down under the revealed Law tile.

  At the beginning of round 4, in addition to the 2 tiles revealed for this round, reveal the last 2 tiles as well. If the last 2 tiles are identical, switch the right-wing tiles so that you have different law tiles during round 4 and 5.

  At the end of the 5th round, there are no more Law tiles to reveal so you proceed to the final scoring *(see p.24)*.



THE SENATE

18 ACTION SPACES



- **5 Federated Planet Actions** (each of them appearing twice, once in each wing of the Senate)



- **6 Room of the Senate Actions** (each one appearing once)

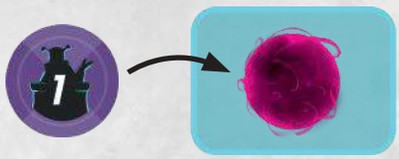


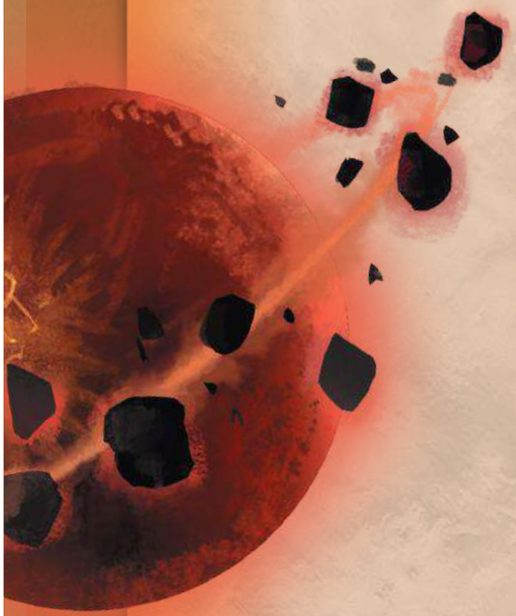
- **1 Spy Action** (Copy) (appearing twice, once in each wing of the Senate)

If you cannot pay the cost of the Action space, you cannot place your Ambassador there.

I/ THE FEDERATED PLANETS :

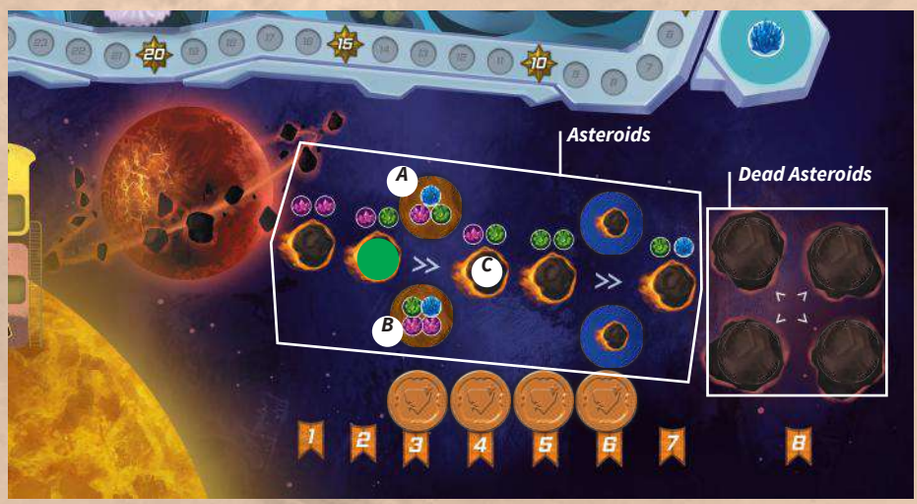
Playing an Ambassador token (Voting side or Funding side) on a Federated Planet action grants you an immediate effect.
The Federated Planet actions increase your level of influence on the federated planets .





I/ ORANGE MINING PLANET, NEO

Neo, the volcanic planet of miners… rich in resources.



Move your Miner pawn 1 space forward on one of the next asteroids that is immediately accessible and receive the corresponding resources. If you move your Miner pawn on an Asteroid token, receive the resources and the token.

Example: the player can choose to move their Miner pawn on one of the three asteroids immediately accessible. If they choose A or B, the player receives the resources and the token, and their level of influence is increased by 1. If they choose C, they receive 1 lavendium and 1 coppernium and their level of influence is increased by 2.

Finally, reveal the Asteroid tokens of the next level if there are any and if it hasn't been done yet.

If your Miner pawn reached the last space, during a next turn, if you perform an action on Neo, you can choose another Asteroid token on whichever dead asteroid, but your level of influence won't increase anymore. The chosen token is not replaced.

Moving you Miner pawn forward increases your influence.

Your maximum level of influence is 8.

