TERRA
PROXIMA

RULES AND GLOSSARY

OVERVIEW

The objective of the game is to be the first to land on Terra Proxima. This is accomplished by players launching a Long Range Cruiser from their home planet, building a Base and Scout Ships along the way to aid in the gathering of necessary materials from Moons and Planets in order to sustain them on the journey, and gaining the needed knowledge to navigate through the Asteroid Belt, the Nebula, and Terra Proxima's atmosphere in order to safely land on Terra Proxima.

COMPONENTS

- 1 Game Board
- 6 Long Range Cruisers (LRC) (1 of each color)
- 12 Scout Ships (2 of each color)
- 6 Bases (1 of each color)
- 60 Lunar Material Cards (20 of each: Ore, Organics, and Water)
- 108 Planetary Material Cards (18 of each: Fuel, Metal, Food, Medicine, Drinking Water, and Oxygen)
- 6 Defense Cards
- 6 Plus One Cards
- 6 System Repair Cards
- 12 Electromagnetic Pulse (EMP) Tokens
- 42 Research Tokens
- 2 Dice
- 1 Rules Booklet

SETUP

- Sort the nine stacks of Material Cards by type, placing them near the board to create the Salvage Yard. (Bank)
- Place the EMP Tokens, Research Tokens, Plus One Cards, System Repair Cards, and Defense Cards near board.
- Shuffle the System Repair Cards.
- Give each player one Long Range Cruiser (LRC), two Scout Ships, and one Base in the color of their choice.
- Give each player one of each Planetary Material Card, a Plus One Card, and a Defense Card.
- Roll dice to see who goes first.
- First player chooses a starting Launch Pad by placing their LRC on it. Place other players on respective Launch Pads.

3 PLAYER: In clockwise order, place each player on every other Launch Pad.

4 PLAYER: In clockwise order, place the second player on the next Launch Pad, and place the third and fourth opposite the first and second, respectively.

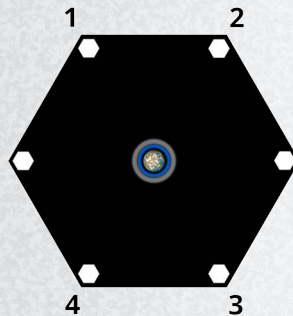### 5-6 PLAYER: In clockwise order, place each player on the next available Launch Pad.

- Once all players have their LRC on a Launch Pad, randomly give each player a System Repair Card.
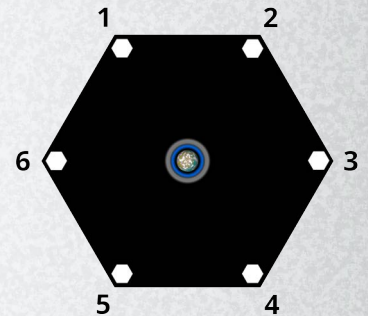- Turns proceed in clockwise order.

PLAYER SETUP DIAGRAMS:
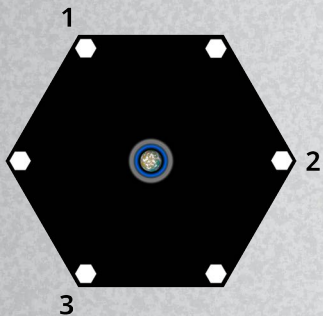
3 PLAYER

4 PLAYER

5 AND 6 PLAYER

BOARD AND SPACES

MOONS: Moons appear in the Outer Board area, and are used to start collecting raw materials for the journey to Terra Proxima. On Moons, players can collect ore, organics, or water depending on which Moon they are on. These are called Lunar Materials. (Ore Moon = dark gray, Organic Moon = green, Water Moon = teal)

PLANETS: Planets appear in the Middle and Inner Board areas. Planets allow players to collect materials in an already refined state that will aid players in the journey to Terra Proxima. On Planets, players may receive: metal, fuel, food, medicine, drinking water, or oxygen and these are referred to as Planetary Materials. (Metal Planet = light gray, Fuel Planet = yellow, Food Planet = orange, Medicine Planet = red, Drinking Water Planet = blue, Oxygen Planet = white)

TERRA PROXIMA: Terra Proxima is the Planet found in the center of the board. Landing on Terra Proxima is the players' objective.

WORMHOLES: Wormholes give players more options for exploration. Entering a Wormhole allows the player to exit a Wormhole of a corresponding color anywhere on the board. *(See **TURNS - ACTION PHASE - MOVE** to learn how to utilize Wormholes.)*

ASTEROID BELT AND NEBULA: These act as obstacles for the journey to Terra Proxima. To get past these, players must collect Research Tokens. *(See **TURNS - ACTION PHASE - BUILD** to learn how to acquire Research Tokens.)* Only the LRC may penetrate these obstacles. Players may never end a Move on one of these spaces.

EMPTY SPACE: Empty Space refers to any space (hexagon) on the board that does not contain a Planet, Moon, Asteroids, or Nebula.

OUTER, MIDDLE, AND INNER BOARD: The Outer Board is the section outside of
the Asteroid Belt. The Middle Board is the section between the Asteroid Belt and Nebula. The Inner Board is the section within the Nebula.

Note: Each space can only have one Base and one Ship or two Ships on the space at a time. Only one player may occupy a space at a time.

PLAYERS' HANDS

Each player's hand consists of Lunar Material Cards and Planetary Material Cards, and has a Weight Limit. For each type of Material Card (Lunar and Planetary), players may only have eight, for a maximum of sixteen cards. Players cannot have more than eight of either Material Card type in their hand **for any reason**.

