

The tech board above is sized to fit in a USPS Small Flat Rate Box, which you can pick up for free at any US Post Office.

The Role Display serves as a reminder of which role is which, and that you get an additional Role Symbol when leading each role (2 when leading Survey).

## The Rules

### Setup:

1. Give each player 6 dice. Put the rest of the dice back in the box.
2. Deal out Start Planets and give each player the tech marker cubes in the color matching their start planet.
3. Start Planets go face down (cost side up) in your Empire.
4. Mix the Planet tiles in the draw bag. Draw 5 Planet tiles and place them face up (effect showing) in the Survey Display.
5. Create a supply of 12 Fighter/Resource tokens per player (24/36/48 for 2/3/4 players)
6. Choose a Start Player via any method you like.

### Game Turns:

#### Role Phase:

Choose a Role and resolve it. Boost the Role with dice showing the chosen Role's symbol. Move all dice used to the Used pile.

Opponents may Follow or Dissent:

- Follow: Use as many dice showing the chosen Role's symbol as desired and resolve the Role. (Move these dice to the Used pile)
- Dissent: Choose any Role symbol and re-roll any number of **Active** dice showing that symbol.

You may re-roll 1 extra die for each "Re-roll +1 die" ability.

These extra dice can be from the Used pile.

#### Cleanup Phase:

Re-roll all Used dice. You may re-roll any number of Active dice as well.

### Game End:

Take turns in clockwise order, starting with the Start Player, until the last Fighter/Resource token is taken from the supply. This signals the game end. Finish the current round and then play 1 final round. After the final round, the game is over.

After this trigger, players may still get Fighters and Resources - proxy them if need be.

### Winning the Game:

Face up Planets are worth 2vp each, +1vp if stated. Technology is worth the stated number of vp. Traded Resources are worth 1vp each. The player with the most vp is the winner. In case of a tie, the tied player with the most Fighter and Resource tokens remaining is the winner.

## The Roles

### SURVEY (Leader bonus: +2 symbols):

Choose a Planet from the Survey Display costing no more than the number of symbols used. Immediately slide planets down to fill open spaces, but do not draw more planets until all players have resolved the Role.

### WARFARE (Leader bonus: +1 symbol):

Choose one:

- A) Attack a Planet. Pay Fighters equal to the Warfare cost and turn the Planet face up.
- B) Collect 1 Fighter for each symbol used.

(In EmDice you can Attack a planet when Following. Attacking never requires any Warfare symbols.)

### COLONIZE (Leader bonus: +1 symbol):

Settle 1 Planet. Turn a Planet face up that has a Colonize cost equal to or less than the number of symbols used.

(In EmDice you can Settle a Planet when Following.)

### PRODUCE (AKA "HARVEST") (Leader bonus: +1 symbol):

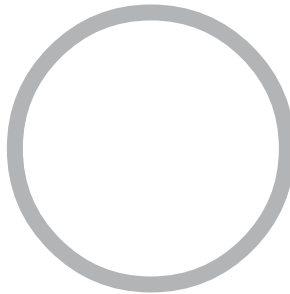
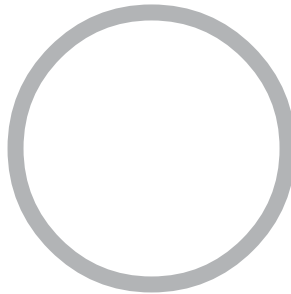
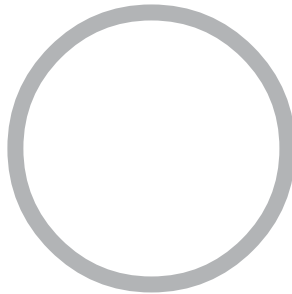
Produce 1 Resource per symbol used. Each face up Planet can store 1 Resource. Discard any Resources that cannot be stored.

### TRADE (Leader bonus: +1 symbol):

Trade 1 Resource per symbol used. Turn that resource over to the VP side and place it in your Influence score pile.

