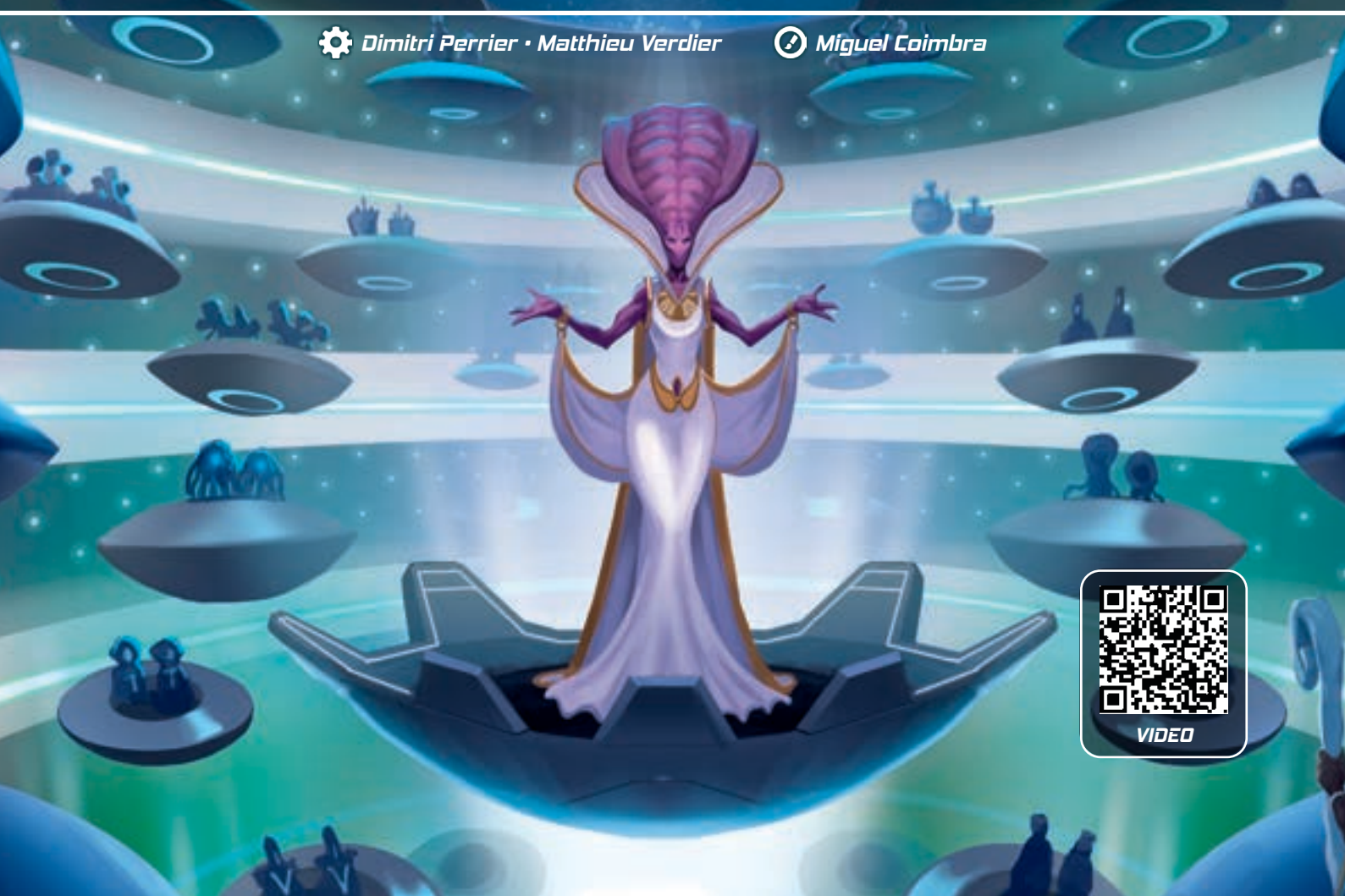




ENGLISH RULES

 *Dimitri Perrier · Matthieu Verdier*

 *Miguel Coimbra*



VIDEO

THEME

2442. The galaxy is organized into many Federations – coalitions that govern multiple solar systems. Your small solar system wants to join a powerful Federation. You are competing with your rivals during a 5-year trial period, trying to persuade the Federation bureaucrats that your solar system, and not that of your rivals, should be allowed permanent participation in the Federation.

You must make the most of your opportunity to impress those bureaucrats. Sometimes you may be forced to work together with your rivals to provide funding for special projects. Other times, you will find yourself in direct head-to-head competition with them. At the end of 5 years, only one of you will be selected as a new member of the Federation.

GOAL

Federation is an interactive Eurogame with an innovative double-sided worker placement mechanic. You must decide whether your worker votes for the proposed legislation that will help your cause or for funding long-term projects.

At the end of the year, the votes are counted, and the proposal that becomes law will offer points for players with influence in that area. You will also want to encourage projects that help you score at the end of the game. Plan your strategy and execute it with proper timing, and your spot in the Federation will be secured!



COMPONENTS

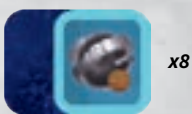
1 double-side central game board



45 Erudite tiles
(9 different tiles per type)



8 Deep Space tiles

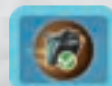


x8

1 Special Ambassador token



8 Starting tiles
(Starting Planet)

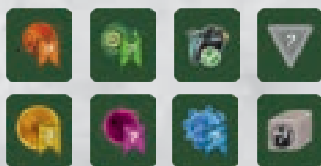


x8

2 Authority level tokens (+1 and +2)



8 Megastructure tokens



4 Production Structure tiles
(double-sided)



x4

50 Alteration tokens



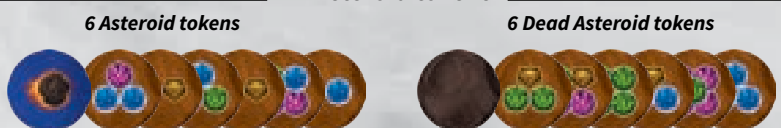
10 Law tiles
(5 different Law tiles per color)



x5

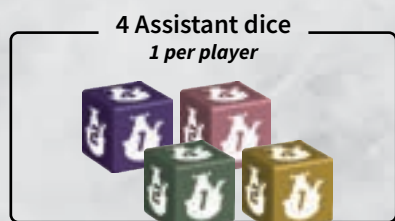
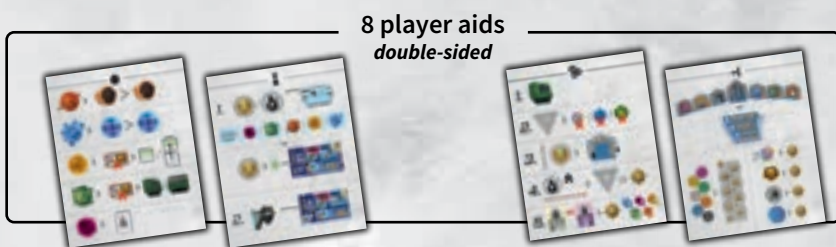
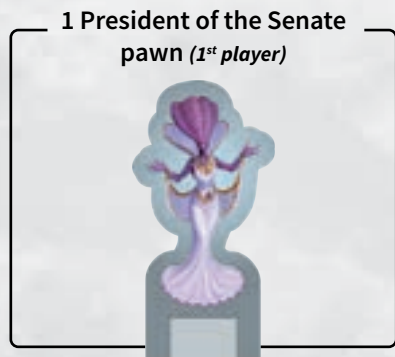
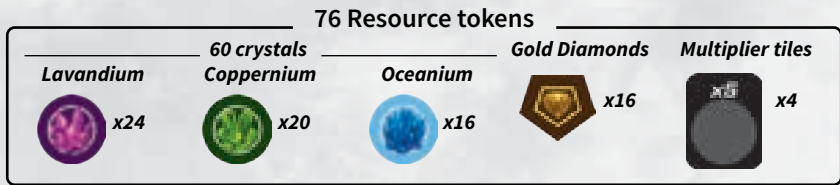
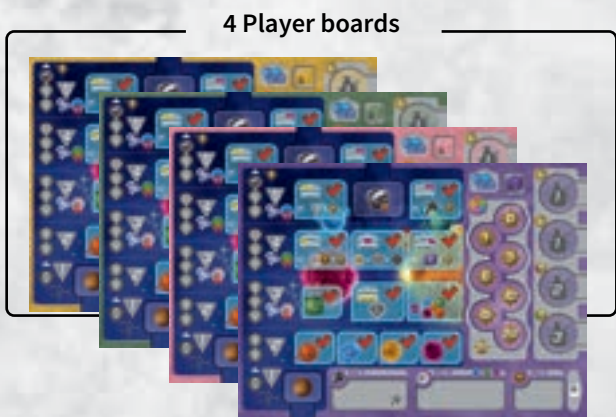
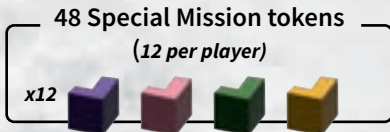
x5

12 Asteroid tokens

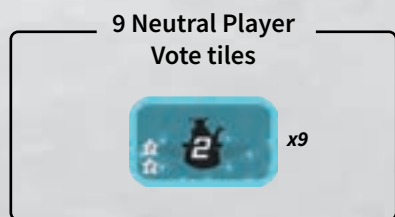
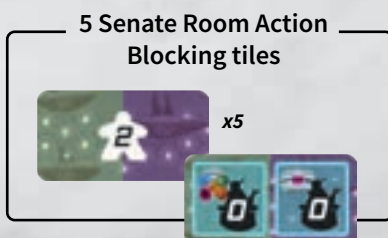
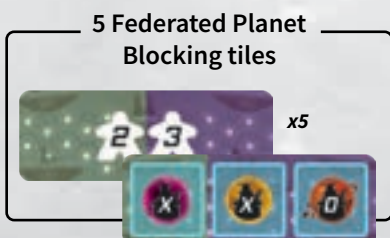


6 Asteroid tokens

6 Dead Asteroid tokens



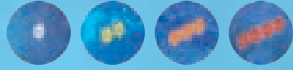
Components for 2- and 3-player games:



SETUP 4-PLAYER GAME – CENTRAL BOARD

For your first game, the Product Megastructure tokens are printed.

