INFLUENCE

INFAMY

CRYO

EMBASSIES

TOKEN GUIDE

Ship - Current Location Marker.

Embassy - Pay 2 to place an Embassy.

Cryo Counter - Remove 1 at the beginning of your turn.

Influence - Victory points at game end.

Infamy - Negative 1 Influence at game end.

Credit / Defense - Gain (Turn Use area) or Bank these.

Cargo - Use Cargo Tokens to Gain Market Tokens or Obtain Illegal Tech. Cannot be used at its Home Location.

Garrison Token - Pay 1 or 1 to remove. Used in Solo and Cooperative play.

SYMBOL GUIDE

Credit - Gain to buy cards, move your ship, place an Embassy, etc.

Defense - Gain to Overcome Events.

Gain these tokens for end game scoring.

Cycle 1 card from the Market or your Current Request card.

Cargo* - Use Cargo Tokens from your Carrier to Obtain Illegal Tech or Bank 2 Tokens.

Pay 3 to Overcome an Event displaying this.

Discard a Bio Faction card to Overcome an Event displaying this.

Discard any card to Overcome an Event displaying this.

If a card displays more than one , discard all types shown.

*Mercury Protocol Expansion Only

ARCHITECT

TURN SEQUENCE - START OF TURN

EVENT PHASE
1. Flip any Inactive Events.
2. Place the top card of the Event Deck at its Location.

CRYO PHASE
1. Remove 1 Cryo Counter from your Architect if able.

MAIN PHASE
In any order you may:
1. Play any number cards from your hand.
2. Buy any number of cards from the Market.
3. Pay to move to any number of Locations.
4. Pay to place any number of Embassies.
5. Use 1 Location Bonus or 1 Key Access.
6. Overcome any number of Events.
7. Cycle 1 card in the Market or Cycle 1 Request*.
8. Use your Architect's Ability if available.
9. Gain and Deliver Cargo*

END PHASE
1. Discard all Played cards.
2. Keep or discard cards still in your hand.
3. Draw 5 cards then discard down to 5.

BANK

TURN USE

MOVEMENT COSTS
2 - Move to any Location.
1 - Move to any Location where you control an Embassy.

LOCATION BONUS OR KEY ACCESS
Once per turn at your current location, Gain the Location Bonus.
If you have an Embassy at your Current Location you may Gain Key Access instead of a Location Bonus.