2/ BLUE LUNAR PLANET, 6MOON

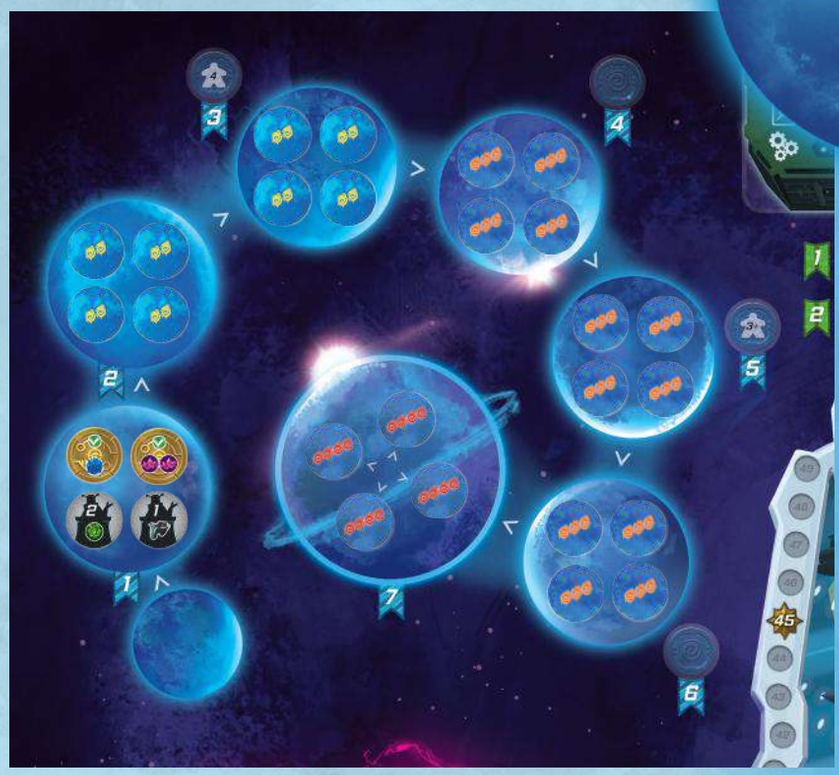
The land of sorcerers… and Alteration tokens.

Move your Mage pawn 1 moon forward and choose an Alteration token among the ones available. The chosen token is not replaced.

Then, if it hasn't been done already, reveal the Alteration tokens of the next moon.

If your Mage pawn reached the blue planet, during one of your next turn, if you choose to perform an action on 6Moon, you can choose a new Alteration token on the planet, but your level of influence won't increase anymore.

The chosen token is not replaced.



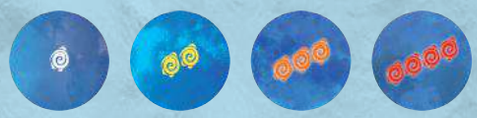
Moving your Mage pawn forward increases your influence.

Your maximum level of influence is 7.

FOCUS ON ALTERATION TOKENS

Alteration tokens are mainly placed on 6Moon according to their power.

There are 4 levels of power found on the back of the tokens.



The token is either composed of a Funding side, or of a Voting side, along with a bonus.



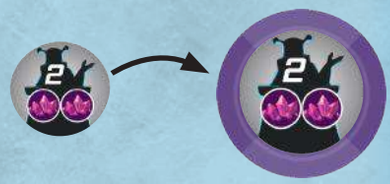
When you gain an Alteration token, place it next to your individual board.



When can you play an Alteration token?

During the Ambassador phase, you can place an Alteration token on your Ambassador token.

You no longer take into account the value of the Ambassador token: its value, along with its potential bonus, are replaced by that of the Alteration token.



You receive the bonus when you play an Alteration token on an Ambassador token.

At the end of the round, discard the Alteration tokens used by players during the round.

At the end of the game, you gain 1 PP for each remaining Alteration token on your individual board.

You can receive Alteration tokens with the actions on 6Moon, Erudite tiles, deep-space tiles, or the Alteration Incubator production structure.

3 / PURPLE NEBULOUS PLANET, ATALUM

The place to be… where the greatest Erudites of each delegation meet one another!!!

Choose a level 1 Erudite tile that you do not own yet **or** a level 2 or level 3 Erudite tile if you already have the inferior Erudite tile of the same type.

The Erudite tiles grant you a bonus that you can use once.

You can activate it according to 3 temporalities (depending on the symbol at the bottom left of the Erudite tile):







1 / Immediately.



2 / One of the next time you perform an action on the planet.



3 / Anytime during this turn or one of your next turns.

As soon as a level 1 Erudite tile has been chosen, reveal the next one as well as the corresponding level 2 tile.

You cannot own 2 Erudite tiles with the same character.

See details for each Erudite tile p.28



You have 1 level of influence for every Erudite tile in your possession.



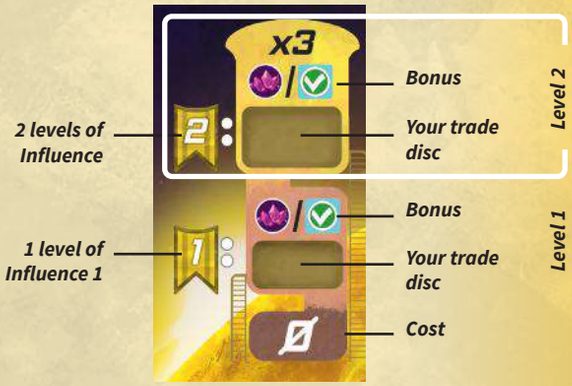
4 / YELLOW ARID PLANET, ARRATOOINE

In the desert, nothing is free… or almost nothing!!!

Carry on trades in the different stalls. Each stall can welcome one Trade disc from each player.