- Sort the Alteration tokens by power, mix each set thoroughly, and then place 4 each facedown on the corresponding moons. Reveal the tokens placed on the first moon.



- Place the remaining Alteration tokens facedown next to the central board.

- Place the Mage pawn for each player on the start moon of the blue planet, 6Moon.



- Sort the Erudite tiles by level and by color and place them facedown:

Level 3: Randomly place 1 tile **faceup** per color. Return the remaining Level 3 tiles to the game box.



Level 2: Form a pile of 3 **facedown** tiles per color.



Level 1: Form a pile of 3 **facedown** tiles per color and **reveal** the top tile of each pile.

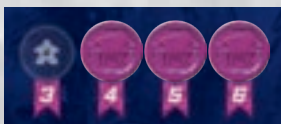


- Place the Medals of Honor for each planet on the designated spaces.

4 players:



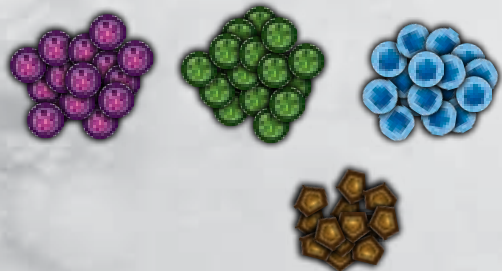
3 players: (see p.26)



2 players: (see p.27)



- Place the resources next to the central board.



- Place the 6 Trade discs for each player on the yellow planet, Arratooine.



Setup 3-player game or 2-player game

For a 2- and a 3-player game, the setup is almost the same, with some minor modifications:

For a **3-player game**, see p.26. For a **2-player game**, see p.27.

tion Structure tiles and the
ted on the central board.

- 11** Place the 6 Robot pawns for each player on the green planet, E81216.



Advanced setup:



- 12** Place each Production Structure tile on the side of your choice on the corresponding space.



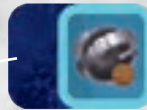
- 13** Randomly place 2 Megastructure tokens on each megastructure.



- 14** Place Medals of Honor for intrigue and authority here equal to the number of players.



- 15** Shuffle the Deep Space tiles and place a number equal to the number of players +1 facedown here.



- 16** Place a Major Project marker on the first step of the Funding track of each Major Project.



- 17** Place the Joint Major Project marker for each player on the first space for the Joint Major Project.

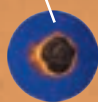
- 18** Place a Score marker for each player on the 0 space of the lower score track. Place the other Score marker on the 0 space of the upper score track.



- 19** Shuffle the 5 green-background Law tiles and place them facedown on the designated space. Do the same for the purple-background Law tiles and place them on the other space. Reveal the top tile of each pile. If they are for the same planet, reshuffle the righthand pile and reveal a new top tile. The tiles on these piles must be different.



- 8** Randomly place 4 Asteroid tokens **facedown**. Return the remaining tokens back into the box.



- 9** Randomly place 4 Dead Asteroid tokens **facedown**. Return the remaining tokens back into the box.



- 10** Place the Miner pawn for each player on the orange planet, Neo.



SETUP PLAYER BOARD

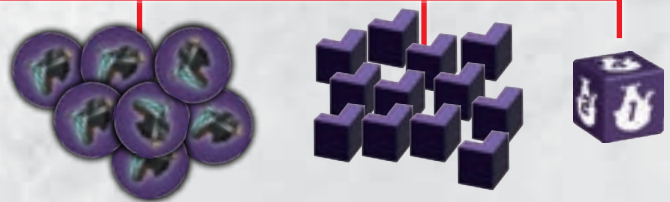
1 Place the Authority marker on the first step of your authority scale.

2 Place your 4 Ambassador tokens on the corresponding spaces.

3 Place 1 spaceship in your hangar.

Labels on the board: Special Missions Area, Deep Space Area, Assistant Die Area, for when you receive it, Starting tile area, Diamond Reserve area, Crystal Reserve Area, Medals of Honor area.

- 4** Next to your player board, form a supply with:
- the 7 remaining spaceships
 - the 12 Special Mission tokens
 - the Assistant die



LAYOUT OF THE SENATE

Labels on the Senate layout: Joint Major Project, Column (there are 6 columns in total), Major Project Area (7 Major Projects), Third floor (upper) composed of 6 spaces, Second floor (middle) composed of 6 spaces, First floor (lower) composed of 6 spaces, Outer Module, Left side, Left-side laws (yellow), Right side, Right-side laws (pink).

HOW TO PLAY

Choose a Start player using any method that is mutually agreeable to all players. The Start player is given the President of the Senate pawn to begin the game.

Turn the Starting tiles facedown and mix them thoroughly. Next, randomly select as many tiles as there are players in the game plus one. Turn them faceup for all players to see.

In counterclockwise order, beginning with the player to the right of the Start player, each player chooses a Starting tile and immediately receives the corresponding bonus (see bonus details p.32). Then, they place their Starting tile facedown on the Starting tile area of their player board. The game is now ready to begin.



FEDERATION is played over **5 rounds**.

Each round is divided into **2 main Phases**:

I / Ambassador Phase

4 times per round, the players perform their actions (a main action followed by an optional action) in turn.



II / Executive Phase

The Phase at the end of the round where players receive their income, fund Major Projects, and pass laws.



I / AMBASSADOR PHASE



PLAYERS' TURN (1 or 2 successive actions)

This step is played in clockwise order, beginning with the first player, who is in possession of the President of the Senate pawn at the beginning of the round.

A player's turn is divided into 2 successive phases. The first phase is mandatory; the second is optional:

1. **Play 1 Ambassador token** (mandatory), place it on an available Senate action space, either on its Voting side or its Funding side, **and perform the action for the space (main action).**

2. **Place 1 spaceship** on an available Special Mission on your player board if you have the required level of authority and **perform the Special Mission. This action is optional.**



FOCUS ON THE AMBASSADOR TOKEN

Each player has 4 Ambassador tokens with 2 distinct sides:



An Ambassador token has a Voting side with a voting value ranging from 1 to 3 and a Funding side that may have a crystal bonus. **If played on the Funding side, the crystal bonus is received immediately when the token is played and before performing the space's action.**

The effects are different according to the side you choose to play:

The Funding side (gold crystal) allows you to:

- gain access to the Special Missions on your player board (see Ambassador phase p.8)
- participate in the funding of Major Projects (see Executive phase p.11)

The Voting side (black silhouette) allows you to:

- gain the majority on the different floors of the Senate (see Executive phase p.11)
- place votes in favor of one of the two proposed laws (see Executive phase p.11)

1. PLAY 1 AMBASSADOR TOKEN (main action, mandatory)

Choosing and playing an Ambassador token in the Senate allows you to perform a Senate action.
(see *The Senate* p.14)

Choose 1 of your unused Ambassador tokens and place it on a Senate space that does not already have a token, either on its Funding side (A) or its Voting side (B). (see *Focus on the Ambassador token* p.7)

If you want to, you can put an **Alteration token** from your supply on your Ambassador token (see *Focus on Alteration tokens* p.15). **The characteristics of your Ambassador token are then replaced by those of the Alteration token for this round.**



Rooms of the Senate
Spy Action
Federated Planet Action

Immediately receive the bonus of your Ambassador token or your Alteration token if you used one. You can use the bonus immediately to pay the cost of the action space or the action you are about to perform.



Perform the action of the space. It does not matter which side you chose when you placed your Ambassador token. There are 3 main types of action: 1) Federated Planets, 2) Rooms of the Senate, and 3) Spy. (see p.14).

Apply the effects of your Ambassador token:

Funding symbol

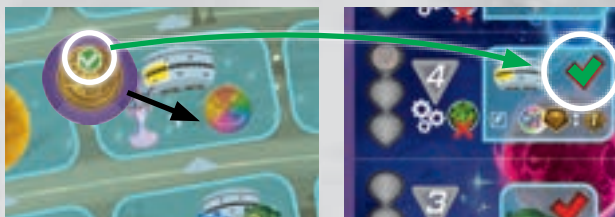


A. If your Ambassador token or Alteration token is played using its **Funding symbol**, **immediately place 1 Special Mission token on the corresponding Special Mission of your player board.** This Special Mission is now available. If there already is a Special Mission token on that space, skip this step.

Example: Matthew places an Ambassador token on the federated planet. He immediately places a Special Mission token on the corresponding space of his player board.



The Special Mission corresponding to the Senate action chosen is now available on the player board.



