

DANGER FROM KUIPER - EXPANSION

In the *Danger from Kuiper* expansion players will find themselves forced to cope with meteoric rocks coming inwards from the asteroid belt beyond Neptune.

Contents:

- 27 two-sided Asteroid tokens in 5 colours (2 x 2 cm).
- 10 two-sided First Asteroid Sighting Tokens (2 x 2 cm).
- 14 Kuiper Tokens (3.5 x 3.5 cm)
- 4 Base Activation Action Tokens (3.5 x 3.5 cm)
- 4 Launch Bases (1 per player) (2 x 2 cm)
- 4 Asteroid Mining Boards

ANATOMY OF AN ASTEROID TOKEN:

Asteroid Tokens have a front and a back. The front shows the icon of an asteroid in one of 5 colours, while the back shows the reward that you can gain with the specific Action in the Salvation Phase. 10 of the 37 Asteroid Tokens are special: these First Sighting Tokens are used as initial Tokens and can be identified by a small circle on them.

ANATOMY OF A KUIPER TOKEN:

The Kuiper Tokens are divided into 4 Quadrants like the Solar System Board. There is a number followed by an arrow in each Quadrant that indicates how many Orbits the new Asteroids will move, as well as those already present in that sector. They don't have a specific direction so their facing doesn't matter: however, once chosen, you can't turn them any more. There is a Planet on the back of the Token: this is the eventual target Planet for Asteroids during movement.

CHANGES TO SET-UP:

After setting-up the game as shown in the Starship Interstellar manual, follow these extra steps:

- Each player puts their Launch Base on the Asteroid Belt in the Earth's Quadrant.
- Divide the Asteroid Tokens into 4 piles of 6 Tokens each (3 go back into the box) and put these face-down in the 4 corners of the Quadrants outside the solar system. Place 2 random First Asteroid Sighting Tokens on top of each pile (this means that 2 will be put back into the box each game).
- Now place the Asteroid Token at the top of each pile onto Neptune's Orbit, in their own Quadrant, always leaving the colour of the Asteroid Token visible (the position on the Orbit doesn't matter – only the Quadrant counts).
- Build a random pile with the Kuiper Tokens and place it face down next to the Game Board.
- Each player places an Asteroid Mining Board below their Player Board and adds the Base Activation Token to their starting Tokens.

Rules:

During the game the players will be able to capture Asteroids thanks to their Launch Bases, located on the Asteroid belt. The Asteroid Tokens thus acquired will create a personalised effect track, which will give each player unique bonuses in the Salvation Phase. However the Asteroids could also crash into Planets in the Solar System, modifying the status of the Deposits in the Planetary zones or even the Solar Bag itself.

DEPLOYMENT AND IMPACT OF ASTEROID TOKENS:

The Asteroid Tokens play a role in two phases of the game: during Solar Events and at the end of the World Government Phase.

Immediately after a Solar Event, discard the Kuiper Token on top of their pile face-up, revealing the next Token: this will reveal the target Planet during the resolution of the event. For every Humanity icon shown on the Solar

Event Token, each Asteroid Token of the same colour moves 2 Orbits closer to the centre of the Solar System. After movement place a new Asteroid Token in each Quadrant in which Neptune's Orbit is free of Asteroid Tokens. If you need to resolve several Solar Events they should be resolved one at a time, as explained in the main rules.

At the end of the World Government Phase, after Planets Move, reveal the Kuiper Token at the top of the pile and add it to the discard pile. For each Quadrant the Kuiper Token shows how many moves each Asteroid Token will make towards the Sun. After movement place a new Asteroid Token on Neptune's Orbit in every Quadrant where there isn't one, if possible.

If an Asteroid Token moves into the Orbit of a Planet that is shown on the top of the pile of Kuiper Tokens, and if the Planet is in that Quadrant, then there is an impact. In this case, each Planetary Zone owned by the super-powers in play will add 2 Resources of the colour of the Asteroid to their Deposits. The Asteroid Token is put back in the box.

If an Asteroid moves inside Mercury's Orbit it will crash into the Sun. The Asteroid is out of play and 2 Resources (the colour of the Asteroid) are put into the Solar Bag.

When the pile of Kuiper Tokens is finished, shuffle the discarded Tokens and make a new pile.

THE LAUNCH BASE AND THE BASE ACTIVATION TOKEN

The Launch Base is your nation's presence on the Asteroid Belt and as such, it has direct access to your Personal Reserve. The effect of the Base Activation Token (which is repeatable) is to allow you to perform one or both of the following Actions:

- Move your Base to a different Quadrant paying 1 Fuel for each move (the Base can only move within the Asteroid Belt and not into other Orbits)
- Launch an ACS (Asteroid Capture System) to capture one of the Asteroids in the same Quadrant. To launch the ACS, you pay the cost of the outward trip that is 1 Fuel for each Orbit crossed and also the Fuel required to capture and Mine the Asteroid itself (which is the same as the Resource value shown). The captured Token is added, face up, to your Asteroid Mining Board and can be activated in the Salvation Phase. If a player should have more than 5 Mined Asteroids, they must discard one to place a new one.

THE SALVATION PHASE AND THE ASTEROID MINING TRACK

During the Salvation Phase the Base Activation Token is discarded together with Planetary Production Tokens. However, in this phase a player can choose to activate one of their own Mined Asteroids instead of playing one of their Tokens. To do this simply turn it face-down, thus gaining the reward shown. This will count as an Action, after which the turn ends.

When all players have passed and the Salvation Phase has ended, players turn all their Asteroid Tokens face-up again.

When playing a PASS Token, any eventual un-activated Asteroid Tokens are counted as initial rotations for the PASS token.

END OF THE GAME

At the end of the game players check the different types of Asteroid Tokens captured. Players get 1/3/6/10/15 Prestige for 1/2/3/4/5 different colours captured.

ANTI-MATTER

Let's start with a bit of history... Element 115, or Moscovium, is one of the last super-heavy elements in the Periodic Table and was discovered by a team of Russian and American scientists. This element has a very controversial past: its very existence was announced in 1986 by Bob Lazar, a controversial character, who published some rather "dazzling" statements. Lazar talked about a new element that was unknown to the world at the time, the so-called UNUNPENTIUM: in his opinion the element could power anti-gravity engines thanks to its enormous capacity to release the energy that it generated when being bombarded by protons. After immediate decay, anti-matter was created.

Of course, no-one believed Lazar, given the absurd heights that his declarations had reached... until 2004 when the new element was effectively discovered! After being called *Ununpentium* for some time it was then renamed *Moscovium*. And so our Periodic Table had a new element: Moscovium, element 115!

