Hyperspace

A Sandy Petersen Game

Dedication: to Robert Juul Petersen

Dad – you taught me to love science fiction. This game exists because of your example. I hope to one day be a tenth the man you are.

 Sandy Petersen

Contents

Introduction

Hyperspace is an asymmetric strategy game about interstellar expansion. In it, you act as an alien civilization competing to control a newly-discovered star cluster. Build up your empire, seize resources, and battle rivals. Each alien species has its own unique flaws and advantages – your path to victory lies in exploiting these.

Components:

Rulebook

4 Homeworld System tiles

26 Unaligned System tiles
<<Image: Unexplored and Explored sides - labelled with Hyper, Organic, Wreckage, and Native Alien symbols>>

1 Civilization Progress board

38 Secret cards
<<Image: Card image (front and back) should have a key to show immediate and game-end bonuses..>>

84 Common Tech tiles

8 Native Alien tokens

12 Ship Wreckage tokens
<<Image: One of each tile, with key, and showing reverse if different.>>

60 Hyper tokens

220 resource tokens
<<Image: One of each token, with key, and showing reverse if different.>>

4 Atomic Production markers (reverse has +10)
4 Metal Production markers (reverse has +10)
<<Image: One of each marker, with key, showing 10 on reverse.>>

12 Key Action tokens

16 Progress markers in 4 colors

4 hint cards

24 Dice:
5 white and 5 black six-sided dice (D6)
3 white and 3 black eight-sided dice (D8)
2 white and 2 black ten-sided dice (D10)
2 white and 2 black twelve-sided dice (D12)
        <<Image not required for these.>>

92 Generic Civilization units, 23 in each player color (yellow, violet, blue, and green):
8 Colonies
6 Starbases
4 corvettes
3 destroyers
2 cruisers

40 color rings, 10 in each player color (6 large rings and 4 small rings):

Unique Civilization components for Broodmasters, Fungi, Skith, and Venge
16 Citizens (4 per Civ)
8 Super Units (2 per Civ)
8 Super Techs (2 per Civ)
1 Fungi Drone token
5 Venge Friendship tokens
1 Venge Grudge token

For a list of components available as add-ons to the Core Game, please refer to Additional Game Materials on page XX

Game Overview

Hyperspace is an asymmetric strategy game about interstellar expansion. In it, you and up to 5 other players control alien civilizations competing for the resources of a newly-discovered star cluster. Build up your empire, seize resources, and battle rivals. Each alien species has its own unique strengths and weaknesses – your path to victory lies in exploiting these.

As your civilization develops you will score Victory Points for exploring new Systems, researching Techs, increasing your industrial capacity, and winning Battles. You may also gain Victory Points at the end of the game from the Secrets and Hyper tokens you have collected. The player with the most Victory Points wins.

Game Setup

Choose a Start player by any means desired.

Each player chooses a color, then takes the set of generic Civilization components, victory markers, and base rings in that color.

Shuffle the Homeworld tiles and deal one at random to each player.
Build the Star Cluster map using the Homeworld and Unaligned System tiles:

Shuffle the Unaligned System tiles with their explored (planet) side face down. Draw these tiles at random and place them, with the eplored side still face down, in the correct pattern according to the number of players (the example shows the setup for four players, for other player counts see below).

Once all the Unaligned System tiles are in position, place the players' Homeworld tiles at random in the available slots. Turn order during the game proceeds clockwise around the Cluster beginning with the Start player's Homeworld. Players may want to adjust the order they are seated around the table to allow for this.

<<Image: 4-player setup with Unaligned and Homeworld tiles labelled>>

<<BOXOUT>>
Star Cluster maps for other player counts

<< Images of 2- and 3-player layouts with titles>>

Note: In 2- and 3-player games, all Unaligned System tiles must have at least 2 continents. Before setting up the Star Cluster, remove all the tiles that have planets with only one continent, then build the Cluster from the remaining tiles.

<< Aurora's tip: Some civilizations may work better than others in 2-player games. If you are choosing your Civ, check its special bonuses and abilities to ensure that you won't be placed at a slight disadvantage.>>

<<Images of 5- and 6-player layouts with titles>>
<</BOXOUT>>

Place the Civilization Progress board next to the Star Cluster map.

The Civilization Progress board is used to record the progress of your Civilization, and the Victory Points you accumulate during the game. It has four Progress tracks that yield Victory Points, Secrets, and Hyper tokens as you reach milestones in exploration, Research, and Industrial capacity, or when you are successful in Battle.

<<Image: Civilization Progress board with key.>>

Shuffle the Secret cards and place them face down in a stack near the Civilization Progress board.

Take the Common Techs and place them in a container or a bag, or shuffle them face-down on the table. This is the Tech Reserve.

Place the Wreckage tokens, Hyper tokens, dice, and the Organics, Atomic, and Metal resource tokens within easy reach of all players together with the Native Alien figures. This is the General Supply. (Note: The tokens are not limited to the number supplied with the game – if you run out of a token type, use a substitute for the extra tokens you need.)

Set up your player area:

Take your Civ's sheet, Super Units, Citizens, Super Techs, Victory Track markers, Industry and Production markers, and any other unique markers, tokens, or tracks belonging to it.

Fit the colored base rings onto your Civ's unique figures – the Citizens and Super Units
Place your Civ sheet in front of you
Place all your plastic figures, and your Super Techs (face up) to the left of your Civ sheet. This is your Pool (see below)
Draw four Common Techs from the Tech Reserve, and place them face-up in your Pool alongside your two Super Techs
Place one of your Progress markers on each Start space on the Civilization Progress board
Take three Key Action tokens and set them aside within easy reach
Set your initial Atomic and Metal production:
Count the number of Atomic and Metal symbols on your Homeworld tile
Place the Atomic and Metal production markers on the appropriate spaces of their production tracks

Your Civ sheet shows the costs of your units, and the Techs that you have Researched.

Each Civ has unique characteristics described in its Bonus, Weakness, and Victory Abilities, and embodied in its Super Units and Super Techs.

Your Bonus represents your species' heritage and nature. It is always available and if ongoing is always in effect. Its use is optional.

Your Weakness represents a prominent negative feature of your heritage. Its is an ongoing effect that you can never be rid of - Weaknesses are never optional. Your opponents' Weakness is there to be exploited as you vie for control of the Cluster.

Your Victory ability can give you bonus Secrets, Hypers, resources, or game end VPs, or give you other advantages when taking certain actions. It is designed to mesh with your other powers and abilities. Experienced players remember their victory ability and try to maximize its use.

Your Civ's Super Units are usually ships, but for some Civs they are Citizens, Colonies, or Starbases. Unless otherwise stated, Super Units share all the powers, limitations, and benefits of their unit type, but possess additional abilities and high attack and defence values. Almost all super-units provide their owner with one or more Hypers when they are destroyed outside of Battle. You cannot Self-Destruct your super-units.

Your Civ possesses two unique Super Techs designed to enhance specific units or Abilities. Some are best Researched in the early game, others can be put off until they are needed. You cannot Self-Destruct a Super Tech.

<<2 Images: One a wide view of Civ sheet and items listed in 1-6 above, with numbers on the image marking each of the setup steps. The second image should be of the Civ sheet only, with a key indicating steps 7 and 8 and identifying the main areas of the sheet: Production tracks, Tech slots, Build costs, etc.>>

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Tech Mulligan option

Once, before play starts, you may set aside one or more of the Common Techs to draw replacements. Select four Techs from all those drawn (including those you set aside), and then return those you do not keep to the Tech Reserve.