Voting symbol



B. If your Ambassador token or your Alteration token is played using its **Voting symbol**:

- There is no immediate effect triggered.
- 2 effects are triggered during the Executive phase (*Executive Phase* ⚙️ see p.11)



When playing an Ambassador token with its Voting symbol, you can place your Assistant die on the same space to increase your Voting power. (see *Focus on the Assistant die*, p.23)

The Assistant die must be placed with the Ambassador token as part of the same action. It cannot be added as part of a later action.

2. SEND 1 SPACESHIP TO COMPLETE 1 SPECIAL MISSION (optional action)

Sending 1 spaceship on an available Special Mission allows you to perform 1 additional action on your player board, provided that you meet all the necessary conditions.

Each Special Mission can be completed only once by the player. Once a mission is completed, the spaceship remains on the Special Mission space until the end of the game.

You can complete 1 Special Mission per turn after your main action. (see *Special Missions p.21*)

To complete a Special Mission, you must fulfill the 3 following conditions:



A/ The Special Mission must be available: A Special Mission is available if there is a Special Mission token placed on it on your player board, and this space does not already have a spaceship token on it.



B/ You must have an available spaceship in your hangar.



C/ You must have the required level of authority. Your level of authority must be at least equal to the level required to conduct the Special Mission. (see *Focus on Authority p.22*)

If these 3 conditions are fulfilled, you can take your spaceship from your hangar, put it on the corresponding space, and perform the action of the Special Mission. (see *Special Missions p.21*)

At most, you can conduct 8 Special Missions during the game (equal to the number of spaceships available to each player.) **The Starting tile and the Deep Space tile count as completed missions for bonus scoring during the game.**



Example:

Matthew fulfills the 3 conditions:

A/ There is a Special Mission token on the Special Mission and on the Special Mission .

B/ He has a spaceship in his hangar.

C/ He has a level 2 of authority.


He can decide to complete either the Special Mission or the Special Mission by sending his spaceship to one of the two spaces.

However, he cannot complete the Special Mission yet because his level of authority is not sufficient.

He cannot execute (another) purple planet mission because he has already done one previously.



FOCUS ON THE MEDALS OF HONOR


The Medals of Honor are rewards granted to players when they reach a certain level of influence on the different federated planets  or when they perform certain actions on their player board.

During your turn, if you meet the requirements to win a Medal of Honor, immediately take the Medal of Honor (of the lowest value available) from the game board and place it on the next available Medal of Honor space on your player board. You will score prestige points at the end of the game based on the number of medals you have received. (See *End of the game* p.24)

IMPORTANT: A player cannot receive the same Medal of Honor more than once.



Receiving a Medal of Honor is not an action.

For the 5 Medals of Honor related to the federated planets , it's a race between players.

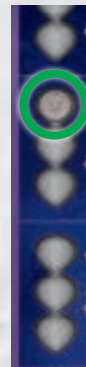
The first player to reach the required level of influence immediately receives the Medal of Honor. The other players must now reach a higher level of influence to receive the next medal.



There are 2 Medals of Honor related to your player board:



The Medal of Honor for authority: you receive it when you reach the 8th degree of authority (the highest step for level 4 authority).



The Medal of Honor for intrigue: you receive it when you complete the intrigue Special Mission by sending a spaceship to the corresponding space on your player board.



END OF TURN

Once you have performed a main action and optionally sent a spaceship on a Special Mission, play passes to the next player in clockwise order.

Once all players have taken 4 turns (i.e., all players have placed their 4 Ambassador tokens), **move on to the Executive phase (end of the round).**



II / EXECUTIVE PHASE

END OF THE ROUND

At the end of each round, players perform the following 5 steps in sequence:

- 1/ Each player receives income from each production structure where they have a robot.
- 2/ Each player pays the cost for their level of authority (if necessary.)
- 3/ Move the marker of each Major Project one space forward for each Ambassador token on its **Funding side** in the corresponding column in the Senate.
- 4/ Determine the player with the highest Voting power on each floor of the Senate (first, second, and third). For each floor, the majority player scores as many prestige points as their current level of authority.
- 5/ Pass the law with the highest number of votes.



1 / INCOME OF THE PRODUCTION STRUCTURE

In turn order, receive income from each production structure where you have a Robot pawn. The production structures produce in order from left to right.

(see details of the production structures, p.18)



2 / PAYMENT FOR THE LEVEL OF AUTHORITY

In turn order, pay 1 resource depending on your level of authority (beginning from level 3).

If you do not or cannot pay the required resource, drop your authority marker to the lowest (bottom) space of the level for which you can pay the resource. If you do not pay any resource, you drop to the lowest space of authority level 2.

Oceanium (blue) can be paid in place of **Lavandium (purple)** or **Coppernium (green)**.



3 / FUNDING OF THE MAJOR PROJECTS

The 6 Major Projects

Beginning from the leftmost Major Project, move the Major Project marker 1 space forward for every Ambassador token placed on its Funding side in the corresponding column. Do the same for each Major Project (except for the Joint Major Project).

Any excess funding is redirected towards the Joint Major Project (see below).

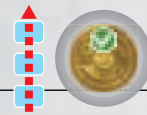


The Joint Major Project

There are 2 ways to fund the Joint Major Project:



1) When you can fund a Major Project of your choice (Small Lounge Action, Small Lounge Special Mission, Alteration tokens, Deep-Space tiles), you may choose to fund the Joint Major Project instead.



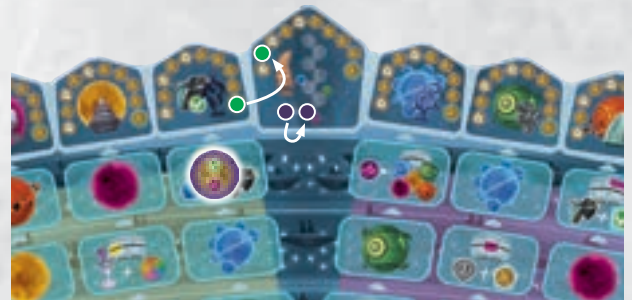
2) During the Funding step of the Executive phase (during the end of the round), if there are one or more Ambassador tokens on their Funding side in the column of a Major Project that is already completely funded, the funding of these tokens goes to the Joint Major Project instead. (See example below.)

When **you** fund the Joint Major Project:

- Move **your** Joint Major Project marker 1 step upwards
- Move the Joint Major Project marker 1 step forward. The progress of this marker always corresponds to the sum of the collaboration of all players on this project.

This project can be funded more than 9 times: once it is entirely funded, players can keep on moving their Joint Major Project marker upwards and track the advancement separately.

The first 3 times a player funds this project, they receive crystals: first then and finally .



During the final scoring (see p.25), each funded Major Project gives prestige points according to the following ranking:



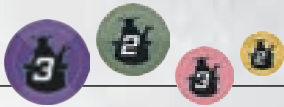
4 / MAJORITY FOR EACH FLOOR OF THE SENATE (FIRST, SECOND, THIRD)

For each floor of the Senate, the player with the most votes scores prestige points equal to their level of authority.

You can have the majority on multiple floors. In case of a tie, the tied players all score prestige points equal to their level of authority.



5 / DETERMINE THE RESULTS OF THE VOTE



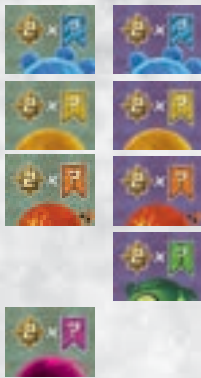
A / Determine which law is passed

For each side of the Senate (left side vs. right side), add up the total number of votes, including the Ambassador tokens and Assistant dice (if any) for all players.

The law with the most votes is passed.

In case of a tie, the player with the President pawn chooses which of the 2 laws is passed.

There are 5 different laws (each appearing twice, once on each side):



B / Score prestige points

Each player then scores 2 prestige points for each level of influence they have on the winning planet.

Example: There are more total votes (10) on the right side than on the left side (4). Therefore, the law that is passed is the right-side law for the purple planet Atalum.

Reminder: On the purple planet Atalum, each player has 1 level of influence for each Erudite tile they own.

END OF THE ROUND

After following all 5 steps:

- Take back all your Ambassador tokens, and your Assistant die (if you used it) without changing the value of the die. (see p.23)



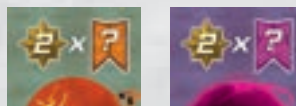
- Discard the Alteration tokens used during the round.



- Discard both Law tiles and place them faceup next to the central board so that players can remember which laws have already been submitted to the vote during the game.



- Reveal the next 2 Law tiles. If they are identical, put the second one aside and reveal the next Law tile. Then, shuffle the Law tile you momentarily put aside with the other ones and put them facedown under the revealed Law tile.



At the beginning of round 4, in addition to the 2 tiles revealed for this round, reveal the last 2 tiles as well. If the last 2 tiles are identical, switch the right-side tiles so that you have different law tiles during rounds 4 and 5.

At the end of the 5th round, there are no more Law tiles to reveal, so you proceed to the final scoring. (see p.24)

THE SENATE

18 ACTION SPACES



- **5 Federated Planet Actions** (each of them appearing twice, once on each side of the Senate)



- **6 Senate Room Actions** (each one appearing once)





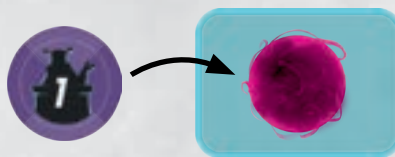
- **1 Spy Action (Copy)** (appearing twice, once on each side of the Senate)

If you cannot pay the cost of the Action space, you cannot place your Ambassador there.