In this expansion the world's best scientists have discovered how to use Moscovium to generate anti-matter. But as often happens with great scientific discoveries, if huge advances are promised on one hand, on the other hand their abuse can cause terrible consequences... and now the stability of our solar system is in danger.

Contents:

- 40 transparent pink Moscovium Cubes
- 1 Laboratory Board
- 40 Specialists (10 per player)
- 4 new Earth Planetary Production Action Tokens
- A 4-sided die (D4)

CHANGES TO SET-UP

After completing the set-up shown in the Starship Interstellar rules, continue with these steps:

- Place the Laboratory Board on the table.
- Place one Moscovium Cube on each of the spaces shown on your nation's track.
- Add 5 Moscovium Cubes per player to the Solar Bag.
- Add the Specialists to your Personal Reserve.
- Replace the Earth Planetary Production tokens from the Starship Interstellar base game with those in this expansion
- For each of the following Planets (Mars, Jupiter, Saturn, Uranus and Neptune) choose 2 Planetary Production Tokens from among the discarded Tokens and shuffle them into a pile next to the Solar Extraction Track. The tokens in the pile should have their Planet side face-up.

THE GAME CONCEPT

In this expansion the players will be able to perform Enhanced Actions during their turn, using Moscovium in their Laboratory. Moscovium can only be obtained by Solar Extraction, or by synthesis performed during Earth Planetary Production. The amount of Moscovium used by players will dictate changes in the Orbits in the Solar System, which may help or even hinder the player's strategies.

LABORATORY BOARD

The Board shows all the Actions that can be enhanced. When a player performs one of these Actions they can spend 1 Moscovium Cube and place a Specialist on the corresponding Action, occupying one of the available spaces. The Cube that has been spent **must**, if possible, cover one of the empty spaces on the player's nation track – if this is impossible then it is put into the Solar Bag.

Note: Every Action can contain a limited amount of Specialists depending on the number of players as shown on the Action itself, and can never contain identical Specialists.


SOLAR EXTRACTION

When a player performs the Solar Extraction Action this is performed as normal. But unlike with the Resources in the basic game, the Moscovium doesn't make you lose Reputation, nor does it make the Indicator advance on the Solar Extraction Track.

THE NEW EARTH PLANETARY PRODUCTION

With the Earth Planetary Production Action, as well as the 4 Fuel given by the Action, the player can synthesise the Moscovium on their own track of the Laboratory Board. To do this, they must spend the required Resources (however many they want) and then place the Moscovium Cubes in the positions of the corresponding colours (or lesser, in line with the Golden Rule on Page 13 of the basic rules). Cubes bought like this are added to your own Personal Reserve.

IMPACT ON PLANETS

The use of Moscovium has an impact on Planetary Orbits in our Solar System. Every time the Solar Spiral Indicator moves onto a space without an  icon (except for the starting space), the Orbit of the Planet on top of the Planet Token pile will change. Roll the D4 to see how: all the Planets in the Orbit of the Planet in question move clockwise the number of spaces rolled. After this movement the Planet Token on top of the pile is put on the bottom, thus revealing the next one.

At the end of each round, as the last step in the World Government Phase and immediately before the Planets Move, count the Specialists on the Laboratory Board. For every 4/6/8 Specialists with 2/3/4 players, the Governor rolls the D4. On a roll of 1-2 the Planet shown on the top of the pile moves to the next inner Orbit and with a 3-4 the Planet moves to the next outer Orbit. Move the Planet to the closest empty space to the point of origin (if there is more than one valid option the Governor will decide). If movement is impossible due to the presence of other Planets then the Planet that has to be moved will be moved to the next available free space, going clockwise.

If there are no accessible spaces (if all the spaces in an Orbit are taken), then the Planet doesn't move.

SPECIAL CASES

If a Planet is in on the Orbit of a Planet that must be destroyed because of the Solar Spiral then it is destroyed too. If the Sun has already destroyed Mercury (or Venus) then the Orbit of that Planet Is inaccessible. This means that if a Planet must move into that Orbit then it is destroyed too.

If a Planet in the outermost Orbit must move even further outwards then place it in outer space. In game terms, Outer space 1 Orbit further than the outer Orbit. Planets in outer space don't move in the Movement Phase. They are considered to always belong to the Quadrant they were in before moving into outer space. If a Planet in outer space has to move even further outwards then the Planet escapes the Sun's gravity and is lost forever.

THE POINTS ON THE TRACK

At the end of each round players will get Prestige Points equal to the number of empty spaces on their Moscovium track. After this, players take back their Specialists from the Laboratory Board and put them back into their Personal Reserve.

ENHANCED ACTIONS

- **TRAVEL:** Perform the Travel Action without spending any Fuel.
- **PLANETARY PRODUCTION:** Treat your buildings as being 1 level better.
- **TECNOLOGY RESEARCH:** Perform the Technology Research Action using a Specialist instead of a Scientist.
- **MARKET:** Sell up to 4 Resource Cubes for 7 Fuel.
- **SOLAR EXTRACTION:** Perform the Solar Extraction Action by taking 4 Resource Cubes from the Solar Bag and keeping 2, without losing Reputation and without advancing on the Solar Extraction Track.
- **ADVANCE PROBE:** Perform the Probe Action paying normal Fuel cost but moving 2 columns instead of 1 (you can choose the arrival square freely).

- **BUILD A MECHANISM FOR THE INTERSTELLAR:** Perform the Build a Mechanism for the Interstellar Action building another Mechanism for the Interstellar and moving one extra space on the Leaders of the Starship Track.
- **SAVE A POPULATION:** Perform the Save a Population Action by saving an extra Population meeple and moving one extra space on the Leaders of Humankind Track.
- **GOVERNMENT ACTION:** Perform the World Government Action with a Specialist instead of a Scientist.

THE “HALLEY” EXPANSION

In this Halley Expansion the famous comet returns to our Solar System for another orbit. Its gravitational effect will wreak havoc by influencing – and being influenced by – the various planets in the Solar System!

CONTENTS:

- 1 Halley's Comet Token
- 1 Halley's Comet Board
- 1 Halley's Comet Bag
- 50 Resource Cubes (10 of each colour)

SET-UP

Put 10 Resource Cubes of each colour into the Halley's Comet Bag. Take 8 Cubes out at random and put one on each of the 8 sectors furthest to the right of the Halley's Comet Board.

Pick one of the 4 Quadrants of the Solar System at random and put the Halley's Comet Token outside Neptune's Orbit.

RULES

In the Action Phase, players can travel towards Halley's Comet which, in game-terms, **is treated just like a Planet**.

Mine the Comet

When a player Travels to Halley's Comet with the Explorer, they choose one of the areas on the Halley's Comet Board and place their own indicator on that region, to show they are mining. After this the player will put the Resources in that area on their own Explorer Board. Each player can only have one Indicator on the Halley's Comet Board.

