EDICT

SOLAR CONTENTION

BACKSTORY

In the near future, humanity renews itself. Decades of stagnation and illness are overcome and progress leaps forward once more. Economies revive and nations look again to the stars as we rediscover the urge to reach beyond the confines of planet Earth. Collectively, Earth's nations and people set a course for the exploration of the solar system and exploitation of the resources it has to offer. Together, they set forth the Edict.

The Edict is a licence for the most capable to venture forth into space under the mandate of harvesting extraterrestrial resources for the enrichment of the people of Earth. Five organisations race into the solar system to discover and capitalise on the raw materials buried within the planets, moons, asteroids, and debris beyond Earth's heavens. Who among them will gain ascendency in a race to establish a commercial empire in answer to the Edict?

OVERVIEW

You control one of these powerful organisations. Your aim is to explore, exploit and expand your influence into the solar system and export back resources essential to Earth. Your organisation's capabilities and options are dependent on the executives you recruit to manage Mission Control.

The winner of the game is the player with the most Victory Points at the close of Earth's final Edict. Victory Points are earned through the accumulation of Solar Credits as well as achievements in scientific brilliance, political might and supremacy in exploration.

By colonising new worlds, investing in groundbreaking technologies and recruiting the most distinguished minds in space exploration, you will drive your organisation to control the stars and pave the way for new frontiers of humanity.

COMPONENTS

SOLAR COMPONENTS

- Gameboard
- 40 Edict cards
- 41 Politic cards
- 40 Solar Event cards
- 20 Loyalty markers
- 20 Skill markers
- 1 Solarlabe
- 1 Achievement sheet
- 100 Solar Credits currency
- 78 Resource tiles
- 20 Starter Team cards
- 40 Executive cards
- 2 Quick-start sheets
- Planet 9

ORGANISATION COMPONENTS (TOTAL FOR 5 PLAYERS)

- 5 Organisation player boards
- 5 Mission Control player boards
- 5 Exploration Ship miniatures
- 50 Orbital Platform tokens
- 25 Extraction Rig tokens
- 15 Cargo Vessel miniatures
- 10 Research Lab tokens
- 20 Colony tokens
- 200 Resource tokens
- 100 Player marker cubes
- 5 Action tokens
- 15 Double time tokens

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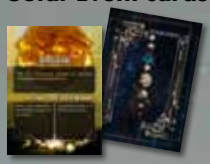
SOLAR COMPONENTS

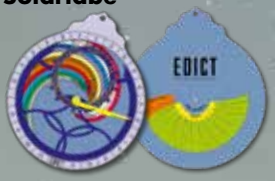
» Edict cards

» Politic cards

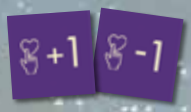
» Solar Event cards



» Solarlabe



» Loyalty markers



» Skill markers

» Achievement sheet

» Solar Credits

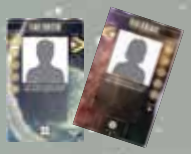
» Resource & Solar Event tiles

» Executive cards

» Resource tokens

» Planet 9

» Starter Exec Team cards



ORGANISATIONAL COMPONENTS

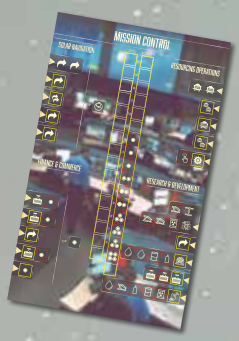
» Organisation Player Boards

» Orbital Platform tokens

» Research Lab miniatures

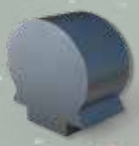
» Player marker cubes

» Mission Control Player Boards



» Extraction Rig tokens

» Colony miniatures



» Action tokens

» Cargo Vessel miniatures

» Exploration Ship miniatures

» Double time tokens

GAMEBOARD DETAILS

Planetary Detail

Excavation Field - marked on the board as a hex.

Localised Space Routes - short permanent routes connecting adjacent Sectors.

Sector - boundaries marking clusters of Excavation Fields to be exploited. Sectors can include planets, moons or asteroids.

The Colonial Leadership and Political Influence

Track and Stacks -

1. Rungs for Player markers

2. Achievement Rewards

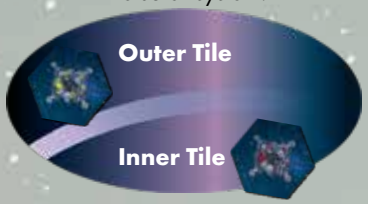
3. Colonial Leadership Stack

4. Political Influence Stack

The Feats and Goals Scoreboards

The Asteroid Boundary

Separates the inner and outer regions of the solar system.



Gravitational Assist Routes (GARs)

Longer ephemeral routes providing passage from the outer system planets to Earth.

Future Technologies

Shows research progress towards Fusion Energy and Conscious AI.