THE FEDERATED PLANETS:

Playing an Ambassador token on a Federated Planet action grants you an immediate effect.

The Federated Planet actions increase your level of influence  on the federated planets .



1/ORANGE MINING PLANET, NEO

Neo is a volcanic planet of miners and is rich in resources.



Move your Miner pawn 1 space forward onto one of the next available asteroids and receive the corresponding resources. If you move your Miner pawn onto an Asteroid token, you receive the resources and the token. The chosen token is not replaced.

Example: The player can move their Miner pawn to one of the asteroids (A, B, C). If they choose A or B, the player receives the resources, the asteroid token, and the #3 Medal of Honor (as it is still available). Their influence on Neo is now 3. If they choose C, they receive 1 Lavandium and 1 Copernium, and the #3 Medal of Honor (because it is still available). Their influence on Neo is now 4.

Finally, reveal the Asteroid tokens for the next level if there are any and they have not been revealed.

If your Miner pawn has reached the last space and you perform an action on Neo on a future turn, you can choose another Dead Asteroid token. However, your level of influence is not increased, and the chosen token is not replaced.



Moving your Miner pawn forward increases your influence.

Your maximum level of influence is 8.

2 / BLUE LUNAR PLANET, 6MOON

The land of sorcerers — and Alteration tokens.

Move your Mage pawn 1 moon forward and choose an Alteration token from the ones available. The chosen token is not replaced.

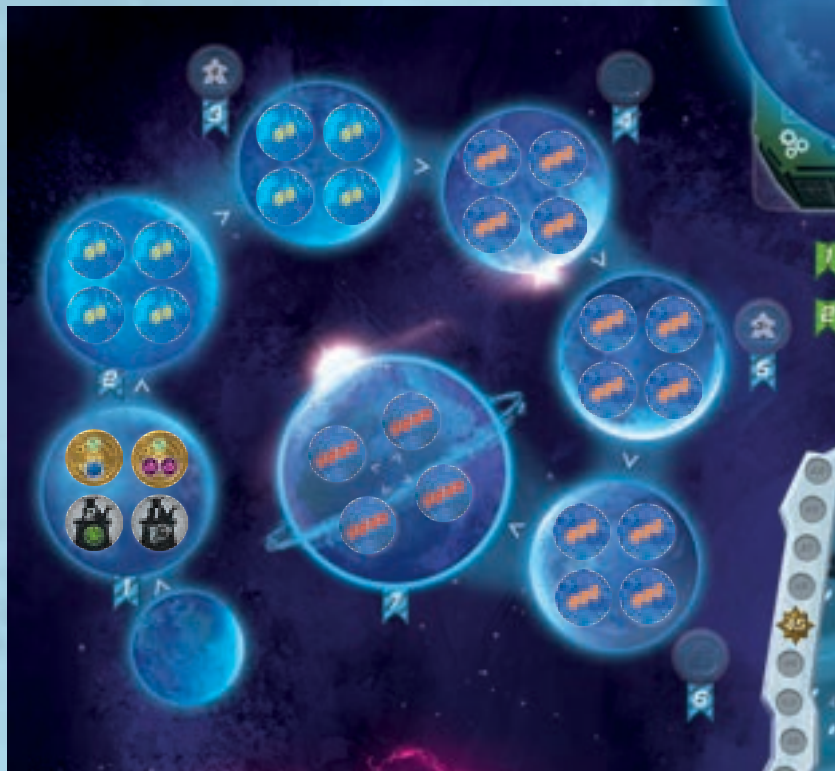
Then, if it has not been done already, reveal the Alteration tokens for the next moon.

If your Mage pawn has reached the blue planet (7), and you perform an action on 6Moon on a future turn, you can choose a new Alteration token on the planet, but your level of influence is not increased, and the chosen token is not replaced.



Moving your Mage pawn forward increases your influence.

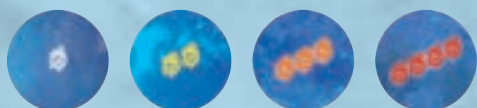
Your maximum level of influence is 7.



FOCUS ON ALTERATION TOKENS

Alteration tokens are placed on 6Moon according to their power.

There are 4 levels of power found on the back of the tokens.



The front side of the token will have either a Funding side (gold coin) or a Voting side (black robot) and a bonus.



When you gain an Alteration token, place it next to your player board.



When can you play an Alteration token?

During the Ambassador phase, you can place an Alteration token on your Ambassador token when you play it. You may not add an Alteration token to an Ambassador that was played on a previous turn.

You no longer use the value or bonus for the Ambassador token: its value, along with its potential bonus, is replaced by that of the Alteration token.



You immediately receive the bonus when you play an Alteration token on an Ambassador token.

At the end of the round, discard the Alteration tokens used by players during the round.

At the end of the game, you gain 1 prestige point for each of your unused Alteration tokens.

You can receive Alteration tokens from the actions on 6Moon, Erudite tiles, Deep-Space tiles, or the Alteration Incubator production structure.

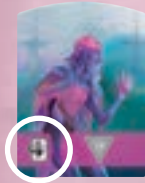
3/PURPLE NEBULOUS PLANET, ATALUM

The place to be — where the greatest Erudites of each delegation meet one another!

Choose a level 1 Erudite tile that you do not own yet **or** a level 2 or level 3 Erudite tile if you already have the inferior Erudite tile of the same type.

Each Erudite tile grants you a one-time bonus.

The time symbol on the bottom left side of the Erudite tile indicates when it can be played:



1/ Immediately.



2/ On a future turn when you perform an action on the indicated planet.



3/ Anytime during this turn or one of your future turns.

Once a level 1 Erudite tile has been chosen, reveal the next one as well as the corresponding level 2 tile. You must have the corresponding level 1 Erudite to take the subsequent level 2 Erudite.

You must have the corresponding level 2 Erudite to take the subsequent level 3 Erudite. There is only one level 3 Erudite of each kind (color) available in any game. There are some actions that allow you to reactivate a previously used Erudite.

You cannot own 2 Erudite tiles with the same character. (level and color).

See details for each Erudite tile p.28

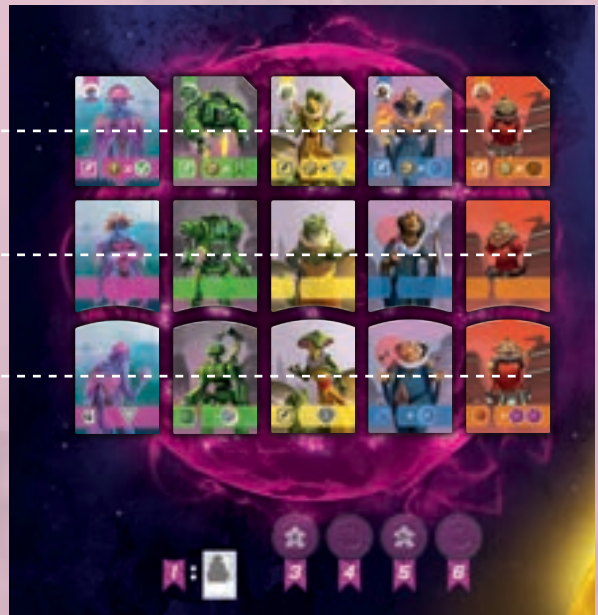


You have 1 level of influence for each Erudite tile you have.

Level 3

Level 2

Level 1



4/YELLOW ARID PLANET, ARRATOOINE

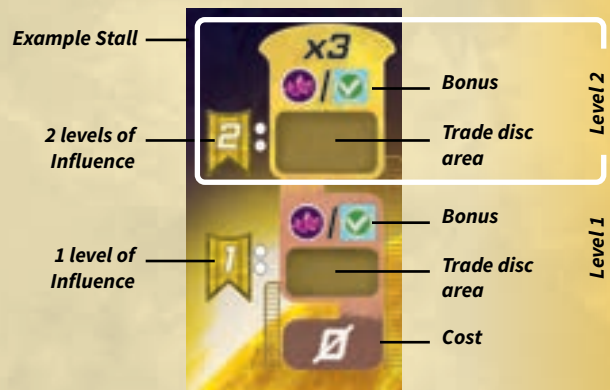
In the desert, nothing is free — or almost nothing!


Carry on trades in the different stalls. A stall consists of two levels, and each stall can accommodate **one** Trade disc from each player.







Choose a stall, spend the required resource, place a Trade disc in the corresponding stall on level 1 if you don't already have one, and receive the bonus in exchange.

If you already have a Trade disc on level 1 in a stall, spend the required resource, **move your Trade disc to level 2 of that stall, and receive the bonus in exchange.** Since you have already traded once with this stall, you get a better bonus for the same cost.

If level 2 of a stall allows you to receive two different kinds of bonuses, you may split the bonuses in any combination you prefer.



Example: you spend 1 Coppermium  move your disc from the 1st to the 2nd level of the stall and choose to receive:

- 2 Oceanium  and 1 degree of authority  or
- 3 degrees of authority  or
- 1 Oceanium  and 2 degrees of authority  or
- 3 Oceanium 

If you already have a Trade disc on level 2 of a stall, you can still perform the action for that stall, but it won't increase your level of influence.



Placing Trade discs in the stalls increases your influence on the planet.



You gain 2 levels of influence for every Trade disc on level 2 of a stall.



You gain 1 level of influence for every Trade disc on level 1 of a stall.



Free cost for this stall

5 / GREEN ROBOTIC PLANET, E81216

Here, we build all kinds of structures — even megastructures!

Build 1 production structure or 1 megastructure by spending the required resources.

