

PRINT & PLAY

This file contains:

60 Double-sided tiles

18 Satellite cards

36 Contract cards

4 Reference cards

Print and cut out the components in this file.

For the tiles, first cut them out along the solid gray line. Then fold each tile in half along the dashed gray line and tape closed. Finally, trim the remaining white corners.

The 4 reference cards are not needed to play. They just explain the possible actions each turn.

You will need:

A bag or box to randomly draw tiles out of

Cubes/tokens in up to 4 different colors

Pen and paper for keeping score

Rulebook which can be downloaded separately

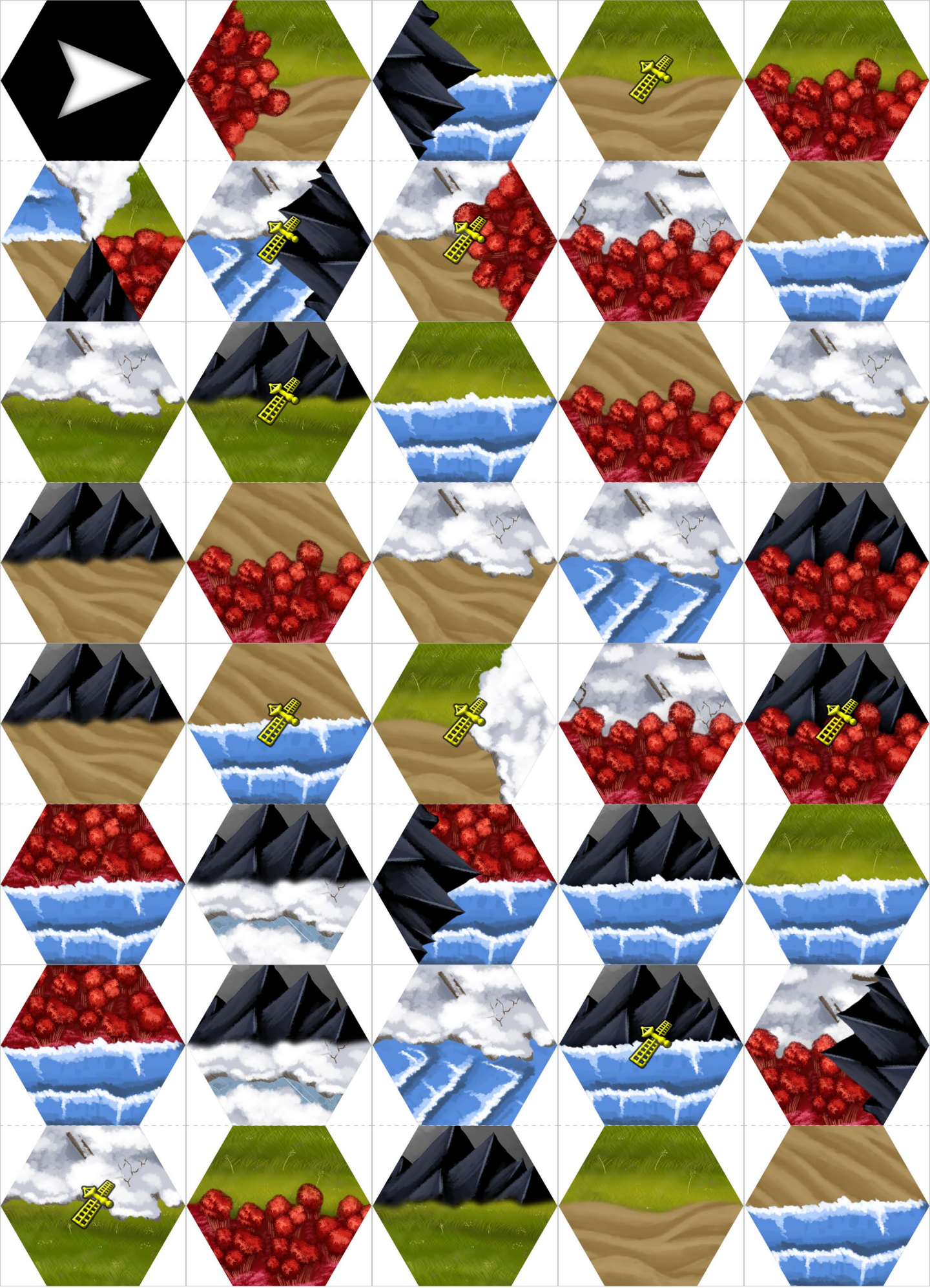
The number of cubes required depends on the number of players.