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Set up your Homeworld tile:

Place one Colony on each continent
Choose one continent on your Homeworld, and place a Citizen on it
If your Homeworld is marked with one or more Organic symbols, cover each of them up with a Organics token from the general supply
Place one Starbase in orbit
Take the starting fleet ship(s) listed on your Civ sheet, and place them in orbit
Take 2 Organic tokens, 2 Atomic tokens, and 2 Metal tokens and place them to the right of your Civ sheet. This is your Storage
Set your production: For each of your Colonies, increase your Atomic production by one step for each Atomic symbol on that Colony's continent. Repeat this process for your Metal production, counting the Metal symbols

<<Image: Homeworld tile with items 1-6 and numbers on the image marking each of the setup steps.>>

<<Aurora's Tip: Your metal & atomic production have nothing to do with your starting resources. For example, though the Fungi homeworld has zero metal production, they still get 2 metal in Storage at game start.>>

Players take a number of Hyper tokens into their Storage depending on their position in the turn order. The Start player, takes 1 Hyper token, the next player takes 2 Hyper tokens, and so on. Thus in a 6-player game the last player in turn order would take 6 Hyper tokens.

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Pool and Storage

Your Pool contains your unbuilt units and unresearched Techs. When units are built, or Techs researched, take them from the Pool. Your builds are limited to the units in your Pool. If you have no more of a particular unit in your Pool, you cannot build that type of unit until one is returned from play. Units return to the Pool from play if they are destroyed by another player, or if you destroy them using the Key Action Self-Destruct.

Your Storage contains your resources (Organic, Atomic, Metal, and Hyper tokens), your damaged ships, and your Secret cards. When you have to pay a resource cost during the game, take the tokens from your Storage and place them in the general supply.
If one of your ships sustains damage, place it in your Storage to await refit. The Salvage Key Action will return the ship to play.

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Public Information

Your Civ sheet, available and researched Techs, Storage, Pool, and victory progression are public information and must remain visible or available for inspection by other players at all times. This includes Techs in your pool, and face-down one-use Techs.

The only hidden information in Hyperspace is the Game End value of your Secret cards. These are kept face-down in your Storage, and only revealed during scoring.

Playing the game

Players take turns in clockwise order, beginning with the start player, and continuing until the end of the game is triggered.

On your turn, you can take up to three Key Actions. These are represented by your Key Action tokens: Each time you take an action, flip one of your Key Action tokens face down. At the start of your turn, flip your three Key Action tokens face up.

The Key Actions are:

Build
Move
Produce
Battle
Research
Salvage
Self-Destruct
Rebirth

You may perform Key Actions in any order, and each action can be performed more than once, provided that each time you take the action you flip a Key Action token face down and pay any costs required by the action.

During your turn, you may also take any number of Extra Actions. An Extra Action does not require you to flip a Key Action token when you perform it. You may take as many Extra Actions as you like during your turn.

Common Extra Actions include:
Moving ships to a System containing your Starbase
Discarding a duplicate or illegal Tech from your pool
Spending Hyper tokens
Activation of Techs

Note: You cannot take Extra Actions during another player's turn - you can never do anything during another player's turn except use Battle Techs if you are attacked. A few Techs and abilities, and some Civ unique tracks, are triggered by other player's actions, but otherwise the actions a player takes are not interrupted unless a Secret is obtained or handed out.

Costs and Penalties

If you cannot pay the cost of an action, you cannot take the action.
If you have to pay a penalty, but cannot pay it in full, you must pay as much as you can. If given a choice, you must choose a penalty you can pay in full, or as fully as possible.

<Aurora's Tip: Though you can play an Organic as a wild resource, or exchange a Hyper token for either an Atomic or a Metal, you are never required to do so to pay a penalty.>

The Alpha Rule

Abilities, Techs, and Secrets can modify the way the game is played. If the wording on a card, tile, or sheet contradicts a rule in the rulebook, then follow the wording on the game component.

Game End

If you have accumulated a total of 15 or more VPs on the Civilization Progress board, then during your turn you may choose to end the game immediately. This is not mandatory – you can choose to play on if you wish.

Actions

Build (Key Action)

Your Civilization will only prosper if you build Colonies, Starbases, Citizens, and ships. Colonies and Citizens produce the resources you need, while Starbases and ships allow you to explore and fight.

To build a Colony, Starbase, or Citizen:
Flip a Key Action token face down
Take the unit from your Pool
Pay the cost shown on your Civ sheet
Place the unit on the Star Cluster map:
Place a new Colony on a continent in any revealed system, provided that none of your opponents have unit on the continent already (ignore the presence of Native Aliens - these neutral).
Place a Starbase in orbit around a world where you have a Colony, provided that there is no Starbase there already
Place a Citizen on any continent where you have a Colony
If you have placed a Colony, set its production by placing tokens matching the number and type of the continent's available resource symbols in the Colony slots, then update the appropriate production track(s) on your Civ sheet

<<Aurora's Tips: You do not need a ship in a system to place a Colony! A common game tactic is to explore a planet, then immediately build a Colony there. If a planet has more than one continent, another player on his turn can build his own Colony there! Usually newly-uncovered planets are rapidly colonized.>>

To Build ships:
Decide which ships you want to build, up to a total cost of 4 of the indicated resources on your Civ sheet
Pay the cost shown on your Civ sheet, and take the ships from your Pool or Storage
Place the ships on any revealed System tile where you have a Starbase

<<Aurora's Tip: There is a hierarchy to building. You must build a Colony before you can build Citizens and Starbases in the same System, and you must build a Starbase before you can build ships there. Since there can be only one Starbase per system, these often become the focus of Battles.>>

Move (Key Action or Extra Action)

Movement allows you to explore the Star Cluster and manoeuvre your fleets. Only ships can move.

To Move, select any System in which you have one or more ships, then move any or all of these ships to one adjacent (connected) System tile. Two tiles are considered to be connected if they share an edge.

If you move your ship(s) to an Unexplored System tile:

Flip a Key Action token face down
Pay 2 Atomics
Probe the System: Reveal the System tile - flip it to its planet side
Place the ship(s) in orbit around the planet
If the newly revealed System has one or more Organic or Hyper symbols on it, cover each of them up with a matching token from the general supply
If the newly revealed System has a Wreckage symbol, place the appropriate Wreckage token in orbit
If one of the continents on the newly revealed planet has a Native Alien symbol on it, place a Native Alien figure or token there. This figure represents a non-spacefaring species that can be recruited as a Citizen by your Civilization if you build a Colony on its continent
Advance your Progress marker to the next space on the Probe track of the Civilization Progress board, and take the reward shown on that space

If you move your ship(s) to a revealed System where you do not have one of your Starbases:
Flip a Key Action token face down
Pay 1 Atomic
Place the ship(s) in orbit around the planet

If you Move your ship(s) to an adjacent System tile where you have one of your Starbases:
You do not flip a Key Action token, nor do you pay an Atomic
Place the ship(s) in orbit around the planet
Note: This is a Move Extra Action. You may move one or more of your ships between two adjacent Systems for free, provided that the destination System contains one of your Starbases. If you have a network of Starbases extending across a number of connected System tiles, you may move ships freely within that network.

<<Aurora's Tip: Movement to an adjacent Systems that contains one of your Starbases is an Extra Action that costs nothing. Extra Action movement of ships can take place before or after Key Action movement, allowing you to gather your forces and deploy your fleet across a number of Systems.>>

Once a new System has been explored, you can exploit its resources and rewards if you Build the appropriate units on the continents and in orbit and then take the Produce or Salvage Key Actions.

System rewards and resources:
Atomics are produced by Colonies. They are used for research, and to power actions such as Move or Battle
Metals are produced by Colonies. They are used to build units
Organics placed on continents after a System is discovered can be Salvaged by a Colony on the same continent. Organics act as wild card resources, they can be spent as either Atomics or Metals
Native Aliens are non-spacefaring species that can be recruited as Citizens if you build a Colony on the continent where they are located
Hyper tokens are found in orbit. They are one-time rewards with a number of uses (see page xx). If you have a Starbase in the same System, you can take the Salvage Key Action to recover a Hyper token there
Wreckage tokens are found in orbit. They are a one-time reward - once a Wreckage token has been removed it is never replaced. If you have a Starbase in the same System, you can take the Salvage Key Action to remove the Wreckage token and replace it with one of your ships of the same type

<<Image: I suggest a 4-player map showing networks and three simple examples, one of each type of move.>>

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Produce (Key Action)

Your Colonies and Citizens produce the Atomics, Metal, and Organics that your Civilization needs to thrive.