Choose a stall, spend the required resource, place a Trade disc in the corresponding level 1 stall if you don't already have a pawn in this stall, and receive the bonus in exchange.

If you already have a disc in the stall, spend the required resource, **move your Trade disc to the level 2 stall and receive the bonus in exchange.** Since you have already trade once with this stall, you get a better bonus in exchange of the same cost.



In the stall where you can receive 2 alternative bonuses, if you reach the level 2 stall, you can split the bonus between both.



Example: you spend 1 coppernium and choose to receive:

- 2 Oceanium et 1 degree of accreditation or
- 3 degrees of accreditation or
- 1 Oceanium and 2 degrees of accreditation .

If you are already on a level 2 stall, you can still perform the action of that stall, but it won't increase your level of influence.





Placing Trade discs in the stalls increases your influence on the planet. .



You gain 2 levels of influence for every Trade disc on a level 2 stall



You gain 1 level of influence for every Trade disc on a level 1 stall

5 / GREEN ROBOTIC PLANET, E81216

Here, we build all kinds of structures… even megastructures !!!

Build 1 production structure or 1 megastructure by spending the required resources.

Each Production Structure and each Megastructure can be built by several players, but only once by player.

PRODUCTION STRUCTURES

If you build 1 Production Structure, pay the required resources and place a Robot pawn on the Production Structure. **Immediately receive the income**

During every Executive phase (end of the round)**, receive the income of the production structures that you have built.**





Space shipyard

Take 1 spaceship from the supply and place it in your hangar.



Transporter

Move 1 space forward either on Neo or on 6Moon. You don't gain the reward.



Transmutation chamber

Transform 1 resource into one of a higher value > > >



Lavandium replicator

Gain 1 Lavandium .



Military Academy

Gain 1 degree of accreditation

Immediately receive the medal of honor for accreditation or immediately choose a deep-space tile if you reached the corresponding degrees.



Embassy

Turn 1 of your level 1 Erudite tiles face up. Apply the effect depending on the temporality of the tile.



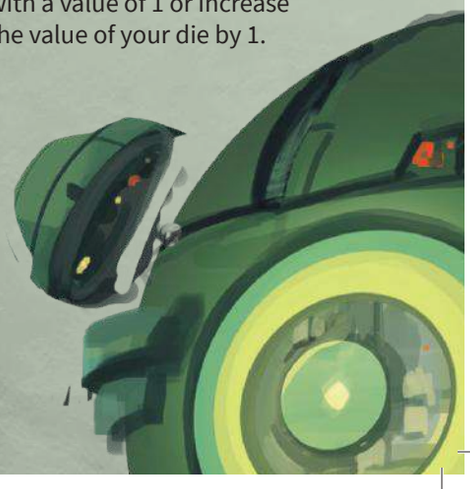
Alteration incubator

Gain 1 power 1 Alteration token from the pile next to the central board.



Space University

Receive your Assistant die with a value of 1 or increase the value of your die by 1.

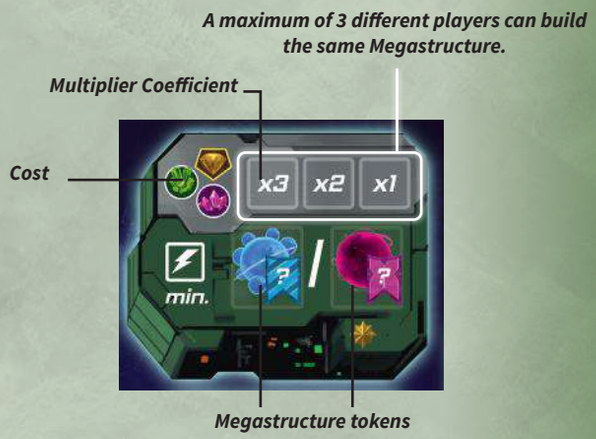


MEGASTRUCTURES

If you build 1 megastructure,

- pay the necessary resources: (the gold diamond is the rarest resource)
- place a Robot pawn on the highest coefficient available and multiply it by the Megastructure token of the lowest value out of the two.

Each megastructure is composed of 2 random megastructure tokens. These tokens will determine the scoring of the megastructure. We consider the lowest value of each pair.



8 megastructure tokens:

- 5 megastructure tokens relating to the player's level of influence on each of the federated planet
- 1 megastructure token relating to the number of accomplished special missions (Special Mission token + spaceship sent on the mission)
- 1 megastructure token relating to the level of accreditation
- 1 megastructure token relating to the value of the Assistant die



Scoring of the megastructures: Select the megastructure token that corresponds to your lowest value of influence and multiply that value by the coefficient covered by your Robot pawn.

Example:

The purple payer places their Robot pawn on the highest coefficient available: x3.

They have a level 3 of influence on Arratooine and a level 4 of accreditation.

3 is the lowest value out of the two.

The player scores : 3 x 3 = 9 PP.