Each Production Structure and Megastructure can be built by several players, but only once per player.

PRODUCTION STRUCTURES



If you build 1 Production Structure, pay the required resources and place a Robot pawn on the Production Structure. **Immediately receive the income.**



This icon indicates that during every Executive phase during the end of the round, you will also receive the income from the production structures that you have built.



Space Shipyard

Take 1 spaceship from your supply and place it in your hangar.





Transporter

Move 1 space forward either on Neo or on 6Moon. You do not gain the reward.




Transmutation Chamber

Upgrade 1 resource into a resource of a single value higher (e.g., Lavandium  may be traded in for a Copernium )



Lavandium Replicator

Gain 1 Lavandium .



Military Academy

Gain 1 degree of authority. Immediately receive the Medal of Honor for authority or choose a Deep-Space tile if you reach the appropriate level.



Embassy

Turn 1 of your used level 1 Erudite tiles faceup. Apply the effect based on the timing of the tile.



Alteration Incubator

Gain a power 1 Alteration token from the pile next to the central board.




Space University

Gain your Assistant die with a value of 1 or increase the value of your die by 1.

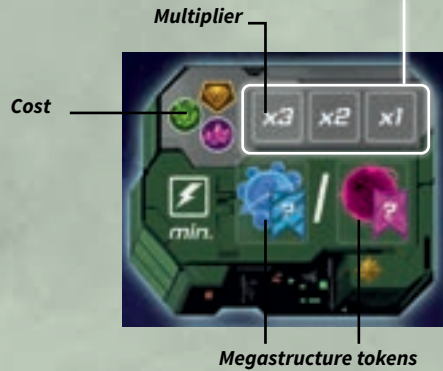
MEGASTRUCTURES

To build 1 megastructure:

- Pay the necessary resources: 
- Place a Robot pawn on the highest multiplier available and multiply it by the Megastructure token of the **lowest** value based on the 2 depicted scoring options. One Robot pawn per player can be placed in a megastructure.

Each megastructure is composed of two Megastructure tokens. These tokens will determine the scoring for the megastructure. Scoring is based on the lowest value for the two options.

A maximum of 3 different players can build the same megastructure.



8 Megastructure tokens:

- 5 Megastructure tokens relating to the player's level of influence on each of the federated planets
- 1 Megastructure token relating to the player's number of completed Special Missions (Special Mission tokens + spaceship sent on the mission + Starting tile + Deep-Space token)
- 1 Megastructure token relating to the player's level of authority
- 1 Megastructure token relating to the current value of the player's Assistant die



To score a megastructure, determine which megastructure token has the lowest value for you. Then, multiply that value by the multiplier covered by your Robot pawn. Score that many prestige points.

Example:

The purple payer places their Robot pawn on the highest multiplier available: x3.

They have a level 3 of influence on Arratooine and a level 4 of authority.

3 is the lower value out of the two.

The player scores: $3 \times 3 = 9$ prestige points.



You have 1 level of influence for every Production Structure you have built.



You have 2 levels of influence for every megastructure you have built.

THE ROOMS OF THE SENATE

Playing an Ambassador token in a Senate Room Action space grants you an immediate effect. It does not matter which side of the token is used. If you cannot pay the cost of the Action space, you cannot place your Ambassador token there.

Please note: The Senate Room actions do not increase your level of influence  on the federated planets.

A / OFFICERS' QUARTERS

Gain 2 degrees of authority (see *Focus on Authority p.22*).

- Immediately receive the Medal of Honor if you reach the appropriate level.
- Immediately choose a Deep-Space tile if you reach the appropriate level.

B / PURCHASING OFFICE

Pay 1 Oceanium, take 2 spaceships from your supply, and put them in your hangar.

C / PATRONS' LOUNGE

- Take 1 spaceship from your supply and put it in your hangar.
- Gain access to 1 Special Mission of your choice by placing a Special Mission token on it on your player board.



D / THE PRESIDENT'S OFFICE

- Immediately receive the President of the Senate pawn. You will be the first player during the next round.
- Receive a Medal of Honor that you do not already have. If you choose the Medal of Honor for a federated planet, take the one placed on the **highest** level of influence.

The President's office action has 2 exceptions:

- **This action cannot be copied**
- **The first player cannot perform this action during their first turn of the round.**


E / ASSISTANTS' ROOM

Pay 1 Coppernium and receive your Assistant die with a value of 2 or increase the value of your Assistant die by 2. (see *Focus on the Assistant die p.23*)


F / SMALL LOUNGE

- Gain 1 degree of authority (see *Focus on Authority p.22*).
- Immediately receive the Medal of Honor if you reach the appropriate level.
- Immediately choose a Deep-Space tile if you reach the appropriate level.
- Move the Major Project marker for a Major Project of your choice 1 step forward. If you choose the Joint Major Project, move your marker as well.

SPY ACTION (Copy)

The Spy action costs 1 Lavandium  and allows you to copy any Senate Room action (**except for the President's office**) or any Federated Planet action.

The Spy action appears on each side of the Senate.

- Pay 1 Lavandium 
- Copy a Federated Planet action or a Senate Room action of your choice, even if it is covered by an Ambassador token.



SPECIAL MISSIONS

Your player board is composed of 12 Special Missions:

6 of the Special Missions are identical to the Senate actions:

- 1 to 5** / The 5 Federated Planet Special Missions
- 6** / Is related to Senate action A: gain 2 degrees of authority.

6 Special Missions that are related to the actions of the Senate but are different.

- 7** / Is related to Senate action G: pay 1 Lavandium and copy any **Federated Planet** action. Other rooms in the Senate may not be copied.
- 8** / Is related to Senate action D: immediately gain 1 prestige point per crystal and gold diamond in your reserve.
- 9** / Is related to Senate action F: immediately move the Major Project marker of your choice 1 space forward, immediately gain 1 degree of authority, and receive the Medal of Honor for intrigue.
- 10** / Is related to Senate action E: immediately gain twice the value of your Assistant die as prestige points.
- 11** / Is related to Senate action B: immediately gain 2 prestige points per level of authority.
- 12** / Is related to Senate action C: immediately gain 1 prestige point per completed Special Mission.




The icons of the Senate with a yellow or purple mark are meant to identify an action of the Senate and which Special Mission it is related to.



OUTER MODULE ACTION

If you do not want to or cannot perform any of the main actions, you can perform the Outer Module action. This action is completely outside the Senate.

Gain 1 Oceanium  as well as the bonus for your Ambassador token (or Alteration token), if any.

The Ambassador tokens played in this space do not contribute to the vote for the proposed laws, the majority of a Senate floor, or the funding of a Major Project.

There is no limit to the number of players who can play an Ambassador token on this space during the same round.



FOCUS ON AUTHORITY



The Authority scale is composed of 5 levels.



Each level is composed of degrees of authority.

Authority Level

Level 5

Level 4

Level 3

Level 2

Level 1



Gaining authority allows you to reach higher levels and gain access to the Special Missions on your player board.

Example: Reaching level 2 of authority allows you to gain access to the level 2 Special Missions.



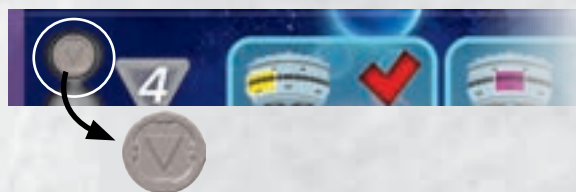
During the payment step of the Executive Phase, you must pay the resource corresponding to your level of authority.

(see Executive Phase p.11)

Example: If you have reached level 4 of authority, you must pay 1 Copernium at the end of the round.

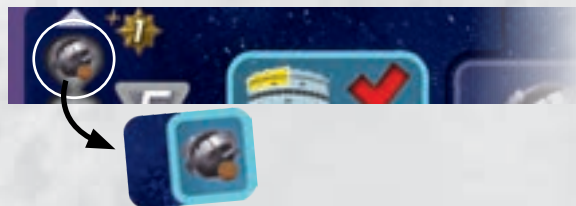


If you reach the degree corresponding to the Medal of Honor of authority, take the medal and add it to your player board.

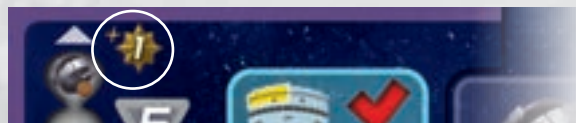


If you reach the highest degree of authority, immediately choose a Deep-Space tile among the available ones and receive its bonus.

(see Deep Space tiles p.31)



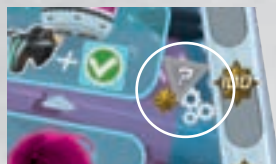
If you have reached the highest degree of authority and take an action that would advance your authority marker on the track, you gain 1 prestige point for each advancement instead.



Your level of authority allows you to gain prestige points using the following:

1) The majority on the floors of the Senate.

(see Executive Phase p.12)



2) The Purchasing Office Special Mission.



3) A megastructure.



FOCUS ON THE ASSISTANT DIE

The players do not have an active Assistant die at the beginning of the game. They receive it the first time they perform an action that increases their Assistant die. The Assistant die is placed in the Assistant Die space on your player board when it is not being used with a Voting Ambassador.



The Assistant die has 6 sides with values ranging from 1-6, which indicates the number of votes it adds to an Ambassador token.

When can you play your Assistant die?

When you place one of your Ambassador tokens on its Voting side, augment it by placing your Assistant die next to it. It can not be played when the Ambassador token is played on the Funding side.