To Produce:
Flip a Key Action token face down
Check that the production tracks on your Civ sheet are up to date
Decide whether you are producing Atomics or Metal, then take the number of tokens shown on the chosen track from the General Supply and place them in your Storage
Each of your Citizens on the map produces one Organic. Take the Organic tokens from the General Supply and place them in your Storage

Research (Key Action)

Your Civ sheet has four slots on it for Tech Research. The two small slots are for researching Common Techs, chosen from those you have in your Pool. The two large slots are used when you Research the Super Techs that are unique to your Civilization. If the slot you want to use is occupied by a Tech or Super Tech, you must first take a Key Action to Self-Destruct that Tech in order to clear the slot.

To Research a Common Tech or Super Tech:
Flip a Key Action token face down
Select an empty research slot on your Civ sheet and pay the cost shown. For almost all Civs the cost is in two parts:
Pay 1 or 2 atomics
Choose a rival to gain 1 Organic. This Organic comes from the General Supply, not your Storage
Choose a Tech from your Pool - this Tech cannot be identical to one that is already on your Civ sheet
Place the Tech in the slot you paid for. A Common Tech must be placed in a small slot, and a Super Tech in a large slot
Some Techs are marked with a Hyper token. When you research such a Tech, take a Hyper token from the General Supply
If you researched a Common Tech, draw a new random Tech from the Tech Reserve and place it in your Pool
Advance your Progress marker to the next space on the Research section of the VP track, and take the reward shown on that space

<Image: Close-up of Research slots, identifying large/small, costs, and a blocked slot.>

Duplicate and illegal Techs

There are two copies of each Tech in the game. If you have a duplicate Tech in your Pool, you can leave it there (though you can't research it).

An illegal Tech is one which your Civ cannot research – this will be listed on your Civ sheet. Since all actions are on your turn, you still must wait till your turn to discard such a Tech.

As an Extra Action you can discard a duplicate or illegal Tech and draw a new one from the Tech Reserve.

<Aurora's Tip: Illegal or duplicate Techs in your pool restrict your choice, but it is sometimes advantageous to retain them. As there are only two copies of each Tech in the game, keeping one out of circulation prevents other players from researching it.>

Battle (Key Action)

A Battle is the most common way to remove your rivals' units from the Star Cluster map.

To declare a Battle:
Flip a Key Action token face down
Spend 1 Atomic
Select the System where you want to fight the Battle
If more than one rival is present in the System, select a single opponent to fight. All other Civs will be neutral bystanders
You are the Attacker, and your opponent is the Defender. Only the Attacker can gain rewards on the Battle section of the VP track
Proceed with one round of Combat (see below)
If you destroyed at least one unit during the Battle, advance your Progress marker to the next space on the Battle section of the VP track, and take the reward shown on that space. If you are already on the last space, do not move your marker but take the reward on that space: Take one Hyper token, then add up the Defense values of all the units that you destroyed and receive one VP for every 8 points of Defence, up to a maximum of 2 VP

Note: Battle is a choice, requiring a Key Action. Simply moving into a System containing enemy units does not trigger a Battle. Civs will share a System in peace until one of them initiates a Battle. The Battle action allows you to fight one Battle. You cannot pay 2 Atomics to fight two simultaneous Battles – each requires a separate Key Action.

You can declare Battle against a Native Alien that has not been recruited by a Civ. In such cases the Native fights alone, and is controlled by the player to the right of player who took the Battle action.

<Aurora's tip: You can only advance on the Battle section of the VP track if you are the Attacker. A Defender, even if successful, never advances.>

Combat

One round of Combat takes place to determine the outcome of the Battle. A round of Combat has three phases:

Pre-Battle
Main Battle
Attack
Casualties
Post-Battle

Battle Techs & Abilities

Many Techs and abilities are used in Battles. These are designated "Pre-Battle", "Battle", or "Post-Battle" to indicate when they are applied. Unless a Tech or ability specifically states otherwise, Neutral parties to the Battle cannot use them.

In each phase of a Battle, Techs and abilities are triggered in this order: Attacker, Defender, and then Neutrals if applicable. You cannot be forced to trigger any Tech or ability in Battle, their use is always optional.

Pre-Battle

During the Pre-Battle phase, the Attacker and Defender may use any Techs or abilities labeled as "Battle Preparation" provided

they can meet the requirements needed to trigger the effect. These abilities are not actions.

Main Battle

The Main Battle has two steps:

Attack

All the Attacker's and Defender's units in the System must participate in the Battle, including Colonies. A player may not withhold units

All units have an Attack rating. This is listed on your Civ sheet, and is either a die roll or a fixed number (Colonies, for example, have an Attack rating of 0)

Both participants in the Battle take the number of dice indicated by the type and number of your units in the System. Roll the dice and make a note of the total, ensuring you add the fixed value of any units that do not roll a die. This total is your Attack value - the number of points of damage you can inflict on your opponent's units

Attack rolls are considered to be simultaneous, even if you have to take turns rolling dice. Do not move to the Casualties step until both players have rolled all their dice and totaled the results

Casualties

Each unit has a Defense value - the number of points of damage it can withstand before being destroyed. All damage is inflicted simultaneously, and the destruction of a unit does not affect its Attack roll

To apply damage to your opponent's units, first select a target unit that participated in the Battle. Subtract points of damage from your Attack result and apply them to the target one at a time. Once you match that unit's Defense value it is destroyed and placed in its owner's Pool. Repeat this process until you run out of targets, or your Attack value reaches 0. You must always fully assign damage to the current target before moving on to the next one (Exception: if you have researched the Tactical Computer Tech you can apply damage to multiple targets)

After all damage has been applied, any ship that has sustained damage less than its Defense value is placed in its owner's Storage where it can be Salvaged later

Colonies, Citizens, Starbases, and some other units, are classified as Fortresses. Fortresses must be completely destroyed before being removed from the map, otherwise they remain in place. Partial damage to these units has no effect (although some abilities or Techs may change this)

If a Colony is destroyed, its owner should immediately update the appropriate production track(s)

Post-Battle

If you have a Tech or ability that can be applied after the Casualty step, then you may apply it in the Post-Battle phase to modify the outcome of the Battle. Chose those effects you want to trigger, and resolve them in the order: Attacker first, Defender second.

<<Image: Insert one or two illustrated examples of Battle here.>>

Salvage (Key Action)

The Salvage action can be used in three different ways. Flip a Key Action token face down, then do any or all of the following:

If you have a Colony on a continent that has one or more Organic tokens on it, pick up as many of these tokens as you wish from any or all of those continents and place them in your Storage

If there are Hyper or Wreckage tokens in orbit in a System where you have a Starbase, gather these tokens. Place the Hyper tokens in your Storage, and replace the Wreckage tokens with the appropriate ships from your Pool

If you have any damaged ships in your Storage, you may return any or all of them to the map. Place these ships at your Starbases as if they had just been built

<<Example with Image: Zelda chooses the Salvage action. She has a damaged destroyer in storage, 3 available organics on continents scattered across her empire, and a hyper token sharing an orbit with her Starbase. She picks up the hyper token, all 3 organics, and also repairs her destroyer, placing it at one of her Starbases.>>

Self-Destruct (Key Action)

If you want to remove a unit from the map, remove a researched Tech from your Civ sheet, or purge a Common Tech from your Pool you must Self-Destruct it.

To Self-Destruct the chosen item:

Flip a Key Action token face down, then do one of the following:
Take one of your units from the map and place it in your Pool
Remove a researched Common Tech from your Civ sheet and return it to your Pool
Take an unresearched Common Tech from your Pool and remove it from the game, then replace it with a new Tech drawn from the Tech Reserve

Note: You cannot Self-Destruct a Super unit or a Super Tech, even if the latter is face down.

Rebirth (Key Action)

Rebirth is a way to regain a foothold in the game if your Civilization has been destroyed by your opponents.