Though both types of cards may exist in a player's hand, they are displayed differently. The Planetary Material Cards are kept secret from the other players, while the Lunar Material Cards are displayed face up on the table.

MISSION CARDS

There are 3 types of Mission Cards. Each player receives one of each of these at the start of the game. These are:

- System Repair Cards
- Defense Cards
- Plus One Cards

SYSTEM REPAIR CARDS: These cards are given to players after the first player chooses a
Launch Pad. These cards list required mechanical repairs. These repairs must be completed before a player can land on Terra Proxima. To complete the repair, a player **must make one payment** of four Planetary Material Cards to the Salvage Yard of the type listed on the card. Once the repair is completed, return this card to the Salvage Yard.

DEFENSE CARDS: These cards are given to players at Setup. This is a one time use card meant to
help fight off attackers. When used, this card adds +3 to a player's die roll during a Defense. Once used, return this card to the Salvage Yard. *(See **TURNS - ACTION PHASE - ATTACK**)*

PLUS ONE CARDS: These cards are given to players at Setup. This is a one time use card that
allows a player receive one free Planetary Material Card of their choice, during their turn. Once used, return this card to the Salvage Yard.

TURNS

Taking a turn consists of two phases:

1. Production Phase
2. Action Phase

There are several things that can happen during each phase.

FIRST TURN: For each player's first turn, the following rules apply:

- There is no Production Phase.
- The first action must be a Move. *(See **ACTION PHASE - MOVE**)*
- Wormholes cannot be utilized. *(See **MOVE - WORMHOLES**)*

PRODUCTION PHASE: During the Production Phase, players will:

- Roll dice and distribute materials.
- If necessary, resolve an EMP attempt.

DISTRIBUTING MATERIALS: At the start of a player's turn, roll the two dice, consider both numbers separately, and distribute materials accordingly. For each die, every player receives one Material Card for each Ship and/or Base on a Planet or Moon containing that number. If a double is rolled, an EMP attempt has been made. *(See **RESOLVING AN EMP ATTEMPT**)*

*Note: Players on a Planet in the Inner Board area only produce one Material Card when one or more corresponding numbers are rolled. The only exception is when a double is rolled. (See **RESOLVING AN EMP ATTEMPT**)*

*Note: If someone is at the Weight Limit for a type of Material Card and would produce more based on the dice roll, they do not receive any of that material. If someone is below the Weight Limit, but would be above it after producing **all** their materials, they may choose which materials they'll receive.*

RESOLVING AN EMP ATTEMPT: When a double is rolled, the active player has made an EMP Attempt. The success of the attempt is based on how many EMP Tokens the player has. If they have less than two, the attempt is successful. If they have two, the EMP backfires.

When an EMP attempt is successful, the following occurs:

1. The active player receives an EMP Token.
2. The active player produces, while all other players do not produce at all.
3. The active player may take one Planetary Material Card from another player or two Lunar Material Cards from another player or one Lunar Material Card from two different players. (Once a card is taken, a player **may not** decide to take from someone else instead.)

*Note: If a player wishes to steal, they **must** do so before taking **any other** action.*

If the EMP backfires, the following occurs:

1. The active player returns their EMP tokens to the Salvage Yard.

2. The active player **must** forfeit two Planetary Material Cards of their choice to the Salvage Yard. (If a player only has one Planetary Material Card in their hand, they **must** forfeit that card. Players **never** forfeit Lunar Material Cards as a result of an EMP backfire.)
3. The rest of the players produce, while the active player does not.

ACTION PHASE: During the Action Phase, a player can:

- Move
- Trade
- Build
- Attack

With the exception of the first turn, most actions can be taken in any order, as long as:

- The action is paid for (if needed) before taking it.
- Doing so won't break any other rule. (Example: A player **may not** move past any of the obstacles before having the correct number of Research Tokens, even if they could pay for one immediately after.) *(See **BUILD - RESEARCH TOKENS**)*

MOVE: In order to move their Ships, a player must pay:

- One Planetary Material Card or
- Two matching Lunar Material Cards or
- One of each Lunar Material Card

Paying for one Move allows players to Move all of their Ships, including those built after paying for the Move, up to three spaces. Paying for a second Move allows any **one** Ship to move an additional three spaces and allows players to use Wormholes *(See **WORMHOLES**).* Players can also earn the ability to pay for a third Move by winning an Attack *(See **ATTACK**).* A third Move allows any **one** Ship to move an additional three spaces, even a Ship that has already moved up to six spaces. Ships using this third Move may also utilize Wormholes.

IMPORTANT: In order to move past an obstacle, the Asteroid Belt, Nebula, or to land on Terra Proxima, **a player must have the necessary number of Research Tokens before paying for the Move**. If a player pays for a Move and then acquires the necessary number of Research Tokens, **a second or third Move would need to be used** to pass the obstacle. In this case, a LRC **that has not yet moved** would be **limited to a maximum movement of three spaces** despite having paid for a second or third Move. However, either **one** of the Scout Ships can still utilize the additional three spaces of movement from the second or third Move.

*Note: A player **may not** use one card to pay for both a second Move, and an earned third Move.*
*Note: Players **may not** ever Move back onto a Launch Pad.*
Note: Players may Move through spaces occupied by another player.

WORMHOLES: A Ship that uses the second and/or third Move is allowed to use a Wormhole, increasing the range of movement that a Ship has. Using a Wormhole allows a player to Move to any other Wormhole of a corresponding color without costing an extra movement.