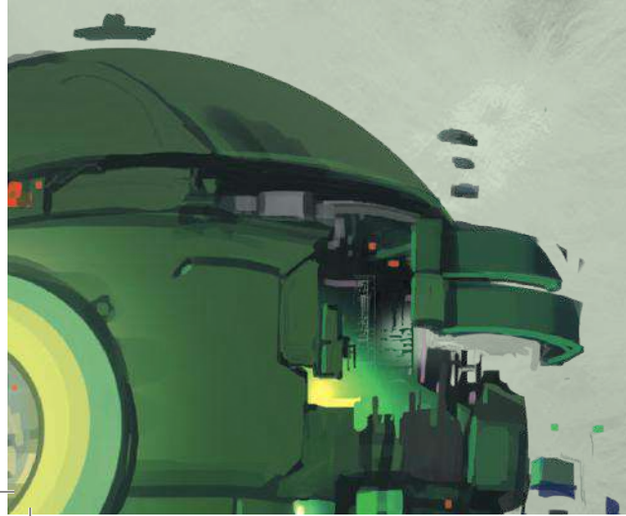




You have 1 level of influence for every Production Structure that you built.



You have 2 levels of influence or every megastructure that you built.



II / THE ROOMS OF THE SENATE

Playing an Ambassador token (voting side or funding side) on a Room of the Senate action grants you an immediate effect. If you cannot pay the cost of the Action space, you cannot place your Ambassador token there.

The Room of the Senate actions do not increase your level of influence on the federated planets.

A / OFFICERS' QUARTERS

Gain 2 degrees of accreditation *(see Focus on accreditation p.22)*.

- Immediately receive the medal of honor if you reach the corresponding degree.
- Immediately choose a deep-space tile if you reach the corresponding degree.

B / PURCHASING OFFICE

Pay 1 oceanium ,receive 2 spaceships and place them in your hangar.

C / PATRONS' LOUNGE

- Take 1 spaceship and place it in your hangar.
- Gain access to 1 special mission of your choice by placing a Special Mission token on it on your individual board.



D / THE PRESIDENT'S OFFICE

- Immediately receive the President of the Senate pawn. You will be the first player during the next round.
- Receive a medal of honor of your choice that you do not have yet. If you choose the medal of honor of a federated planet, take the one placed on the highest level of influence.

The President's office action has 2 exceptions:
- This action cannot be copied
- The first player cannot perform this action during the first turn of the round.

E / ASSISTANTS' ROOM

Pay 1 coppernium and receive your Assistant die with a value of 2 or increase the value of your Assistant die by 2. *(see Focus on Assistant die p.23)*

F / SMALL LOUNGE

- Gain 1 degree of accreditation *(see Focus on accreditation p.22)*.
  - Immediately receive the medal of honor if you reach the corresponding degree.
  - Immediately choose a deep-space tile if you reach the corresponding degree.
- Move the Major Project marker of a Major Project of your choice 1 step forward. If you choose the Joint Major Project, move your marker as well.

III / SPY ACTION (CopY)

The Spy action costs 1 Lavandium, and allows you to copy any Room of the Senate action **(except for the President's office)** or any Federated Planet action.

The Spy action appears on each wing of the Senate.

- Pay 1 Lavandium
- Copy a Federated Planet action or a Room of the Senate action of your choice, whether or not it is covered by an Ambassador token.



IV / SPECIAL MISSIONS

Your individual board is composed of 12 special missions:

6 special missions that are identical to the actions of the Senate:

1 to 5 / The 5 Federated Planet Special Missions

6 / In relation to action A of the Senate: gain 2 degrees of accreditation.

6 special missions in relation to the actions of the Senate but which are different.

7 / In relation to action G of the Senate: pay 1 Lavandium and copy any Federated Planet action but no Room of the Senate action.

8 / In relation to action D of the Senate: immediately gain 1 PP per crystal and gold diamond in your reserve .

9 / In relation to action F of the Senate: immediately move the Major Project marker of your choice 1 space forward, immediately gain 1 degree of accreditation, receive the medal of honor for intrigue.

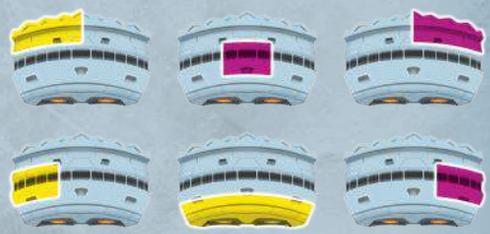
10 / In relation to action E of the Senate: immediately gain twice the value of your Assistant die as PP.

11 / In relation to action B of the Senate: immediately gain 2PP per level of accreditation.

12 / In relation to action C of the Senate: immediately gain 1 PP per accomplished special mission.



The icons of the Senate with a yellow or purple part are meant to identify an action of the Senate and which special mission it is related to.



V / OUTER MODULE ACTION

If you don't want to or cannot perform any of the main actions, you can perform the Outer Module action. This action is completely outside the Senate.

Gain 1 Oceanium, as well as the bonus of your Ambassador token (or Alteration token) if there is any.

The Ambassador tokens played on this space contribute neither to the vote of a law, nor to the majority on a floor nor to the funding of a Major Project.

