ROUND OVERVIEW

Dice Phase. Roll dice. Set median. Players choose dice. **Action Phase.** Spend dice to perform actions:



Fly your survey ship.



Take a gyrodyne tile.



Start a gyrodyne spinning.



Take a transmitter or work on one already taken.



Patent a technology.

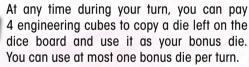
Complete an HQ project.

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Take a die modifier token.

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





Production Phase.

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

