

Setup:

When creating the event deck, are the cards shuffled together or just stacked easy to hard? The rulebook just says take cards randomly.

A: The event deck should be shuffled after all 20 cards have been selected.

When setting up the S.U.S.A.N. at the beginning of the game, should the tiles be shuffled?

A: The rulebook does not state to shuffle the tiles, but I think it is implied that you should. Somewhere on the forums Adam commented that he recommends shuffling them as you put the game away when you are done.

What is the small cardboard triangle with the lock symbol on it for? It is not in the rulebook.

A: Players can use that token to indicate if they are finished placing tiles and resolving actions, meaning they are ready for the next round of play. It can be helpful in larger groups to make sure nobody gets left behind. Players can also point their triangle at a specific depot so everyone know who takes tiles from what segment of the S.U.S.A.N.

General Rules: Sept 17, 2024 Rover related questions have been moved to their own section.

Do I have to use the full movement available when moving rovers based on the track, or cards?

A: You can use as much or as little as you would like.

If a card asks me to regress any track by 3, can I choose a track that can only move down two, even if another track can move the full 3?

A: You must regress as much as possible, if all tracks are tied, you can choose. In this case, you must move the marker on the track that can move down 3.

If a tracker lands on a synergy boost, can I move any tracker up one space, including the tracker that triggered this effect?

A: Yes, you can move any tracker you want.

What happens at the end of the game if I cannot place a tile, but choose, or have to draft one with the energy resource?

A: You must move up the other resource on the tile twice.

If I regress on a resource track and move back up later, do I collect rewards, even if I have already collected them before?

A: Yes.

If I regress on the Tech track below a Tech Lvl I have unlocked, do I lose that ability?

A: Yes, Tech Lvl's are only considered unlocked if there is a resource tracker at or above that level. If you go below, you lose that ability until you advance back up.

If a tile has both a meteor and a resource icon on the same space, do you still gain the resource when placing the tile?

A: Yes, the meteor only negates scoring at the end of the game for its respective column and row, not resources themselves.

Can the Station Commander (active player) choose a depot that does not contain a tile they can place in order to end the game on purpose?

A: Yes, you can choose any depot, even if you cannot place a tile.

Does a life pod on a space on the board count as filled in for the purposes of end game scoring?

A: No, spaces with a life pod are considered empty, and that row and column would not be scored.

Do I gain resources from tiles I cannot place when triggering the end of the game?

A: You get 1 resource for each color/icon on the tile. So if you choose a Rover/Tech tile, you would get one Rover track increase, and one Tech track increase. In the event that you draw a tile with an energy resource, you must take two of whatever other resource is on the tile.

Are players allowed to pick up tiles and check for fitment and orientation on their planet boards? Doing so reveals the tile beneath it and players would know what it is if the player put the original tile back.

A: "We generally let players pick up a tile, try it on board, flip/ rotate, then return it to top of stack if they wanted the other tile. --- Sometimes spatial decisions take visualization." -Adam Nov 8, 2023

How does the resolution order of multiple effects work? For example, if I place a tile, can I first move on 1 track, then move on the second one, then gain the bonus offered by moving the first one?

A: You can resolve any gains in the order you wish. Think of it like a stack of pending gains to resolve, additional gains are added to the stack and you can resolve them in the order you choose. From the example: the two track increases from the tile's resources are a gain, the synergy boost from one of the tracks is another gain. Nov 8, 2023

When do I resolve "Once Per Game" benefits?

A: In general, the player can choose when to resolve the ability. "The intent here is to allow the player to choose when to use the ability, but to restrict the powerful ability to a once per game regardless if the tech is unlocked more than once during play through regression/advancement." -Adam Nov 8, 2023
(Flux Industries works slightly different, see that entry for details)

Rover Rules: Sept 17, 2024 Moved any rover related questions from General to this new category

Can I have more than one rover occupying the same space?

A: No, only one rover per space.

What happens if I gain a rover from moving up my rover tracker doing something other than placing a tile?

A: Whenever you gain a new rover for any reason, it is always placed on any square on the most recent tile you placed, even if it does not have a rover resource.

What happens to a meteorite on a tile if I gain a new rover when placing it, and choose to place the rover on the same square as the meteorite?