If you are forced into a position where you need to Rebirth in order to survive:

Flip a Key Action token face down
Discard all your resources from Storage
Destroy all rival Colonies and Citizens on your Homeworld. This is not a Battle, and you do not receive any rewards for doing this
Place one of your Colonies on each continent
Take 2 Organic tokens, 2 Atomic tokens, and 2 Metal tokens and place them in your Storage

(Note: Exception: a destroyed Yaddith homeworld or dead Azota continents)

Unique Actions (Key or Extra Action)

Abilities, Techs, and Super Techs can provide Civs with access to Unique actions. If the Unique action is a Key Action, then you must flip a Key Action token face down in order to take it. Some Unique Tech actions are one-use, and you must flip the tile face down when you take them.

Component rules

Citizens:
You may place a Citizen on any continent on a planet where you have a Colony by taking the Build Key Action. You may have more than one Citizen on a continent.
Citizens gather Organics when you take the Produce Key Action, and they also act as planetary defence forces in Battle.
Citizens can't move, so they stay on the continent where they were built. If one of your Citizens survives a Battle in which its Colony was destroyed, it prevents enemy units from being placed on its continent.

Colonies:
You may found a new Colony by taking the Build Key Action to place the unit on any continent that does not have one of your opponents' units, or one of your own Colonies, on it already.
Colonies increase your production of Metal and Atomics, and they also give you Victory Points.
Each Colony figure has three slots on it. When a Colony is built, place atomic and metal production tokens equal to that continent's resource values into these slots. This allows you see at a glance what your production is in each category. Some effects let you add resource or Hyper tokens to empty slots, but you can never have more than 3 tokens in a Colony. If you want to place a token in a Colony slot, and all three slots are filled, you must discard an existing token to place a new one. If, later, you remove tokens from a Colony, you cannot refill slots with tokens representing the continent's full resource value - the opportunity to place these tokens only occurs at the time the Colony is built. Whenever you add or replace a resource token in a Colony slot, adjust your production value for that resource immediately.

Note: Neither Citizens nor Colonies can share a continent with a rival unit of any type.

Ships:
You can build ships by taking the Build Key Action to place one or more of them in orbit in a System where you have a Starbase. Ships are always in orbit, they cannot be built on, or Move to, the surface of a planet.
Ships are normally the only units that can Move, and they are the primary means of exploring the Star Cluster and fighting Battles.
The only limit to the number of ships you can build is the number remaining in your Pool.

Starbases:
You can build a maximum of one Starbase in a System by taking the Build Key Action. You must have a Colony on the System's planet in order to build a Starbase there, and you cannot build the Starbase if one of your opponents has a Starbase in the System already (i.e. there can only be one Starbase in any System).
Starbases provide your Civilization with orbital defense and manufacturing capabilities, and they also give you Victory Points.
Starbases facilitate ship movement, but do not themselves move.

Techs and Super Techs:
At the start of the game you will have four Common Techs and two Super Techs in your Pool. Super Techs are unique to your Civ, but Common Techs are drawn from the Tech Reserve that is shared by all players. In order to use a Tech you must take the Research Key Action to place it in an empty slot on your Civ sheet, and so make it available to your Civilization.

You always have 4 Common Techs to choose from in your Pool; when one is researched or self-destructed, immediately replace it.

Most Techs have constant effects throughout the game, but some are one-use only.

 Each available Tech will enhance the effectiveness of your civilization significantly:

Some Techs provide a new Key or Extra Action

Some Techs enhance specific actions that you take, and are triggered when you choose that action

Some Techs are combat focussed, and are only used during a Battle (Battle Techs)

Some Techs have ongoing permanent effects that either help you, or hinder your opponents

Some Techs are one-use Extra Actions. When you take the action, flip the Tech tile face down to indicate that it has been used. You must Self-Destruct the Tech before you can re-use the slot it occupies

Note: You must always pays the costs associated with triggering a Tech, but you are never required to take all its benefits. If a Tech grants you multiple benefits, you may choose which ones you want to take.

<<Aurora's tip: A major part of game strategy is tied up in which Techs you adopt. You can use the Self Destruct Key Action to try and find Techs that complement your Civ's strengths, or compensate for its weaknesses.>>

Secrets:

Developing your Civilization brings with it both dangers and opportunities: As your Civilization fights Battles, Researches Techs, and uses its Abilities it will uncover Secrets of great value, or great peril.

Each Secret card has an immediate effect, and in most cases provides a Game End bonus of a Hyper or VPs. When you gain a Secret card, do the following:

Complete the Action that resulted in you gaining that Secret, then draw the Secret card

Read the text aloud to all other players, but do not tell them the Game End bonus

Resolve the card's effects

Place the card face-down in your Storage. After game end has been triggered, you will reveal it to gain its Game End bonus

It is possible for a Secret's effects to cause more Secrets to be drawn. If so:

If resolving a Secret's effects results in one or more additional Secrets being drawn, either by you or an opponent, fully resolve the current Secret first

Resolve additional Secrets, in the order they were drawn, until all the Secrets have been resolved

Then continue with play

No player can take any Key or Extra Actions until all the Secrets are completely resolved.

If two Secrets are given out at once, and it is impossible to tell which Secret should be resolved first, the active player (whose turn it is) decides the order.

Hyper tokens:

Some Techs, Secrets, Star Systems, and abilities provide players with Hyper tokens, often called "Hypers" for short. Hyper tokens can be exchanged for resources, Victory Points, and Secret cards, or they can be used to bolster Colony defences.

Secrets and Techs that give players Hypers immediately are marked with a Hyper symbol on the card or tile itself. Don't confuse a Hyper received immediately from a Secret, with a game end Hyper, which isn't gained until after game end is triggered.

You can spend Hypers as an Extra Action during your turn to do one of the following:

Discard 1 Hyper to gain 1 Atomic or 1 Metal

Spend 1 Hyper by placing it in a slot on a Colony to increase its defence value and protect it from other disasters. Each Hyper in a Colony slot increases the Defense value of that Colony by 6

Discard 3 Hypers to gain 1 VP

Spend 5 Hypers to draw and play a Secret card from the deck. You cannot do this at game end, it must be done on your turn

Note: if you want to remove your OWN Colony, whether by use of Self Destruct or any other means, Hypers provide no protection.

Native Aliens:
Some of the Systems you explore may already be inhabited by non-spacefaring species.
If a new planet has a Native Alien Symbol on one of its continents, place a Native Alien figure there. The Native Alien is neutral, but can be recruited into your Civilization if you build a Colony on its continent. Thereafter it acts as an extra Citizen, and can produce and fight for you. If the Native Alien is killed in Battle, remove it from the game. If the Colony is destroyed, but the Native Alien is left behind, it can be recruited by the next Civ to build a Colony on its continent.

Wreckage:
Occasionally, while exploring, you may encounter derelict ships in orbit around planets.
If the newly discovered system has a Wreckage symbol on it, place the appropriate Wreckage token in orbit. If you have a Starbase in the System, and you perform the Salvage Key Action, remove the token and replace it with the appropriate ship from your Pool. If you do not have any of those ships in your Pool, you cannot Salvage the Wreckage and must leave the token in orbit.

End Game Scoring

If you have accumulated a total of 15 or more VP on the Civilization Progress board, then during your turn you may declare that you are ending the game.

To the score shown on the VP track, players add:
1 VP per planet on which they have any Colonies. The number of Colonies does not matter, each individual planet provides 1 VP per Civ with a Colony there.
1 VP per System in which they have a Starbase. As with Colonies, more than one Starbase in a system still only adds 1 VP per Civ.
1 VP for every three Hypers they trade in. Note: Players should retain any left-over Hypers for resolving tie-breaks.
Any VPs granted at game end by Civ abilities.
VPs from face-down Secret cards.

The player with the most VPs is declared the winner.

If two players or more players have the same number of VPs, then the player with the most left-over Hypers is the winner. If there is still a tie, all the tied players share the victory.

Additional Game Materials

Nova Pack Add-on for 5- or 6-player games

The Nova pack provides two new player colors - black & white - that allow Hyperspace to be played with up to six players. It also introduces Native Aliens to the basic game.