Technology Name

Completion Reward (Victory Points)

Completion Reward (Solar Credits)

Resource Requirement

The Propulsion Tech Tree

Shows research available for enhanced launch capabilities

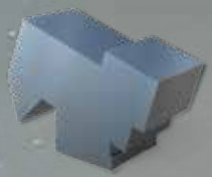
1. Upgrade cost **2.** Fuel material

3. Split upgrade routes **4.** Patent Bonus

SPACECRAFT & CONSTRUCTS

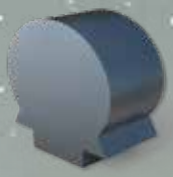
Exploration Ship Emblazoned with their organisation's colours, the exploration ship is a pioneer vessel staffed by a skilled and reliable crew destined to push the horizon for humanity.

Orbital Platform The in-field hub of operations in each sector, orbital platforms provide havens for human crews as they move throughout the solar system.



Extraction Rig The crew of an extraction rig are set a heroic task: to draw out valuable materials from rock and dredge liquids and gases from the diverse planets and moons throughout the solar system.

Cargo Vessel A ship specialising in the safe handling of massive quantities of material to be delivered from the far reaches of space to the markets on Earth.

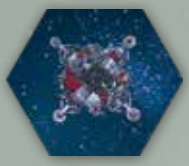


Colony The beginnings of human habitation beyond Earth. A colony provides a self-sustaining ecosystem for humans employed in the extra-terrestrial industries along with their families.

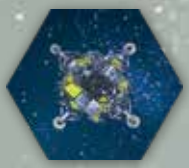
Research Lab A station for researching more deeply the environments of celestial bodies.

TOKENS & TILE COMPONENTS

Inner System Resource Tiles (distinguished by a red accent)

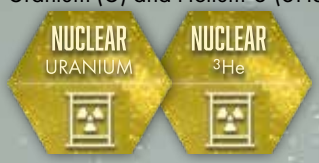


Outer System Resource Tiles (distinguished by a yellow accent)

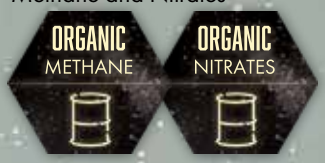


Both have either a Resource or "EVENT" printed on the reverse

Nuclear Encompassing Uranium (U) and Helium-3 (3He)



Organics Encompassing Methane and Nitrates



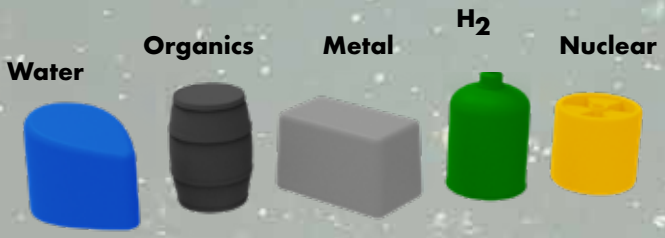
Hydrogen (H_2)

Metals Encompassing Iron, Rare Earth Metals, Gold and Palladium.

Water (H_2O)

Event

Resource Tokens



Player Marker cubes

Double Time Tokens
Makes an executive work a double shift and get double the work done.

Solar Credits Coming in denominations of 1 and 5. Minted by the United World Bank representing a stable currency worth hundreds of times more than any terrestrial currency to ensure lasting incentives for space exploration.

Skill and Loyalty Markers to evidence a change in an executive's loyalty or skill.

MISSION CONTROL - Executive Cards interfacing with a Mission Control Board

Mission Control is the central tool for commanding exploration and extraction in space, made up of four departments which each require specialist management.

Job Title

Executive's name, image, and brief biography

Department

Combined team loyalty level (varies with team changes)

Combined team skill level (varies with team changes)

Skill level action

Alternative action (in-play option)

Executive action and ability (may be unique)

Unity identifying team cohesion

Note: There are 20 Starting Executives, loyal staff who helped found each organisation's space mission but have limited skills. They are identifiable by having blank images and make up the Starting Exec Team with neutral team cohesion.

ORGANISATION BOARD

Representing one of the five leading organisations at the forefront of space exploration, each has unique advantages over their competitors in the struggle for pre-eminence in the solar system.

Starting equipment & funds

Construct deployment rack and order of deployment

In game deployment bonus

Operational Advantages

EDICT

Earth's declaration: A demand for essential resources.

Earth news headline influencing prices

Edict Resource Demand – The number of resource tiles required to fulfil an Edict

Sets prices for key commodities required to sustain Earth and its people

Exchange rate for end-of-game currency conversion

GAR route availability for transit inward

SOLARLABE

A revolutionary technology unlocking space travel at unprecedented speeds and enabling almost instantaneous movement throughout the solar system and beyond, subject to programming of spatial navigation reference points.

The Solarlabe draws a distinction between space Movement - transit over relatively short distances - and Launches over potentially vast distances. (See Actions, page 8)

SOLAR EVENTS CARDS - representing unpredictable challenges to organisations daring to operate in space.

Solar Event

Decision options

POLITIC CARDS - representing the opportunities and setbacks that may arise from human influence and activity.