A: You immediately collect the meteorite.

If I regress on the rover track, do I lose my rover if I go below the space that grants a new one? What if I go back up again, do I get another rover?

A: You do not lose your rover for regressing on the track. If your tracker hits the gain a new rover space, you gain another, if available, even if you already gained a rover from that specific spot.

What if I gain a rover by regressing or special effects and I already have all of my rovers out?

A: Each corporation has a set number of available rovers, shown by the icons in the bottom left of the corporation board. If you have already claimed all of the rovers in your supply, you cannot get any more.

If a rover is destroyed, can I get it back later by regressing on the rover track and going back up again?

A: No, the icons in the bottom left of the corporation board indicate how many rovers you have available to you at the beginning of the game, destroyed or not.

Can I do actions or effects in between resolving rover movement?

A: Yes.

How does gaining rover movement work exactly?

A: "Rover movement is a value that can technically be added to or spent at any time during the turn. If you gain rover movement, you do not need to immediately spend it." -Adam. Rover movement may be spent on a single rover, or spread between rovers however you wish. *Sept 17, 2024*

Corporations:

Cosmos Inc.

If I place a life pod over a space that grants Medals at the end of the game and my tracker is higher than that spot, do I score medals according to the value under the life pod or the next highest value?

A: "Benefits and medals covered by life pods are ignored" (rules page 11). You would use the next highest scoring value.

If I place a life pod over a space that grants a Tech Lvl (1, 2, 3, 4), do I still have access to the Tech?

A: No. "Benefits and medals covered by life pods are ignored" (rules page 11).

Tech Lvl 4 says "Rovers moving onto energy terrain do not spend movement." Does this only count the first movement onto energy terrain, or can you get extra free movement when traveling through multiple energy terrain spaces?

A: You do not spend movement points when moving from any space to an energy space, it does not matter if you are moving from one energy space to another, it is free either way.

Flux Industries

Does Tech Lvl 1 "Gain two movement for each rover starting the round on terrain of the flux track" apply every round, even if I don't draft a tile with a rover resource?

A: Yes, you get to move your rovers every round, no matter what tile you choose to draft.

What are the Milestones that Tech Lvl 2 are talking about?

A: The milestones for each track are the spaces with the same resource icon that is below that track, or on the tile. The Civ milestone grants you Civ cards, the Rover milestone gives you another rover, the Biomass milestone gives you a Biomass patch, and the Tech milestone gives you a new Tech Lvl. The water track does not have any milestones. (see rules page 4-5)

When I am advancing my tracker due to Tech Lvl 2, do I game all the rewards I pass? Do I gain the Milestone where the tracker stops?

A: "Yes you should gain all benefits along the way including the next milestone." -Adam *Nov 8, 2023*

When do I move my tracker due to Tech Lvl 2? It says once per game.

A: You can move it any time while Tech Lvl 2 is unlocked. "...the tech must be unlocked to use the once per game ability. If the player advances and does not utilize their once per game ability then they would have missed their opportunity." -Adam *Nov 8, 2023*

When do I switch my Flux track? Can I get the benefit of one track, switch from resolving a benefit and then use the benefit of the new track?

A: "You switch the flux track at the moment you advance your tech tracker onto the next tech milestone, and as a result you can gain more than one single tech benefit during these transition turns." -Adam *Nov 8, 2023*

Horizon Group

Can my rover pick up/hold multiple meteorites?

A: No, each rover may only hold one meteorite at a time.

What happens to meteorites left on top of rovers at the end of the game?

A: "It is most intuitive when scoring that the rover (and the meteorite on top of it are both removed from the planet and destroyed) to keep the visuals simple and intuitive. The player should not be punished for not being able to deliver the meteorite, but not rewarded for not being able to deliver it either." -Adam. Based on his quote, they are removed from the game and do not count against your scoring of columns and rows.

Does Tech Lvl 2 "Gain one movement for each rover carrying a meteorite at the start of the round" give me rover movement every round, even if I don't draft a tile with a rover resource?

A: Yes, you get to move your rovers every round, no matter what tile you choose to draft. Think of rover movement as a resource that you can spend, regardless of if you draft a rover resource/tile. A rover resource/tile simply awards you with rover movement resources.