For each of the two new player colors it contains:

23 units and 10 color rings
2 Atomic production markers
2 Metal production markers
6 Key Action tokens
8 Victory Track markers in 2 colors
2 Hint cards

8 Native Alien figures (to replace the tokens in the base game)

Extra Civilizations

21 new Civs add variety to the base game, introducing new Abilities, Units, and Super Techs that players must learn to exploit or counteract.

Each new Civ comes with a Homeworld tile, 4 unique Citizens, 2 Super Units, and 2 Super Techs
Automata
Azota; Extinction track & token, 4 Deadworld markers
Collectors; Destiny track & token
Dacians; Hunger token (two-sided)
Daldath; 8 Smash tokens
Glazaqtoq; extra Homeworld
Mendeku; Mimicry chart, 7 checklist tokens
Nomia; 1 Pest counter, 5 paralysis tokens
Old Ones; 5 Elder God counters
Salps; Fulfillment track & token
Starspawn; slumber tokens
Thoth; Curse token
Urumak; Rut track & token; 6 population counters
Valkar
Vorck
Xk-13
Yaddith
Yithians
Zepzeg; Persuasion token
Zevolt (Note: the Zevolt Civ does not have any Super-Techs)

Dice Pack

The Hyperspace Dice Pack:
6-sided; 5 yellow, 5 blue, 5 green, 5 violet; 20 in total
8-sided; 3 yellow, 3 blue, 3 green, 3 violet; 12 in total
10-sided; 2 yellow, 2 blue, 2 green, 2 violet; 8 in total
12-sided dice; 2 yellow, 2 blue, 2 green, 2 violet; 8 in total

Glossary

1dX, 2dX, etc. This is the format used to describe the game dice. The first number is the number of dice. The second number is the number of faces on the die. For example, "2d6" would mean that you would roll two six-sided dice. Similarly, "1d8" means you roll a single eight-sided die. "1d6+1d8" would mean you roll one six-sider and one eight-sider.
1a, 2a, etc. – an abbreviation for atomics, used for convenience on Techs, Secrets, and Civ sheets. "1a" indicates one atomic, for example.
1m, 2m, etc. – an abbreviation for metal, used for convenience on Techs, Secrets, and Civ sheets. "1m" indicates one metal, for example.
1o, 2o, etc. – an abbreviation for organics, used for convenience on Techs, Secrets, and Civ sheets. "1a" indicates one organic, for example.
Action – your turn is divided into actions, which fall into two categories: Key or Extra.
Attacker –the player which declared the Battle now in progress.
Atomics – radioactive substances which are used to power many actions.
Battle Track – a track on the victory chart which advances when you declare combat and remove an enemy unit. Box 3 on the track is repeatable.
Bonus – a special effect that a Civ gets via its psychology, genetics, or life cycle.
Box – one of the slots on a Victory track.
Citizen – a member of your alien species. The figure is a neutral color, and is marked by a colored ring around its base. They are useful in both production and combat.
Civilization (Civ) – the separate species, vying for galactic domination. In the game, you command one of these civilizations, also known as Civs.
Colony – an established base of your Civ, which gathers resources. Only one Colony can exist per continent. It has slots which can hold up to three resources and/or Hypers.
Common Tech – a Tech from the shared pool, in theory available to all players.
Continent – a portion of a planet surface, available for colonization. Planets in Hyperspace have one to three continents, each of which can hold one Colony.
Damage – a damaged (but not destroyed) unit is sent to your Storage, rather than the Pool, and returned when you take the Key Action Salvage. Instead it can be built, at full cost, straight out of Storage.
Defender – the player who is involved in the current Battle, but who did not declare it.
Destroyed – a destroyed unit is removed from the board and returned to your pool. It can then re-built. Units can be destroyed in many ways, sometimes voluntarily, as by self-destruction.
Enemy – the opposing player in a Battle. A Tech or ability that specifies an "enemy" can only target the Civ currently engaged in Battle against you. This can change between Battles of course.
Explored– a non-homeworld system with the planet side face-up is "explored". If the planet is not visible, it is "unexplored". Homeworld systems are always "explored".
Extra Actions – you can do as many Extra Actions as you wish during your turn.
Fleet – one or more ships moving or battling together.
Fortress – a unit which cannot be removed by partial damage, nor can it normally be salvaged. It can be destroyed. It is marked on a Civ sheet by the shield (fortress) symbol around its defense.

Homeworld – your species' ancestral (or at least most recent) home. It acts like any other planet and can even be occupied by enemy Colonies.

Hyper or Hyper token – a token that can be discarded as an Extra Action to gain a resource, fortify a Colony, gain VPs, or buy Secrets.

Industry–a term used as shorthand for the game end VPs scored for your colonized planets and Starbases.

Key Actions – a "main" action. You can only do three Key Actions on your turn.

Metal – advanced alloys used in building units ranging from Colonies to super-ships.

Native Aliens – indigenous species that dwell on certain continents of newly discovered worlds. When their continent is colonized, they join your civilization as a new Citizen.

Neutral – a rival who is not currently involved in an ongoing Battle.

One-Use action – a one-use Tech is an Extra Action which can only be performed once. You must flip the Tech face-down before performing it.

Ongoing – a Tech or ability which is permanently in effect, so long as its conditions are satisfied.

Orbit – the dark starfield in a system, around the planet image. It can hold ships, a Starbase, and potentially a Hyper or wreckage token.

Organic – a unit of exchange in interstellar economics. It can be used as either atomics or metal, and rarely is used on its own account. It is produced by Citizens. Some are found on planet surfaces.

Planet – a world, made up of continents, which can be colonized.

Probe track – a VP track which advances as your ships find new systems.

Removed – any unit which is damaged or destroyed. Either way it's off the map.

Research track – a VP track which advances each time you research a new Tech.

Resource – Organic, Atomic, or Metal.

Rival - all units or Civilizations controlled by other players; i.e., not you.

Secret – a special bonus card which provides a neat effect and an end-of-game reward.

Ship – a mobile unit which can move around the star cluster. They consist of Corvettes, Destroyers, Cruisers and super ships.

Super Tech – a Civ's two unique Techs, not available to any other Civ.

Super Unit –each Civ has a uniquely powerful unit (usually a ship) that only it can build. Ownership is distinguished by colored rings around the base.

Starbase – an immobile construct in orbit around a planet. It acts as a movement nexus and is useful in combat. Only one Starbase is allowed per system, as it is built atop the single Hyperspace Nexus each system possesses.

System – a single map tile. It includes a planet and an orbit.

Tech – a special ability placed on a player's Civ sheet once he does the Research action. They come in two varieties: Common Techs, drawn from the Tech Reserve, and Super-Techs, unique to your civilization.

Unexplored – a non-homeworld system with the planet side face-down is "unexplored". If the planet is visible, it has been "explored". Homeworld systems are always "explored".

Unit – any of the various plastic figures under your control which you place on the map.

Victory bonus – an inherent ability for each Civ, which typically increases the Civ's VPs, Secrets, or Hypers, or somehow changes your rivals' access to same.

Weakness – a failing or penalty for your Civ. It is never optional and must always apply when appropriate. For example, the Fungi Contra-Terrene weakness means they cannot spend atomic or metal resources for any purpose so long as they have remaining organics.

Wreckage token – the hulks of old ships, which can be gained via a Key Action salvage.

FAQ

Q. Can I attack a neutral Native Alien (who belongs to no one)?
A. Yes, and if removed, it is out of the game. If more than one neutral Native Alien is on a world, you must attack each separately (i.e. they are not considered to belong to the same Civ).

Q. Can I Self-Destruct a unit in Storage (awaiting Salvage)?
A. No, but you can Build it, paying full price and placing it on the map, as if it were in your Pool.

Q. If I destroy an enemy Colony that has additional resource tokens in its slots, from the Geological Discovery Secret for example, what happens to the additional tokens?
A. they are lost.