(Example: A player pays for two Moves giving one Ship a movement of six spaces. The player moves to the nearest Wormhole two spaces away, then travels through the Wormhole to another Wormhole of corresponding color. That ship can still Move up to four more spaces.)

*Note: Players **may not** use the Wormholes on their first turn.*

TRADE: On a player's turn, they are allowed to Trade cards that they have with the other players, or with the Salvage Yard. When trading cards with other players, a player may Trade their Planetary Material Cards or Lunar Material Cards for other Planetary Material Cards or Lunar Material Cards.

The only restrictions are:

- A player **must** make sure a Trade **does not** put either player over the Weight Limit **at any time** throughout the Trade.
- Players **may not** Trade for anything non-tangible, such as the promise of future materials.
- Players **may not** Trade for Material Cards that they are also trading away in the same Trade.
- A player's Defense Card, System Repair Card, and Plus One Card **may not** be traded away.

When trading with the Salvage Yard players can do so at the following rates:

- Two ore for one metal or one fuel
- Two organics for one food or one medicine
- Two water for one drinking water or one oxygen
- Three matching Planetary Material Cards for one other Planetary Material Card

JETTISONING CARDS: If a player has cards in their hand that they either cannot or do not want to Trade away, they may instead simply return them to the Salvage Yard. This is referred to as Jettisoning.

BUILD: On a player's turn, they may build the following:
- Base
- Scout Ship
- Research Token

BASE: Players receive one Base per game, and it costs nothing to build. This gives players an additional way to collect materials. To build their Base, players **must** place it on a Planet or Moon that contains one of their Ships. Once a player builds their Base, that Base **must** remain there for the rest of the game.

SCOUT SHIPS: Players receive two Scout Ships per game. To build them, players **must** pay to the Salvage Yard: **one metal or fuel + one food or medicine + one drinking water or oxygen**. To build a Scout Ship, players **must** place it on a Planet or Moon that contains one of their other Ships. The Scout Ships can move like the LRC can, except it **cannot** Move or Attack through the Asteroid Belt or Nebula.

BUILDING RESTRICTIONS: When building their Base or Scout Ships, players have a few restrictions to keep in mind:
- **Only** one may be built per turn
- **Only** two pieces may be built in the Outer Board area
- **Only** one piece may be built in the Middle Board area
- **None** can be built in the Inner Board area
- **No more** than two pieces may ever be on the same Planet or Moon, so players **may not** build one on a Planet or Moon already containing two pieces

RESEARCH TOKENS: To earn a Research Token, players **must** pay one of each Planetary Material Card (**metal, fuel, food, medicine, drinking water, and oxygen**) to the Salvage Yard. Acquiring Research Tokens allows players to continue the journey towards Terra Proxima. Having one Research Token allows players to Move through the Asteroid Belt. Three Research Tokens allows players to Move through the Nebula. Seven Research Tokens allows players to land on Terra Proxima.

Having more Research Tokens than the attacker will also strengthen that player's Defense against an Attack. *(See ATTACK)*

ATTACK: If a player has a Ship three or less spaces away from an opponent's Ship or Base, and they have at least one Planetary Material Card or two matching Lunar Material Cards, they may Attack that ship or base. The attacker must announce which Ship or Base they are attacking. Attacking can be a good way to get materials and slow down the other players, but it can be risky as well. Players may only Attack once per turn. *(For exceptions, see SPECIAL RULES)*

When commencing an Attack, each player (attacker and defender) will roll one die with the higher roll winning. The attacker **must** roll first. There are a few ways to add to the result of a player's roll prior to the start of the Attack. These include: Support, Research Tokens, and Defense Cards.

SUPPORT: One non-defending player may Support the attacker by placing down one Planetary Material Card or two matching Lunar Material Cards on the board in front of them as a wager. Support adds +1 to the attacker's roll, and **only one** player may Support per Attack. If the Attack is successful, the supporter gains one free Planetary Material Card or two free matching Lunar Material Cards of their choice. If the Attack is unsuccessful, the wager is forfeited to the Salvage Yard. It is up to the attacker to decide if they want Support, and from whom they're willing to accept Support. Any player other than the attacker and defender may offer Support.

*Note: The defending player **may not** receive Support.*

RESEARCH TOKENS: If a defender has more Research Tokens than the attacker, the defender adds +1 to their roll for each additional Research Token they possess in comparison to the attacker, up to a +2 maximum. This **only** applies to the defender.

DEFENSE CARD: A defender may also use their Defense Card to increase their roll by placing it on the board in front of them. The attacker **must** give the defender the chance to use their Defense Card before rolling. Using the Defense Card adds +3 to a Defense roll. If the defender uses their Defense Card and the Attack was unsuccessful, the defender gains one Planetary Material Card or two matching Lunar Materials Cards of their choice from the Salvage Yard. Once a Defense Card is used, **regardless** of the outcome of the Attack, the Defense Card is returned to the Salvage Yard.