Jump Drive

Tech A says "gain a synergy boost instead of a biomass patch. Once per round." Is this mandatory or optional?

A: It is optional, you can choose to keep the biomass patch instead if you want.

Tech B allows you to teleport a rover from a terrain type on a tile, to a tile with the same terrain type. Do I have to move to a different tile, or can I stay on the same tile, but move to a different square?

A: You can move your rover to another square on the same tile as long as the terrain matches.

Tech D says: "You may treat a tech resource as energy during tile placement." What does this mean exactly and why is it helpful?

A: If the tech is active and you're placing a tile with a tech resource, you may treat the tech resource the terrain underneath on this tile as an energy instead. For example, a Tech / Rover tile could choose Rover and Rover as advancements, or whatever the Tech terrain is adjacent to (with normal terrain area extension if adjacent to other energy terrain). *Nov 8, 2023*

Tech E says: "Choose a tracker and claim all benefits in its row. Once per game." Does that include Medals? If so how do I track that?

A: *Pending Answer* Also keep in mind this is the horizontal row, 1 space in each track and not the vertical column of 1 entire track. *Nov 8, 2023*

Can I place Lifepods collected by CIV cards on my Techs or just Lifepods collected by my rover?

A: "Lifepods collected (via rover or civ card) can be placed to unlock tech. The key here is the word collect or collected." -Adam *Nov 8, 2023*

Makeshift

If I shift a marker laterally with Tech Lvl 3 and gain a bonus, can I keep moving the same marker left and right, gaining the same two bonuses multiple times?

A: Yes.

Tech Lvl 2 says "+1 to rover movement if more than one tracker occupy the rover track." Do I get that movement even if I don't gain a rover resource this round?

A: No, this bonus adds to the movement you would get underneath the rover tracker if you were to move it up.

This does not work like the other corporations that add rover movement at the start of the round, regardless of whether or not their rover tracker advances this round.

What happens if I need to advance a tracker and a different one is blocking the progression

A: A resource tracker may block another resource tracker from advancing. (rules page 13)

If there are no trackers present on the Technology track, what happens to my unlocked Techs?

A: You must have a resource tracker (doesn't matter which one) on the track to have Tech unlocked. If you leave the track with all trackers, you lose the Techs' abilities until a tracker enters the track again. After that, you will have all Tech Lvl's at or below that tracker unlocked. (say that 5 times fast!)

Oasis Ultd.

If my water resource tracker is in a different column at the end of the game, will I score medals based on my blue column, or the one it is in?

A: Score medals based on the last space reached on the blue track, even if the tracker is elsewhere.

Do I get rover movement from Tech Lvl 2 when my rover is on ice and water?

A: No, you only get extra movement for rovers starting on water terrain (blue squares on tiles) not planetary ice (blue squares on planet board).

Does Tech Lvl 2 "Gain one movement for each rover starting the round on water terrain" apply every round, even if I don't draft a tile with a rover resource?

A: Yes, you get to move your rovers every round, no matter what tile you choose to draft. (see explanation under *Horizon Group*)

Tech Lvl 1 says "Skip over another tracker blocking your advancement." If there are two or more trackers blocking advancement, do you jump over all of them?

A: Yes, you jump over all of them onto the next empty space on your blue path.

Republic

What does the "End of Game." clause mean at Tech Lvl 5?

A: You trigger this tech at the end of the game, not when your tracker reaches the space to unlock it.

Tech Lvl 2 says "Add a card from the next rank to your choices when you claim a civ milestone." Does this card come from the available ones in the game, or from the ones set aside to the box during setup?

A: "Yes, taken from the cards currently in play specifically. In the case where all cards of the higher rank have been claimed, then ignore this ability." -Adam Nov 8, 2023

Tech Lvl 1 says "Gain movement based on your rover tracker when you draft a civ tile." Does this mean I move my rover before I place the tile or after?

A: You simply gain rover movement that you can spend any time during your turn. This can be spent before or after the tile placement. Moving before can be helpful to move rovers out of the way of the tile and moving after can be nice for picking up meteors. Nov 8, 2023

Universal Coalition

Tech Lvl 2 allows you to save biomass patches to be placed at the end of the game. If I regress on that tracker and lose the tech, am I forced to play all of my biomass patches immediately?