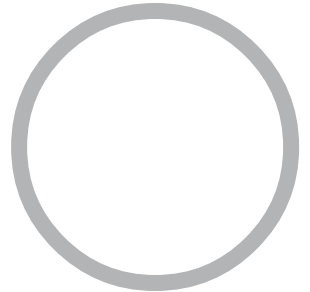
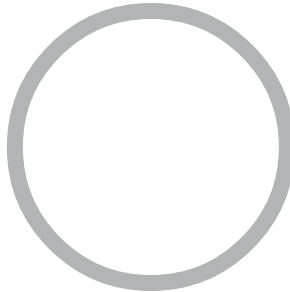
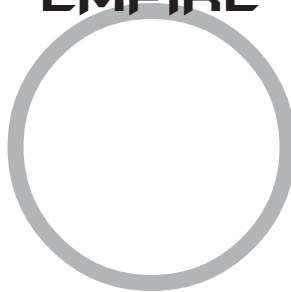
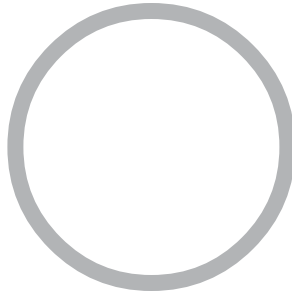
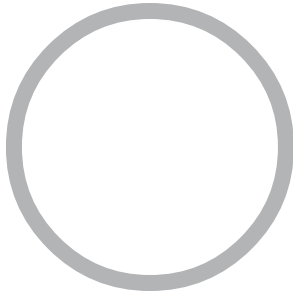
### RESEARCH (Leader bonus: +1 symbol):

Advance one of your tech markers to the next Tech space, as long as you have the required face up Planets and have used the required number of Research symbols.



USED DICE

EMPIRE



Role Phase:

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Use dice showing the chosen Role's symbol.

- Dissent:

Choose ANY Role symbol.

Re-roll any Active dice of that symbol,

Re-roll 1 extra die for each "Re-roll +1 die" ability.

*(These extra dice can be from the Used or Active dice)*



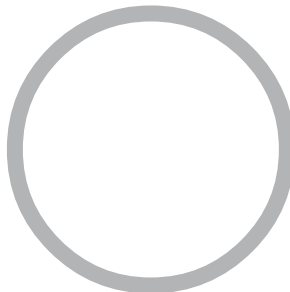
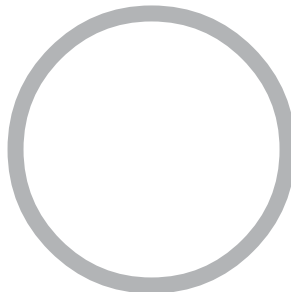
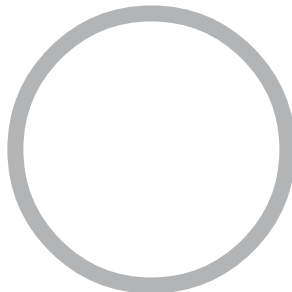
ACTIVE DICE



INFLUENCE

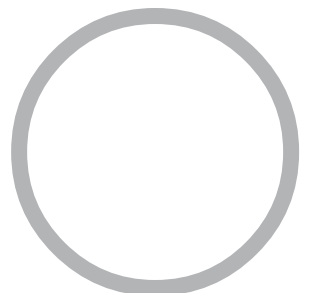
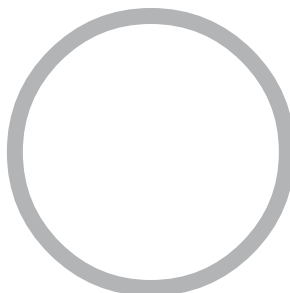
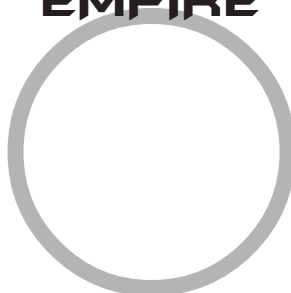
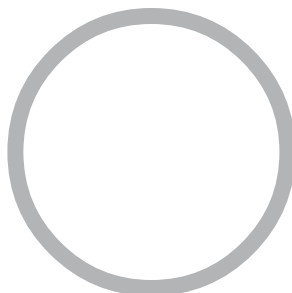
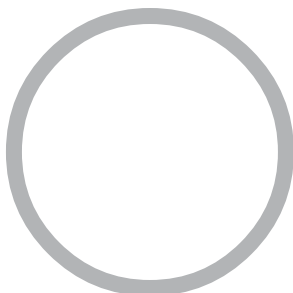
Cleanup Phase:

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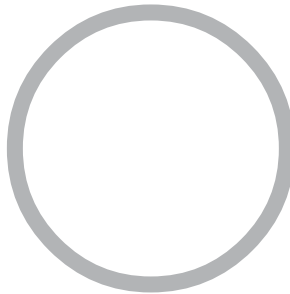
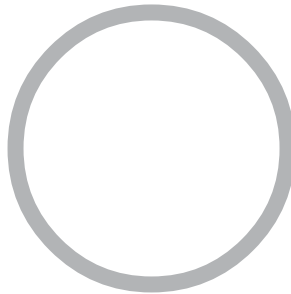
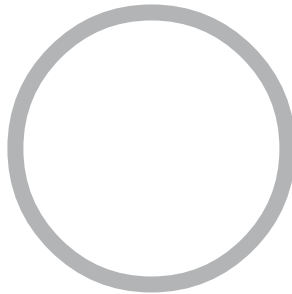
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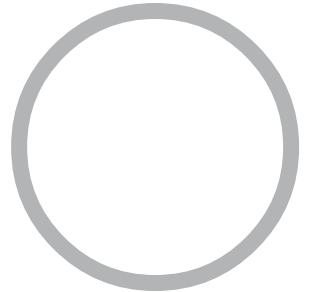
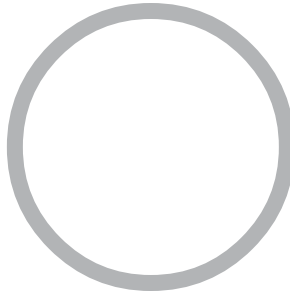
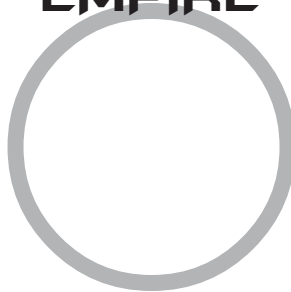
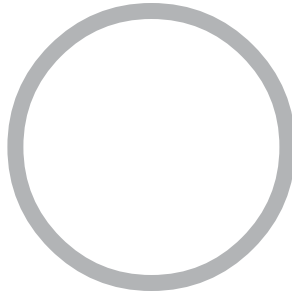
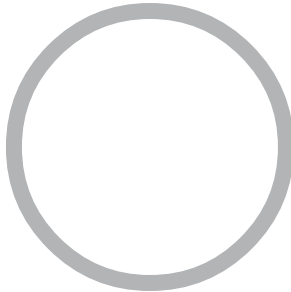
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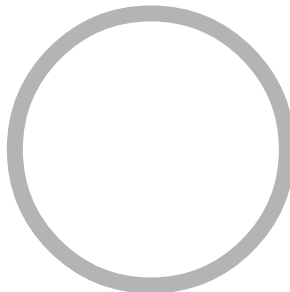
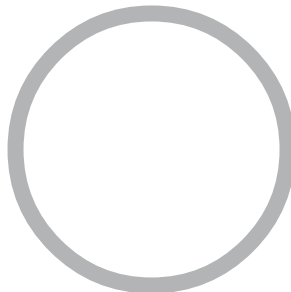
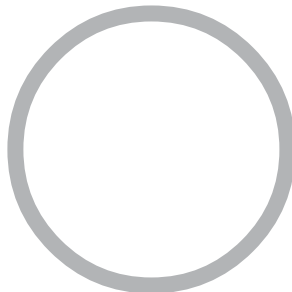
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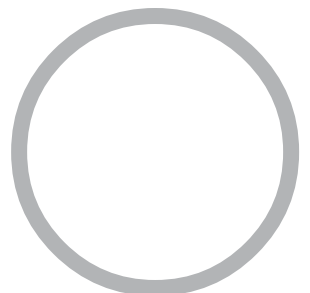
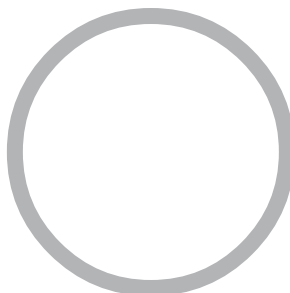
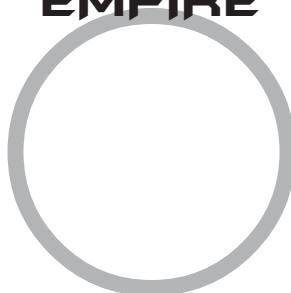
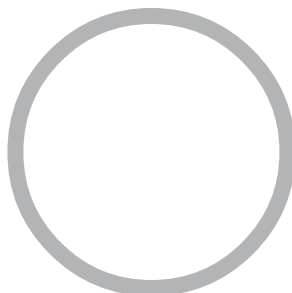
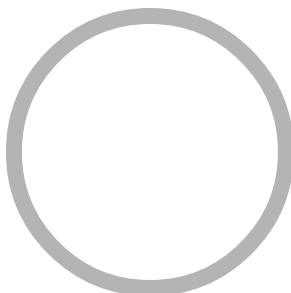