*Note: Using a Defense Card will **only** add +3 to the defender's roll **regardless** of how many more Research Tokens they possess in comparison to the attacker. (ie. If the defender has two more Research Tokens than the attacker, and uses their Defense Card, their roll result is still only +3, not +5.)*

WHEN THE ATTACK IS SUCCESSFUL:
- The attacker receives two Planetary Material Cards or four Lunar Material Cards from the Planet or Moon that the defending player was on. These cards are received from the Salvage Yard.
- The defender **must** forfeit one Planetary Material Card or two matching Lunar Material Cards of their choice to the Salvage Yard. (If the defender does not have any Planetary Material Cards or matching Lunar Material Cards, they **must** forfeit any two Lunar Material Cards in their possession. If the defender only has one Lunar Material Card in their possession, they **must** forfeit that card.)
- If the target of the Attack is a Ship, and the defender **does not** have any Ships in Empty Space, the defender **must** Move the defending Ship into an unoccupied adjacent Empty Space of their choice.
- If supported, the supporter receives one Planetary Material Card or two matching Lunar Material Cards of their choice from the Salvage Yard, and the supporter's wager is returned to them.

- The attacker may pay for one additional Move of three spaces for any **one** of their Ships.

WHEN THE ATTACK IS UNSUCCESSFUL:
- The Attacker **must** forfeit one Planetary Material Card or two matching Lunar Material Cards of their choice to the Salvage Yard.
- The attacking Ship loses the ability to Move for the rest of the turn.
- If supported, the supporter forfeits their wager to the Salvage Yard.
- If a Defense Card was used, the defender receives one Planetary Material Card or two matching Lunar Material Cards of their choice from the Salvage Yard.

WHEN THE ATTACK ENDS IN A TIE:
- The attacker, defender, and supporter neither forfeit nor receive any Material Cards.
- If supported, the supporter's wager is returned to them.
- The attacking Ship may move as normal.

SPECIAL RULES:
- Players **may not** Attack someone on a Launch Pad.
- **Only** a LRC may Attack across the Asteroid Belt or Nebula as long as the player has the appropriate number of Research Tokens to Move through those obstacles.
- If a player has two pieces on the same space, they can be attacked twice in a row on the same turn. This can only happen if the first Attack is successful, and the attacker **may not** take Support for the second Attack.
- The defender may wait to decide to use their Defense Card until after they know if the attacker is being supported.
- The attacker may withdraw the Attack at any point prior to the first die being rolled.

UNDOING ACTIONS: At any point on a player's turn, they may undo an action with a few exceptions:
- A player **cannot** undo an Attack once a die has been rolled.
- A player **cannot** change who they steal from during a successful EMP Attempt once cards have been acquired from that player.
- A player **cannot** change the order of their actions in a way that would allow them to do something otherwise not possible **and later undo** any of those actions. (Example: Pay for a Move and then later **get the Move payment back** in order to circumvent the Weight Limit.)
- Once an action of a certain type has been taken (Move, Build, Trade, Attack), players **may not** undo a previous action of a different type. Incomplete actions may still continue until completion, but **not** be undone.
- A player **may not** undo any action if doing so would break any other rule.

WINNING THE GAME

The first player to **earn seven Research Tokens**, **resolve their System Repair**, and **Move onto Terra Proxima** wins the game.

ALLIED MODE (TEAM PLAY)

This is a variant of the game that can be played with four or six players. Allied Mode offers a different experience when playing Terra Proxima. This variant also works well when playing with a mix of experienced and inexperienced players. To win in Allied Mode, **all** allied players **must earn seven Research Tokens**, **resolve their System Repair**, and **Move onto Terra Proxima**.
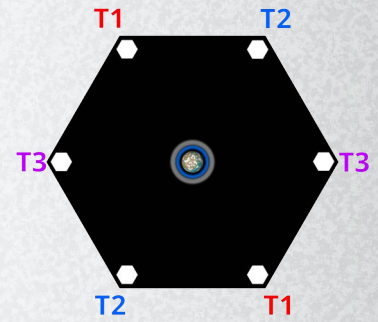
SETUP CHANGES: When playing in teams of two, (four or six players), place players on Launch Pads opposite of their ally. When playing in teams of three, (six players), place players on Launch Pads so their allies are on every other Launch Pad.
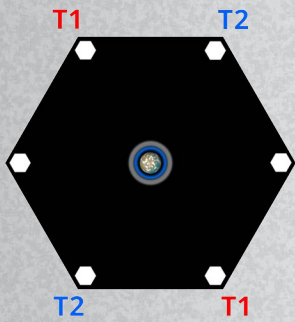
4 PLAYER 2 TEAMS
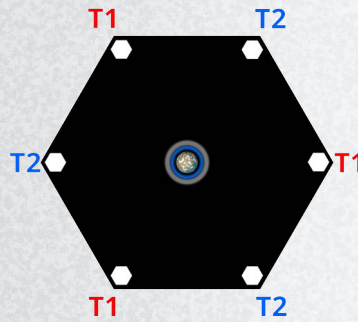
6 PLAYER 2 TEAMS

6 PLAYER 3 TEAMS

PRODUCTION PHASE CHANGES:

- When a player's EMP Attempt is successful, their allies produce materials as if **only one** of that number was rolled. The player who rolled the double produces as normal.
- When a player's EMP Attempt is unsuccessful, their allies do not produce.

MOVE ACTION CHANGES: Players may Move to a space with one of their allies on it. A **maximum** of two pieces may occupy one space at a time.

TRADE ACTION CHANGES:

- When trading with allies, players may **only** give or receive materials at 2:1 ratio. *(Note: Planetary Material Cards are equivalent to two Lunar Material Cards.)*
- When trading with allies, a player **may not** receive more than the equivalent of eight Lunar Material Cards or four Planetary Material Cards on a single turn. (Example: Since Planetary Material Cards are equivalent to two Lunar Material Cards, receiving two Planetary Material Cards and four Lunar Material Cards on a turn would put a player at the limit for that turn.)
- Players **may not** Trade back for materials from an ally that they already traded with on the same turn. (Example: Players **may not** trade for an organics card from an ally they already traded an organics card to.)