A: No. The patches you have already set aside will stay set aside, but any future ones you gain have to be placed immediately, until you gain Tech Lvl 2 back.

Tech Lvl 3 grants +1 rover movement. Do I get that every round, or only when I move my rovers normally?

A: This effect comes into play any time you are already moving your rovers, for any reason. This includes moving your tracker by gaining a resource, civ cards, or any other means.

Tech Lvl 4 grants an additional bonus when placing a water tile over planetary ice. If that tile has an energy resource on it as well and I choose to use the attached water resource on that tile, do I go up the track one time like normal, or twice?

A: No, Tech Lvl 4 only grants an additional water bonus when placing water tiles, you do not get the bonus when using energy resources.

Wormhole Corp.

Can you advance the biomass tracker (green) by using an energy resource?

A: No. Only advance a biomass tracker from *tile placement* when you expand a biomass terrain area.

Can you advance the biomass tracker (green) by using a synergy boost?

A: Yes, the rule above only applies to tile placement.

Do you advance the biomass tracker when expanding a biomass terrain area by placing a biomass patch (1x1 square)?

A: No, a biomass patch is not considered a tile, and you only move up the biomass track when placing a *tile*.

Tech Lvl 2 allows you to place Biomass Patches on top of existing tiles. What happens if I place it over a space with a meteorite?

A: You cannot place the patch on a space with a meteorite. however if you unlock Tech Lvl 5, you can, and it is destroyed in this case.

Planets:

Arashi

Can I place biomass patches on Arashi's Ring?

A: According to the rulebook *NO*. However the rule on the player board specifies *tiles* may not be placed on the ring without anchoring them, but according to the rules, biomass patches are not considered tiles. Probably just inconsistent wording.

Cerberus

What is considered the edge of the planet in terms of scoring objectives?

A: The outer perimeter of each planet is considered the edge.

Charybdis

Gaia

Do cities count as completed squares at the end of the game for scoring rows and columns?

A: No, if you did not cover a city, you will score two points for the city, but will not be able to score the row or column that city is in.

K-273

K'aax

Lacuna

Can a rover drive onto or over the holes in the planet?

A: No, the holes in the planet should be considered outside the play area, similar to how you treat the edges of the planet board.

Oblivion

When scoring objectives the the edge of your planet, do you count the inside edge of tiles, closest to oblivion, or the outside edge, closest to the edge of the board?

A: ~~The inside edge is considered the edge of the planet.~~ "Perimeter means the external border, and not the internal border." -Adam Nov 8, 2023 *Strikethrough incorrect answer.*

Pajitnov

Are rovers and lifepods destroyed by tiles sliding into place?

A: No, unless they are located on one of the squares where the tile ends up. "If a tile is *placed* onto a lifepod or rover, the lifepod or rover is destroyed and removed from the game permanently." (rules page 4)

Do rovers and lifepods stop tile sliding or do the tiles slide through?

A: Not sure on this one, but I would assume the only thing that stops tiles from sliding is another tile, or the edge of the play area. Will update when this is answered on another post.

What does sliding into position mean exactly?

A: In the physical game, it literally means you must place the tile onto the surface of your planet interior or exterior and physically be able to maneuver it into position without lifting it or moving other tiles.

When placing onto your planet interior or exterior, it does not need to be a legal tile placement, but the end positioning does need to result in a legal tile placement. -Adam Nov 8, 2023

Persephone

Can I place a tile so it is spanning more than one quadrant at a time?

A: Yes. As long as the terrain on the tile obeys the restrictions on the board.

Petra

How do the electric currents work exactly?

A: Squares with electric current on them are simply squares with energy terrain. They work the same as energy terrain on a tile and if you place a tile with energy terrain next to an electric current, they will create one large energy terrain mass.

Do electric currents count as filled in spaces for the purposes of scoring end of game columns and rows?

A: No.

Do electric currents count as energy terrain for objective cards?

A: Yes.

Special thanks to @Caipirinha for his work on [this](#) post.

Tartarus

The description says "There are two points of the chasm that may be crossed if your rovers have diagonal movement tech." Where can I cross?

A: There are two grid intersections where the chasm looks like it is fading out visually, that is where you can cross. *Nov 8, 2023*

Objectives:

Do 1x1 biomass squares count towards objectives for having the most or least biomass tiles?