PLANET MOVEMENT

During the Government Phase, after moving all the other Planets, Halley's Comet also moves. If, during movement, the Comet should cross a space occupied by another Planet (or vice versa), draw 1 Resource Cube from the Halley's Comet Bag for each Deposit on that Planet, placing them in the respective area. For the Earth, each player takes 1 Resource Cube from the Halley's Comet Bag.

MOVING HALLEY'S COMET

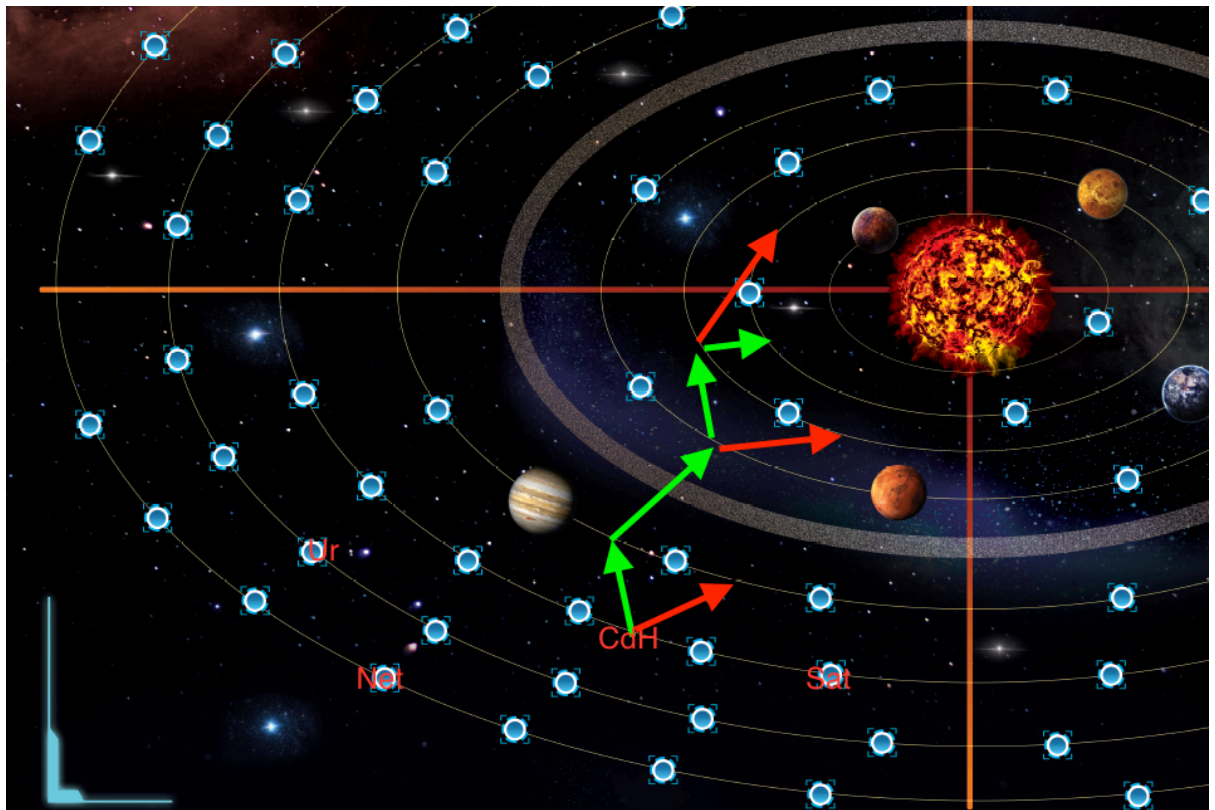
Halley's Comet moves last, after all the other Planets, and it moves **between** the spaces on the Orbits instead of **on** them like Planets do.

To move the Comet, follow these simple steps:

- Count the number of Planets in the Quadrant where Halley's Comet is located (including the Comet itself). The Comet moves towards the centre of the system, by a number of Orbits equal to that number. The zone between two spaces, where you must put Halley's Comet on the next Orbit, is the one immediately below it. If there are two zones that seem valid, choose the zone that follows in a clockwise direction. When the zone containing Halley's Comet overlaps into two Quadrants, the Comet is considered to stay in the initial Quadrant.

***Example:** After moving all the other Planets, it's time for Halley's Comet. There are 4 Planets in its quadrant (Neptune, Uranus, Saturn and the Comet itself – remember that it is treated like a Planet in game-terms), so it will move 4 Orbits inwards. Both choices shown for the first movement are valid, so we choose the one that is further around clockwise than the other. For the second movement there is only one valid zone. For the third movement there are two possible zones, so again we choose the one that is further around clockwise. Note that the zone is in two quadrants: the Comet remains in the Quadrant it is already in, where possible. For this reason, the fourth (and last) movement takes it into the only valid zone*