Q. If I destroy an enemy Colony, but not the Citizen guarding it, can I colonize the continent occupied by the enemy Citizen?
A. No, you may only colonize empty continents or those with Native Alien on them. Thus, if you destroy a Venge Colony but leave a Venge Citizen behind, only the Venge can build a Colony there.

Q. Can I research more than one copy of a Tech?
A. You cannot have more than one copy of a Tech researched on your Civ sheet. But you can keep a duplicate of that Tech in your Pool to prevent it from falling into a rival's claws.

Q. What happens if I can't perform the result assigned to me by a Tech, ability, or Secret. For example, if all my ships are in play and I draw the Piracy Secret?
A. you don't get the reward. However, you can take a partial reward. For example, if all your ships except 1 corvette were in play and you drew Piracy, you could still place that corvette. As another example, if all your Starbases and Colonies were in play, and you drew the Treachery Secret, you could still destroy the enemy fortress – you just couldn't replace it with your own. Or if all your Colonies were in play and you drew Lost Colony, you could still place and reveal the new System and advance on the Probe track, but wouldn't get the free Colony.

Q. If a player benefits from "That's No Moon", and the bonus Starbase is later destroyed, can it be rebuilt?
A. No. A new Starbase cannot be built in a system containing a Starbase. The Secret simply places a new Starbase once.

Q. What happens if no potential targets are available for a Secret? For example, if no one has two ships when you draw Astro-Scourge?
A. In that rare case, the Secret's effect doesn't occur. However, you still place it face-down in your Pool for its game end reward.

Techs
Q. Can I combine <Tech A> with <Tech B>?
A. Yes. Part of the fun of Hyperspace is finding such interactions, such as Torpedoes + Disintegrators; Artificial Organisms + Negative Tax Theory; or Gravity Beam + Precognitive Software (this last being used to move rival ships somewhere inconvenient, then if they Move away you get a VP).

Q. Do Armored Walkers make your Citizens worth +3 points for purposes of the Battle track?
A. Yes.

Q. Can I use Disintegrators to destroy a Fortress on which I inflicted partial damage?
A. No, because the Fortress was not "damaged". Fortresses can only be destroyed.

Q. What happens if a rival uses Holodeck, and I have 2 or fewer resources?
A. Lose as many as you can.

Q. Isn't the Space Warp just a jump to the left?
A. No! You're thinking about the Time Warp, a far more powerful technology.

Q. Can I apply Stasis Fields to some of my units, but not all?
A. No. All or none.

Q. If I colonize using Symbiosis, but the rival I choose lacks metal or organics what happens?
A. He can't pay for it, so you must instead.

Q. If I have both Radium Bombs and Tactical Computers, can I destroy all an enemy's Colonies by assigning 1 damage apiece?

A. Not exactly. Radium bombs lets you destroy a Colony by assigning any damage to it. Tactical Computers lets you "damage multiple units" by assigning less than full destruction to them. But you do have to assign at least 50% damage per damaged unit, beyond the first. If an enemy had 3 Colonies on a world, and you rolled 7 damage, you could assign 1 damage to one Colony, and 3 to each of the other two, thus destroying them all.

Q. If I have Torpedoes or Antimatter Mines and the enemy has Neutronium Armor, what happens?
A. Units damaged by a Tech or ability are not protected by Neutronium armor.

Q. Can I use Ultra-Cannons to shoot at enemy ships in an adjacent System in which I have no units?
A. No, because you need a unit in that System to declare Battle. Someone must light up the target.

Q. Some Civs' Super Units are Citizens, Colonies, or Starbases. Do these have all the characteristics of these units?
A. These are identical to their parent unit in all ways apart from their cost, attack, defense, and any special ability they have. They cannot move through space, for instance (exception: Fungi Flight Caste Tech). You cannot build an Urumak Gadzookus (super-Starbase) in a system where a Starbase exists, and it cannot move. You must build a Salp Arcology (super-Colony) on an empty continent. You must build a Fungi Ratbatspider or Daldath planet smasher on a continent containing your Colony, they produce 1 Organic, like other Citizens, during a Produce action. And so forth.

Q. Can I use the Automata Technotron special ability to take an action which is only available from the Tech I am discarding? For example, Space Warp?
A. Yes. In the example given, you could pay 1a to activate Space Warp's Key Action, then discard the Tech. It would have to affect at least one of the Systems containing a Technotron.

Q. How do I use the Automata Technotron special ability with Techs that are not tied to an action?
A. You must use it at the same time as an action. For example you could Build, and play Matter Converter to turn a Hyper into 4 metal for use in that build.

Q. What happens if I use Chameleon Screens in a Battle involving my Automata Technotron and I swap it out for another ship pre-Battle? Can I still use the Technotron to activate Techs in that conflict?
A. You can only use the Technotron to activate Techs in an area where it is present. So, if you swapped out the Technotron pre-Battle, you could not use it to activate any Battle or post-Battle Techs in the remainder of the conflict. If you used Chameleon Screens to swap the Technotron INTO a Battle, you could then freely use it to activate other Techs.

Q. If I use my Automata Technotron to activate a Tech marked with a Hyper bonus, do I gain the Hyper?
A. No. You only gain a Tech's Hyper when you research it properly.

Q. When my Automata Technotron uses a Battle Tech, when must I decide to use it?
A. You declare a pre-Battle Tech during pre-Battle, a Battle Tech during the dice-rolling part of the Battle, and a post-Battle Tech in post-Battle.

Q. How do I regain my destroyed Colony from the Azota? Also, their Extinction power states that they cannot gather a second Colony from a rival until they have one from each other rival. What about a third or subsequent Colony?
A. You cannot regain a Colony from the Azota. Once the Azota have one from each rival, they can freely destroy and gather as many Colonies from as many rivals as they like. For instance, if in a four player game they first gather 1 Colony from each other player, they can then focus on a single player and destroy more Colonies until the extinction track is filled.

Q. If the Broodmaster are given a Secret via Entropic Decline, do they get 2 Secrets via Cronyism?
A. No, just one. They didn't get the Secret by their "own action".

Q. When the Broodmaster Monitor negates a Starbase, does it also negate its Ultra-Cannon attack boost?
A. Yes.

Q. As the Collectors, do I have to assign damage to an uncollected unit (as per my Obsessed weakness), even if I don't roll enough damage to destroy that unit?
A. Yes.

Q. As the Collectors, if I destroy a Native Alien, how do I indicate that it is now part of my collection?
A. Place it in your Pool. Native Aliens do not have owners, and so will not normally return to a Pool when destroyed. Therefore, any Native Aliens in your Pool are there because you destroyed and collected them.

Q. Using Planet Fragments the Daldath can build a Starbase in a destroyed System, even if another Starbase is present. Is this true even if a Daldath Starbase is present? I.e., can I double-up on Starbases?
A. Yes. However, you still only earn 1 game end VP per system containing a Starbase, so if all six Daldath Starbases are in the same System it's still worth just 1 VP. Of course it will earn you more resources when you Produce, as per your Magnetic Recovery ability.

Q. Can the Daldath use Planet Fragments to build a Starbase at the destroyed Yaddith homeworld?
A. Yes - the Doomed weakness simply forbids units from being built on the planet itself.

Q. Can a player use Space Warp to swap with a System destroyed by the Daldath?
A. Yes, if the player has a Starbase in one of the Systems.

Q. If the Daldath destroy a planet occupied by a Fungi Citizen, can the Citizen "fly into space" and survive?
A. No.

Q. If as the Fungi, I fly a Batratspider or a fungi Citizen through space, can I use this to advance my Probe track?
A. Yes, if it enters a previously unexplored System. It still has to land at the end of your turn.

Q. If the Fungi has Flight Caste, what happens to a Batratspider or Fungi Citizen when the Broodmaster Graft & Corruption or the Tech Psychic Scream targets them?
A. Nothing. Both Graft & Corruption and Psychic Scream affect ships, not other units. Ditto Mendeku Starbases.

Q. If the Fungi have Brain Caste, and Joint Experiment affects him, does he get to select which bonus Tech he receives?
A. No. The Secret's text is plain - it must be randomly drawn.

