FAQ RULES

STANDARD RULES

Planning action : As a number can never appear twice in the same zone, is it allowed to write several X in the same zone? Is this sequence legal: 3-X-X-X-4 ?

Yes, you can even complete a zone with only Xs.

ADVENTURE #1

Active Rocket effect: How do I cross off the rockets and the System Errors?

Use the Rocket effects to cross off rockets line by line, from bottom to top. It's only after you have crossed off all the lines of rockets and reach the 150 score box, that you can cross off your circled System Errors with the Rocket effects.

Example:
You have 1 last rocket to cross off on the last line and 2 circled Errors System.
You complete a quarter that gives you a 4-rocket.
You cross off the 1 last rocket and the 2 circled Errors System. Then you cross off 1 rocket near the final scoring box. As you crossed off all your rockets and all your circled System Errors, your rocket is launched and you win.
If another player has a rocket launch in the same turn, the crossed off rocket near the final scoring box could break the tie.

End of the game: How do the System Errors trigger the end of the game?

In standard rules, if you cannot write down a number, you have to **cross off** 1 System Error. And if you **cross off** all your System Errors, the end of the game is triggered. It's a little bit different in Adventure #1:

When you cannot write a number or if another player triggers a Sabotage effect, you have to **circle** 1 System Error.

If you **circle** all the System Errors, your rocket is definitively out of order and it triggers the end of the game.

If you **cross off** all the rocket lines and all the circled System Errors, your rocket is launched and it triggers the end of the game.

ADVENTURE #4

Water and Plant action: Can I circle 2 plants (or 2 waters) with a single action?

No, you can circle only 1 plant (or water), immediately above or below the excavation where you have written down your number.

ADVENTURE #6

Propagation: It seems complicated, can you give an example?

Here is a deliberately very complex example (in most cases, it is much simpler):

At the beginning of the game, you have placed the grey virus in the quarter at the top left on your sheet. And you activated it by circling its target. A few turns later, no new virus has been activated yet, and no propagation has been triggered. Here's what happens on this turn:

Phase 4 (actions): One player triggers the activation of the blue virus and another player triggers the green virus. So all players immediately activate blue and green viruses on their sheets by circling their targets.

Phase 5 (incidents): 2 viruses have been activated on this turn, so all players must trigger 2 propagations of all active viruses:

◆ **1st propagation:** All active (circled) viruses spread, one after the other, from top to bottom. So the grey virus spreads first, then the green and finally the blue one. (Note that for the grey virus, depending on where you place it at the beginning of the game, the sequence can be different.)

◆ **2nd propagation:** All active viruses spread again from top to bottom.

Phase 6 (missions): One player accomplishes the mission that triggers the purple virus. So all players activate it. And, from the rules: "Whenever a virus is activated, a propagation of all active viruses must be triggered for everyone. For that purpose, carry out the previous phase 5 again."

Phase 5 again: 3rd propagation: all active viruses spread from top to bottom (grey > green > purple > blue).

Phase 6 again: In some cases, it's possible that a propagation makes a player accomplish a mission by completing a quarter… If this mission activates a new virus, go to phase 5 again…

ADVENTURE #8

Control a planet and Planning: If I draw my insignia in the last space of a planet, can I use a Planning on its moon in the same turn?

For this you have to follow the rules in order:

1 - You draw your insignia in the last space on the planet.

2 - You immediately apply the Bonus symbol of the space. If this Bonus symbol gives you a Robot symbol that gives Planning symbols, you can use them on the moon of this planet as it's not yet "closed".

3 - You award the control of the planet. The planet is now "closed".

4 - You use the action of your combination. If it's a Plant or Water action, you can apply it on the planet as there is no restriction for that. If it's a Planning action (or a Robot action that gives you Planning symbols) you must use it on the moon of another planet, because the planet is "closed" to new insignias.

Astronaut action: Can I use a circled Astronaut symbol on both sheets, or only on the sheet where I circled it?

You can only use a circled Astronaut symbol on the same sheet where you circled it and not the other.

Astronaut action: Can I use 2 circled Astronaut symbols to obtain +/-4?

Yes. Several circled Astronaut symbols can be used at the same time to increase their power. Astronaut symbols can also be used alongside an Astronaut action (from a card combination).

End of the game and incomplete planets: Who gets the control of a planet without any insignia on it?

No one.

 FAQ CAMPAIGN

Captain : At the end of a game, the role of the Captain is assigned to the winner. But should the old captain be considered or the new one when there are specific endgame consequences in the Campaign booklet?

The Captain change is made when the Campaign booklet asks you to save the game in the Dashboard. And this happens after you apply endgame consequences.

End of campaign: In case of a tie, who is the winner of the campaign?

The player with the most stars wins the campaign. In case of a tie, the player who won the last Adventure is the winner.

LIGHT SPOILER ALERT ⇨

Chapitre 159 - Cards #202 to #207 B side: How do the complete floors of the HQ earn points?

At the end of the game, each complete floor of the HQ scores the points indicated. But be careful, an upper floor can earn points, only if all floors below it are also complete. So if you complete the 1st floor and the 3rd floor, and not the 2nd, you only score the 1st floor.