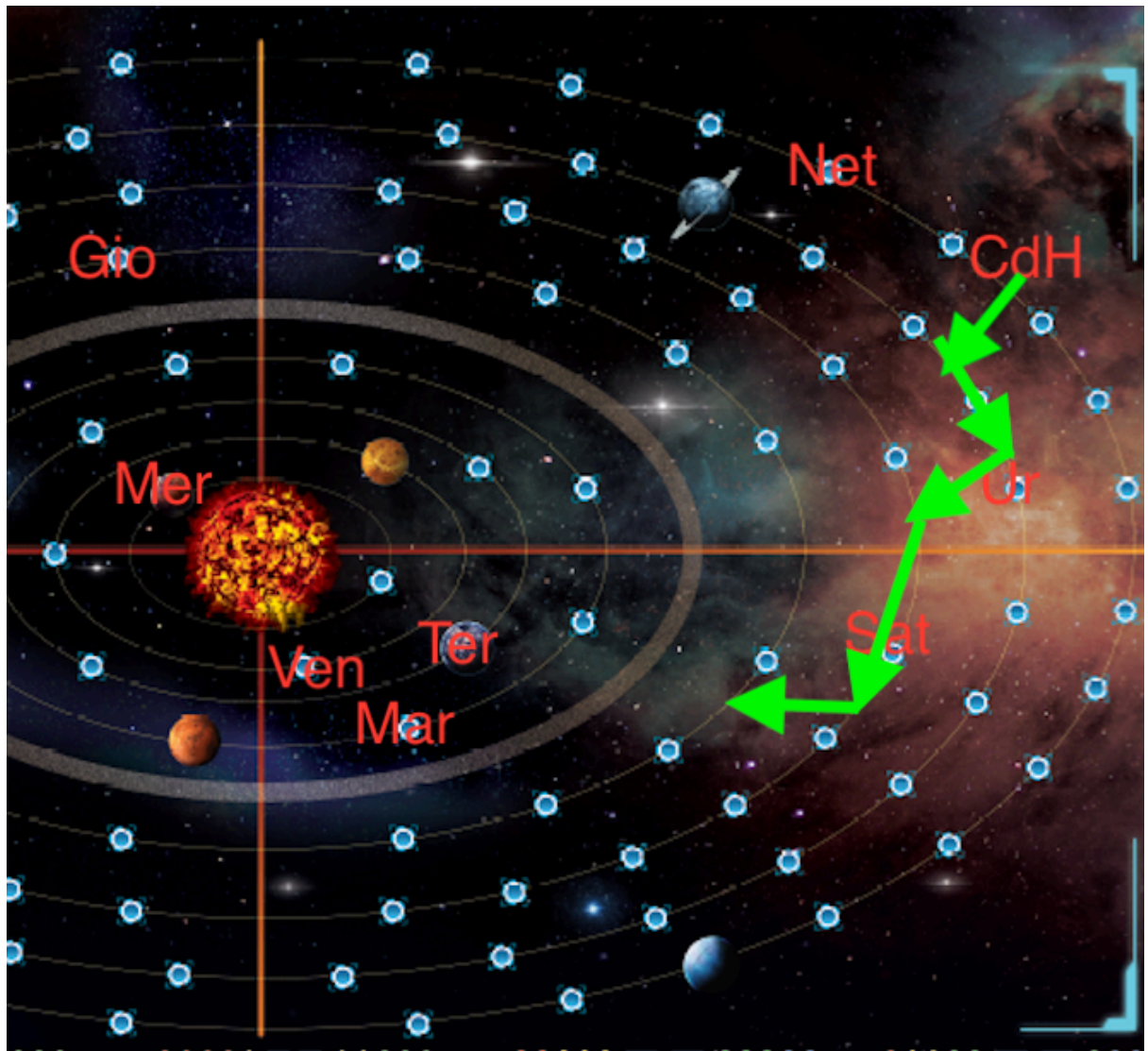
in the same Quadrant.



- During these movements Halley's Comet could be influenced by the gravitational field of other Planets present. For each Orbit you move into check whether the Planet in that Orbit is in front of, or behind, the Comet's position and move the Comet as follows:
 - If the Planet is in the Quadrant preceding the Comet's Quadrant, or in the same Quadrant but preceding it, then Halley's Comet moves one zone anti-clockwise on that Orbit.
 - If the Planet is in the Quadrant after the Comet's Quadrant, or in the same Quadrant but after the Comet, then Halley's Comet moves one zone clockwise on that Orbit.
 - If the Planet is 2 Quadrants away from the Comet's Quadrant then the gravitational force is cancelled out and it doesn't influence the Comet's movement on that Orbit.

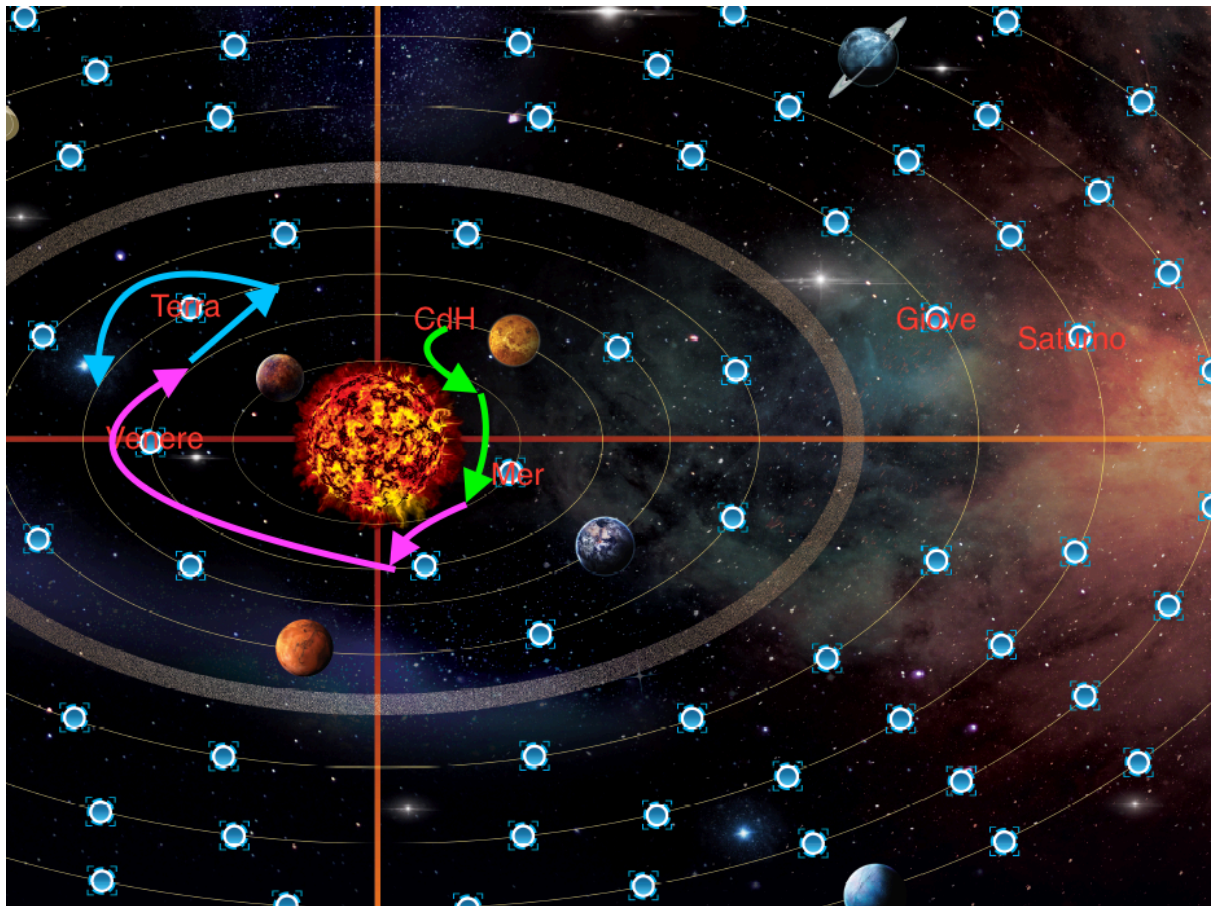
Note: During movement, due to the gravitational pull of the Planets, the Comet may move into a new Quadrant. Continue its move until it has moved as many Orbits as was decided initially (i.e., use the number of Planets in the original Quadrant and not those in the Quadrant that it may move into).