Category

Title

Outcome

Usage

PLAYING EDICT

OBJECTIVE

The game is advanced by completing Edicts. Each Edict specifies how many resources (depleted resource tiles) must be delivered to Earth for the Edict to be completed. When an Edict is completed it is discarded and, following a Recruitment phase that enables player to strengthen their executive team and enhance their abilities, a new Edict is revealed. Once all Edicts are completed the game ends and the player with the most Victory Points wins.

SET-UP

Number of resource tiles to be placed in outer system 49

Number of resource tiles to be placed in the inner system 26

Establish the United World Bank (UWB) holding Solar Credits

The Executive Hire Roster displays cards to the number of players +1

SETUP (CONTINUED)

1. Position the game board in the centre of the table.

2. On each excavation field in the inner system randomly place a red inner system resource tile face-up so that the resource is visible.

3. On each excavation field in the outer system randomly place a yellow outer system resource tile face-down so that the resource is hidden. (Three tiles remain for Planet 9).

4. Separate the resource tokens into piles accessible to all players (Metals, Organic, Nuclear, Water and Hydrogen).

5. Place the Solar Credits into a central pool to create the United World Bank (UWB).

6. Place the loyalty and skill tokens into piles accessible to all players.

7. Remove the 20 starting executive cards from the Executive deck. Shuffle the remaining executive cards and place the deck face-down beside the board. Draw and display, face-up, the top executive cards up to the number of players plus one. Place these in a row beside the board for all players to see. This forms the Executive Roster.

8. Shuffle each of the Politic and Solar Event decks and place face-down beside the board.

9. Each player selects an organisation to play. Take the Organisation board, one Mission Control board, an action token, and all the miniature spacecraft & constructs for that organisation (1 exploration ship, 10 orbital platforms, 5 extraction rigs, 3 cargo vessels, 2 research labs and 4 colonies). Players also receive 3 Double Time tokens.

10. Populate the Organisation board, placing the spacecraft and constructs into relevant deployment racks.

11. Populate the Mission Control board with the appropriate starting executive attached to each department.

    Department: Solar Navigation - Exec: Flight Director
    Department: Finance & Commerce - Exec: Chief Financial Officer
    Department: Resourcing Operations - Exec: Head Geologist
    Department: Research & Development - Exec: Lead Engineer

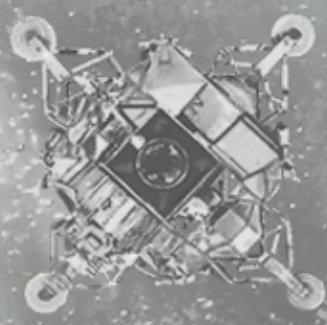
12. On Mission Control, cubes are placed over every Skill action which the starter exec team's limited capabilities are not able to access or perform at the start of the game. Finally, a cube is positioned on the top rung of the Loyalty ladder which is equal to the combined loyalty of all the Starting Exec team.

13. Each player places their Exploration Ship on Earth's Sector.

Note: The Skill Ladder starts at 4, the combined skill value of the Starting Executives. As new, more capable executives are recruited they will add new skill actions. The cubes move from revealed skill actions to the Skill Ladder, climbing the ladder as overall capability increases.

14. On the Main Board each player places one cube on the bottom rung of the Colonial Leadership track and one cube on the bottom rung of the Political Influence track. Also, place one cube on the bottom tier of the Propulsion Tech Tree.

THE FIRST EDICT



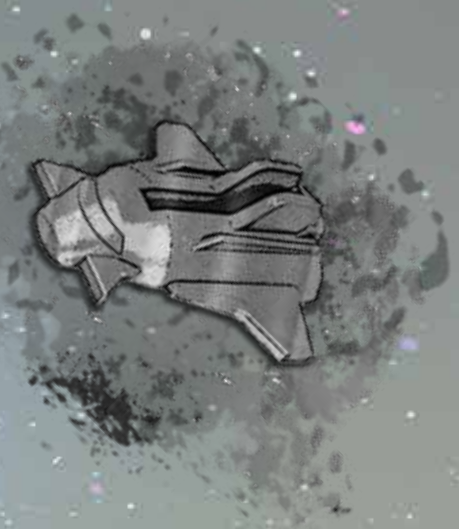
The Edict cards are shuffled and a deck of 6 (short game), 10 (normal game) or 16+ (epic game) cards is placed on the Sun.
The First Edict is revealed and placed for all to see.
The game begins.

GAME START

Each player deploys spacecraft as listed on the Start & Funds section on their organisation board.

Starting with the organisation with the lowest starting funds (or if a tie, the last player to win a boardgame) place an orbital platform onto one of the sectors in the inner solar system excluding the asteroid belt. Proceed clockwise until all orbital platforms are in position.

> **Note:** When playing the *Kremlin Collective*, place the second orbital platform after all players have placed their extraction rigs.



Next, in reverse order anti-clockwise starting with the last to deploy an orbital platform, players deploy an extraction rig onto any excavation field in the inner solar system excluding the asteroid belt. Remember, all player constructs should be located in the inner solar system since the technology does not yet exist to reach such a distance.

