

# MASCAMITES

On the moons of Jupiter and Saturn, we have discovered a new species of alien creature. Their name is derived from their diet, as they feed on the rare lunar mineral mascagnite. They exhibit social and behavioral similarities to Earth's insects, but studying samples will reveal their true nature.



## CARDS



When this species is discovered, shuffle its deck and deal cards to the players who marked the three discovery spaces. Each player gets **1 card per marker**.

Keep the deck near the Mascalmites board. Turn the top card face up and place it beside the deck.

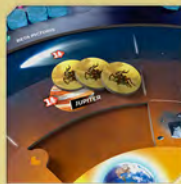


Spaces with this icon let you draw a Mascalmites card. You may **draw from the top of the deck**, or **take the face-up card** and replace it with the top card from the deck.

**Note:** These cards can be tucked for income or discarded for their free-action effect. They count toward your hand limit.

## SAMPLES

Shuffle these tokens face down. On the solar system board, deal **3 to Jupiter** and **3 to Saturn**. Players can collect these samples during play.



Turn the remaining token face up and place it on its designated space on the alien species board.

## SAMPLE BONUSES





# MASCAMITES

## COLLECTING SAMPLES

Samples can only be collected if you have a card that lets you do so. Some cards for this species allow you to land on a planet (or moon) and collect a sample. When you collect a sample, look at all the tokens on that planet's space and choose 1. Return the others back to the planet's space.

*You can use these cards to land on planets without samples, but you won't collect any Mascamites. Keep the card in front of you in case you manage to complete it in the future.*

Stack one of your markers on top of your chosen sample. This stack represents a space capsule, which can be moved around the solar system in the same way as your probe. It starts on the space you took the token from.



## MOVING SAMPLES

Whenever you could move a probe, you can choose to move your sample capsule instead. You gain publicity when it moves to marked spaces, and it suffers the penalty for moving out of asteroids.

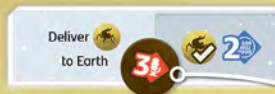
It counts as a probe for the sake of all card and tech effects. It can't be turned into an orbiter nor a lander and it doesn't count towards your probe limit.

## DELIVERING SAMPLES

While your sample capsule is at the destination of one of your Mascamite mission cards, you may deliver the capsule, completing the mission as a free action.



This means you remove the delivered capsule from the board, reveal the token, and gain the reward shown on it.



Keep the card as a completed mission. Then place the used token face up in the next dedicated space on this alien species board. It becomes a new blue space.



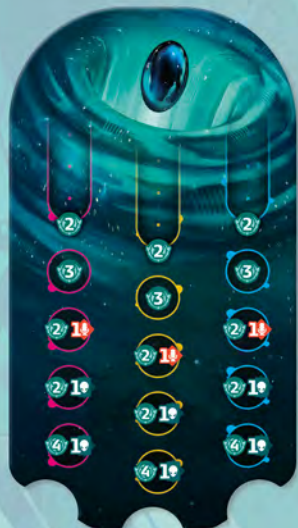
## BLUE SPACES WITH SAMPLES

Once there is a sample token in a blue space, it can be marked by any player like any other blue space. When you mark it, gain the reward from the token.

## MULTIPLE CAPSULES

You are allowed to have multiple capsules and you do not have to keep track of which capsule was enabled by which card. For example, if you have two cards that reward you for bringing a sample to Earth, you can choose which card you'll resolve when you deliver the sample. (The other card cannot be resolved until you deliver another sample.)

Three enormous, highly reflective objects have been discovered in our solar system. These "Anomalies" distort space-time around them, implying a connection to distant observers. Their discovery has sparked protests, worship, and a newfound sense of global unity. We are watching them. Is someone watching back?

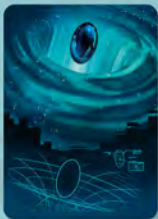


10x



3x

## CARDS



When this species is discovered, shuffle its deck and deal cards to the players who marked the three discovery spaces. Each player gets **1 card per marker**.