ATTACK ACTION CHANGES:

- Only allies of the attacker may Support an Attack.
- Only one Defense Card is given to each team, so allied players must collectively decide when to use it. (When used, only the defending player gets one Planetary Material Card or two matching Lunar Material Cards of their choice from the Salvage Yard, if the Attack was unsuccessful.)
- If two allies are on the same space, both players can be attacked on that space in a single turn. This can only happen if the first Attack is successful, and the attacker may not take Support for the second Attack.
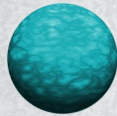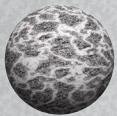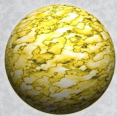
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MOONS:
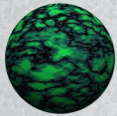
ORE　　　**ORGANIC**　　　**WATER**

PLANETS:
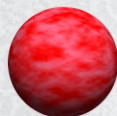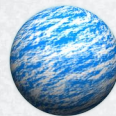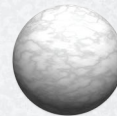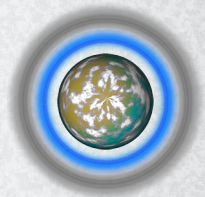
METAL　　**FUEL**　　**FOOD**　　**MEDICINE**　　**DRINKING WATER**　　**OXYGEN**　　**TERRA PROXIMA**

BOARD SPACES:
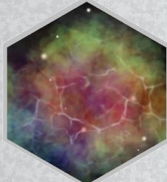
ASTEROID BELT　　**NEBULA**

WORMHOLES:

MIDDLE　　**OUTER**

GAME PIECES:

LONG RANGE CRUISER **SCOUT SHIPS** **BASE**

PLANETARY MATERIAL CARDS:

METAL **FUEL** **FUEL** **MEDICINE** **DRINKING WATER** **OXYGEN**

LUNAR MATERIAL CARDS:

ORE **ORGANIC** **WATER**

MISSION CARDS:

REPAIR **PLUS ONE** **DEFENSE**

GAME TOKENS:

RESEARCH **EMP**

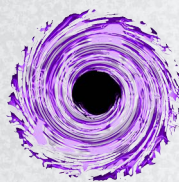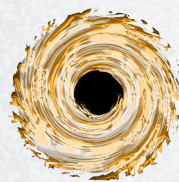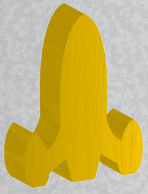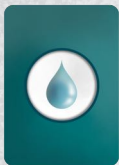# GLOSSARY

ACTION PHASE

The Action Phase is the second of two Phases that occur during a turn. Actions during this Phase include attacking, building, moving, and trading. *(See **RULES - ACTION PHASE**)*

ALLIED MODE (TEAM PLAY)

Allied Mode refers to the team variant of Terra Proxima. This mode requires four or six total players and can be played as two teams of two or three players, or three teams of two players. *(See **RULES - ALLIED MODE**)*

ASTEROID BELT

The first obstacle players will encounter after launch. **Only** the Long Range Cruiser has the navigational capability to penetrate. One Research Token is required to navigate through. A Ship may not stop on an Asteroid Belt space.

ATTACK

Attack refers to one of the four actions that may be taken during the Action Phase of a turn. Attacks are a method of quickly gaining materials and slowing the progress of other players. The process of attacking involves two players rolling one die each, with the higher roll winning.

Attacks **must** be initiated by Ships. Attacks may be initiated by any Ship that is in range of another Ship or Base (within the range of a single Move) *(See **GLOSSARY - MOVE**)*. **Only** the Long Range Cruiser has the capability to Attack across the Asteroid Belt or across the Nebula, **only** after it has the appropriate navigational capability (i.e. the appropriate number of Research Tokens earned) *(See **GLOSSARY - RESEARCH TOKEN**)*. Prior to an Attack, the attacker **must** possess at least one Planetary Material Card or two matching Lunar Material Cards in their hand and specify which Ship or Base they are attacking.

The process of attacking is carried out by each player (the attacker and defender) rolling one die. The attacker always rolls first. Prior to the actual Attack, both players may have an opportunity to increase their odds. The attacker may solicit Support from one other player *(See **GLOSSARY - SUPPORT**)*. The defender may play their Defense Card *(See **GLOSSARY - DEFENSE CARD**)*. Once a Defense Card has been played any Support may **no longer** be retracted, however, the attacker may withdraw the Attack at any point prior to the first die being rolled. In the event that an Attack is withdrawn, any Support or Defense Card is recovered by the respective players. If no Defense Card is played, the defender's odds are increased by possessing more Research Tokens than the attacker *(See **GLOSSARY - DEFENSE**)*.

SUCCESSFUL ATTACK: The attacker receives two Planetary Material Cards or four Lunar Material Cards from the Planet or Moon that the defending player was on, and is rewarded with the option to pay for another Move *(See **GLOSSARY - MOVE**)*. The defender **must** forfeit one Planetary Material Card or two matching Lunar Material Cards of their choice to the Salvage Yard. If the defender does not possess a Planetary Material Card or matching Lunar Material Cards they **must** forfeit two of any Lunar Material Cards that they possess to the Salvage Yard. If the defender only has one Lunar Material Card in their possession, they **must** forfeit that card. If the target of the Attack is a Ship, and the defender has no Ships in Empty Space, the defender **must** Move the defending Ship into an unoccupied adjacent Empty Space of their choice *(See **GLOSSARY - EMPTY SPACE**)*. If Supported, the Supporter

receives one Planetary Material Card or two matching Lunar Material Cards of their choice from the Salvage Yard, and the card wagered is returned to them.