Players take Solar Credits from the United World Bank equivalent to the organisation's Start & Funds.

Players also receive a financial exploration subsidy from the UWB; this is calculated as follows.

- 2 player game - players receives 3SC
- 3 player game - players receives 3SC
- 4 player game - players receives 4SC
- 5 player game - players receives 5SC

> **Note:** No excavation field may ever be occupied by more than one extraction rig.

The player who deployed the first orbital platform begins and play continues clockwise.

PLAY TURN SCHEDULE

Edict uses an ongoing action-selection mechanism. Each turn a player undertakes the actions available in one of the four Mission Control departments.

Player resolves their turn in the following in sequential order:

1) Place your action token on a different department of Mission Control that was not used on your previous turn.

2) Execute the Skill level actions available to that executive in the chosen department from top to bottom **or** use the alternative action followed by any executive left to right. Thus, you may take a single action or multiple actions depending on the skill level of the executive.

3) After a player's actions are concluded play continues clockwise with the next player and continues until the Edict is fulfilled.

> **SKILL ACTION** is taken in order from top to bottom. The skill actions available are dependent on the skill level of the executive in that department as indicated by the aligning arrows on the card and the Mission Control board.
> E.g. Flight Director with Skill 3 can perform the top 3 actions in the Solar Navigation department.

> **Note:** A player may choose not to perform any or all actions or abilities available to them.

> **ALTERNATIVE ACTION** Solar Navigation and Finance & Commerce departments allow players the option to execute an Alternative action; this replaces all other Skill actions. Hence a player may choose ***either*** to execute all available Skill actions up to the level of their executive ***or*** the single Alternative action. The Alternative action is available regardless of an executive's skill level.

> **EXECUTIVE ACTION** After finishing the Skill actions or Alternative action, you may perform your Executive's action. For the chosen department's executive, these actions are taken from left to right on the executive card.

GAME ACTIONS

MOVE - Move an exploration ship, extraction rig, cargo vessel or orbital platform along a localised space route from one sector's orbit to the next or use available GAR for inward travel. Extraction rigs may Move from one excavation field to another and along localized space routes to reach excavation fields in adjacent sectors. **A spacecraft may only execute one Move or Double Move action per turn.**

> **Note:** An orbital platform may only be moved when a player has deployed all ten orbital platforms onto the board.

> **Note:** Movement is subject to propulsion technology requirements. E.g. spacecraft can only travel into the outer system when an organisation has developed Tier 2 propulsion technology.

DOUBLE MOVE - Move a single exploration ship, extraction rig, cargo vessel or orbital platform twice, subject to propulsion technology limitations.

MINE - Select an extraction rig currently on location at an resource tile and gain one resource token of the type displayed on the tile. To Mine (or Double Mine) there must be an orbital platform in the sector. If you own the orbital platform there is no cost to mine. If it is owned by another player, you must pay a levy of 1SC to an owner to perform this action. The levy is a flat rate whether you Mine or Double Mine.

Note: An extraction rig may only execute one Mine or Double Mine action per turn.

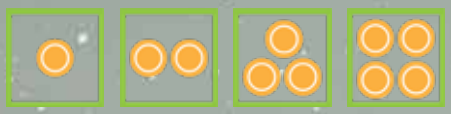
DOUBLE MINE - Select an extraction rig currently on location at a resource tile and gain two resource tokens of the type displayed on the tile.

DEPLETE - Select an extraction rig currently on location at an resourced excavation field, move the resource tile into a cargo vessel and deploy the cargo vessel into sector orbit. Depletion requires an orbital platform to be in the sector and is subject to a levy of 1SC if owned by another player.

If a player's cargo vessels are all busy elsewhere, then depletion cannot progress until a cargo vessel becomes available.

Note: Deplete is an executive ability for Head Geologists or as a Skill 5 action in Resourcing Operations.

PURCHASE/BUY - Gain one resource token of your choosing.



FINANCE/EARN - Gain 1+ Solar Credit from the UWB for each coin illustrated.

CONSTRUCT & DEPLOY-

Construct an orbital platform – built and deployed by your exploration ship in the immediate sector. Orbital platforms remain in orbit and cannot make landfall.

Note: Launch applies to orbital platforms only after all are deployed.

Construct an extraction rig – built either on Earth or a colony and deployed into immediate sector orbit or make landfall. An extraction rig may be in orbit or make landfall on an excavation field.

Construct a colony – built and deployed by one of your orbital platforms onto a free excavation field in the sector containing the orbital platform.

Construct a research lab – built and deployed by your orbital platform onto a free excavation field in the sector containing the orbital platform.

LAUNCH - Use the Solarlabe to move an exploration ship, extraction rig, cargo vessel or orbital platform over long distances instantly.

POLITICS - Draw a Politic card.

SOLAR EVENTS -Draw a Solar Event card.

UPGRADE - Progress to the next tier of the Propulsion Tech Tree.
Pay the required costs to move your player marker cube to a new fuel type on the Propulsion Tech Tree (see page 11).