Q. Does the Nomian Paralysis Tech do anything to a Colony?
A. No, because it reduces combat to 0 and prevents movement, both already inherent to Colonies.

Q. What happens when the Old Ones use Shoggoth Rebellion on a system containing a Thoth Sphinx?
A. The Sphinx is sent to storage, since it can't be destroyed, only damaged.

Q. The Salp's Arcology counts as having an "inherent" Hyper token, which does not boost defense. What use is it? Also, can I add a Hyper token to an Arcology anyway?
A. The inherent Hyper is useful vs. various Techs, Secrets, and abilities. For example, an Arcology is immune to the Extraterrestrial Predators Secret, and the Daldath must pay a Hyper token to Smash a planet with an Arcology. Yes you can add a Hyper to an Arcology, which does then boost its defense by 6. You'll have to replace one of its resource tokens with the Hyper, though.

Q. If the Skith are producing Atomics, and their Marauder raids a Colony with a production of 2m, do they gain 2m in addition to their Atomic production?
A. Yes. Raided production is always in addition.

Q. if I have both Skith Marauders in a system, can I use them to raid two rival Colonies, or a Colony and a Starbase?
A. Yes. In fact they must raid different targets. Only one per Marauder.

Q. Can a Skith ship in Alternate Reality be affected by Secrets or Techs?
A. Yes, when appropriate. For example, the Old Ones' Shoggoth Rebellion Tech selects a System. The Alternate Reality ships aren't in a System, so they are safe. But the Gray Goo Secret chooses any ship as a target, so they would be vulnerable.

Q. If my Starspawn Cthulhu is placed by some means other than being built – for example being upgraded from a Cruiser via Space Docks, or placed by the Entropic Decline Secret, do I still get a Secret as per The Stars are Right?
A. No. You must use the Build action to get the Secret reward for a Cthulhu.

Q. If the Thoth play Threnody, and the Azota Cyber-Citadels are in effect, must the other Civs self-destruct additional units when the Azota do? Also, are super-units "identical" for the purpose of Cyber-Citadels?
A. The other players must indeed self-destruct more units when the Azota do, but these extra destroyed units don't count towards the Thoth Threnody bonus. Also, since super-units (and super-Techs) aren't subject to self-destruct, they're immune to cyber-citadels.

Q. When the Thoth play Threnody, can I self-destruct a Tech from my Pool, as opposed to one in my Civ sheet?
A. Certainly. And both you and the Thoth get an organic for so doing.

Q. When my Venge Grudge track advances to box 2, allowing me to destroy a Hyper token, can I choose a Hyper token protecting an enemy Colony?
A. Yes. You can even choose an unowned Hyper token in orbit around a Colony.

Q. If a rival gives another player a Secret, as with Broodmaster Cronyism, or the Entropic Decline Secret, does this trigger the Venge Grudge track?
A. No. It only triggers for a resource, Hyper, Tech, unit, or VP; and then only if it's not combined with a penalty.

Q. When does the Venge Grudge track advance, with reference to an action that triggers it?
A. The track advances right away, but you cannot apply its effects until after the triggering action ends. For example, if another player gets the Trade Secret and snubs the Venge as a partner, you must wait for the Secret to be resolved before using the Grudge track's result. This does means that the triggering Civ can't (for instance) quickly turn in all its Hyper tokens before the Grudge happens.

Q. If I get the Trafficking Secret, and give the Venge zero VPs in exchange for a Hyper, does this trigger their Grudge track?
A. No, because you selected the Venge for the reward. Should you choose another player instead, even though it was for 0 VPs, this would trigger the Grudge. Use this to engineer a desired result.

Q. If I have one of the Venge's Friend tokens, why am I still a "rival". Or even an "enemy" in Battle?
A. Venge psychology is complex - you can be both an enemy and a friend at the same time.

Q. If a Venge Hateship is destroyed or damaged in the Pre-Battle segment (for example, by a Zevolt Dragonship pre-strike, or Anti-Matter Mines) when does it take its final strike?
A. The Hateship strikes post-Battle. So in a Battle of Venge vs. Zevolt, in pre-Battle the Zevolt Dragonship inflicts its damage, let's say removing the Hateship. Then in Battle, all remaining ships roll their attack (except the Hateship that has already removed). Then post-Battle, the removed Hateship performs its final strike.

Q. Does Vorck Incompetence affect post-Battle dice, or bonus dice, such as the Venge Hateship or Starspawn Devour? What about pre-Battle dice, such as the Zevolt Dragonship?
A. Incompetence is a pre-Battle Tech, so it affects all dice that are rolled after it is triggered. Thus it affects post-Battle and bonus dice. It only affects pre-Battle dice, such as the Zevolt Dragonship, if the Vorck is the attacker, because pre-Battle effects are performed in Attacker-Defender order.

Q. If an award is stolen by another player (for example, Yaddith's Apportation Tech steals the Organic reward of a Research), does this still increment the Venge Grudge cycle?

A. Yes, of course. The Venge are nothing if not unreasonable.

Q. If the Old Ones use Prehistoric Wisdom to choose a rival to gain a Tech in a slot, does the Yaddith's Apportation Tech force the Old Ones to pick them for that reward?
A. No, because Apportation only gives you resources, not Techs or other prizes.

Q. Can an Xk-1 destroy itself with Death Wish? If so, does this count as destruction outside Battle (i.e., do I get a Hyper)?
A. No - the text says that the Xk-1 destroys "other ships". Of course, with two Xk-1s in Battle, each could choose the other. This would not count as a destruction outside Battle as it is during pre-Battle, which is part of Main Battle!

Q. If a Yaddith unit gets damaged, which triggers first, an enemy's Disintegrators, or its own Light Envelopes Tech?
A. Both are applied post-Battle. So they trigger in Attacker-Defender order. If the Attacker has Disintegrators, then it happens before Light Envelopes, and the ship is destroyed. If the Attacker was Yaddith, Light Envelopes saves the unit before Disintegrators.

Q. Some Civs abilities are front-loaded for the early game. Others don't take full effect till later, or even at the game's end. So it seems not all Civs are equally useful to the Yithians. What gives?
A. In that case, it is important to choose your new Civ wisely.

Q. If the Yithian Mindswaps with Yaddith, is their Homeworld destroyed if they reach or are at 5+ VPs?
A. Yes. In this case, place the Yaddith Homeworld (destroyed side up) on top of the Yithian homeworld and destroy all units there. If and when the Yaddith faction Mindswaps out for a new Civ, remove the Yaddith Homeworld, and you can re-build (or re-birth) back on the old Yithian Homeworld.

Q. If the Broodmaster rent a Zepzeg Cathedral in an adjacent System for a fight using Graft & Corruption, and it is removed, where are the Corvettes or the Destroyer placed?
A. in the system where the Cathedral was destroyed.

Q. Can the Zevolt Research, and thus steal, a Tech gained by the Joint Experiment Secret?
A. Yes, but it is placed in a normal slot on the Zepzeg Civ sheet, not an "extra" slot.

Rule Psi – the second-to-final question

Hyperspace has a lot of rewards and bonuses, which need to be tracked carefully. It is possible that you may not notice you are entitled to an advance on a VP track until after the fact, or that you didn't pick up a stray Hyper or Organic when you Salvaged.

If you want to take these rewards retrospectively, use this system: If all other players agree that you deserve the rewards, you can take them immediately. Note, however, that you cannot reset the game to an earlier state to trigger other effects, or take other actions, that might have been enabled by the rewards.

Example: Chris is at 13 VPs, and suddenly remembers, during Zelda's turn, that he was entitled to an advance on the Probe track, which would have given him 2 VPs. The other players all agree he deserved this. But he can't say, "On my turn, I would have ended the game!" It's too late for that, since the turn has passed on to Zelda already. He'll have to wait for his next turn to declare game end, assuming it doesn't end before then.

<Aurora's Tip: Save time travel for the Skith.>

Rule Omega – the Final Question

We have sought diligently for more than a year to cover all possible rules questions, and to make the game as cosmic as we can. But we are mere mortals, and, as such, subject to error.