UNSUCCESSFUL ATTACK: The attacker **must** forfeit one Planetary Material Card or two matching Lunar Material Cards of their choice to the Salvage Yard. The Attacking Ship **may not** Move for the remainder of the turn. If the Attack was Supported, the Supporting player **must** forfeit their wager to the Salvage Yard. In the event that a Defense Card was played, the defender receives one Planetary Material Card or two matching Lunar Material Cards of their choice from the Salvage Yard.

TIE: Neither player receive nor forfeit any Material Cards. If the Attack was Supported, the Supporting player's wager is returned to them. The attacking Ship may continue to Move as normal.

Players **may not** Attack someone on a Launch Pad. If a player has two pieces on the same space, they can be attacked twice in a row on the same turn. This can only happen if the first Attack is successful, and the attacker **may not** take Support for the second Attack.

BASE

A Base is a permanent structure that allows for the extraction/refinement of materials.

Each player may Build a single Base at no cost on a Moon in the Outer Board area or on a Planet in the Middle Board area (**not in the Inner Board area**). A Base **must** be built on a Moon or Planet that is occupied by that same player. A Base **may not** be built on a Moon or Planet that is occupied by more than one Ship.

A Base produces one Material Card for each corresponding die roll.

BUILD

Build refers to one of the four actions that may be taken during the Action Phase of a turn. Building consists of producing Bases, Scout Ships, and Research Tokens.

When Building a Base or Scout Ship, restrictions include:
- **Only** one piece may be built per turn
- **Only** two pieces may be built in the Outer Board area
- **Only** one piece may be built in the Middle Board area
- **No** pieces may be built in the Inner Board area
- **No** pieces may be built on a Moon or Planet already containing two pieces

DEFENSE

The outcome of an Attack/Defense is determined by the higher die roll. There are various ways that a player can add points to their die roll when defending. A defending player with more Research Tokens than an attacker has one point added to their die roll for each additional Research Token up to a **maximum of two additional points**. Once per game a defending player may choose to play a Defense Card. When used, the Defense Card adds three points to the defender's die roll. Use of the Defense Card nullifies any Research Token advantage.

DEFENSE CARD

A Defense Card is a one time use card meant to help fight off attackers.

When choosing to use it, the Defense Card **must** be used prior to the attacker's die roll. When used, the Defense Card adds three points to the defender's die roll. Use of the Defense Card nullifies any Research Token advantage. In the event of an unsuccessful Attack, the defender is rewarded with a choice of any single Planetary Material Card or two matching Lunar Material Cards from the Salvage Yard. The attacker **must** give the defender a chance to use the Defense Card before rolling. Once a Defense Card is used, **regardless** of the outcome of the Attack, the Defense Card is returned to the Salvage Yard.

DICE ROLL

There are three different scenarios that require the dice to be rolled. 1) To determine which player begins the game (the sum of the two dice are counted), 2) during the Production Phase of each player's turn (two dice rolled, each of the dice counted separately to determine the distribution of materials) *(See RULES - PRODUCTION PHASE)*, and 3) to determine whether or not an attack is successful (the attacker and defender each roll one die).

EMP (ELECTROMAGNETIC PULSE)

The EMP is a special long range non-directional weapon designed to momentarily cripple Ships and acquire a portion of their cargo. This is a highly effective weapon, however due to its massive power requirements, the EMP can be prone to reliability problems. Overuse can cause damage to the aggressor's Ship.

An EMP is discharged each time a player's roll results in a double. Each time an EMP is discharged it is considered successful, and the player receives an EMP token to record the successful discharge. Once a player has received two EMP tokens, the next double rolled by that player results in an EMP backfire causing damage to their own Ship and loss of cargo.

A successful EMP discharge allows the aggressor to produce materials based on the number rolled on both dice. (Example: If a player rolls a double 5, that player produces two Material Cards for each Ship or Base occupying a Planet or Moon displaying the number 5) Other players **do not** produce. It also allows the aggressor to take a Planetary Material Card or two Lunar Material Cards from any single player, or one Lunar Material Card from two different players of their choice. If a player wishes to steal, they **must** do so **before** taking any other action. If playing in Allied Mode, all of the aggressor's teammates (allies) produce materials based on the number rolled on **only one** die. *(See GLOSSARY - WEIGHT LIMIT)*

When an unsuccessful EMP discharge occurs, the aggressor **does not** produce any materials, **must** forfeit two Planetary Material Cards of their choice, and returns their EMP tokens to the Salvage Yard, resulting in the EMP being repaired. If the aggressor has **only one** Planetary Material Card available, that card **must** be forfeited. All other players produce materials based on the numbers rolled. If playing in Allied Mode, all of the aggressor's teammates (allies) **do not** produce materials.

EMPTY SPACE

Empty Space refers to any space (hexagon) on the board the does not contain a Planet, Moon, Asteroids, or Nebula.

FIRST TURN

First Turn refers to the First Turn of every player. On this turn there is no Production Phase. The first action **must** be a Move. Wormholes cannot be used on this turn.

