

# Among the Stars Rules Summary

Among the Stars Rules Summary		
Version	Version Description	Date
1.0	Initial Draft	11/21/2017
<b>Overview &amp; Setup</b>		
<u>Game Overview</u> Plays 2-4 players. Game is played over period of 4 years, each represented by a round in which players take 6 turns constructing space station rooms for VP.		
<u>Base Setup</u>		
<ul style="list-style-type: none"> <li>• Form Base deck: Select Basic (#) locations, select evenly among color categories to form base deck.</li> <li>• 3 Player: 18 Basic locations. Remove all "4" cards. Add 18 special "S" cards to basic deck. Shuffle.</li> <li>• 4 Player: 18 Basic locations. Add 24 special "S" cards to the basic deck. Shuffle.</li> <li>• 2 Player: 10 Basic locations. Remove all "4" cards. Add 18 special "S" locations to basic deck. Shuffle.               <ul style="list-style-type: none"> <li>○ Split into 4 stacks of 12 cards each. Draw 6 cards from 1<sup>st</sup> stack &amp; place face up.</li> </ul> </li> <li>• Place scoreboard (put player markers on "0" space) &amp; face up objectives = # of players</li> <li>• Each players gets 1 main reactor with 2 energy cubes on it &amp; chooses a race</li> </ul>		
<b>Round (4 rounds, each representing 1 year)</b>		
<b>Step</b>	<b>Details</b>	
<b>New Round Upkeep</b>	Start of each round. Each player collects 10 credits & draws 6 location cards. Advance the year marker.  <u>2 Players:</u> Collect 10 credits. Draw & place 6 cards from next year stack.	
<b>Turn (6 turns per round)</b>		
<b>Step 1: Choose a card</b>	Select a card & place it face down in front of you.  <u>2-Players:</u> First player selects a face up card from the stack for the current year. Second player then does.	
<b>Step 2: Select an Action</b> <ul style="list-style-type: none"> <li>• <b>Build Location</b></li> <li>• <b>Build Power Reactor</b></li> <li>• <b>Discard &amp; Gain 3 credits</b></li> </ul>	<b>Use your selected card to:</b> <u>Build location:</u> Place card orthogonally adjacent to existing location (main reactor on 1 <sup>st</sup> turn). Pay cost + energy by removing Power cubes. Gain VP. Execute action of white ribbon if applicable.  <u>Build Power Reactor:</u> Place orthogonally adjacent. Place 2 cubes. Pay 1 credit.  <u>Gain 3 credits:</u> Discard selected card & gain 3 credits	
<b>Step 3: Pass remaining cards</b>	Pass remaining cards to left or right depending on the year.  <u>2-Players:</u> Draw & place 2 more cards from the current year stack.	
<b>Scoring</b>		
<b>After 4<sup>th</sup> Round (Year)</b>	Check all cards with yellow frames for bonus VP. Gain 1VP for reactor w/o cubes, 1VP per 3 credits, gain VP for objectives (only 1 player – if 2 qualify, no one gets bonus).	
<b>Ambassadors Expansion</b>		
Deal 5 bureau cards (1 of each type) to players. Shuffle ambassadors into 2 decks ("I" is 1 <sup>st</sup> 2 years, "II" is last 2 years). At beginning of each year, draw 3 ambassadors from "I" (year 1 or 2) or "II" deck (year 3 or 4). <b>New action "Invite ambassador":</b> Discard selected card. Place selected ambassador in front of you & pay any costs. Build a bureau for them in your station. Apply ambassadors' ability as appropriate.		