Example: Since there are two Planets (Uranus and Neptune) in addition to the Comet in its Quadrant, the Comet must move inwards by 3 Orbits. There is no need to check for gravitational pull in the starting Orbit, so Neptune doesn't attract the Comet. After the first of the three moves, the Comet is now in Uranus' Orbit. Uranus is in the same Quadrant so it influences the Comet, and since it is in front it will pull the Comet one zone clockwise towards it. After the second move the Comet is in Saturn's Orbit. Saturn is one Quadrant away, so it will influence the Comet: finding itself in front of the Comet, it will pull the Comet one zone clockwise – and the Comet overtakes Saturn (which means that you take one Resource from the Halley's Comet Bag for each of the 2 Deposits on Saturn). This movement has pulled the Comet into a Quadrant containing 4 Planets (Saturn, Earth, Mars and Venus), but this doesn't influence the number of Orbits the Comet must move, which remains 3, as defined at the start of the movement. The third and last move takes the Comet into Jupiter's Orbit. But Jupiter is 2 Quadrants away from the Comet and so doesn't have any gravitational influence. The Comet has reached its destination.



- Once Halley's Comet reaches Mercury's Orbit, after any movement within that Orbit, Halley's Comet starts to move back out of the Solar System. The movement follows the same logic as above.

Example: In the Quadrant containing Halley's Comet there are 3 Planets (Saturn, Jupiter and the Comet itself). It will therefore move 3 Orbits. Since it is in Venus' Orbit, the first movement will take it in towards the Orbit of Mercury – whose gravitational pull drags it clockwise one zone. The Comet overtakes Mercury, and Resource Cubes are taken from the Halley's Comet Bag, placing 1 on each of Mercury's Deposits. From this moment on, the Comet will move outwards. This means that its second movement will take it back into the Orbit of Venus (which, being 1 Quadrant away will pull the Comet one zone clockwise and require the placement of Resource Cubes on Venus' Deposit). The third movement takes the Comet into Earth's Orbit. Given that the Earth is now in the Comet's Quadrant it will now affect the Comet with its gravitational pull and force it one zone anti-clockwise. The Comet moves past the Earth and ends its movement, and each player must take 1 Resource Cube from the Halley's Comet Bag.



EVOLUTION OF HALLEY'S COMET

During its journey through the Solar System, Halley's Comet will release more and more Resources thanks to the heating of its core. After its movement, starting with the tail on the Halley's Comet Board, the contents of each section are moved a section to the left, adding to any Resources already present (Resources in the tail are put back into the Halley's Comet Bag). After this operation the first column of 8 sections will be empty, so take 1 Cube from the Halley's Comet Bag to fill each empty section.

NEW OPTIONAL RULE: THE FLY-BY

During travel if you cross the Orbit of a Planet in the same Quadrant, the Explorer can use its gravitational field to accelerate. This lets you save Fuel since this Orbit will not be counted for Fuel costs.

Example: Davide is on Earth and wants to reach Halley's Comet, which is currently in Saturn's Orbit. Jupiter is in the same Quadrant so Davide uses the Fly-By rule, thanks to the presence of Jupiter, and pays 4 Fuel instead of 5.

H.A.L.L.

Human Artificial Living Life

Challenge yourself - and an artificial opponent - in this competitive version of the game against an opponent driven by Artificial Intelligence (AI) that will evolve in different ways every time you play.

Don't be put off by the length of these rules: the game rules are all on the first page. The other pages just contain details about how each Action token works!

CONTENTS

- A H.A.L.L. Board
- An AI Bag
- 45 Action Cubes (15 Red Cubes, 12 Yellow, 9 Green, 6 Blue, 3 Purple)

CHANGING THE SET-UP

Set-up the game as you would for a two-player game, with one exception: at Point 11, put the 6 Extra Action Tokens in a single line, face up and one next to the other – don't change this order during the game.

The pieces for your chosen Nation are prepared as normal. Remember you won't need to use the Player screen, leaving all pieces close to hand.

When preparing the pieces for the AI player, follow normal Set-Up with these changes:

- Create a set of Planetary Production Tokens by taking one per Planet from those left in the box. Shuffle the Planets and make a face-down pile (so you can only see the "Planet" side of the Token on top of the pile).
- Take the H.A.L.L. Board and place it between you and the opponent.
- Prepare the AI Bag with 15 Red Cubes, 12 Yellow, 9 Green, 6 Blue and 3 Purple.

BASIC CONCEPT

H.A.L.L. will behave just like a player, with the difference that it will be run by a H.A.L.L. Board and a bag of Resource Cubes that will give it power. On each of H.A.L.L.'s turns an Action token will be played and a Cube will be taken from the bag.

Place this Cube on the table on the H.A.L.L. Board, in the line corresponding to the Action and the column indicated by the colour of the Cube that was pulled out. Once you have this position, H.A.L.L. will perform the corresponding Action.

H.A.L.L. ACTION PHASE:

Before the start of each Action Phase, separate H.A.L.L.'s Tokens, shuffling them and putting any Non-Earthly Planetary Production Tokens that may have been acquired to one side. Now shuffle the remaining Action Tokens separately and put them next to the H.A.L.L. Board with the Action side face-up. Lastly, place the Planetary Production Tokens that you had set aside on top of the pile you just made.

When it is the AI player's turn, if you need to "play a new Action Token" then play the one on top of the pile (see above) and pull out an Action Cube from H.A.L.L.'s Bag, placing it on the row corresponding to the Action that has just been chosen and the column corresponding to the Cube's colour.

At this point H.A.L.L. does what is shown by the selected Action space (see below for details about the Actions).

If H.A.L.L. can't perform the Action of the selected Token, put it on the bottom of the Action Token pile that can still be played and play the next Token. If you drew a Cube from the AI Bag before realising it was impossible to perform the Action, put the Cube back into the AI Bag. If after a series of impossible Actions you come around again to the first Token that you had put on the bottom of the pile this turn (i.e. if no Tokens can be played) then H.A.L.L. will play the PASS Token, rotating it a number of times equal to the number of unused Tokens.