INNER BOARD

The Inner Board is defined as the area that contains Terra Proxima and is bordered by the Nebula. This area contains the richest producing Planets on the board. **No** Ships or Bases may be built in this area. Three Research Tokens are required to enter this section of the board.

JETTISON

Jettisoning is simply a way to willfully discard material when necessary. A player may choose to Jettison material whenever they wish during their turn. Players Jettison cards by turning them in to the Salvage Yard.

LAUNCH PAD

The Launch Pads are the starting points for each player and are located at the corners of the board. Once departed, players may **never** Move back onto a Launch Pad. Players **may not** Attack or be attacked while on a Launch Pad.

LONG RANGE CRUISER (LRC)

The Long Range Cruiser is the main Ship in the fleet. It is the **only** Ship that is launched directly from the home world, and has the navigational capability to penetrate and Attack through the Asteroid Belt, the Nebula, and to land on Terra Proxima.

LUNAR MATERIALS

Lunar Materials are materials extracted from the Moons on the way to Terra Proxima. Lunar Materials consist of ore, organics, and water. These materials are not in their purest form, and **must** be refined before they can be used. As a result, twice the Lunar Material **must** be harvested to produce the equivalent Planetary Material.

Lunar Material	Planetary Material	Planetary Material
2 Ore	1 Fuel	1 Metal
2 Organics	1 Food	1 Medicine
2 Water	1 Drinking Water	1 Oxygen

Lunar Material Cards **must** be displayed face up on the table at all times.

MIDDLE BOARD

The Middle Board is defined as the area that is bordered by the Asteroid Belt and the Nebula. This area contains Planets that produce materials already in a refined state. **Only** one Scout Ship or one Base may be built in this area. One Research Token is required to enter this section of the board.

MISSION CARDS

Mission Cards refer to the Defense Card, Plus One Card, and System Repair Card.

MOONS

Moons are found in the Outer Board area and produce Lunar Materials. There are three types of Moons: 1) Ore Moons, 2) Organic Moons, and 3) Water Moons.

MOVE

Move refers to one of the four actions that may be taken during the Action Phase of a turn. There are potentially three Moves that may be implemented on any given turn. Each of these Moves costs **one Planetary Material Card**, or **two Lunar Material Cards of the same type**, or **one Lunar Material Card of each type**. Paying for the first Move allows all of a player's Ships to Move three spaces (including any Ship built after the Move is paid for). Paying for the second Move allows any **one** of a player's Ships to Move an additional three spaces. A third Move may be earned by winning an Attack, however losing that Attack will **prevent** the attacking Ship from moving any further. Paying for the third Move allows any **one** of a player's Ships to Move an additional three spaces. Any Move paid for after the first Move provides access to the Wormholes. *(See **GLOSSARY - WORMHOLE**)*

IMPORTANT: In order to move past an obstacle, the Asteroid Belt, Nebula, or to land on Terra Proxima, **a player must have the necessary number of Research Tokens before paying for the Move**. If a player pays for a Move and then acquires the necessary number of Research Tokens, **a second or third Move would need to be used** to pass the obstacle. In this case, a Long Range Cruiser **that has not yet moved** would be **limited to a maximum movement of three spaces** despite having paid for a second or third Move. However, either **one** of the Scout Ships can still utilize the additional three spaces of movement from the second or third Move.

Ships **may not** Move back onto a Launch Pad. Ships **may not** Move onto spaces occupied by enemy Ships or already occupied by two pieces, but may Move through them. If playing in Allied Mode, once a Long Range Cruiser lands on Terra Proxima it **may not** Move off.

NEBULA

The second obstacle players will encounter after launch. **Only** the Long Range Cruiser has the navigational capability to penetrate. Three Research Tokens are required to navigate through. A Ship **may not** stop on a Nebula space.

OUTER BOARD

The Outer Board is defined as the area that is bordered by the Launch Pads and the Asteroid Belt. This area contains Moons that produce Lunar Materials that **must** be refined. **Only** two pieces can be built in the Outer Board area; two Scout Ships or one Scout Ship and one Base.

PLANETARY MATERIALS

Planetary Materials are materials extracted from the Planets along the way to Terra Proxima. Planetary Materials consist of metal, fuel, food, medicine, drinking water, and oxygen. Because these materials are already in their purest state when harvested, they are ready for use in a wide variety of ways (Attack, Build, Move, Trade). Planetary Materials may also be acquired through the process of refining Lunar Materials. *(See GLOSSARY - LUNAR MATERIALS - TABLE)*. Planetary Material Cards are held in a player's hand and kept secret from other players.

PLANETS

Planets are found in the Middle Board and Inner Board areas and produce Planetary Materials already in a refined state. There are six types of Planets: 1) Metal Planets, 2) Fuel Planets, 3) Food Planets, 4) Medicine Planets, 5) Drinking Water Planets, and 6) Oxygen Planets. Planets within the Inner Board area display three different numbers. Despite this, these Planets produce materials on **only one** of these numbers per turn. (Example: If the numbers 5 and 3 are rolled, all players on Planets displaying 1-3-5 would produce **only one** material. For clarification on rolling doubles, *See GLOSSARY - EMP*.)

PLUS ONE CARD

A Plus One Card is a one time use card that allows players to receive a single Planetary Material Card of their choice, at no cost, from the Salvage Yard at any point during the game. A Plus One Card may **only** be played during that player's turn.

PRODUCTION PHASE

The Production Phase is the first of two Phases that occur during a turn. This Phase consists of determining which materials will be collected (Dice Roll), distributing those materials, and resolving an EMP attempt if necessary (doubles rolled. *See GLOSSARY - EMP*).

