



## PLANNED ARRIVAL



SETUP BOOKLET



NORMAL



50 MINS / PLAYER



## WHAT'S DIFFERENT?

- The player with the most Mission Stars at the end of 5 years wins
- Max of 6 'O-rated' sectors allowed in starting ring
- 50 crew members available
- 10 Observations per game
- Choice of 3 Accolades from 9
- 3 Public and 1 Private Mission with strategic replacement
- 1 Event per player per year
- More costly Official Orders
- Strategic setup phase

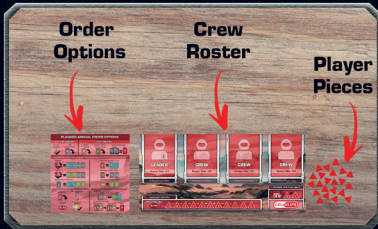
Refer to pages 11-12 in the rulebook

## STEP 01

# CHOOSE CORPORATION

Each player picks a corporation and places the matching Crew Roster, Order Options card and player pieces in front of them.

*Note: Ensure all rosters and cards display Planned Arrival face up.*



Refer to page 17 in the rulebook

**STEP  
02**

## CHOOSE TURN ORDER

Place the timer in the middle of the playing area. All players flick a piece at the timer; the one that lands closest is the Colony Governor. They will go first in Year 1.

*Note: Turn order proceeds in the clockwise direction. At the end of a year, the Colony Governor marker moves to the next player.*



Refer to page 22 in the rulebook

**STEP  
03**

## PLACE HEX

Place the hex in the center of the playing area.

This represents the site where the Lander crashed and the colony base was established.



Refer to page 18 in the rulebook

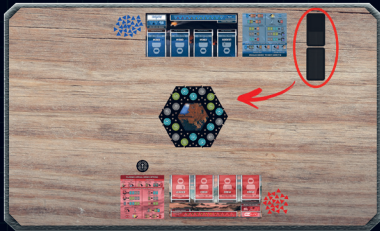
## STEP 04

# SETUP SECTORS

Remove the 2 tile trays from the box. Place them in the playing area.

Randomly draw 18 tiles (sectors) and attach them around the hex.

*Note: Up to 6 'O-rated' sectors can be used in the Planned Arrival setup. Redraw any over this limit.*



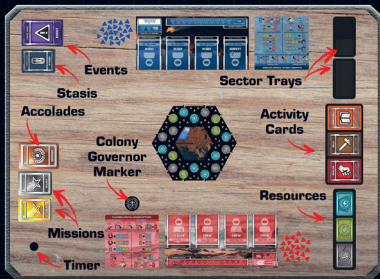
Refer to page 18 in the rulebook

## STEP 05

# TABLE SETUP

Put aside the resources, Accolade, Event and Stasis decks. Shuffle all other card decks.

Place the trays holding the Activity cards, sectors and resources, along with the Stasis and Mission decks, timer and Colony Governor marker in a similar configuration:



**STEP  
06**

## ACCOLADE ROSTER

Deal the Accolades into their 3 respective sets based on their type: Sector, Crew, Mission.

Shuffle each pile and choose 1 card from each. Turn them face up to form the Accolade Roster.

*Note: Put the other 6 cards back in the box.*



Refer to page 44 in the rulebook



## STEP 07

# MISSION ROSTER

To setup the Mission Roster, turn over 1 Gold Mission and 2 Silver Missions and place them face up, adjacent to the Gold and Silver Mission decks.

*Note: These Missions are Public and can be claimed by any player in the game.*



Refer to page 41 in the rulebook

## STEP 08

# PRIVATE MISSIONS

Beginning with the Colony Governor, each player chooses 1 Private Mission. This can be either a Silver or Gold Mission.

*Note: Players should keep these Missions private and hidden from their opponents throughout the game.*



Refer to page 41 in the rulebook

## STEP 09

# COMBINE DECKS

Add in all cards from the Stasis and Event decks with the symbol below.

Shuffle both decks thoroughly.

*Note: Use all cards in this version of the game.*



Add back in



Refer to pages 24 and 39 in the rulebook

**STEP  
10**

## SETUP CREW & EVENTS

Deal 6 Crew cards per player into 1 pile. These are the stasis pods that survived the crash landing.

Deal 5 Event cards per player into a pile (4 players = 20 Event Cards).

*Note: Place the remaining Crew and Event cards back into the box.*



= 6 x # of  
Players



= 5 x # of  
Players

Refer to pages 24 and 39 in the rulebook

## STEP 11

# DEAL STARTING CREW

In turn order, deal 2 Crew cards face down to each player. All players privately look at their crew.