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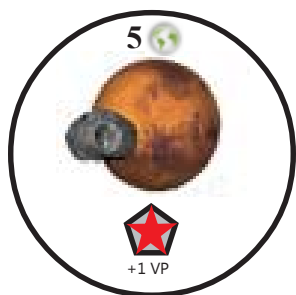
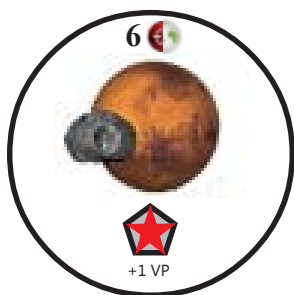
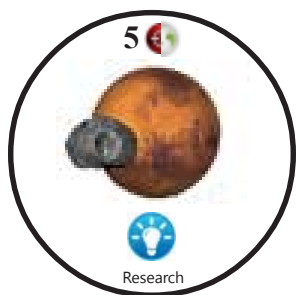
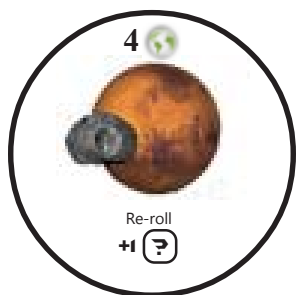
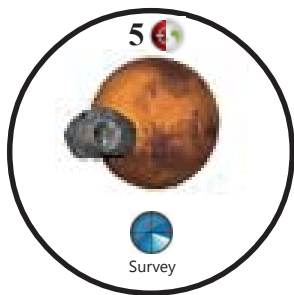
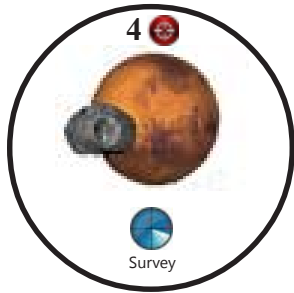
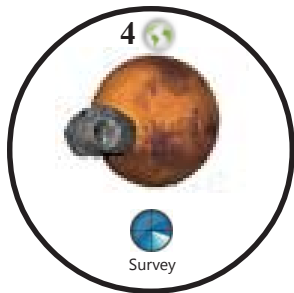


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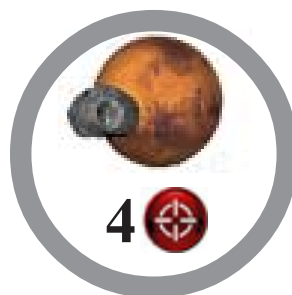
Re-roll all Used dice. You may re-roll any Active dice as well.



