ICONOGRAPHY

- 1 credit
- 1 energy
- 1 random card *(from the deck)*
- 1 from the card row or 1 random card
- 1 publicity
- 1 data
- 1 victory point
- Move your probe 1 space.

- 1 card from **this** alien species (the face-up card, or a random card)
- Tuck a card from your hand for income. **Take the depicted resource immediately.**
- Take a tech of the indicated type and gain its rewards.
- Take a tech of any type and gain its rewards.

Reminder: You cannot have 2 tech tiles from the same stack.

- Advance the rotation counter and rotate the corresponding solar system disc one sector counter-clockwise.

- Mark a signal. (Take a data token from a sector and put your marker in its place.)
- Mark a signal in a yellow / red / blue sector.
- Mark a signal in a black sector. *(These are rare.)*
- Mark a signal in a sector with the depicted planet. *(In this case Earth.)*
- Discard a card from the card row and mark a signal in a matching sector. *(Replenish the card row after resolving the whole action.)*
- A win in a sector of this color
- A win in a sector of any color
- Traces of alien life in our solar system, usually discovered by landing on planets
- Traces of life in other star systems, usually discovered by winning a sector
- Traces of alien life discovered by analyzing data
- Any of the 3 symbols above
- Orbiter
- Lander
- Orbiter **or** Lander

MISSION COMPLETED

Triggerable Missions: Rewards can be triggered only after the card has been played. When triggered, you may mark the reward. Mission is complete when all are marked.
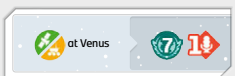
Conditional Missions: If you meet the condition, you can gain the reward. This is a free action and it can even be completed immediately, if you meet the condition when you play it.

at Venus

ENDGAME SCORING

3 for each

At the end of the game, score points as indicated.

MAIN ACTIONS (1 PER TURN)

PLAY A CARD
Resolve the white part of the card.

LAUNCH A PROBE
Launch a probe from Earth.

ORBIT

LAND

SCAN
Mark signals based on your techs.

ANALYZE DATA
Remove all data from your computer to mark.

RESEARCH A TECH
Rotate the solar system. Gain a new tech and its depicted rewards.

These actions can be improved through technologies.

PASS
1. Discard down to 4 cards.
2. Rotate the solar system if you are first to pass this round.
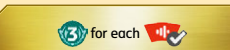3. Choose one card from the stack of end-of-round cards.

FREE ACTIONS (NO LIMIT)

PLACE DATA
Place data in your computer. Gain the reward your data covers.

COMPLETE A MISSION
If you meet a mission's condition, you may complete it and gain its reward.

FREE-ACTION CORNER
Discard a card from your hand for its free-action corner effect (usually   ,   , or   ).

BUY A MOVEMENT
Spend 1 energy to gain 1 movement.

BUY A CARD
Spend 3 publicity to gain a card from the card row or a random one from the deck.

EXCHANGE RESOURCES
Exchange 2 of the same resource for 1 resource of any kind.

END OF THE ROUND

- Everyone gets income.
- Pass the starting player to the left.
- Move the rotation reminder token onto the next stack of end-of-round cards.

PROBE TECH

You can have up to 2 probes on the solar system board at the same time.
This already applies to this tech's immediate bonus, which lets you launch a probe for free.

Landing costs 1 less energy. (It costs 1 energy to land if there's an orbiter at the planet already, or 2 energy if there isn't.)

When you move to asteroids, gain 1 publicity.
Asteroids no longer cost 1 extra movement to leave.

From now on you can land on a planet's moon instead of the planet itself. The cost is the same as landing on the planet.

TELESCOPE TECH

During a scan action, you can mark a signal in a sector adjacent to Earth instead of marking Earth's sector.
This tech's immediate bonus also gives you 2 data.

During a scan action, you can discard one card from your hand to mark an extra signal in a matching sector.

During a scan action, you can pay 1 publicity to mark an extra signal in the sector with Mercury.

During a scan action, you can pay 1 energy to launch a probe or you can gain 1 movement.

COMPUTER TECH

Computer techs replace a space in your computer with an upper space and an optional lower space. Placing data in the upper space scores 2 points.

Lower spaces do not have to be used in order, but you cannot use a lower space unless the space above has been filled.

When you analyze data, all upper spaces must be filled, but lower spaces can be empty. Afterwards, remove all data from all spaces.

GOLD SCORING TILES

The first time you reach any gold milestone on the scoring track, mark an open space on one of the scoring tiles. You can mark each tile only once. At the end of the game, multiply the points you marked by the number of times you met the tile's condition.

For each set of probe, telescope, and computer techs.

For every 2 techs (regardless of their type).

For each set of credit, energy, and card income you have tucked under your starting income card, one of each type.
(Do not count the 3 credits, 2 energy, and 1 random card printed on the starting card.)
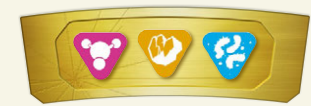
For each credit or energy card you have tucked for income, whichever type you have more of.
(Do not count the 3 credits and 2 energy printed on the starting income card.)

For each completed mission card.
(Triggerable missions are counted as completed only if all circles have been covered.)

For every 2 cards with either a completed mission or a gold end-of-game scoring box.

For each set of these life traces you have marked.
(Each set contains 1 of each color. Don't worry about which species they belong to.)

For each set consisting of both a sector win and either an orbiter or a lander.
(So 3 sector wins, 1 lander, and 1 orbiter would make 2 sets.)