

SYMBOLS REFERENCE



= 2

Blue Giant Star



= 3

Supergiant Star



= 4

Primordial Black Hole



= 4

Major Antimatter



= 1

Minor Antimatter



RESOURCE DRAFT SYMBOLS

The player who chose Antimatter gains 1 Major Antimatter. All other players gain 1 Minor Antimatter.

/ / Orbit once/twice/three times.

/ / Gain 1 Blue Giant Star/Supergiant Star/Primordial Black Hole.

/ / Gain 1/2/3 Discovery Counters.

Discard up to 3 Action Cards. Draw that many Action Cards and gain that many Solar Mass.

If you have any Antimatter tokens on your board or in your drafted Resources, remove 1 of your choice. Do not gain its Solar Mass or Discovery Counters. Gain the indicated Matter token.

If you have any Discovery Counters, lose 1. Gain 1 Supergiant Star token.

If you have any Matter tokens on your board or in your drafted Resources, remove 1 of your choice. Do not gain its Solar Mass. Gain 3 Discovery Counters.

Each of the above Draft options can only be used once when selected (e.g. you may only remove 1 Matter token and only gain 3 Discovery Counters once when selecting that Draft option).

GENERAL SYMBOLS

Siphon

Wormhole

Place on a Wormhole

Discovery Counter

Discovery Counter(s), where 'X' is equal to a number designated by a separate effect (see the Delta Core Anomaly for an example).

Solar Mass

Solar Mass, where 'X' is equal to a number designated by a separate effect (see the Alpha Core Anomaly for an example).

Anomaly Effect - Once Per Turn

Anomaly Passive

PLAYER DISC SYMBOLS

Discovery Track

Solar Mass Track

Solar Mass Track (100+ Solar Mass)

Resource Draft (Draft Set 1)

Resource Draft (Draft Set 2)

RULES REFERENCE

SUMMARY OF EFFECTS

Gain Matter & Antimatter

When you gain Matter or Antimatter, unless otherwise specified, place it on the first space in either Channel of your Black Hole board.

Matter tokens can be placed on a space with other Matter tokens, however, the sum of the Matter tokens on a single space may not exceed 8 Solar Mass.

Antimatter tokens can *not* be placed on a space with any other Antimatter token.

If an Antimatter token is placed on a space with any number of Matter tokens or vice versa, all tokens on that space are removed from the board and returned to the supply. No Solar Mass or Discovery Counters are gained in this case.

When a card states that you may place Matter on a Wormhole, you may place that Matter on an open *or* closed Wormhole.

Orbit

To Orbit, choose either your blue or pink Channel and move each Stack of Matter and Antimatter **only in that Channel** inward 1 or more spaces (the number of spaces depends on the Orbit effect).

Start each Orbit effect by first moving the token(s) closest to your Black Hole inward, followed by the second closest, then the third, and so on.

Like other effects and actions, you must finish your Orbit effect in its entirety before adding Solar Mass to your Black Hole, ensuring your Black Hole expands at the appropriate times.

Siphon

When using a Siphon effect, first refer to the Siphon Track on the Scoreboard. Choose 1 of the available Resources that corresponds with the size of your Black Hole and immediately gain that Resource or effect.

After expanding your Black Hole, you may still choose from the Resources available at previous sizes (e.g. when your Black Hole is Stellar, you may choose a Resource from the Stellar or Primordial options when siphoning).

BLACK HOLE EXPANSION

When your Black Hole expands, do the following 4 things:

- Place a new Black Hole Card at the center of your Black Hole Board (Stellar at 20 Solar Mass and Supermassive at 50 Solar Mass).
- Immediately absorb any Matter and/or Antimatter tokens that are now covered by your Black Hole.
- If your Black Hole covers any Wormholes, Orbit them outward until they are not covered by your Black Hole and do not share a space with any other Wormholes.
- Discover 1 of the 3 Core Anomalies you drew at the beginning of the game.

ROUND PHASES

Resource Draft

Beginning with the Round's starting player, choose Resources from the first Draft set (labeled "1"). No 2 players can choose the same Draft option.

Once all players have chosen a Resource from the first Draft set, in reverse turn order beginning with the player who chose last in the first Draft set, immediately choose Resources from the second Draft set (labeled "2").

Once all players have chosen a Resource from both the first and second Draft sets, all players gain their drafted Resources simultaneously. **You may gain and use your drafted Resources in any order, however, you must gain and use them all, if possible.**

Discovery

Players may spend Discovery Counters to Discover Siphon, Matter, and Orbit Anomalies. Discovering an Anomaly is optional and you may only Discover 1 Anomaly during this phase.

When discovering an Anomaly, pay its Discovery cost by moving the Player Disc on your Discovery Track to reflect your new Discovery Counter total. Place your chosen Anomaly Card in front of you.

Actions

There are 4 different actions you can take during this phase, **all of which are optional and may be used in any order:**

- Play up to 2 Action Cards
- Use Anomaly Effects
- Activate 1 or more pair(s) of Wormholes
- Exchange Discovery Counters for Solar Mass

At the end of the Actions phase, discard played Action Cards and draw from the Action Deck until you have 3 Action Cards in your hand. If the last card in the Action Deck is drawn, shuffle the discard pile to form a new deck.

Important: when taking any action, always complete the action in its entirety before absorbing any Matter or Antimatter and before taking another action.

Solar Mass Bonus

Once all players have finished the Actions phase, identify the size of each player's Black Hole. For each player whose Black Hole is larger than yours, gain 3 Solar Mass.

If all players' Black Holes are the same size, skip this phase.

END OF THE ROUND

The Round ends after Solar Mass bonuses have been assigned (or skipped). To prepare for the next Round, pass the Starting Player token clockwise to the next player. If it is Round 2 or Round 4, all players open and, if desired, move their Wormholes. Then set up to the Resource Draft, beginning with the new starting player. Finally, advance the Round Tracker token to the next space on the Round Track.