Keep the deck near the Anomalies board. Turn the top card face up and place it beside the deck.



Spaces with this icon let you draw an Anomalies card. You may **draw from the top of the deck**, or **take the face-up card** and replace it with the top card from the deck.

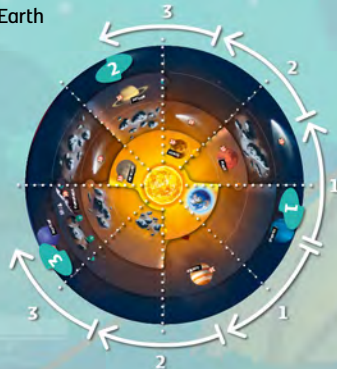
**Note:** These cards can be tucked for income or discarded for their free-action effect. They count toward your hand limit.

## ANOMALIES



Place the 3 anomaly tokens, random side up, on these spaces in the solar system's outermost ring:

- one in the sector with Earth
- one 3 sectors counter-clockwise from Earth
- one 3 sectors clockwise from Earth






*(If a token is placed in a space with Neptune or Uranus, make sure you place it so that it doesn't cover the planet.)*



## TRIGGERING ANOMALIES



Whenever the solar system rotates, check to see if Earth is now in the same sector as an anomaly. If so, resolve the anomaly immediately.

Each anomaly corresponds to either  ,  , or  .

Check the Anomaly species board for the column that matches the triggered anomaly. The player who has marked the highest space in the given column gains the reward depicted on the anomaly.




If no spaces in that column are marked, then no one gets the reward. (Marked spaces below the alien species board do not count.)

**Note:** There is no bonus for visiting Anomalies with your probes.



The top space gives only 2 points, but it is always available. Players who mark this space later go above those who marked it earlier.



If the  anomaly were to trigger now, the **green player** would receive the reward. If the  anomaly were to trigger, **no one** would receive the reward, as the spaces below the alien species board do not count. If the  anomaly were to trigger now, the **purple player** would receive the reward.



# 'OUMUAMUA

This 400-meter-long asteroid is the first extrasolar object observed in our solar system. On its surface, we've made an amazing discovery: the fossilized remains of extraterrestrial life. Further study of these exofossils could forever alter our understanding of life in the universe.



10x



17x



1x

## CARDS



When this species is discovered, shuffle its deck and deal cards to the players who marked the three discovery spaces. Each player gets **1 card per marker**.

Keep the deck near the 'Oumuamua board. Turn the top card face up and place it beside the deck.



Spaces with this icon let you draw an 'Oumuamua card. You may **draw from the top of the deck, or take the face-up card** and replace it with the top card from the deck. In the rare case when there are no cards to draw, this symbol has no effect.

**Note:** These cards can be tucked for income or discarded for their free-action effect. They count toward your hand limit.

## 'OUMUAMUA

Place the 'Oumuamua tile in the depicted space in disc 3. (If a probe is in that space, set the probe on top of 'Oumuamua and that player gains 1 publicity immediately.)

Place 3 data tokens in the data slot of the 'Oumuamua tile.



Set these exofossil tokens beside 'Oumuamua's alien species board.



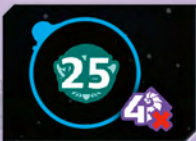


# 'OUMUAMUA

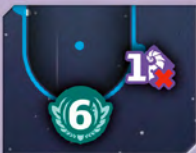
## EXOFOSSILS



This icon means that you **gain 1 exofossil token**.




Some spaces on the 'Oumuamua species board require you to **spend exofossil tokens** to mark them. If you don't have enough exofossil tokens, you cannot mark the space.



The topmost spaces can be marked any number of times by all players. You need to spend an exofossil token each time you choose to mark it.

## 'OUMUAMUA AS A PLANET

'Oumuamua counts as a planet for cards referring to "planets". Each time you visit 'Oumuamua with your probe, gain .

You can place a lander or an orbiter on 'Oumuamua, just as you do for other planets.