A: No, biomass squares (1x1) are not the same as biomass tiles, and do not count towards the most or least amount of tiles. They do however count towards the largest area.

If both neighbors tie for an objective, with zero of the certain goal, do they still score two points for a tie?

A: If both players tie, even if they get zero of the objective done, they still score 2 medals.

If an objective card states I need a 2x5 area of a certain terrain type on my board, am I able to rotate the pattern so that it is 5x2?

A: Yes, you just need 5 squares across and 2 down, either vertical or horizontal.

If an objective card states "Create a terrain area containing six civ resources", does it need to be exactly six or can it have more?

A: Your terrain area just needs at least 6 to score, more is fine.

CIV Cards:

If I regress on the CIV track, do I lose my CIV card?

A: No, you keep it. *Nov 8, 2023 Moved from General to CIV*

Do I score meteorites twice, once like normal, and again if I have meteorite scoring cards, or only one time?

A: The meteorite scoring cards modify your normal scoring.

When collecting a set of CIV scoring cards (like the meteorites cards, or the cards that give you 1, 3, 6 or 10 points), does each card score points based on how many I collected, or do I only score it once.

A: The CIV cards that have the multiple values go up in value by possessing multiple of the same card. The meteors and medals work this way. For example, if you have 3 of the medal cards you will get 6 points at the end of the game. If you have 2 meteor cards your meteors are worth 3 points for each set instead of 1.

If a tracker lands on a spot that grants a CIV card, and I already have already claimed one of that particular level (regressing, corp powers, etc...) do I get another one?

A: Yes, you would get another, and possibly have more than one of the same level. *Nov 8, 2023 Moved from General to CIV*

What happens if the game runs out of CIV cards of a certain level due to special effects, and a player is supposed to claim a CIV card of that rank (level)?

A: They missed out, and would not gain the card. It is a race. *Nov 8, 2023 Moved from General to CIV*

One of the civ cards tells you to advance all trackers to the 5th position. There are no numbers on the tracks, which space is that exactly?

A: Any trackers below the 5th position move up. The starting space of each track is essentially zero. You are moving trackers to the 6th box on the boards. *Nov 14, 2023*

Rank 1

Rank 2

Rank 3

Rank 4

CIV cards "Planet Lottery" and "Gaming Commision" grant medals and the opportunity to advance one tracker, but also have the end of game symbol. Do I get to move the tracker up when I get the card, or at the end of the game?

A: You get to move the tracker up at the end of the game, but still get to carry out any bonuses (rover movement, biomass square, etc...) as normal.

Event Cards:

If an event card restricts tile placement and a player is not able to place a tile, does that trigger the end of the game?

A: No, event cards cannot trigger the end of the game.

If an event card restricts tile placement and a player is not able to place a tile, do they ignore the event and place it anyway? If they don't get to place a tile, do they still gain the resources on the tile, similar to triggering the end of the game?

A: In this case, the player would ignore the tile placement restriction from the card and place the tile normally. If they have no valid space to place the tile even ignoring the restriction, they would gain the resources on the tile and discard it, triggering the end of the game like normal.

There is an event card that states "gain an extra rover." Does this rover come from the 2 I can unlock during the game, or is it an extra one taken from the box?

A: This event card grants you an additional rover, independent of the usual two available to you during the game. Keep in mind this card is a solo only card, and should not be used in a multiplayer game.

If the red event card saying "Do not gain milestone benefits when advancing your track." was drawn during the round you reach one of your Tech Lvl's, what happens to the Tech Lvl? Is it locked for only the current round, the whole game, or is it not affected?

A: Awaiting an official response...\

Solo:

Is the first depot supposed to be a choice or is it supposed to be randomly picked?

A: Page 9 in solo mode setup, 3rd line. "Rotate the space station so there is a random Depot facing you."

Supermoon Expansion: Sept 17, 2024 Section created in anticipation of new expansion.

Notes:

Most of the questions have been worded and answered by me. Most of the questions are ones I have seen in the forums, re-worded into something that makes sense in an FAQ, or are things I have run across in my plays of the game. I am just doing my best here to make the game easier to play. If you see any issues or things that need changing, feel free to reach out to me.

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