TRAIN - Improve the skill of any executive by +1. Add a skill marker to an executive in Mission Control and remove a player marker cube from the next blocked skill level, placing the removed cube on the lowest next available rung on the Skill Ladder.

GAIN LOYALTY - Raise the position of your marker cube on the Loyalty Ladder by one space; add a + 1 Loyalty marker onto any executive.

> **Note:** Skill and Loyalty of an executive may never exceed a maximum of 5 or a minimum of 1. Markers are removed and returned to the general pool when retiring an executive.

COSTS

Some actions and abilities require the payment of a cost. Costs are identified in a **red box**. Costs are paid to the United World Bank, not to other players attempting grand larceny.
Costs incurred may be:

Pay resource token(s) - Pay resource token(s) of the shown type to the amount shown.

Pay Solar Credits - Pay SC to a value indicated.

Pay loyalty - Reduce loyalty on the Loyalty Ladder by required number and add - 1 Loyalty marker(s) to an executive of your choosing.

CONCEPTS

DEPLETION & TECHNOLOGICAL INVESTMENT

Returning Depleted Resources

Returning huge quantities of extracted resource when an excavation field is depleted is the principal purpose of the Organisations' extra-terrestrial endeavours. When any player moves a cargo vessel laden with depleted resources (see Deplete action, page 9) into Earth's orbit sector they immediately remove the resource tile and cargo vessel from the board, and the cargo vessel is available for further missions. The player places one marker cube onto the active Edict to record a successful resource delivery to fulfil the current Edict. When any player returns a depleted resource tile to Earth, they may take one of two actions:

Either:
Earn SC to the value of the resource as shown on the Edict. Edicts reflect the volatile commodity markets and hence the reward earned can vary with each new Edict. The player removes the returned resource tile from the board and places it in front of them for calculating Victory Points at the end of the game. The player receives the going rate in SC from the bank.

Or:
Invest the resource in Future Technology (see Future Tech, See below). In this case the returned resource tile is allocated to an appropriate space on a Future Technology Tree. It will not be used to calculate Victory Points at the end of the game. No SC are earned when a resource tile is invested into Future Technology.

If, at the end of any player's turn, the number of depleted resource tiles (shown as player marker cubes placed on the Edict card) is equal or greater than the Edict Resource Demand as printed on the Edict card, the Edict is completed and removed from the board. A recruitment phase follows immediately **before** the next Edict is issued (see Recruitment Phase, page13).

FUTURE TECHNOLOGIES

The Future Technologies shown on the game board represent humanity's best endeavours to unlock the secrets that will propel civilisation forward. A player may only invest a returned resource tile where it can fill a resource requirement space on one of the Future Technologies.

When a player invests a resource tile, they place a marker cube on top of the invested tile to identify it as their contribution and that space is now filled. Future Technologies only pay off if they are completed, i.e. when all the tile requirements are met, and the spaces filled.

Immediately upon completion of a Future Technology players receive 2 SC for each tile contributed by the player as evidenced by their marker cubes. When calculating Victory Points at the end of the game players also receive VP corresponding to their input, but again only for completed technologies. A VP calculation table relating to the number of resource tiles contributed is located next to the Future Technologies.

EXPLORATION & PROPULSION

EXCAVATION FIELDS IN THE OUTER SYSTEM

Once an organisation has developed the necessary propulsion capability, their spacecraft are free to explore the mysteries of the outer system. In the outer system resource tiles are face-down, hidden until players discover the resources. A player reveals the resource tiles in an entire sector when they construct an orbital platform in that sector. When tiles are turned over any Event tiles are removed from the board and the player making the discovery draws a Solar Event card (see page 13). The player must play the Solar Event card(s). The player then discards the card to the Colonial Leadership stack as indicated and moves their marker cube one rung up the Colonial Leadership track.

GARs

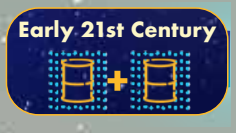
Another feature unique to the outer system are the Gravitational Assist Routes (GARs). These long-distance pathways experience strong gravitational pull sunward. Spacecraft are able to travel down GARs at huge speeds at no extra fuel cost: travelling down a GAR is done as a single movement action. Importantly, GARs can only be traversed from the outer system to the inner system as they utilise the *gravitational well* of the Sun. Furthermore, GARs are unstable, and use is limited to a single route at any given time, the active GAR identified by the current Edict. With each new Edict a new GAR may be opened, and an existing GAR closed.

PLANET 9

The fabled mysterious Planet 9 is on the cusp of discovery. Planet 9 is brought into play by an event or after a player deploys two research labs. Once this condition is met, Planet 9 is placed on the board below the Kuiper Belt, on the faintly marked X. Access to Planet 9 sector is via the Kuiper Belt or the Moons of Saturn, and players must assume localised space routes are discovered between these sectors. The three unused resource tiles are placed face-down onto Planet 9's excavation fields.

THE PROPULSION TECH TREE

The Propulsion Tech Tree displayed on the game board shows the different paths organisations may take to improve their space-travel capabilities.