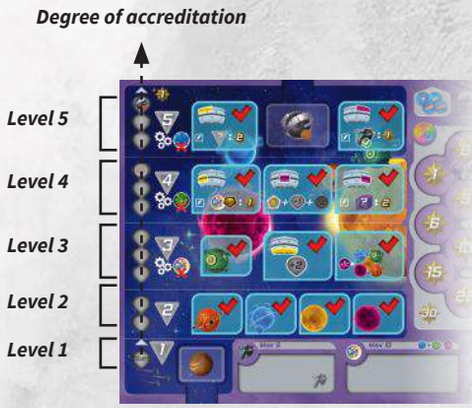
Several players can play an Ambassador token on this space during the same round.



FOCUS ON ACCREDITATION

The accreditation scale is composed of 5 levels.

Each level is composed of degrees of accreditation.



Gaining accreditation allows you to reach higher levels and to gain access to the special missions of your individual board.
Example: Reaching the level 2 of accreditation allows you to gain access to the level 2 special missions



During the payment step of the Executive Phase, you must pay the resource corresponding to your level of accreditation
(see Executive Phase p.11)
Example: If you reach the level 4 of accreditation, you must pay 1 coppernium at the end of the round.



If you reach the degree corresponding to the medal of honor, receive it.



If you reach the highest degree of accreditation, immediately choose a deep-space tile among the available ones and receive its bonus.
(see Deep Space tiles p.31)



If you have reached the highest degree of accreditation, gain 1 prestige point instead of moving your marker upward.

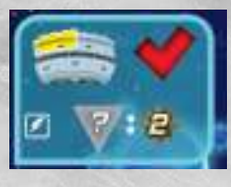


Your level of accreditation allows you to gain prestige points with:

1) The majority on the floors of the Senate.
(see Executive Phase p.12)



2) The Purchasing Office special mission .



3) A megastructure.



FOCUS ON ASSISTANT DIE

The players do not have their Assistant die at the beginning of the game. They receive it the first time they perform an action that increases their die.





There are 6 sides on the Assistant die, with a value from 1 to 6, corresponding to votes.

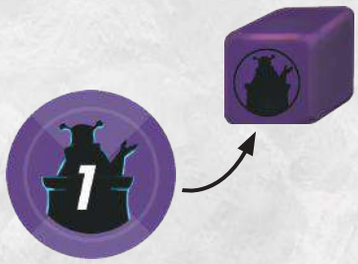
When can you play your Assistant die?

When you place one of your Ambassador tokens on its Voting side, you can associate it with your Assistant die.

Once you have played your Assistant die, you cannot move it until the end of the round. If you perform an action that increases the value of your die, do it while leaving your die in its place.

During the Executive Phase, the value of your Assistant die and the value of your Ambassador token are added up for:

- the majority in each floor of the Senate,
- the majority in each wing for the passing of the law.



At the end of the round, take back your Assistant die without changing its value and place it on your individual board for the next round.



You can receive your Assistant die (or increase its value) with the Assistants' Room action, Alteration tokens, Erudite tiles, deep-space tiles, one of the stalls on Arratooine or the Space University production structure *(see p.18)*.

END OF THE GAME

At the end of the 5th round, the game ends. Proceed to the following 3 final scoring:

1 / MEDALS OF HONOR

2 / REMAINING RESOURCES

3 / FUNDED MAJOR PROJECTS



1 / MEDALS OF HONOR

Score the lowest uncovered value on your medal of honor roll.

If you received all 7 medals of honor (one of each color), you score 30 prestige points (PP).



2 / REMAINING RESOURCES

1 PP for every 2 remaining crystals in your reserve.

1 PP for each gold diamond.

1 PP for each spaceship in your hangar.

1 PP for each Alteration token.



3 / FUNDED MAJOR PROJECTS

A Major Project is funded if the Major Project marker reached the last step of the funding track.

Each funded Major Project leads to a scoring of prestige points (PP).

Each player will score prestige points depending on their ranking for each funded Major Project.



MAJOR PROJECTS:



A / **For the 5 Major Projects relating to the federated planets , the player's ranking is determined by their level of influence on each planet.** The more influence a player has, the better their ranking. If a player does not have any influence on a Major Project, they do not participate to the scoring of the Major Project.



B / **For the Special Mission Major Project, the player's ranking is determined by their number of accomplished special missions**

Reminder: accomplished mission = 1 Special Mission marker + 1 spaceship

Example: the purple player has 3 accomplished missions.

The Starting tile and the deep-space tile (if you reached it) both count as accomplished special missions.



C / **For the Joint Major Project, the player's ranking is determined by their level of contribution to the joint Major Project.**

If a player did not contribute to the Joint Major Project, they do not participate to the scoring of the Joint Major Project.



For each funded Major Project, the scoring of points related to the ranking is as follows:

In case of a tie, the points of the affected places are added then divided by the number of players in question.

Example :

In a 4-player game, if 2 players tied in first place, they each score 12 PP.

16 points for the 1st place and 8 points for the 2nd place = 24 points.

24 points divided by between the 2 players tied in first place = 12 points.

The player in 3rd place scores 4PP.



The delegation with the most prestige points wins the game and joins the Federation. In case of a tie, the victory is shared.

3-PLAYER GAME

When playing a 3-player game, the rules are the same as with 4 players but with the following modifications:

A / Material for 3 players

With 3 players, add the material marked with 2 and 3

5 Federated Planet Blocking tiles



7 Neutral Player Vote tiles



B / Setup

Place each Major Project marker on the corresponding space of the funding track.