Flip the top card of the Stasis deck and place it face up on top of the deck.



Refer to page 24 in the rulebook

## STEP 12

# CHOOSE LEADER

In turn order, each player chooses 1 crew member as their Leader and places them face down in the Leader Slot on their Crew Roster. The other crew member is then placed in Slot 02 face down.

*Note: Leadership Abilities that affect sector productivity apply during the setup phase.*



Refer to page 24 in the rulebook

**STEP  
13**

## CLAIM 1ST SECTOR

In turn order, each player places 1 player piece (structure) on any unclaimed sector around the hex.

*Note: Placement should always be in the lowest value corner of the sector. Two players can never occupy the same sector.*



Refer to page 19 in the rulebook

**STEP  
14**

## CLAIM 2ND SECTOR

In reverse turn order, starting with the last player to place a piece in the previous step, each player places a 2nd structure on any unclaimed sector.

*Note: The 2nd structure cannot be used to Upgrade an existing sector.*



Refer to page 19 in the rulebook



**STEP  
15**

## CLAIM 3RD SECTOR

In the original turn order, starting with Player 1, each player places a 3rd structure on any unclaimed sector.

*Note: When complete, all players should have three Level 1 sectors.*



Refer to page 19 in the rulebook

## STEP 16

# REVEAL CREW

In turn order, each player turns over their Leader and reads out their Leadership Ability.

All players then turn over their 2nd crew member.



Refer to page 24 in the rulebook

## STEP 17

# DEAL RESOURCES

Each player counts up the resources due to them, based on the numbers on the sectors they occupy, including any benefit from their Leader's Ability (if applicable).

Deal the corresponding Energy, Food and Titanium resources to each player.



Refer to page 19 in the rulebook

## STEP 18

## DEAL ACTIVITY CARDS

In turn order, deal 2 Action cards, 1 Item card and 1 Training card to each player face down.

Players can now look at their cards.

*Note: Players should keep their resources and Activity cards private and hidden from their opponents throughout the game.*



Refer to page 36 in the rulebook

## STEP 19

# ATTACH CARDS

Players may now attach an Item or Training card should they wish to do so.

*Note: Training may be placed on any Crew Member and cannot be moved thereafter. Items can only be attached according to their attachment criteria, but can be moved.*



Refer to pages 28 and 31 in the rulebook

## STEP 20

# SETUP PLAYER PIECES

All players place 1 of their pieces onto each of the 10 triangles on their Observation track and 1 piece on the 'N' marker under 'Prepare for Year End?'.

*Note: The remaining pieces are placed beside each player's Crew Roster.*



Refer to page 17 in the rulebook

## STEP 21

## SETUP COMPLETE

Congratulations! Setup is now complete.

Your playing area should look similar to the illustration below.



# STEP 22

# PLAY!

Play begins when Player 1 draws an Event card.

Follow the Year Setup and Year Procedure card to guide you through each year of play.

*Note: Place this booklet back in the box.*

## 1 YEAR SETUP

### EVENTS



**Basic Simulation**  
There are no Events in this variant.



**Early Arrival**  
The Colony Governor draws 1 Event, reads it aloud, and makes a decision on behalf of the colony (if required).



**Planned Arrival**  
Beginning with the Colony Governor, each player draws and immediately resolves 1 Event.

### SECTORS



Starting with the Colony Governor, players each draw 1 sector and connect it to any other sector. Next, they place 1 structure on the closest available, unoccupied sector, adjacent to a sector they own.

### RESOURCES



Deal resources to each player based on Items, Events, Leadership Abilities and sector values (in this order).

### ACTIVITIES



Deal the Start-of-Year allocation of Activity cards to each player, face down (1 Item, 1 Training and 2 Action cards).

## 1 YEAR PROCEDURE

### Year Setup

Resolve event(s) [Early and Planned Arrival only], draw and claim new sectors, collect resources, and deal Activity cards (see reverse).

### Perform Orders

Starting with the Colony Governor, take turns making orders. On your turn, you may make unlimited Free Orders, but you must perform 1 Official Order (see Order Options mat). Anytime orders can be performed at instantly ANY TIME in the game, even when it's not your turn.

### Prepare for Year End

If you do not wish to make an Official Order (or are unable to) you must Prepare for Year End. Discard down to (or hand limit 1) Item, 2 Ability cards and 2 resources. Move your piece from "N" to "Y" under "Prepare for Year End" on your Crew Poster, and declare to all players that you have done so.

### End of Year

Once all players have Prepared for Year End, remove any temporary Action cards in play and remove any used Leadership Ability markers. Reset your Prepare for Year End marker from "Y" to "N". Place the Colony Governor marker to the next player in turn and start the next year.