The blue boxes on the tree show fuel material required for launching using the Solarlabe (see Solarlabe, page 12).

The yellow stars show immediate bonuses awarded to a player who gains that specific propulsion tech.

Types of bonuses:

Immediate Bonus: an immediate bonus for any player to reach that tech.

Patent Bonus: an immediate bonus for the first player to reach that tech.

Tech Bonus: a bonus gained after making a launch.

Players advance up the Propulsion Tech Tree, with each successful technical development. Players progress by paying the required upgrade cost, shown in red boxes for the route they choose to progress along. When a cost is paid the player moves their marker cube to the blue box showing the fuel type they may now use.

Note: a player may only upgrade the Propulsion Tech Tree when executing the Upgrade action or in the execution of a Solar Event or Politic Card

Example

To progress from Tier 1 to Tier 2, a player must pay the upgrade costs of 2x SC and 1x Organic resource token. For Tier 2 launches with the Solarlabe players sees costs reduced by +1, to only -1 organic resource per calculated requirement as shown on the Solarlabe.

Significant Tiers

To travel beyond the inner system players must reach Tier 2 on the Propulsion Tech Tree.
To access the Kuiper Belt players must reach Tier 4 on the Propulsion Tech Tree.

Alternative Routes

Beyond Tier 2 the tree splits into three alternative routes. A player may choose

Either: Pay 2x SC and 1x Hydrogen resource to progress to *Ion Thrust* in Tier 3.

Or: Pay 2x SC and 1x Nuclear resource to progress to *Laser Energised* in Tier 3.

Or: Pay 4x Metal to progress to *Solar Sail* in Tier 4. This central route is a dead end.

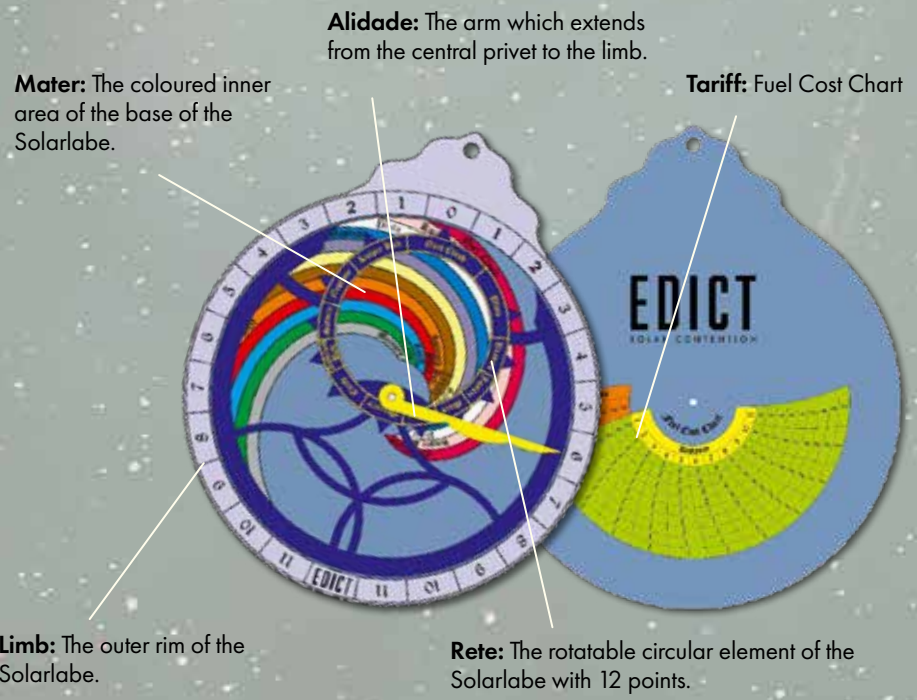
A player may not switch between routes within tiers, hence if a player has upgraded to *Laser Energised* they only may upgrade to *Fission Thermal* simply by paying the next cost.

SOLARLABE

The Solarlabe allows fast travel between **any** two sectors in the solar system by means of revolutionary navigational technology.
To use it, first having familiarised yourself with the main components:

1. **Input your start point and destination:** Find the *destination* marked out in specific colours on the mater. Now locate your *point of departure* on the rete. Rotate and align the correct serrated pointer corresponding to your *point of departure* on the rete, to point to the coloured *destination* band on the mater.
2. **Measure the distance:** Move the alidade so that the straight edge aligns with the tip of the rete's correctly positioned serrated pointer. The tip of the alidade will point to a number on the limb. This is the solar distance to be travelled.
3. **Calculate your launch level:** Add the Skill of your Flight Director to the Propulsion Tech tier you currently occupy.
4. **Calculate the fuel cost:** On the reverse side of the Solarlabe input your launch level on the Y axis and the solar distance on the X axis to determine the fuel cost. This is the amount of fuel needed for the launch.