## SOLO RULES




*The rival also collects exofossil tokens. They mark the space that requires payment of exofossils only when they have enough of them; otherwise, they consider the space occupied.*



*When the rival resolves this icon, they always mark a signal on the 'Oumuamua tile.*

## SIGNALS

When you mark a signal in 'Oumuamua's sector (like the  sector shown below), you have a choice – you may either mark it in the sector or on the 'Oumuamua tile.



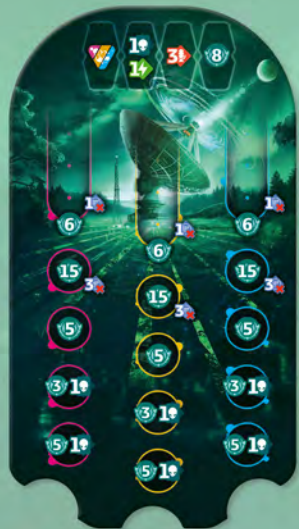
Similarly, this icon allows you to mark a signal either in a sector with Oumuamua or on the 'Oumuamua tile.

There is a 1-point and a 2-point reward for placing the first and third markers in the 'Oumuamua data slot.

Like other sectors, 'Oumuamua gets completed by taking the last data in its data slot. Each player who marked it gains 1 exofossil. No winner is determined here. Fully refill 'Oumuamua with data, leaving no markers behind.

# CENTAURIANS

We have made contact with an intelligent civilization, located 4.5 light years away. They rely on technology comparable to our own, which means we'll have to wait a full nine years for their reply. In the meantime, astronomers and scientists on Earth are working diligently to decode their messages.

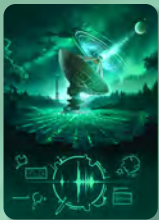


10x



4x

## CARDS



When this species is discovered, shuffle its deck and deal cards to the players who marked the three discovery spaces. Each player gets **1 card per marker**.

Keep the deck near the Centaurians board. Turn the top card face up and place it beside the deck.



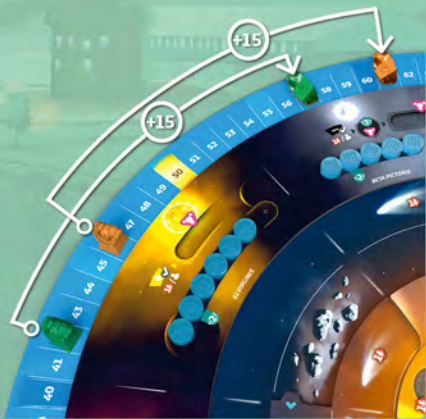
Spaces with this icon let you draw a Centaurians card. You may **draw from the top of the deck**, or take the **face-up card** and replace it with the top card from the deck.

**Note:** These cards can be tucked for income or discarded for their free-action effect. They count toward your hand limit.

## MESSAGE MILESTONES



When this species is discovered, each player takes a message tile in their color and places it as a milestone 15 points ahead of their current position on the scoring track.





## REACHING THE MESSAGE MILESTONE



When you reach your message milestone, choose one of the available rewards on the alien species board and cover it with your milestone tile, thus making it unavailable for other players.

## MESSAGE CARDS



Cards from this species cost energy instead of credits.

When you play a Centaurian card for its effect, **place one of your markers 15 points ahead of your score counter.** Then resolve the white part of the card, and keep it in front of you. When you reach your marker, resolve the green part of the card.

Some Centaurian cards turn themselves into an unusual type of income. After tucking the card, remember to gain 1 of the depicted resource immediately. Centaurian cards that don't become income are simply discarded per usual.

Centaurian cards are not considered missions.

**REMINDER:** Milestones are resolved at the end of the turn in which they are reached or passed. Players evaluate milestones in play order, starting with the player whose turn just ended. No player can play free actions at this time.

## Multiple Messages

If you have multiple message markers in play, stack your pending message cards with the oldest card on top and the newer cards below. Messages are resolved in the order in which they were sent.

## PAYING DATA



Some spaces on this species board have a cost. This cost is paid by discarding data from your data pool. (You cannot pay the cost by discarding data already placed in your computer.) If you can't pay the cost, you cannot mark that space.