Below you will find a detailed description of the various Tokens:

SOLAR EXTRACTION

H.A.L.L. performs the Action once, based on the Action Cube drawn:

- Red: Take 2 Resources from the Solar Bag, and H.A.L.L. keeps the least valuable of the two, losing Reputation points.
- Yellow: Take 2 Resources from the Solar Bag, and H.A.L.L. keeps them both, losing Reputation points.
- Green: Take 2 Resources from the Solar Bag, and H.A.L.L. keeps them both, losing 2 Reputation points less than those indicated by the value of the Resources.
- Blue: Take 2 Resources from the Solar Bag, and H.A.L.L. keeps them both, without losing Reputation points.
- Purple: Take 2 Resources from the Solar Bag, and H.A.L.L. keeps them both, without losing Reputation points. Put the Solar Extraction Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

EARTH PLANETARY PRODUCTION

H.A.L.L. performs the Action once, based on the Action Cube drawn:

- Red: H.A.L.L. receives 1 Fuel.
- Yellow: H.A.L.L. receives 4 Fuel.
- Green: H.A.L.L. receives 6 Fuel.
- Blue: H.A.L.L. receives 10 Fuel.
- Purple: H.A.L.L. receives 10 Fuel. Put the Earth Planetary Production Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

MARKET

H.A.L.L. performs the Action once, based on the Action Cube drawn:

- Red: H.A.L.L. receives 1 Resource Cube of the lowest value present free from the Market.
- Yellow: H.A.L.L. receives the 2 Resource Cubes of the lowest value present free from the Market.
- Green: H.A.L.L. receives 1 Resource Cube of the lowest value present and 1 Resource Cube of the highest value present free from the Market.
- Blue: H.A.L.L. receives the 2 Resource Cubes of the highest value present free from the Market.
- Purple: H.A.L.L. receives the 2 Resource Cubes of the highest value present free from the Market. Put the Market Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

Note: H.A.L.L.'s Market Token is always covered in the turn after it is used, as if it didn't have the "Repeatable Action" icon.

Note: The market Token is considered unusable, and it put at the bottom of the pile, if there aren't any Resources on the Market.

TECHNOLOGY RESEARCH

Unlike the human player's Technology, H.A.L.L.'s are shown at the bottom of its Board. This makes H.A.L.L.'s Government Phase more efficient, as explained in the "AI Player's Government Phase" section.

When a Technology Research Token is played, count how many Tokens H.A.L.L. has played in this Action Phase, including this Token. Depending on the number of Tokens played, the AI player will develop the corresponding Technology.

Start counting from the Technology on the left, missing out any Technology that has already been completely developed. Once you get to the last Technology on the right and if you need to keep counting, start again from the first on the left.

H.A.L.L. pays the Resource Cubes and the Scientist needed to unlock the chosen Technology as normal, always remembering the Golden Rule.

H.A.L.L. performs the Technology Research Action once, based on the Action Cube drawn – the following description refers to the Technology resulting from the count detailed above:

- Red: H.A.L.L. pays double the Resources required to develop the lowest level not yet developed.
- Yellow: H.A.L.L. pays the Resources required to develop the lowest level not yet developed.
- Green: H.A.L.L. pays double the Resources required to develop the lowest level not yet developed and gets a Scientist.
- Blue: H.A.L.L. pays the Resources required to develop 2 levels (if only the 2nd level remains to be developed, only develop that level; if it only has enough Resources to pay for the 1st level, only develop that level).
- Purple: H.A.L.L. pays the Resources required to develop 2 levels (if only the 2nd level remains to be developed, only develop that level; if it only has enough Resources to pay for the 1st level, only develop that level). Put the Technology Research Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

Note: The Technology Research Token is considered unusable, and it put at the bottom of the pile, in the following cases:

- Before drawing the Action Cube, H.A.L.L. doesn't have any Scientists.
- Before drawing the Action Cube, H.A.L.L. has already developed all possible Technologies for this Action.
- After drawing the Action Cube, H.A.L.L. doesn't have enough Resources to pay for the cost of the Technology. In this case, put the Cube back in the AI Bag.

PLANETARY PRODUCTION

H.A.L.L. performs the Action once for each Non-Earthly Planetary Production Token based on the Action Cube drawn:

- Red: H.A.L.L. performs normal production, leaving 1 Resource Cube in the Deposit (if more than one type of Resource is present, eliminate the one with the lowest value).
- Yellow: H.A.L.L. performs normal production.
- Green: H.A.L.L. performs normal production, then removes the Resource Cube with the highest value from the Deposit and adds 1 Resource a step more valuable to his Storage. Then H.A.L.L. gets 3 Fuel.
- Blue: H.A.L.L. performs normal production, then removes the 2 Resource Cubes with the highest value from the Deposit and adds 2 Resources two steps more valuable to his Storage. Then H.A.L.L. gets 6 Fuel.
- Purple: H.A.L.L. performs normal production, then removes the 2 Resource Cubes with the highest value from the Deposit and adds 2 Resources two steps more valuable to his Storage. Then H.A.L.L. gets 6 Fuel. Put the Planetary Production Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

Note: The Planetary Production Token is considered unusable if there are no Resources in the Deposit on the Planet concerned. Put it back on the bottom of the pile.

TRAVEL

All of H.A.L.L.'s Travels are free, apart from the trips necessary to install a new base, which costs **twice the value** shown on the Planet in question, a value that must be modified based on the Cube drawn:

- Red: The cost of the trip increases by 3.
- Yellow: The cost of the trip is the same (i.e. remains twice the value shown on the Planet).
- Green: The cost of the trip drops by 2.
- Blue: The cost of the trip drops by 2. Furthermore, when you reveal the Planetary Production Token, consider the value of the ARS as 2 Resources more.
- Purple: The cost of the trip drops by 2. Furthermore, when you reveal the Planetary Production Token, consider the value of the ARS as 2 Resources more. Put the Travel Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

The Travel Action is the **only Repeatable Action**, and H.A.L.L. will repeat it until it is covered by a new base, or if H.A.L.L.'s Explorer is on Earth and can't Travel to set up a new base.

As soon as the Travel Token is played, and every time the Travel Token is the active one, check the location of H.A.L.L.'s Explorer and proceed as follows:

- If it is on a Planet (not Earth):
 - If there are other Planets where H.A.L.L. has a Storage containing Resource Cubes, it loads any Resource Cubes from the Storage of the Planet it is on, and H.A.L.L. Travels **free** to the Planet in question (if there is more than one, it goes to the one closest to the Sun).
 - If there aren't any other Planets like this, H.A.L.L. loads any Resource Cubes from the Storage of the Planet it is on and Travels to Earth for **free**, unloading all the contents of the Explorer.
- If it is on Earth:
 - If there are other Planets where H.A.L.L. has a Storage containing Resource Cubes, it travels to the Planet in question for **free** (if there is more than one, it goes to the one closest to the Sun).
 - If there aren't any other Planets like this and H.A.L.L. still has bases, find out where it will go as follows: draw 1 Cube from the AI Bag and place it as normal on the appropriate position of the H.A.L.L. Board. Count how many Tokens it has played, including the Travel Token, and choose the Planet in the corresponding position of the pile of Planetary Production Tokens created at the start (if needed, start counting again from the beginning – this is necessary if the number of Tokens played is more than the number of Planetary Production Tokens in the pile). This Token will identify the target Planet.
 - If there are no other Planets where H.A.L.L. has Storage containing Resource Cubes and it doesn't have any more bases, **it does not Travel**.