Once you have played your Assistant die, you cannot move it until the end of the round. If you perform an action that increases the value of your die, do it while leaving it in place. It cannot be played on an Ambassador played in a previous turn.

During the Executive Phase, the value of your Assistant die and the value of your Ambassador token are added together when counting votes for:

- the majority on each floor of the Senate,
- the majority on each side of the Senate related to passing the proposed laws.

At the end of the round, take back your Assistant die without changing its value and place it on your player board for the next round.



You can receive your Assistant die (or increase its value) with the Assistants' Room action, Alteration tokens, Erudite tiles, Deep-Space tiles, one of the stalls on Arratooine, and the Space University production structure (see p.18).

END OF THE GAME

At the end of the 5th round, the game ends. Proceed to the 3 steps for final scoring:

- 1 / MEDALS OF HONOR**
- 2 / REMAINING RESOURCES**
- 3 / FUNDED MAJOR PROJECTS**



1 / MEDALS OF HONOR

Score the lowest uncovered value on your Medal of Honor Storage area.

Example: If you received all 7 medals of honor (one of each color), you score 30 prestige points (PP).



2 / REMAINING RESOURCES

1 PP for every 2 remaining crystals in your reserve.



1 PP for each gold diamond in your reserve.



1 PP for each spaceship in your hangar.



1 PP for each unplayed Alteration token still in your possession.



3 / FUNDED MAJOR PROJECTS

A Major Project is funded if the Major Project marker reached the last step of its Funding track.

Each funded Major Project will score prestige points (PP).
Each player scores prestige points depending on their ranking for each funded Major Project.



MAJOR PROJECTS:

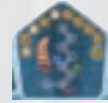


A/ For the 5 Major Projects relating to the Federated Planets, the player's ranking is determined by their level of influence on each planet. The more influence a player has, the better their ranking. If a player does not have any influence on a Major Project, they do not participate in the scoring for that Major Project.



B/ For the Special Mission Major Project, the player's ranking is determined by the number of completed Special Missions

Reminder: completed mission = 1 Special Mission marker + 1 spaceship
Example: the purple player has 3 completed missions.
The Starting tile and the Deep-Space tile (if you reached it) both count as completed Special Missions.



C/ For the Joint Major Project, the player's ranking is determined by their level of contribution to the joint Major Project.

If a player did not contribute to the Joint Major Project, they do not participate in the scoring for the Joint Major Project.



For each funded Major Project, the number of points scored is related to the player's ranking, as shown in the image on the right.

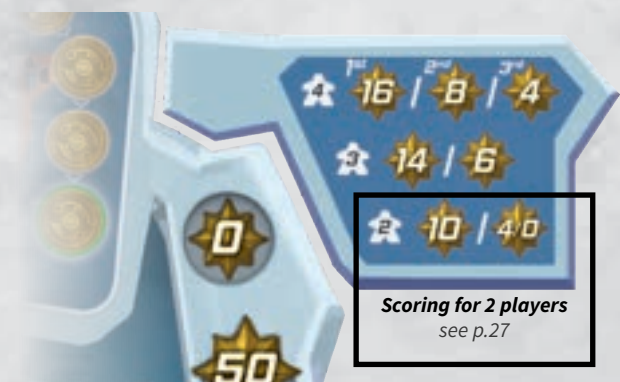
In case of a tie, the points of the affected places are added together and then divided by the number of players in question.

Example:

In a 4-player game, if 2 players tie for first place, they each will score 12 prestige points that are calculated as follows:
16 points for the 1st place and 8 points for the 2nd place = 24 points.

24 points divided between the 2 players tied in first place = 12 points.

The player in 3rd place scores 4 prestige points.





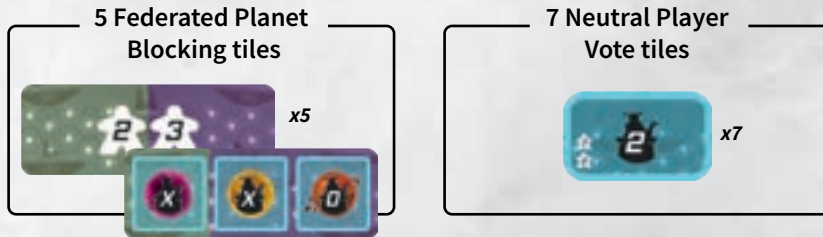
The delegation with the most prestige points wins the game and joins the Federation. In case of a tie, the victory is shared.

3-PLAYER GAME

When playing a 3-player game, the rules are the same as with 4 players except for the following modifications:

A / Components for 3 players

With 3 players, add the components marked with  and 



B / Setup

Place each Major Project marker on the corresponding space on the Funding track.



Place each Medal of Honor on the corresponding spaces.






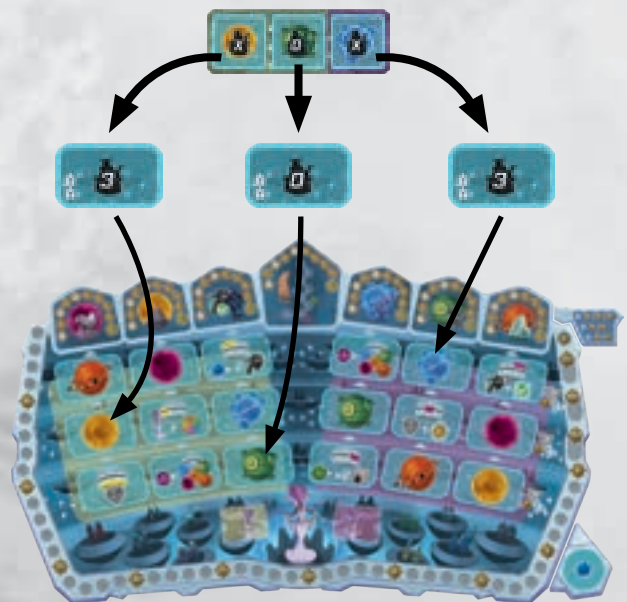
Shuffle the 5 Federated Planet Blocking tiles, then place them in a facedown stack next to the central board. Reveal the first tile.

Place the Neutral Player Vote tiles next to the central board.

C / How to play

1 / At the beginning of each round, reveal a Federated Planet Blocking tile and block the corresponding action spaces with the designated Neutral Player Vote tiles (**X corresponds to the round in play**). Use the Neutral Player Vote tiles corresponding to the current round. The tile with a value of 0 is used for every round.

Example: this Federated Planet Blocking tile is revealed at the beginning of round 3. Place the 2 Neutral Player Vote tiles with a value of 3 (3 corresponding to the current round) on the yellow planet space  on the left side (yellow) and on the blue planet space  on the right side (pink). Place the Neutral Player Vote tile with a value of 0 on the green planet space  on the left side (yellow).




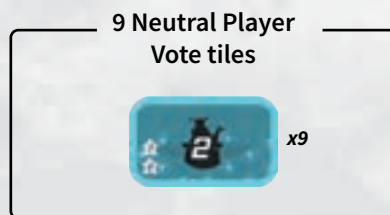
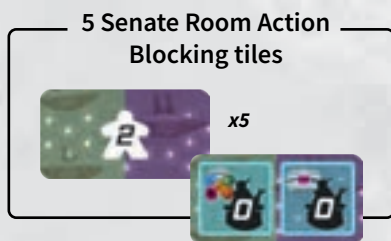
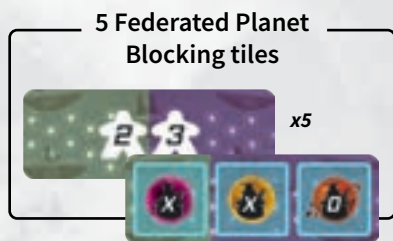
2 / At the end of the round, remove the 3 Neutral Player Vote tiles.

2-PLAYER GAME

When playing a 2-player game, the rules are the same as with 4 players but with the following modifications:

A / Components for 2 players

With 2 players, add the components marked with 



B / Setup

Place each Major Project marker on the corresponding space on the Funding track.



Place each Medal of Honor on the corresponding space.





Shuffle the 5 Federated Planet Blocking tiles and the 5 Senate Room Blocking tiles into separate facedown stacks. Place each stack next to the central board. Reveal the first tile of each stack.


Place the Neutral Player Vote tiles next to the central board.

C / How to play

1 / At the beginning of each round, reveal a Federated Planet Blocking tile and a Senate Room Blocking tile. Block the corresponding action spaces with the designated Neutral Player Vote tiles (X corresponds to the round in play). In addition, block the Spy action space located in the opposite side of the side where a Senate Room has been blocked with a Neutral Player Vote tile with a value of 0. Use the Neutral Player Vote tiles corresponding to the current round. Both tiles with a value of 0 are used for every round.

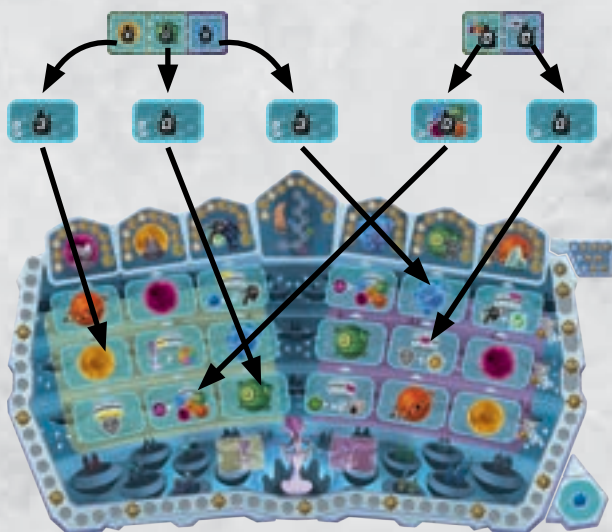
Example: this Federated Planet Blocking tile and the Senate Room Blocking tile corresponding to the Patrons' lounge are revealed at the beginning of round 3.