Place each medal of honor on the corresponding spaces.



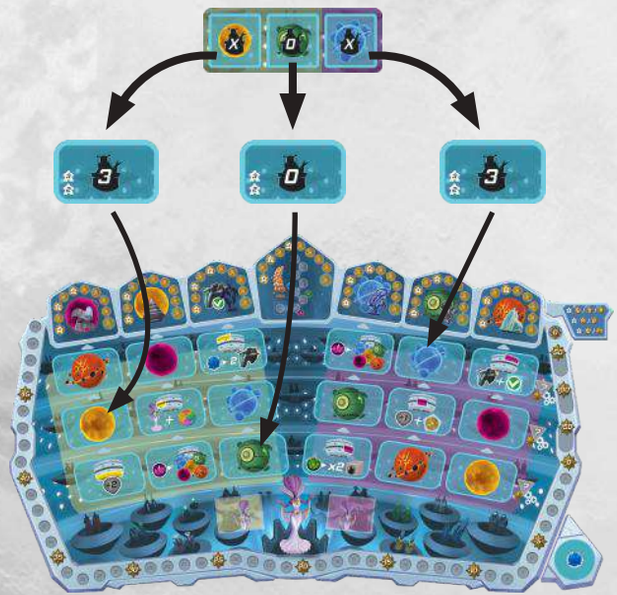
Form a pile with the 5 Federated Planet Blocking tiles face down and place it next to the central board. Reveal the first tile.

Place the Neutral Player Vote tiles next to the central board.

C / How to play

1 / At the beginning of each round, reveal a Federated Planet Blocking tile and block the corresponding action spaces with the designated Neutral Player Vote tiles (**X corresponds to the round in play**). Use the Neutral Player Vote tiles corresponding to the current round. The tile with a value of 0 is used for every round.

Example: this Federated Planet Blocking tile is revealed at the beginning of round 3. Place the 2 Neutral Player Vote tiles with a value of 3 (3 corresponding to the current round) on the yellow planet space in the left wing (yellow) and on the blue planet space in the right wing (pink). Place the Neutral Player Vote tile with a value of 0 on the green planet space in the left wing (yellow).



2 / At the end of the round, remove the 3 Neutral Player Vote tiles.

2-PLAYER GAME

When playing a 2-player game, the rules are the same as with 4 players but with the following modifications:

A / Material for 2 players

With 2 players, add the material marked with 2

5 Federated Planet Blocking tiles



5 Room of the Senate Blocking tile



9 Neutral Player Vote tiles



B / Setup

Place each Major Project marker on the corresponding space of the funding track.



Place each medal of honor on the corresponding spaces. Place each medal of honor on the corresponding spaces.



Form a pile with the 5 Federated Planet Blocking tiles and a pile with the 5 Room of the Senate Blocking tiles. Place them next to the central board. Reveal the first tile of each pile.

Place the Neutral Player Vote tiles next to the central board.

C / How to play

1 / At the beginning of each round, rreveal a Federated Planet Blocking tile and a Room of the Senate Blocking tile. Block the corresponding action spaces with the designated Neutral Player Vote tiles (X corresponds to the round in play). In addition, block the Spy action space located in the opposite wing of the wing where a Room of the Senate has been blocked with a Neutral Player Vote tile with a value of 0. Use the Neutral Player Vote tiles corresponding to the current round. Both tiles with a value of 0 are used for every round.

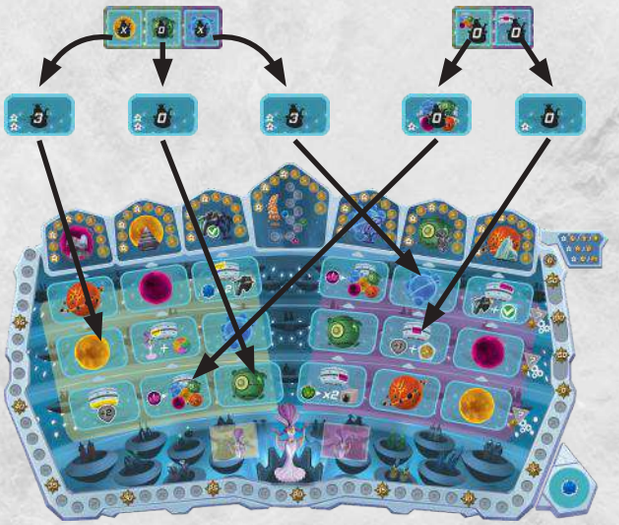
Example: this Federated Planet Blocking tile and the Room of the Senate Blocking tile corresponding to the Patrons' lounge are revealed at the beginning of round 3.

Place the 2 Neutral Player Vote tiles with a value of 3 (3 corresponding to the current round) on the yellow planet space in the left wing (yellow) and on the blue planet space in the right wing (pink).

Place a Neutral Player Vote tile with a value of 0 on the green planet space in the left wing (yellow).

Place a Neutral Player Vote tile with a value of 0 on the corresponding Room of the Senate, here the patrons' lounge, AND block the Spy action located in the opposite wing, here the left wing (yellow) also with a Neutral Player Vote tile with a value of 0.