Note: If a Planet is destroyed, the base will return to Earth (as if it had been dismantled). Whether the AI player is on the destroyed Planet or not, the Planetary Production Tokens for the Planet in question are removed from the game.

Note: A Planetary Production Tokens is considered unusable, and is put at the bottom of the pile, in these cases:

- If the Explorer is on Earth, there are no Planets where H.A.L.L. has Storage containing Resource Cubes, and it doesn't have other bases.
- If, after drawing the Action Cube, H.A.L.L. doesn't have enough Fuel to Travel. In this case, put the Cube back in the AI Bag.

PASS TOKEN

When H.A.L.L. has played the last Token it plays the PASS Token, with as many rotations as there have been discarded Tokens. When it is time to collect the Reward the AI player gets the Reward reached (it never chooses previous Rewards).

AI PLAYER'S SALVATION PHASE:

Just like in the normal game of Starship Interstellar, H.A.L.L. discards its Planetary Production Tokens. Then, like in the Action Phase, shuffle H.A.L.L.'s Tokens to make a pile with the Salvation side face-up.

When H.A.L.L. must play a new Token, take it from the top of the pile.

The AI player performs the Action on the Active Token that gives it the bonus Prestige Point, if possible. If this Action cannot be performed, then H.A.L.L. chooses the Action to perform as follows:

- Check how many spaces H.A.L.L.'s Indicators have moved forwards on the two Leader tracks (Humankind and Starship Interstellar), and on the Journey to Trappist area. H.A.L.L. performs the Action related to the Indicator that has advanced most, or the others if that Action cannot be performed.
***Example:** H.A.L.L. is on the 9th and penultimate space in the Journey to Trappist area, and in the 10th space on the Leaders of Humankind track. 10 is the highest of the two so H.A.L.L. chooses the Save a Population Action.*
- If the Indicators are at the same level, H.A.L.L.'s preferences are in this order: Build a Mechanism for the Interstellar -> Save a Population -> Advance Your Probe.
- If H.A.L.L. can't perform any of these three Actions then it will perform the "Send a Representative to the World Government" Action.
- If H.A.L.L. can't even perform this Action, place the Salvation Token at the bottom of the pile, in the same way as during the Action Phase, and put any Cube drawn back into the AI Bag.

If after a series of impossible Actions you come around again to the first Token that you had put on the bottom of the pile this turn (i.e. if no Tokens can be played) then H.A.L.L. will play the PASS Token, gaining a number of rotations equal to the number of unused Tokens.

Build a mechanism for the Interstellar:

H.A.L.L. performs the Action once, based on the Action Cube drawn:

- Red: H.A.L.L. builds the mechanism of least value in the Current or Long-Term Projects rows that its Resources will allow.
- Yellow: H.A.L.L. builds the mechanism of greatest value in the Current or Long-Term Projects rows that its Resources will allow.
- Green: H.A.L.L. builds the mechanism of greatest value from any row that its Resources will allow.
- Blue: H.A.L.L. builds the mechanism of greatest value from any row that its Resources will allow. Furthermore, it performs a Save a Population Action, saving the greatest value Population meeple that its Resources will allow (and moving forward on the corresponding track).
- Purple: H.A.L.L. builds the mechanism of greatest value from any row that its Resources will allow. Furthermore, it performs a Save a Population Action, saving the greatest value Population meeple that its Resources will allow (and moving forward on the corresponding track). Put the Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

Note: As always, in all the operations above, the Golden Rule always applies.

Note: The Build a Mechanism for the Interstellar Action is only considered unusable if, after drawing a Cube from the AI Bag, H.A.L.L. doesn't have enough Resources to build a Mechanism for the Interstellar amongst those available depending on the Cube drawn.

Save a Population:

H.A.L.L. performs the Action once, based on the Action Cube drawn:

- Red: H.A.L.L. saves the least value Population that its Resources will allow.
- Yellow: H.A.L.L. saves the highest value Population that its Resources will allow.
- Green: H.A.L.L. saves the both the least value and the highest value Populations that its Resources will allow. Advance only one step on the corresponding Leader track.

- Blue: H.A.L.L. saves the highest value Population that its Resources will allow. Moreover, it performs an Advance Your Probe Action without modifiers, applying H.A.L.L.'s normal movement rules.
- Purple: H.A.L.L. saves the Population of highest value that its Resources will allow. Moreover, it performs an Advance Your Probe Action without modifiers, applying H.A.L.L.'s normal movement rules. Put the Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

Note: As always, in all the operations above, the Golden Rule always applies.

Note: The Save a Population Action is only considered unusable if H.A.L.L. doesn't have sufficient Resources to save any Population.

Advance your Probe:

When H.A.L.L. must move its Probe (or the Government Probe) this is the order of priority:

1. If possible, enter a discovered Wormhole.
2. If this is not possible, move to a free Point of Interest.
3. If this is not possible, move to a discovered Galaxy.
4. If this is not possible, move to an empty space.
5. If this is not possible, move straight ahead.

If there is more than one option (for example if it can reach two Points of Interest), the player can choose.

These choices may be subject to effects of the Action Cubes as described below:

- Red: The cost is doubled, and the benefits of Reputation and/or Prestige points are reduced by 1.
- Yellow: No changes to Cost and benefit.
- Green: The cost doesn't change, while the benefits of Reputation and Prestige points are doubled.
- Blue: The cost doesn't change, while the benefits of Reputation and Prestige points are doubled. Furthermore, H.A.L.L. performs Build a Mechanism for the Interstellar Action, choosing that of greatest value in the Current or Long-Term Projects rows that it has enough Resources for (advancing on the corresponding Leader track).
- Purple: The cost doesn't change, while the Rewards of Reputation and Prestige points are doubled. Furthermore, H.A.L.L. performs Build a Mechanism for the Interstellar Action, choosing that of greatest value in the Current or Long-Term Projects rows that it has enough Resources for (advancing on the corresponding Leader track). Put the Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

Note: Neither the Prestige Points gained by arriving in the Trappist system, nor those at the end of the game, will be modified by the Cube drawn from the AI Bag.

Note: The Advance Your Probe Action is considered unusable in the following cases:

- If, after picking the Cube from the AI Bag, H.A.L.L. does not have enough Fuel to perform the Action.
- If H.A.L.L.'s Probe has already reached the Trappist system.