Place the 2 Neutral Player Vote tiles with a value of 3 (3 corresponding to the current round) on the yellow planet space  on the left side (yellow) and on the blue planet space  on the right side (pink).

Place a Neutral Player Vote tile with a value of 0 on the green planet space  on the left side (yellow).

Place a Neutral Player Vote tile with a value of 0 on the corresponding Senate Room, in this case, the Small lounge, AND block the Spy action located on the opposite side, in this case, the left side (yellow), also with a Neutral Player Vote tile with a value of 0.

2 / At the end of the round, remove the 5 Neutral Player Vote tiles.



D / End of the game

Scoring the Major Projects: (only The Major Projects that are entirely funded, see p.25)



The player with the better ranking on the Major Project scores **10 points**.

In case of a tie, each player scores 7 points.

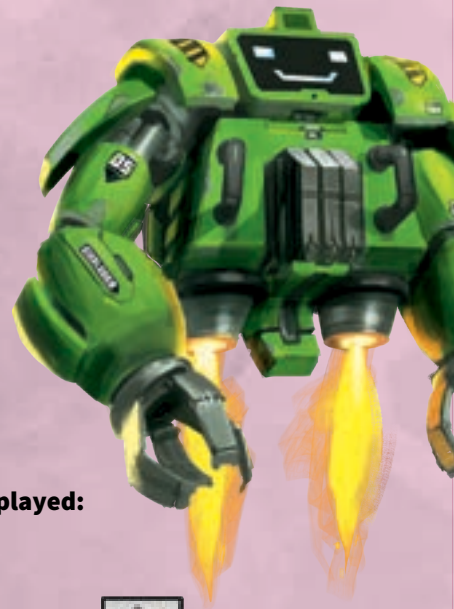


The second player scores:

- **4 points** if their level of influence / number of Special Missions / level of contribution is only 1 or 2 less than the first player's.

- **0 points** if that gap is 3 levels or more.

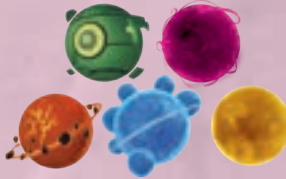
ERUDITE TILES (ATALUM)



When you perform an action on Atalum, take one level 1 Erudite tile that you do not own yet or an Erudite tile of a higher level if you have the next lower level.

You cannot own 2 Erudite tiles with the same character (level and color).

The time symbol on the Erudite tile indicates when it can be played:



1. Immediately.

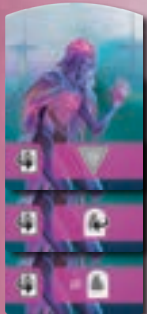
2. One of the next times you perform an action on the planet.

3. Anytime during this turn or one of your next turns.

You can apply the effect only once. Then, the tile is turned facedown.

Each level is composed of 3 Erudite tiles. The Erudite tiles are numbered so that you can easily find the bonus of each tile.

You will find the bonus detail of each Erudite tile below.



1A1

Take a level of authority +1 token. **Until the end of the round**, your level of authority is increased by 1. Discard the token at the end of the round.



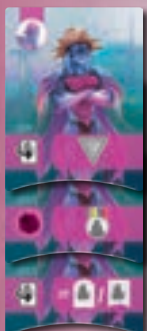
1A2

Turn one of your level 1 Erudite tiles faceup. If the effect is immediate, gain the bonus immediately. Once the effect is applied, turn it facedown.



1A3

Copy the effect of any faceup level 1 Erudite tile on Atalum or any faceup level 1 Erudite tile you have.



2A1

Take a level of authority +2 token. **Until the end of the round**, your level of authority is increased by 2. Discard the token at the end of the round.



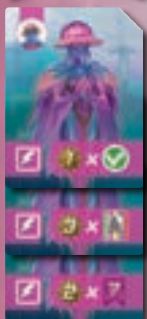
2A2

One of the next times you perform an action on Atalum, you choose **any** 1 of the available level 3 Erudite tiles, disregarding prerequisites.



2A3

Copy the effect of any faceup level 1 or level 2 Erudite tile on Atalum **or** any faceup level 1 or level 2 Erudite tile you have.



3A1

Immediate effect – Gain 1 PP per **available** Special Mission.



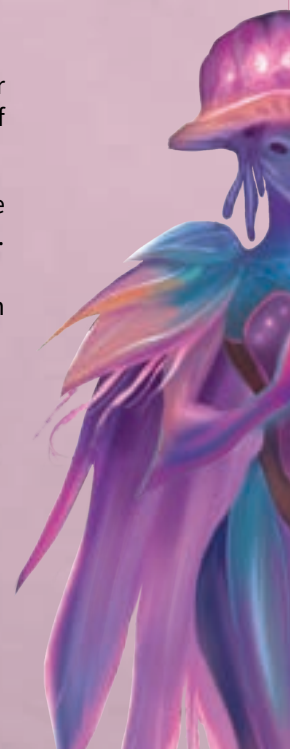
3A2

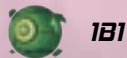
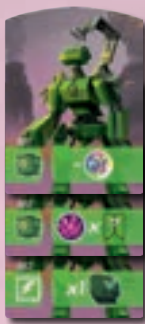
Immediate effect – Gain 3 PP for each Erudite tile you have of a different color.



3A3

Immediate effect – Gain 2 PP per level of influence on Atalum.





1B1

One of the next times you perform an action on E81216, the cost of any of the structures is reduced by 1 crystal of your choice.



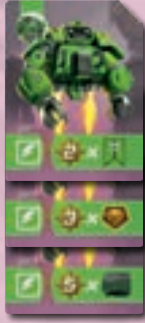
1B2

One of the next times you perform an action on E81216, gain 1 Lavandium per level of influence on E81216.



1B3

Immediate effect – Gain the bonus of the production structure of your choice for free. **Do not place a Robot pawn on the Production Structure.**



2B1

One of the next times you perform an action on E81216, the cost of any of the structures is reduced by 2 crystals of your choice.



2B2

One of the next times you perform an action on E81216, gain 1 Copernium per level of influence on E81216.



2B3

Immediate effect – Gain the bonus of 2 production structures of your choice for free. You can gain the bonus of the same production structure twice. **Do not place a Robot pawn on the Production Structure.**



3B1

Immediate effect – Gain 2 PP per level of influence on E81216.



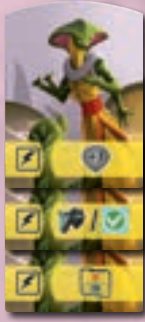
3B2

Immediate effect – Gain 3 PP for every gold diamond in your reserve.



3B3

Immediate effect – Gain 5 PP per megastructure where you have a Robot pawn.



1C1

Immediate effect – Gain 1 degree of authority.



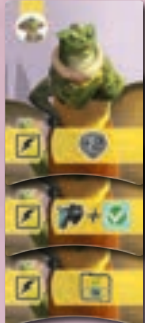
1C2

Immediate effect – Take 1 spaceship and place it in your hangar or place a Special Mission token on the Special Mission of your choice.



1C3

Immediate effect – Place 1 Trade disc on a level 1 stall of your choice for free. **Do not receive the bonus.**



2C1

Immediate effect – Gain 2 degrees of authority.



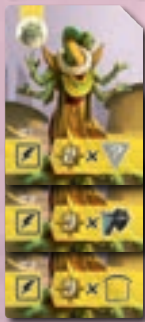
2C2

Immediate effect – Take 1 spaceship and place it in your hangar and place a Special Mission token on the Special Mission of your choice.



2C3

Immediate effect – Place 1 Trade disc on a level 1 stall of your choice for free and **gain the corresponding bonus.**



3C1

Immediate effect – Gain twice your level of authority as PP.



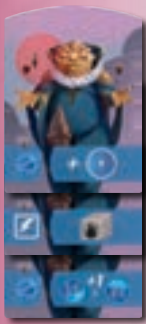
3C2

Immediate effect – Gain 3 PP for every spaceship in your hangar.



3C3

Immediate effect – Gain 3 PP for every Trade disc you have on a level 2 stall.



1D1

One of the next times you perform an action on 6Moon, gain 1 additional **power 1** Alteration token (taken from the supply next to the game board).



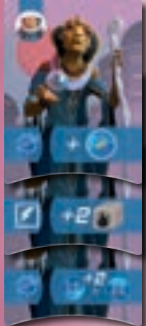
1D2

Immediate effect – Receive your Assistant die with a value of 1 or increase the value of your die by 1.



1D3

One of the next times you perform an action on 6Moon, move 1 additional space forward. **You only receive the Alteration token of the last moon you landed on.**



2D1

One of the next times you perform an action on 6Moon, gain 1 additional **power 2** Alteration token (taken from the supply next to the game board).



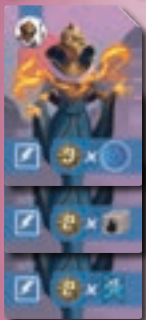
2D2

Immediate effect – Receive your Assistant die with a value of 2 or increase the value of your die by 2.