RESEARCH TOKEN

Research Tokens symbolize the acquired research necessary to navigate through the obstacles on the way to Terra Proxima. A Research Token is earned by paying one of each Planetary Material Card (**metal, fuel, food, medicine, drinking water, and oxygen**) to the Salvage Yard. One Research Token allows the Long Range Cruiser to penetrate and Attack through the Asteroid Belt. Three Research Tokens allow the Long Range Cruiser to penetrate and Attack through the Nebula. Seven Research Tokens allow the Long Range Cruiser to land on Terra Proxima. Possessing more Research Tokens than an attacking player can strengthen a player's defensive capabilities *(See GLOSSARY - ATTACK)*.

SALVAGE YARD (BANK)

The Salvage Yard acts as a general supply of all Material Cards, Mission Cards, EMP Tokens, and Research Tokens. One player may be assigned as the designated Salvage Yard Operator (Banker).

SCOUT SHIPS

The Scout Ships are secondary Ships in the fleet and serve as support for the Long Range Cruiser. Scout Ships can **only** be built after launch on Moons or Planets and **do not** possess the navigational capabilities to penetrate the Asteroid Belt or the Nebula. Each player may Build two Scout Ships per game at a cost of **one metal or fuel card + one food or medicine card + one drinking water or oxygen card** in the Outer Board area or the Middle Board area. *(See GLOSSARY - LUNAR MATERIALS - TABLE)* A Scout Ship **must** be built on a Moon or Planet occupied by one of the same player's Ships.

SUPPORT

Support is a way one player may aid another during an Attack. The supporting player may wager one Planetary Material Card or two matching Lunar Material Cards by placing them on the board as a show of Support. This Support adds one additional point to the attacker's die roll for the Attack. In the event of a successful Attack, the supporter receives one Planetary Material Card or two matching Lunar Material Cards of their choice. If the Attack is unsuccessful, the supporting player **must** forfeit their wager to the Salvage Yard. Multiple players may offer Support but **only one** player may actually Support the Attack. The attacker will choose which player, if any, will give Support. The attacker **may not** offer Support for their own Attack. The defender **may not** receive Support. If playing in Allied Mode, **only** teammates may Support an Attack.

SYSTEM REPAIR CARD

As a result of a hasty departure from their home world, the Long Range Cruisers begin their journey with one maintenance issue still unresolved. A System Repair Card is given to each player describing the issue. These cards are given after the first player chooses their Launch Pad, but **prior** to launch. To resolve the issue a player **must make one payment** of four Planetary Material Cards to the Salvage Yard of the type listed on the System Repair Card. This maintenance issue **must** be resolved **before** landing on Terra Proxima. Once resolved, the System Repair Card is returned to the Salvage Yard.

TERRA PROXIMA

The grand jewel of the sector, Terra Proxima is the ultimate destination, the only known habitable Planet and the new home of those that survive the journey. Terra Proxima is located at the center of the game board. The first player to arrive there wins the game. To land on Terra Proxima a player **must** have earned **seven Research Tokens** and have **completed the necessary repair** to their Long Range Cruiser. If playing in Allied Mode, **all** allied players **must** land on Terra Proxima to win the game.

TRADE

Trade refers to one of the four actions that may be taken during the Action Phase of a turn. Players may Trade either with other players or with the Salvage Yard. During the **entire process** of trading, a player **must not** exceed Weight Limits **at any time**.

When trading with other players, Planetary Material Cards and/or Lunar Material Cards may be traded between them. Players may **only** Trade during their turn or during the player's turn with whom they are trading. A player **may not** Trade any Material Card for identical Material Cards in any quantity. Players **may not** Trade Mission Cards. Players **may not** Trade anything that is not tangible, such as promises. If playing in Allied Mode when trading with allied players, Trades may **only** be made with a maximum of a 2 to 1 ratio **not to exceed** four Planetary Material Cards or eight Lunar Material Cards. Players **may not** trade back for Materials from an ally that they already traded with on the same turn *(See RULES - ALLIED MODE)*.

When trading with the Salvage Yard, Lunar Materials may be traded for Planetary Materials *(See GLOSSARY - LUNAR MATERIALS - TABLE)*. Players may Trade three identical Planetary Material Cards for any other single Planetary Material Card. A player may exchange a Plus One Card for one Planetary Material Card of their choice.

WEIGHT LIMIT

There are limitations to what the fleet can carry at any given time. This Weight Limit **must be complied with at all times**. Players may possess up to eight Planetary Material Cards and eight Lunar Material Cards at one time. Players **must never exceed** eight Planetary Material Cards in their hand. Players **must never exceed** eight Lunar Material Cards in their hand. During the **entire process** of producing and/or trading, a player **must not exceed the Weight Limits at any time**.

WORMHOLE

Wormholes provide a method by which Ships can travel great distances very quickly. **Only** Ships making a second or third Move may enter a Wormhole. A Ship entering a Wormhole may exit through any Wormhole on the board of a corresponding color. During travel from one Wormhole to another, **no spaces are counted** with regard to movement. Using a Wormhole is considered moving through a space, therefore, a player may use a Wormhole while another player is occupying that particular tile.

(Example: A player pays for two Moves giving one Ship a movement of six spaces. The player moves to the nearest Wormhole two spaces away, then travels through the Wormhole to another Wormhole of corresponding color. That ship can still Move up to four more spaces.)