

Assigning Dice to a Phase:

Step 1: Roll dice.

Step 2: Place dice under corresponding phases based on the face of the die.

Step 3: Move one die of your choice on an action square. This forces that phase to be active.

Step 4: You MAY use the *Dictate* power to move one die to another phase by setting aside an additional die as inactive this turn (it will go in cup).

Step 5: You may use any available *Reassign* powers if you wish.

All dice now **count as an action die of the phase they are placed in**, regardless of what face is showing. Do NOT rotate the die to match phase.

Explore Phase:

- During the *Explore* phase if either stacks become empty any developer or settler dice on the empty stack remains there. They are only removed from an empty stack at the end of the *Develop* or *Settle* phases.

- Tiles abandoned go under the *Explore* phase tile until the end of the phase.

Develop and Settle Phases:

- At the end of these phases, if there are any developer or settler dice in the *construction zone* on an empty stack, they are returned to your dice cup.

- You can use a development's power in the phase it was built.

Produce Phase:

- When producing, the producer die becomes the good and is placed on an open world tile.

Ship Phase:

- A consumption (purple) die matches (is treated as) any color. When used as either a good or shipper it earns the +1 VP as if it was the world's color.

- The good's trade value is determined by its world's color (instead of the good's color).

Manage Empire Phase:

- During the *Manage Empire* phase you must recruit as many dice from the *Citizenry* to the dice cup as you can afford.

- During the *Manage Empire* phase you can *Recall* any developers or settlers dice from their *construction zone* stacks and goods from worlds and put them back in your dice cup (at no cost).

Game End:

- At game end you will want to *Recall* all your workers on the *construction zone* stacks and goods on worlds (move them into your dice cup) because money and dice in dice your cup are tie-breakers.

General:

- You do not need workers assigned to a particular phase to trigger powers that occur during that phase, but the phase would have to be selected during the round by a player.

- All workers perform their tasks sequentially, one-at-a-time. Players do not have to declare in advance what tasks their workers will do.

- Consumption (purple) dice only count as other die colors when matching colors for earning VP's during the Consume part of the *Ship* phase.

- The die placed on the phase strip (to select a phase) during the *Assign* step is still counted as a worker when the phase is carried out.

- You must use all your workers (dice) if at all possible during each active phase.

- When a need for strict timing occurs, do the phase in clockwise player order, starting with the player with the lowest numbered faction tile.

Rules Errata:

- Page 2, Setup, step 3, Citizenry illustration: change the red die to a brown die.

- Page 6, Develop, second paragraph, first sentence: change "If" to "Once".

- Page 6, Settle, second paragraph, first sentence: change "If" to "Once".

- Page 11, Clarification, add: Alien Research Ship: One of its extra Explorers being an Alien die matters only for a few Explore powers.