2D3

One of the next times you perform an action on 6Moon, move 2 additional spaces forward. **You only receive the Alteration token of the last moon you landed on.**



3D1

Immediate effect – Gain 3 PP for every Alteration token in your possession that you haven't used yet.



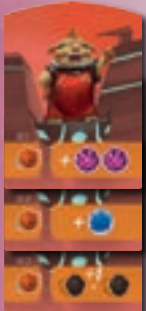
3D2

Immediate effect – Gain twice the value of your Assistant die as PP.



3D3

Immediate effect – Gain 2 PP per level of influence on 6Moon.



1E1

One of the next times you perform an action on Neo, gain 2 additional Lavandium.



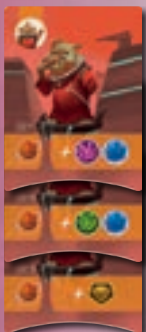
1E2

One of the next times you perform an action on Neo, gain 1 additional Oceanium.



1E3

One of the next times you perform an action on Neo, move 1 additional space forward. You only receive the resources of the last Asteroid you landed on.



2E1

One of the next times you perform an action on Neo, gain 1 additional Lavandium and 1 additional Oceanium.



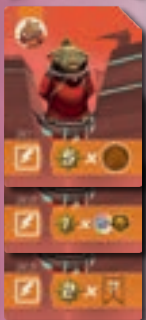
2E2

One of the next times you perform an action on Neo, gain 1 additional Coppernium and 1 additional Oceanium.



2E3

One of the next times you perform an action on Neo, gain 1 additional gold diamond.



3E1

Immediate effect – Gain 5 PP for every Asteroid token you have (both regular and dead).



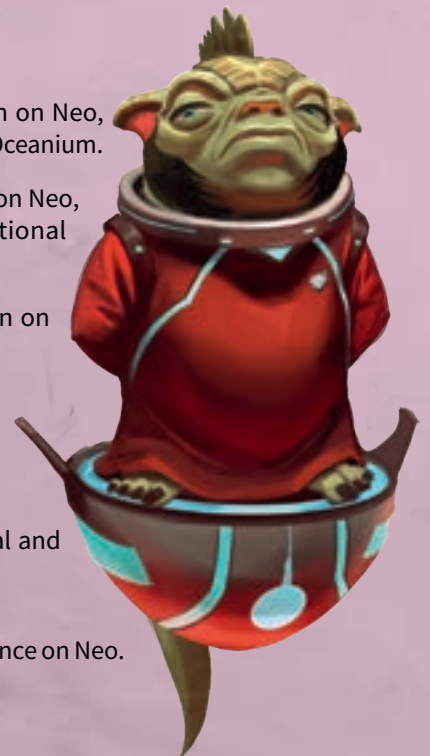
3E2

Immediate effect – Gain 1 PP for every crystal and gold diamond in your reserve.



3E3

Immediate effect – Gain 2 PP per level of influence on Neo.



DEEP SPACE TILES

As soon as you reach the highest degree of authority, take the pile of Deep-Space tiles and choose 1 of them. (At the beginning of the game, the number of Deep-Space tiles is equal to the number of players + 1.)

Reveal the tile you have chosen, place it on your player board, and immediately receive the corresponding bonus. (A Deep-Space tile counts immediately as a completed mission. You do not need to place a spaceship.)



Move the Major Project marker of your choice (including the Joint Major Project) 2 spaces forward, or move two markers 1 space forward.
Take 1 spaceship from the supply and place it in your hangar.

Place a Special Mission token on all Special Missions.



Take the 2 power 4 Alteration tokens placed next to the central board and choose 1 of them.

Perform 1 action on Atalum.



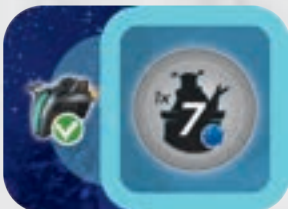
Place 1 Trade disc on a level 2 stall of your choice for free and gain the corresponding bonus.
Gain 1 Oceanium.



Your level of authority is increased by 3 until the end of the game.

Receive your Assistant die with a value of 1, or increase the value of your die by 1.

Gain 1 Oceanium.



Receive an additional Ambassador token with a Voting power of 7. During the round when you play this pawn, you will play 5 turns instead of 4. This token does not have a Funding side. **Return the token to the box after it has been used.**

It can be covered with an Alteration token.



Your level of authority is increased by 1 until the end of the game.

Receive your Assistant die with a value of 6 or increase the value of your die to its maximum.



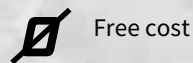
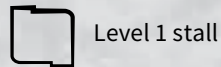
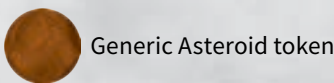
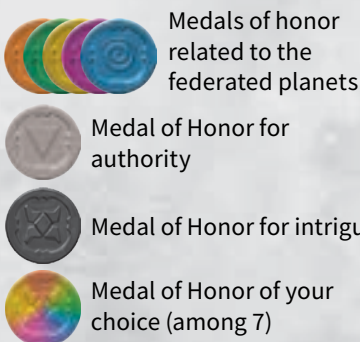
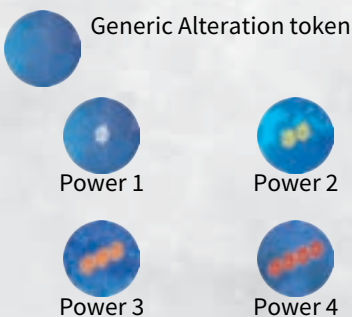
Place 1 Robot pawn on the Production Structure or Megastructure of your choice for free. Gain the corresponding bonus or prestige points.



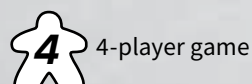
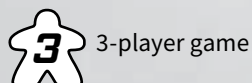
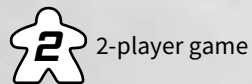
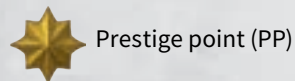
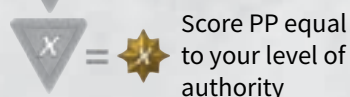
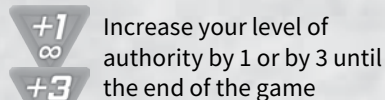
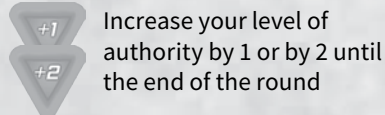
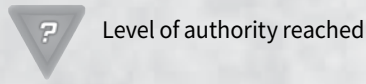
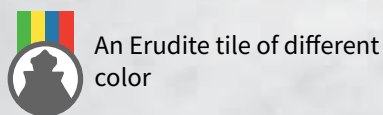
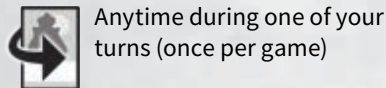
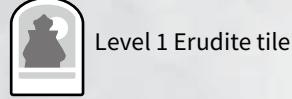
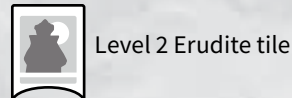
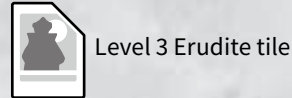
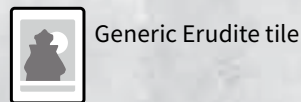
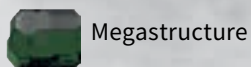
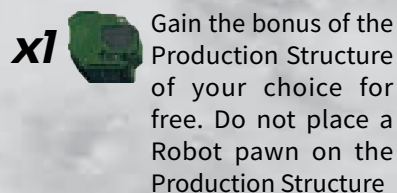
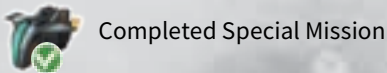
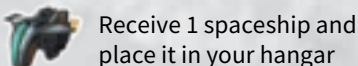
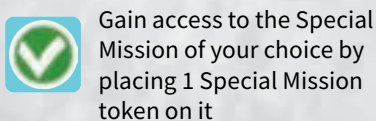
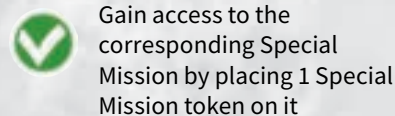
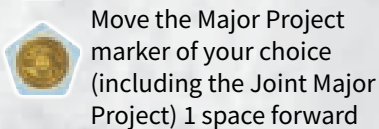
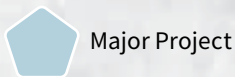
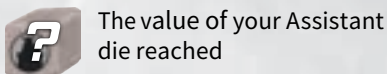
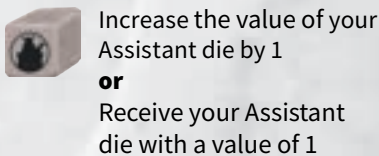
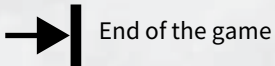
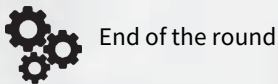
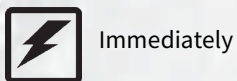
Perform 1 action either on 6Moon or on Neo.

Receive 1 Medal of Honor of your choice and place it on your player board. If you choose the Medal of Honor for a federated planet, take the Medal of Honor corresponding to the highest level of influence.

ICONS



Level of influence reached on the different federated planets



Credits

A game from Dimitri Perrier and Matthieu Verdier • Development: Dimitri Perrier
 Illustrations: Miguel Coimbra • Translation: Adèle Renard • English Translation Editing: Ken Hill, Scott Tepper, Alex Colby
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