EARLY ARRIVAL

▲ SETUP BOOKLET ▲

INTERMEDIATE

30 MINS / PLAYER

WHAT'S DIFFERENT?

- The last year of play is triggered when a player reaches 10 Mission Stars. The player with the most stars at the end of that year wins.

- Max of 3 '0-rated' sectors allowed in starting ring

- 36 crew members available

- 5 Observations per game

- Choice of 3 Accolades from 9

- 3 Public Missions and 2 Private Missions

- 1 Event per year

- Less costly Official Orders

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 Early Arrival face up.

Order Options

Crew Roster

Player Pieces

Refer to page 17 in the rulebook

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.
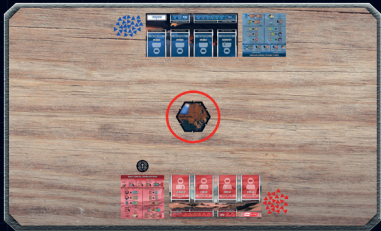

Red is closest

Player 1 (Colony Governor)
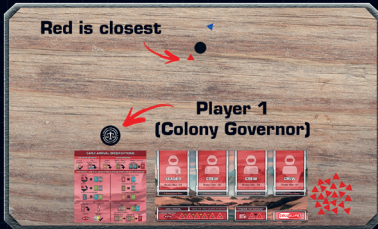
PLACE HEX

Place the hex in the center of the playing area.

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

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, as shown below.

Note: Up to 3 '0-rated' sectors can be used in the Early Arrival setup. Redraw any over this.

Refer to page 18 in the rulebook

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:

Events

Stasis

Accolades

Colony Governor Marker

Missions

Timer

Sector Trays

Activity Cards

Resources

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

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.
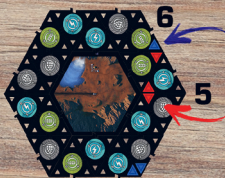

Refer to page 19 in the rulebook

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.
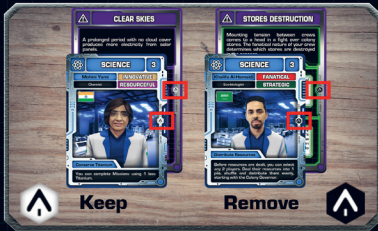

Refer to page 19 in the rulebook

DISSEMINATE DECKS

Remove all cards from the Stasis (14) and Event deck (25) with the black symbol (below) then shuffle the decks.

Note: These cards are only used in the Planned Arrival game variant.

Keep

Remove

Refer to pages 24 and 39 in the rulebook

PREPARE STASIS DECK

Deal 6 crew cards per player into 1 pile.

These are the stasis pods that survived the crash landing.

Note: Place the remaining Crew cards back into the box.

CREW CARD

STASIS

= 6 x # of Players

Refer to page 24 in the rulebook

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

CHOOSE LEADER

In turn order, each player chooses 1 crew member as their Leader, reads out their Leadership Ability and places them in the Leader Slot on their Crew Roster.

The other crew member is then placed in Slot 02.

Leader

Refer to page 24 in the rulebook

STEP 13 — 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

MISSION ROSTER

To setup the Mission Roster, turn over 3 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.

PRIVATE MISSIONS

Deal all players 2 Gold Missions face down.

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

Refer to page 41 in the rulebook

SETUP PLAYER PIECES

All players place 1 of their pieces onto each of the 5 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

SETUP COMPLETE

Congratulations! Setup is now complete.

Your playing area should look similar to the illustration below.

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.

ℹ 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 receives 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).

ℹ 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 literally 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 the hand limit (max. 5 Activity cards and 5 resources). Move your piece from 'N' to 'Y' under "Prepare for Year End?" on your Crew Roster, 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'. Pass the Colony Governor marker to the next player in turn and start the next year.