SEND A REPRESENTATIVE TO THE WORLD GOVERNMENT:

H.A.L.L. performs the Action once, based on the Action Cube drawn:

- Red: H.A.L.L. places one of its Scientists in the second space from the left.
- Yellow: H.A.L.L. places one of its Scientists in the first space from the left.
- Green: H.A.L.L. places one of its Scientists in the space furthest to the right possible.
- Blue: H.A.L.L. places one of its Scientists in the space furthest to the left possible but gets the bonus for the whole line.
- Purple: H.A.L.L. places one of its Scientists in the space furthest to the left possible but gets the bonus for the whole line. Put the used Token back under H.A.L.L.'s pile of Action Tokens that can still be played.

Note: Rewards on the Deposit are solved by applying them to the Deposit with fewest Resource Cubes (their value doesn't matter) and, if there is a draw, the farthest one from the Sun.

Example: H.A.L.L. has a Deposit on Mercury with 3 Purple Cubes, and a Deposit on Jupiter with 3 Red Cubes. The quantities are the same so Jupiter wins since it is furthest from the Sun.

Note: The choice of Resources to be received is decided in favour of the highest value Resource, and the choice of movement on the Leader track is solved in favour of the track where H.A.L.L. is furthest ahead (in case of a draw, the Interstellar track wins).

Note: If the required position is occupied by the player's Scientist, H.A.L.L. is placed immediately to its right.

Note: When a module of the Interstellar is completed, if H.A.L.L. can move its Scientist to the row of the Governor that was just removed, it moves to the space furthest to the left.

Note: The Send a Representative to the World Government Action is considered unusable in the following cases:

- H.A.L.L. doesn't have any available Scientists.
- H.A.L.L. already has a Scientist on the highest row of the Government.

PASS TOKEN

When H.A.L.L. has played the last Token it plays the PASS Token, with as many rotations as there have been discarded Tokens. When it is time to collect Reward the AI player gets the Reward reached (it never chooses previous Rewards).

EFFECTS OF TECHNOLOGY AND EXTRA ACTIONS

When H.A.L.L. must take an Extra Action Token, count how many Tokens have been played (like for the Technology Research Action) and take the Extra Action Token corresponding to the row (go back to the beginning again and keep counting if necessary).

If the AI player gets an Extra Action, the Token is placed at the bottom of the pile of Tokens to be played.

If the Extra Action gained is referred to a normal game Action, even enhanced, the AI player performs the basic Action ignoring the enhancement (for example, if it gets the Extra Action to build two Mechanisms for the Interstellar, it builds one).

If the Extra Action introduces a non-basic Action (for example the Production of specific Resource Cubes) H.A.L.L. performs that Action precisely. In that case, draw a Cube from the AI Bag and put it under the corresponding space in the Technology zone of the H.A.L.L. Board. It will be needed during the AI player's Government Phase (see below).

If the Action gives a choice of more than one Action (this can apply to some Tokens in the Salvation Phase) H.A.L.L. will choose based on the priorities described at the beginning of this section, depending on the position on the tracks.

AI PLAYER'S GOVERNMENT PHASE:

After the steps required by the Government Phase, change the contents of the AI Bag as follows:

- Move all the Resource Cubes on the H.A.L.L. Board to below the corresponding spaces in the Technology zones (adding them to any Cubes that are already there after non-basic Extra Actions, as explained above).
- Remove these Cubes and put them back into the General Supply, and add Resource Cubes to the AI Bag as follows:
 - For each pair of Red Cubes removed, add a Yellow Cube to the bag (any remaining Red Cube is put back into the bag).
 - For each pair of Yellow Cubes removed, add a Green Cube to the bag (any remaining Yellow Cube is put back into the bag).
 - For each pair of Green Cubes removed, add a Blue Cube to the bag (any remaining Green Cube is put back into the bag).
 - For each pair of Blue Cubes removed, add a Purple Cube to the bag (any remaining Blue Cube is put back into the bag).
 - For each Purple Cube removed, add a Red Cube to the bag.

Unlocked Technology will **replace** the basic effects of that transformation as follows (effects are cumulative, just like the players' Technology):

- Red Cubes:
 - LV1: For each Red Cube removed, add a Yellow Cube to the bag.
 - LV 2: For each Red Cube removed, add a Yellow Cube to the bag (resulting in 2 for each Red Cube removed).
- Yellow Cubes:
 - LV1: For each Yellow Cube removed, add a Green Cube to the bag
 - LV 2: For each Yellow Cube removed, add a Green Cube to the bag (resulting in 2 for each Yellow Cube removed).
- Green Cubes:
 - LV1: For each Green Cube removed, add a Blue Cube to the bag
 - LV 2: For each Green Cube removed, add a Blue Cube to the bag (resulting in 2 for each Green Cube removed)
- Blue Cubes:
 - LV1: For each Blue Cube removed, add a Purple Cube to the bag.
 - LV 2: For each Blue Cube removed, add a Purple Cube to the bag (resulting in 2 for each Blue Cube removed).
- Purple Cubes:
 - LV1: For each Purple Cube removed, add a Green Cube to the bag.
 - LV 2: For each Purple Cube removed, add a Purple Cube to the bag (meaning that you put the Purple Cubes back in the bag instead of removing them, and for each you also add a Green Cube).

The player can interact with the AI Bag in this Phase as follows (during each turn the player can use neither, one or even both of these methods):

- Before converting Resources, you can discard up to 1 Resource Cube per colour from your own Personal Reserve to eliminate a Resource of equal or lesser value from those that can be converted by H.A.L.L.
- After conversion you can discard up to 1 Resource Cube per colour from your own Personal Reserve to add Red Cubes to the AI Bag. The number of Red Cubes added is equal to the game value of the Resources discarded. In the unlikely event that there aren't enough Red Cubes, remember to use a replacement of some sort: Cubes are considered infinite in this game.

Example: Discarding 1 Green Cube and 1 Purple Cube you can add 8 Red Cubes to the bag (3 for the Green, 5 for Purple).

Changing the Difficulty Level

The difficulty level can be modified by re-designing the contents of the AI Bag. The contents suggested in these rules should give you a medium-level challenge. Here are some other combinations to make the game easier or even harder!

INTRODUCTION SETTING: 24 Red, 12 Yellow, 6 Green, 3 Blue, 0 Purple.

EASY SETTING: 20 Red, 14 Yellow, 7 Green, 3 Blue, 1 Purple.

INTERMEDIATE SETTING: 15 Red, 12 Yellow, 9 Green, 6 Blue, 3 Purple.

HARD SETTING: 10 Red, 13 Yellow, 11 Green, 8 Blue, 3 Purple.

EXTREME SETTING: 6 Red, 15 Yellow, 11 Green, 9 Blue, 4 Purple.