If you come across some ability, rule, or Civilization conflict, and cannot find the answer in the rules FAQ (or our online FAQ at <<Insert URL>>), we recommend that players vote on a temporary house rule to resolve the question. In the end, Hyperspace is your game. If you feel compelled to add house rules, do so with our blessing.

Organics

Playtesting and Development –

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<<End of working text>>

The Star Cluster Map

The star cluster map is built by the players, using six-sided tiles, each representing a solar system with an exploitable planet. These tiles are in two types – homeworlds and unaligned. The unaligned systems have an unexplored side which looks like a starfield. The explored side of the tile also shows a planet with 1 to 3 continents. The explored side is revealed only after a player has sent a ship to the system.
The homeworlds are labeled with its Civ's name. Both sides of each homeworld system are identical (they start the game as explored).

Constructing the Map

Shuffle the unaligned systems with the dark "starfield" side facing up, so the planets can't be seen. Then randomly draw systems and place them, still face-down, in the correct pattern according to your player number. Once all unaligned systems are placed,

each player selects a homeworld slot (probably based on his seat at the table). He'll place his homeworld there once his Civ is determined. In case of disputes, let players choose homeworld spaces in reverse order of age (oldest players choose first, since their comfort is paramount).

Special 2 & 3 player map rules
On 2-3 player games, all worlds must have at least 2 continents. You could ensure this two different ways. You could go through the stack of unaligned systems and remove all 1-continent worlds before placing them. Or just set up the star cluster normally – but when a player reveals a 1-continent world, remember to discard it and grab a new one off the top of the pile of unused systems – keep going till you get a world with 2 or more continents.

Two Player Caveat
Not every civilization works perfectly in a two-player game. Before choosing your Civ, check out its special bonuses and abilities to ensure you won't be at a slight disadvantage.
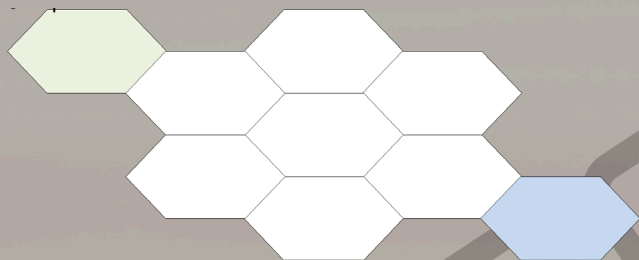
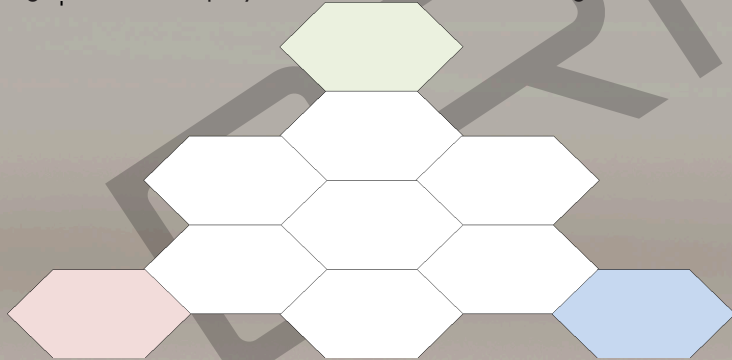Figure 1. The two player start. Remember, all unaligned worlds must have at least 2 continents.

Figure 2.The three player set-up. It boasts 7 unexplored systems. All unaligned worlds must have at least 2 continents.
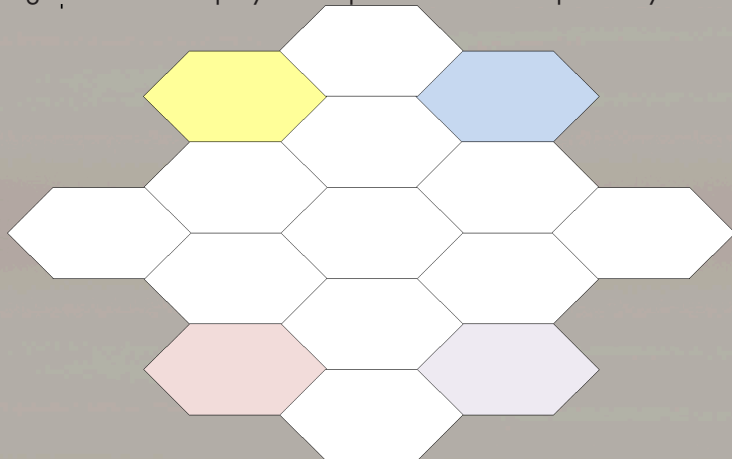
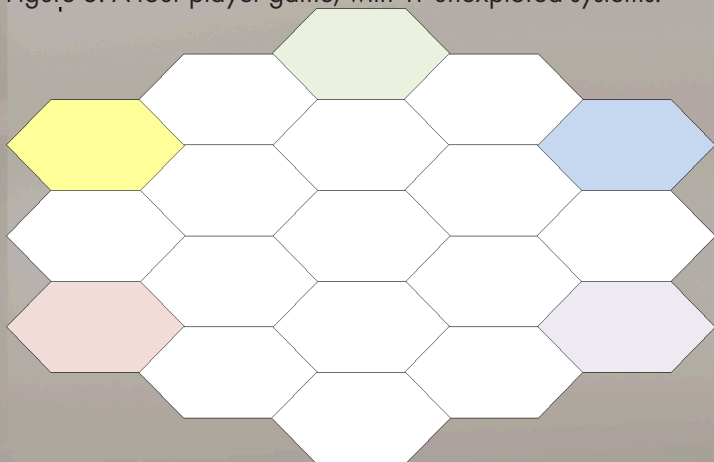Figure 3. A four player game, with 11 unexplored systems.

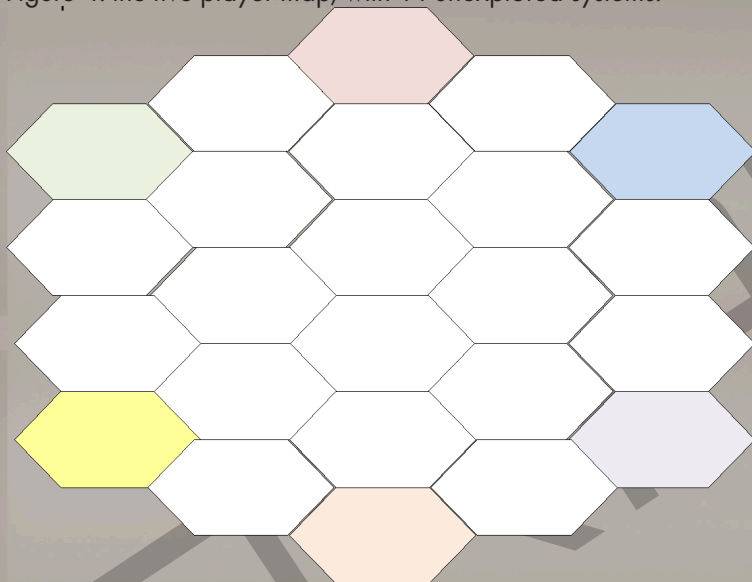
Figure 4. the five player map, with 14 unexplored systems.

Figure 5. The six-player map, with 18 unexplored systems.
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Aurora's Tip: Your metal & atomic production have nothing to do with your starting resources. For example, though the Fungi homeworld has zero metal production, they still get 2 metal in Storage at game start.

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Figure 7. Here is the Fungi's starting Civ layout. Note that it's okay if your Pool sprawls a bit. Also note that the Pool is "missing" a destroyer, a starbase, a citizen, & 3 Colonies because these started on the map. Note the 1 hyper, 2 organics, 2 metal, and 2 atomics in Storage. He has only 1 hyper because he is going to be the First Player.

Figure 8. a four player game set up and ready for play. (The rectangle marked with an "S" is the Secret deck, best placed near the Victory track sheet.