2 / At the end of the round, remove the 5 Neutral Player



D/ End of the game

Scoring of the Major Projects: *(only The Major Project that are entirely funded, see p.25)*

10 The player with the better ranking on the Major Project score **10 points.**

In case of a tie, each player scores 7 points.

4/0 The second player scores:

- **4 points** if their level of influence / number of special missions / level of contribution has only a gap of 1 or 2 levels with the first player.
- **0 point** if that gap corresponds to 3 levels or more.

ERUDITE TILES (ATALUM)



When you perform an action on Atalum, take 1 level 1 Erudite tile that you do not own yet or an Erudite tile of a superior level if you have the lower level.

You cannot own 2 Erudite tiles with the same character.

3 temporalities to play these tiles:

1. Immediately.
2. One of the next time you perform an action on the planet.
3. Anytime during one of your next turns.

You can apply the effect only once. Then, the tile is turned face down.

Each level is composed of 3 Erudite tiles. The Erudite tiles are numbered so that you can easily find the bonus of each tile.
You will find the bonus detail of each Erudite tile below.





1A1 Take a level of accreditation +1 token. **Until the end of the round,** your level of accreditation is increased by 1. Discard the token at the end of the round.

1A2 Turn one of your level 1 Erudite tile face up. If the effect is immediate, gain the bonus immediately. Once the effect is applied, turn it face down.

1A3 Copy the effect of any face-up level 1 Erudite tile on Atalum or on your individual board.



2A1 Take a level of accreditation +2 token. **Until the end of the round,** your level of accreditation is increased by 2. Discard the token at the end of the round.

2A2 One of the next time you perform an action on Atalum, choose 1 of the available level 3 Erudite tiles.

2A3 Copy the effect of any face-up level 1 or level 2 Erudite tile on Atalum **or** on your individual board.



3A1 Gain 1 PP per accessible special mission.

3A2 Gain 3 PP for every Erudite tile of different color you own.

3A3 Gain 2 PP per level of influence on Atalum.





1B1 One of the next time you perform an action on E81216, the cost of any of the structures is reduced by 1 crystal of your choice.

1B2 One of the next time you perform an action on E81216, gain 1 lavandium per level influence on E81216.

1B3 Immediate effect – Gain the bonus of the production structure of your choice for free. **Do not place a Robot pawn on the Production Structure.**



2B1 One of the next time you perform an action on E81216, the cost of any of the structures is reduced by 2 crystals of your choice.

2B2 One of the next time you perform an action on E81216, gain 1 coppernium per level of influence on E81216.

2B3 Immediate effect – Gain the bonus of 2 production structures of your choice for free. You can gain the bonus of the same production structure twice. **Do not place a Robot pawn on the Production Structure.**



3B1 Immediate effect – Gain 2 PP per level of influence on E81216.

3B2 Immediate effect – Gain 3 PP for every gold diamond in your reservev.

3B3 Immediate effect – Gain 5 PP per megastructure.

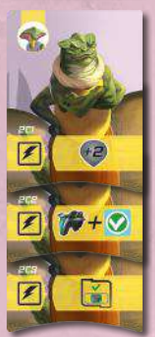


1C1 Immediate effect – Gain 1 degree of accreditation.

1C2 Immediate effect – Take 1 spaceship and place it in your hangar or place a Special Mission token on the special mission of your choice.

1C3 Immediate effect – Place 1 Trade disc on a level 1 stall of your choice for free. **Do not receive the bonus.**





2C1 Immediate effect – Gain 2 degrees of accreditation.

2C2 Immediate effect – Take 1 spaceship and place it in your hangar and place a Special Mission token on the special mission of your choice.

2C3 Immediate effect – Place 1 Trade disc on a level 1 stall of your choice for free and **gain the corresponding bonus.**



3C1 Immediate effect – Gain twice your level of accreditation as PP.

3C2 Immediate effect – Gain 3 PP for every spaceship in your hangar.

3C3 Gain 3 PP for every Trade discs you have on **a level 2 stall.**



1D1 One of the next time you perform an action on 6Moon, gain 1 additional **power 1** Alteration token.

1D2 Immediate effect – Receive your Assistant die with a value of 1 or increase the value of your die by 1.

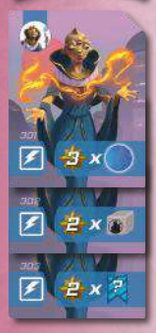
1D3 One of the next time you perform an action on 6Moon, move 1 additional spaces forward. **You only receive the Alteration token of the last moon you landed on.**



2D1 One of the next time you perform an action on 6Moon, gain 1 additional **power 2** Alteration token.

2D2 Emmediate effect – Receive your Assistant die with a value of 2 or increase the value of your die by 2.

2D3 One of the next time you perform an action on 6Moon, move 2 additional spaces forward. **You only receive the Alteration token of the last moon you landed on.**



3D1 Immediate effect – Gain 3 PP for every Alteration token in your possession that you haven't used yet.

3D2 Immediate effect – Gain twice the value of your die as PP.

3D3 Immediate effect – Gain 2 PP per level of influence on 6Moon.



1E1 One of the next time you perform an action on Neo, gain 2 additional lavandium.