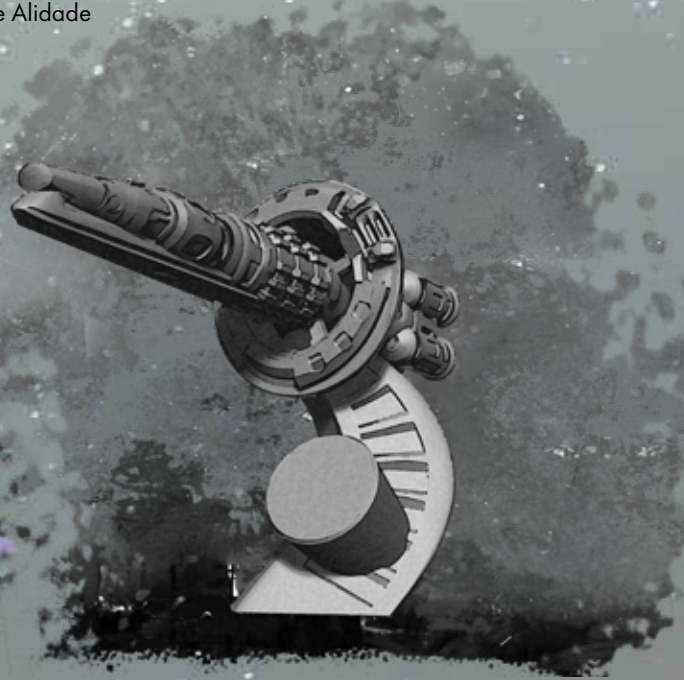
Note: Tier 1 on the Propulsion Tech Tree requires a player to spend **double** this number using Organic fuel only.



EXAMPLE: Determining distance (as shown on Solarlabe above)
Destination — Pluto
Starting Location — Mars
The Rete pointer for Mars aligns with the white streak of Pluto on the mater. The Alidade then aligns with the tip of the pointer and points towards a value of 6.
Distance = 6

Determining Launch Level (as imagined)
Flight Director skill — 3
Propulsion Tech Tree tier — 2 (Tripropellent; organic fuel)
Launch Level — (2 + 3) = 5

Determining Fuel Cost
Distance — 6
Launch Level — 5
Calculated Tariff Fuel Cost = 2x Organic



RECRUITING & RETIRING EXECUTIVES

The Recruitment Phase

The recruitment phase occurs at the end of the player turn that completes the Edict Resource Demand and **before** the new Edict is revealed.

Starting with the player who completed the last Edict, each player has the opportunity to purchase an executive from the executive roster by paying the recruitment cost as shown in the top right corner of each card. Each executive has a level of skill (yellow-gold arrows), a level of loyalty (yellow-gold circles) and may have actions or abilities (at the base of the card). Each executive has a different quantified value to bring to their role of managing a department in Mission Control. An executive cannot manage a department which they are not suitable for.

When recruiting an executive, a player may choose either to replace the executive currently performing that function in Mission Control by retiring the incumbent or the newly purchased executive, whichever is the less useful to your team. At the end of the recruitment phase any unhired executives in the roster are returned to the bottom of the deck and new candidate cards are drawn into the new roster. The completed Edict is placed at the bottom of the deck face up, and the top card is turned over. The game continues with the next player's turn.

Skill and Loyalty Ladder

When new executives join Mission Control the player adjusts the Skill and Loyalty ladders by moving marker cubes to reveal the new skill level of the incoming executive and placing them on the Skill Ladder. The revealed Skill actions are now available to the player.

> **Note:** The Skill Ladder rises as better-skilled executives are recruited.

The Loyalty Ladder is adjusted via the single marker cube recording the combined loyalty of all the executives in Mission Control (including any additional loyalty markers).

When combined loyalty drops to 12 or below, a player will incur an additional cost for recruitment to overcome distrust and low staff loyalty. Player's pay the cost shown in the box above their marker on the Loyalty ladder in addition to the recruitment fee.

Example
A player with a combined loyalty of 9 seeking to recruit an executive costing 8SC would have to pay 8SC + 2SC (the disloyalty cost shown on the Loyalty Ladder) to hire that executive.

Unity & Team Cohesion

In-house executive Unity Icon:

Executive Unity Icon:

There are five Unity symbols on executive cards representing executive social characteristics which identify potential cohesion among team execs. The collective symbols can lead to VP at the end of the game (see Calculating Victory Points, P15).

Retiring Executives

When retiring from Mission Control (or direct from recruitment) a player must choose a future career for the executive.

Either: As an inspiring colonial leader, the player places the executive on the Colonial Leadership stack on the board and moving their marker cube one rung on the Colonial Leadership track.

Or: As an impassioned Earth based politician, the player places the executive on the Politic stack on the board and moves their marker cube one rung on the Political Leadership track.

Skill or loyalty markers are non-transferable and any attached to a retiring executive are returned to the central pool.

SOLAR EVENTS & POLITICS

Solar Event Cards

Even the best laid plans are vulnerable to disruption in space exploration, and Solar Event cards represent the inherent unpredictability of working beyond the safety of Mother Earth. A player must draw a Solar Event card when -

Either: They reveal an **Event tile** in a newly discovered sector in the outer system.