Players can mark the topmost spaces any number of times. You need to discard 1 data each time you choose to mark it.

## SOLO RULES



*When you discover this alien species, the rival places one message milestone token as a player would, and takes all leftover tokens. They get to use them with their alien action card.*

*When the rival reaches their message milestone, they choose the leftmost or rightmost available reward, according to the decision arrow.*

*The rival marks spaces that require payment of data only if they have a full computer and enough leftover data to pay.*



Found via the beacons they left behind, the Exertians used advanced mining technology to extract energy from the very core of planets. The sustained use of this technology ultimately led to their demise. Harnessing these technologies must be approached with caution. Their overuse could result in severe backlash from the public.



15x



2x

## EXERTIAN CARDS



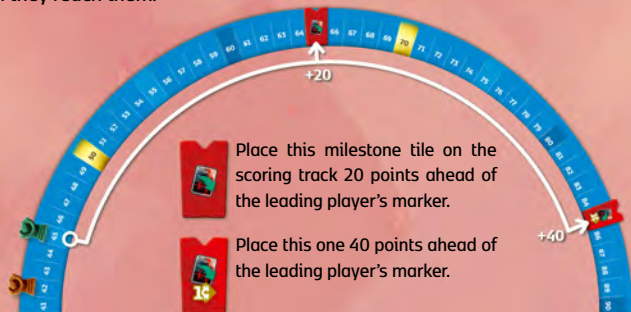
When this species is discovered, shuffle this deck and **deal 3 cards to each player**. Each player who marked a discovery space also gets **1 card per marker**. Return the remainder of the deck to the box – it will not be needed later.

At this time, **each player may play one Exertian card for every marker they placed on the discovery spaces**. Cards are played face down and not revealed until the end of the game.

Exertian cards are not considered to be in your hand. (Ignore them for the purposes of hand size. They cannot be discarded in any way.)

## EXERTIAN MILESTONES

These tiles represent new milestones. Players may play additional Exertian cards when they reach them.



Place this milestone tile on the scoring track 20 points ahead of the leading player's marker.

Place this one 40 points ahead of the leading player's marker.



## PLAYING MORE EXERTIAN CARDS



When you cross an Exertian milestone, you may choose one of your Exertian cards and play it face down. This option is available even to players who have marked no life traces for this species.



At the second milestone, playing an Exertian card costs you 1 credit. If you do not have a credit when you cross this milestone you cannot play the card. You can't pay for this milestone later.

**To sum up:** Each player gets at least 3 cards and will have at least 2 opportunities to play a card face down. If you marked one of the three discovery spaces for this species, you will get one extra card and an immediate opportunity to play one card. (If you marked 2, you get 2. And 3 for 3.)

## SOLO RULES



*The rival can only draw and play Exertian cards via their action card for this species. They ignore the Exertian milestones.*


*When this species is discovered, the rival does not draw or play any cards, but they do advance on the progress track for each marker they placed on the discovery spaces.*

*At the end of the game, all rival Exertian cards are considered successfully completed, and the rival scores full points for them.*

*Then, count up and compare danger with your rival in the usual way.*


## DANGER



Each Exertian card has a certain amount of **DANGER**  printed on it ranging from 0 to 9. When you play the card face down, you are taking on that much danger, which will be hidden from other players until the end of the game.

If you fulfill the condition, you will also gain the depicted victory points at the end of the game. Exertian cards are not considered missions or end-of-game scoring cards.



In addition, **players take on DANGER**  **by marking spaces on the Exertian board.** The bottom tier gives 3 danger per marker, the middle tier gives 2 danger, and the top tier only 1.

**At the end of the game**, all played Exertians cards will be revealed. The danger on the cards will be added to the danger from markers on this alien species board.



**Whoever has the most danger loses one-tenth of their total points, rounded down.** (So if you have 168 points, you lose 16.) The other players lose no points. If there is a tie

for the most danger, all tied players lose points.

This calculation is made after all other points have been scored, including points from the Exertian cards.