1E2 One of the next time you perform an action on Neo, gain 1 additional oceanium.

1E3 One of the next time you perform an action on Neo, move 1 additional space forward. You only receive the resources of the last Asteroid you landed on.



2E1 One of the next time you perform an action on Neo, gain 1 additional lavendium and 1 additional oceanium.

2E2 One of the next time you perform an action on Neo, gain 1 additional coppernium and 1 additional oceanium.

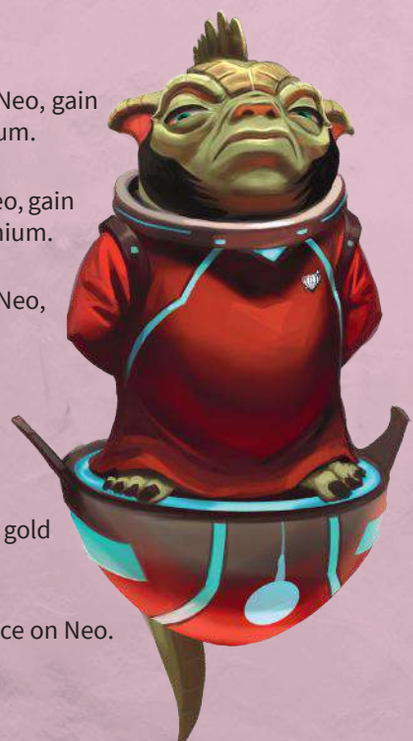
2E3 One of the next time you perform an action on Neo, gain 1 additional gold diamond.



3E1 Immediate effect – Gain 5 PP for every Asteroid token you have.

3E2 Immediate effect – Gain 1 PP for every crystal and gold diamond in your reserve.

3E3 Immediate effect – Gain 2 PP per level of influence on Neo.



DEEP SPACE TILES

As soon as you reach the highest degree of accreditation, take the pile of deep-space tiles and choose 1 of them. (At the beginning of the game, the number of deep-space tiles is equal to the number of players + 1.)

Reveal the tile you have chosen, place it on your individual board and immediately receive the corresponding bonus. (A deep-space tile counts immediately as an accomplished mission. You do not need to send a spaceship.)





Move the Major Project marker of your choice (including the Joint Major Project) 2 spaces forward or move two markers 1 space forward.

Take 1 spaceship from the supply and place it in your hangar.

Place a Special Mission token on all special missions.



Place 1 Trade disc on a level 2 stall of your choice for free and gain the corresponding bonus.

Gain 1 oceanium.



Receive an additional Ambassador token with a voting power of 7. Play this Ambassador during one of your turns. During the round where you play this pawn, you will play 5 turns instead of 4. This token does not have a funding side.

It can be covered with an Alteration token.



Place 1 Robot pawn on the Production Structure or Megastructure of your choice for free. Gain the corresponding bonus or PP.



Take the 2 power 4 Alteration tokens placed next to the central board and choose 1 of them.

Perform 1 action on Atalum.



Your level of accreditation is increased by 3 until the end of the game.

Receive your Assistant die with a value of 1 or increase the value of your die by 1.

Gain 1 oceanium.



Your level of accreditation is increased by 1 until the end of the game.

Receive your Assistant die with a value of 6 or increase the value of your die to its maximum.



Perform 1 action either on 6Moon or on Neo.

Receive 1 medal of honor of your choice and place it on your individual board. If you choose the medal of honor of a federated planet, take the medal of honor corresponding to the highest level of influence.

ICONS

Lavandium

Coppernium

Oceanium
can replace or

Crystal of your choice

Gold diamond

Generic Alteration token

Power 1

Power 2

Power 3

Power 4

Medals of honor related to the federated planets

Medal of honor for accreditation

Medal of honor for intrigue

Medal of honor of your choice (among 7)

Generic Asteroid token

Level 2 stall

Level 1 stall

Free cost

Level of influence reached on the different federated planets

---

Immediately

End of the round

End of the game

Voting

Increase the value of your Assistant die by 1
or
Receive your Assistant die with a value of 1

Value of your Assistant die reached

Funding

Major Project

Move the Major Project marker of your choice (including the Joint Major Project) 1 space forward

---

Gain access to the corresponding special mission by placing 1 special mission token on it

Gain access to the special mission of your choice by placing 1 special mission token on it

Receive 1 spaceship and place it in your hangar

Accomplished Special Mission

---

x1 Gain the bonus of the Production Structure of your choice for free. Do not place a Robot pawn on the Production Structure

Megastructure

Generic Erudite tile

Level 3 Erudite tile

Level2 Erudite tile

Level 1 Erudite tile

Anytime during one of your turns(once in the game)

Erudite tile of different color

Level of accreditation reached

+1 +2 Increase your level of accreditation by 1or by 2 until the end of the round

+1 ∞ +3 ∞ Increase your level of accreditation by 1or by 3 until the end of the game

X = X Score as much PP as their level of accreditation

+X Gain X degrees of accreditation

Prestige point (PP)

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2 2-player game

3 3-player game

4 4-player game

Credits
A game from Dimitri Perrier and Matthieu Verdier • Developpment: Dimitri Perrier
Illustrations: Miguel Coimbra • Translation: Adèle Renard
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