Or: When their deployment rack reveals a Solar Event symbol (see Organisation Board, page 5).

A Solar Event card should be read aloud and takes effect immediately. The card will present a player with a choice of two decision options with differing effects. The player must decide on an outcome to resolve the event before play can progess. Used Solar Event cards are placed on the Leadership stack and the player's marker cube moves up one rung on the corresponding track.

Politic Cards

Politic cards represent the powerful influence Earth has over space exploration. A player draws a card when -

Either: they use an executive action to draw a Politic card (paying any required cost)

Or: they are required to when their deployment rack reveals an in-game bonus Politic symbol (see Organisation Board, page 5).

A Politic card is best read silently (so as not to reveal any shenanigans) to begin with. The card states whether it takes immediate effect or can be retained for future use. Politic cards can only be played during a player's turn unless specifically instructed otherwise.

> **Note:** A player cannot hold more than 3 Politic cards at any one time. If a player has more than 3 cards, then a card must be immediately discarded with no effect or benefit.

Once used, a Politic card is placed on the Political Influence stack and the player's marker cube moves up one rung on the corresponding track. There are four variants of Politic cards that are relevant to different organization and executive abilities:

• Commerce • Construct • Financial • Management

Colonial Leadership and Political Influence Tracks

The player(s) with the highest track position at the end of the game will earn Victory Points. The tracks also grant immediate in-game bonuses when players reach certain marked rungs.

ORGANISATION IN-GAME BONUSES

The Deployment Racks & In-Game Bonuses

The Organisation board keeps track of a player's deployable spacecraft. When a player constructs a new spacecraft, they take it from the lowest number of the relevant deployment rack and place it onto the board. On deploying the spacecraft an in-game deployment bonus may be revealed. The player immediately receives and uses the bonus, gaining any benefit.

> **Note:** This does not apply to cargo vessels which are kept in a separate pool and provide no additional bonuses for deployment.

Organisation Operational Advantages

Each organisation also enjoys operational advantages over its rivals, usually passive abilities which invoke benefits upon an in-game trigger. It is therefore important for players to remain aware of their Operational Advantages so as not to miss their benefits.

FEATS & GOALS

The Feats & Goals scoreboard marks symbolic milestones for humanity's advance into space. They also represent opportunities to win Victory Points both during gameplay and at the end of the game.

Feats can be achieved during gameplay. The first player who performs any feat places a marker cube over the appropriate scoreboard section and no other player can subsequently claim it. Claimed feats earn a player 3 Victory Points at the game end and cannot be lost.

Goals are calculated and awarded at the end of the game, a player gaining 3 VP. In the event of a tie for a goal, tied players each receive 3 Victory Points.

The criteria for each of the six Feats and five Goals are outlined below.

Feats:

- Construct a research lab on Mercury
- Construct a colony on one of Jupiter's moons
- Construct an orbital platform in orbit around Neptune
- Launch from Earth to Pluto using the Solarlabe
- Accumulate 20 SC
- Have combined team skill equal or greater than 12

Goals:

- Be the player with the most resource tokens
- Be the player with the highest combined loyalty at game end
- Be the player with the most extracted resource tiles (excludes future research tiles)
- Be the player with the highest total Political Influence
- Be the player with the highest total Colonial Leadership

Double Time Token

Players using a Double Time token place the token on the selected department at the start of their turn. Once the set of actions in that department and the executive action have been completed the player may then repeat all the actions again (usual order applies). On completion the token is surrendered to the UWB and the player takes a -1 Loyalty penalty on that executive.
Unused Double Time tokens add a +1 loyalty to your final total loyalty value at the end of the game.

GAME END

The game ends when the final Edict has been fulfilled, Earth's resource demands met, and a final recruitment round resolved.

A winner is determined by calculating each player's Victory Points.

CALCULATING VICTORY POINTS

- Feats — 3 Victory Points each
- Goals — 3 Victory Points each
- Future Technologies — Victory Points are awarded corresponding to a player's input on completed tech trees. An incomplete tech tree delivers zero VP (what use is half a technology?)
- The rate of VP awarded to a player for the number of extraction tiles added to any individual Future Technologies is:

1	- 1 VP	5	- 13 VP
2	- 4 VP	6	- 16 VP
3	- 7 VP	7	- 20 VP
4	- 10 VP		

- Propulsion Tech Tree — players receive VP equal to their highest tier level.
- Returned extraction resource tiles — 1 VP for every four (4) returned extraction resource tiles (resource invested in Future Technologies and Event tiles do not count).
- Research Labs — 2 VP for each constructed research lab
- Solar Credits — SC convert to VP based on the last Edict exchange rate.

  Example

  An Edict displaying SC/VP 3 equates with 3 SC being worth 1 Victory Point.

- Unity – Players receive VP for having the following matches within their executive team (total symbols across all four cards):

  4 matching symbols (not including starting execs) = 3VP

  3 matching symbols (not including starting execs) = 2VP

  All 4 opposite symbols (not including starting execs) = **-1VP**

  All 4 starter exec symbols = 1VP

NOTES

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