Print to full sheet labels, cut at the center of the gray lines, and adhere to dice.  
This is enough stickers for a 4 player game - 6 dice per player plus 1 die per player for Oversight Committee



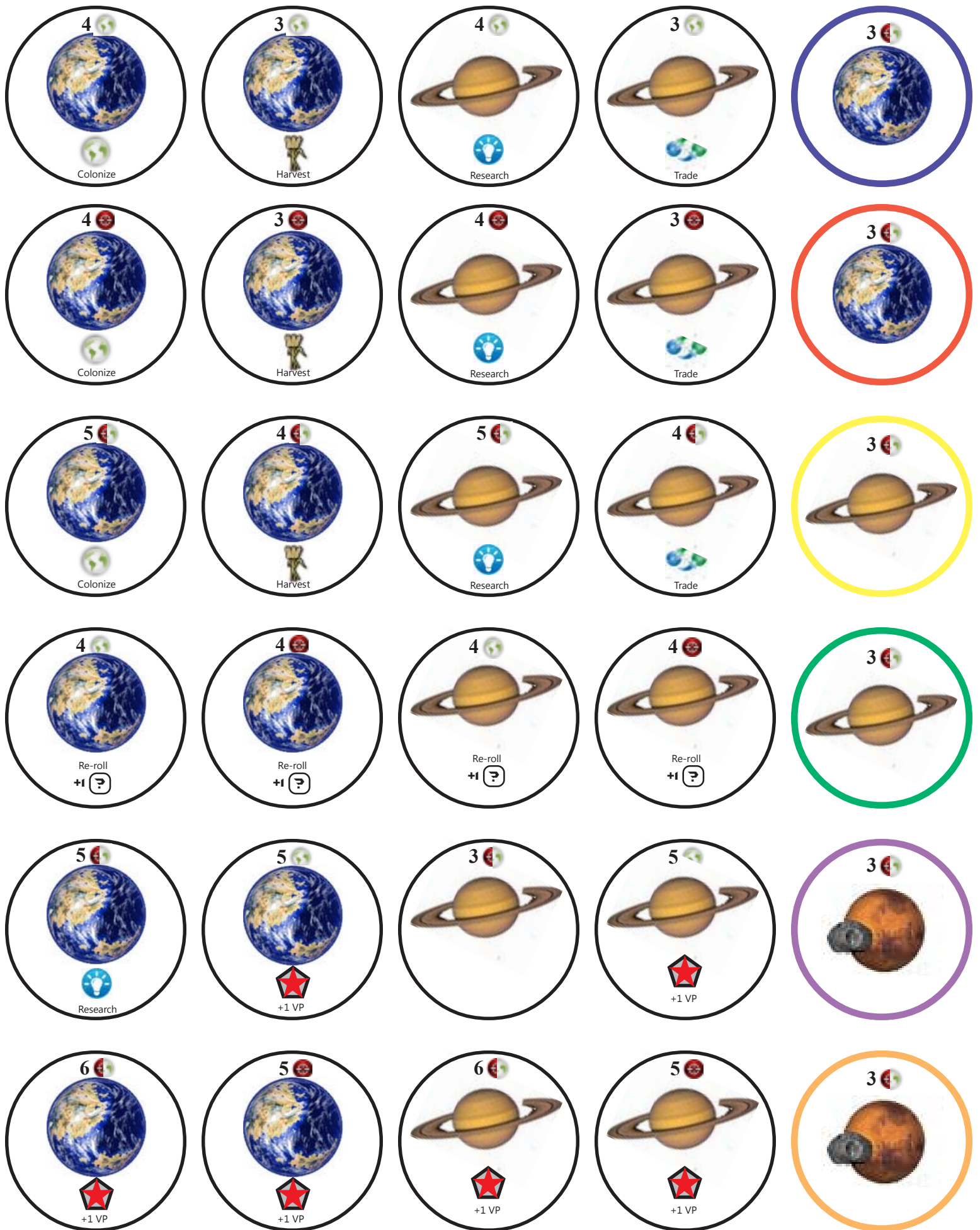
PLANET TILE FRONTS



PLANET TILE BACKS

ROLE DISPLAY

RESEARCH		
TRADE		
PRODUCE		
COLONIZE		
WARFARE		
SURVEY		



PLANET TILE FRONTS

START PLANETS





PLANET TILE BACKS

START PLANETS