

ROUND OVERVIEW

Dice Phase. Roll dice. Set median. Players choose dice.

Action Phase. Spend dice to perform actions:



Fly your survey ship.



Take a transmitter or work on one already taken.



Take a gyrodyne tile.



Patent a technology.



Start a gyrodyne spinning.



Complete an HQ project.



Take a die modifier token.



At any time during your turn, you can place an unused gyrodyne tile you have taken on an undeveloped pulsar you have claimed.



At any time during your turn, you can pay 4 engineering cubes to copy a die left on the dice board and use it as your bonus die. You can use at most one bonus die per turn.

Production Phase.

1. Determine the new order of play.
2. Hand out engineering cubes.
3. Take initiative and engineering penalties.
4. Gain points and cubes for online transmitters.
5. Score points for spinning gyrodynes.
6. Score points for certain technologies.
7. Discard remaining transmitters and turn up 3 new ones.
8. Move tokens to unlock second patents on technologies.
9. Advance the time marker.