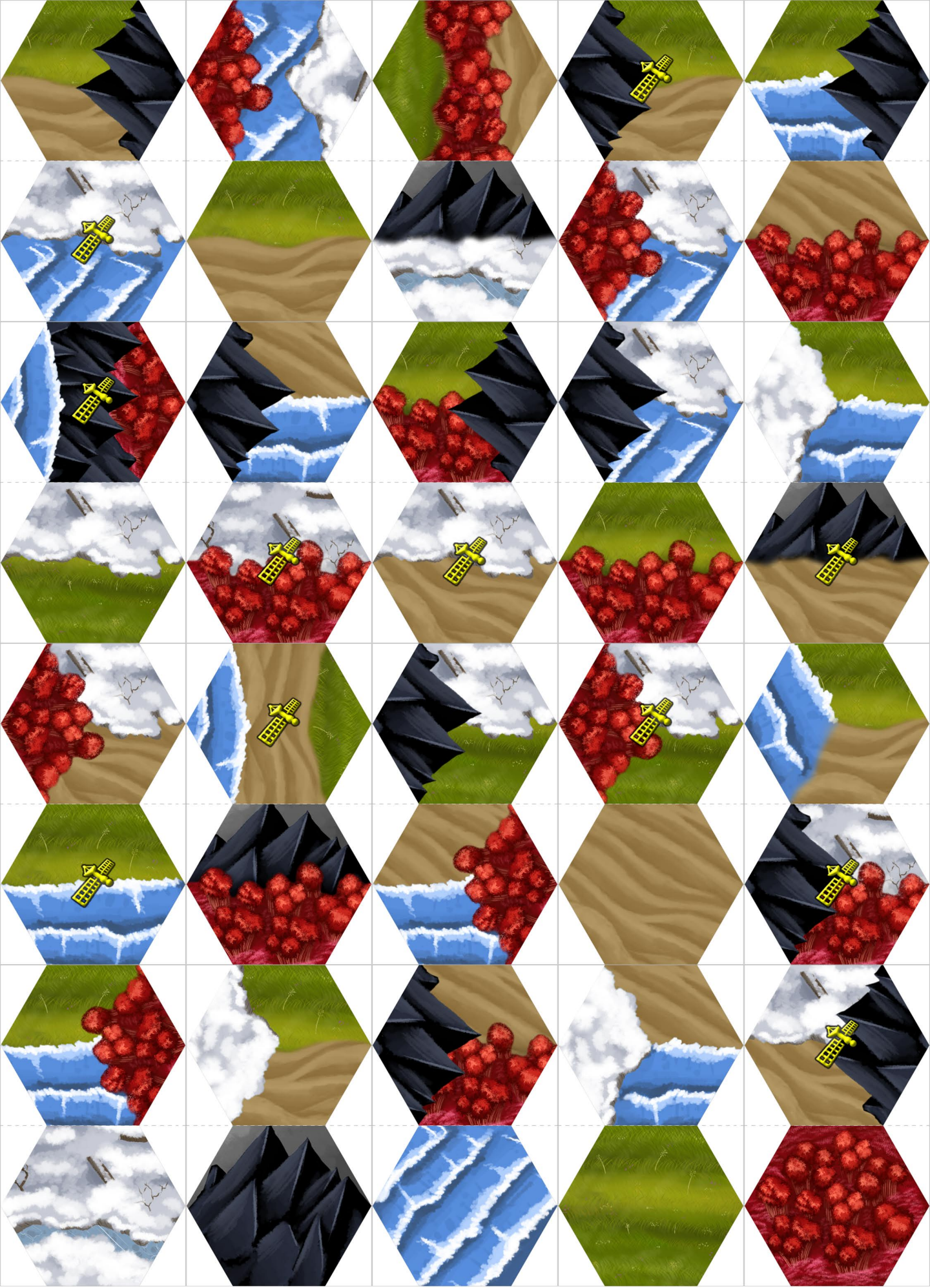
In a 4 player game, each player needs 6 cubes.

In a 3 player game, each player needs 7 cubes.

In a 2 player game, each player needs 8 cubes.

Each player's cubes should be a different color.









REDESIGN

WHEN USING THE TERRAFORM ACTION, YOU MAY PLACE YOUR TILE ON TOP OF ANY OTHER TILE THAT DOES NOT HAVE A CUBE ON IT.

You may use 1 Satellite Card at any time on each of your turns.
Each unused Satellite Card at the end of the game is worth 2 points.



SIGN

IN ADDITION TO YOUR ACTION THIS TURN, YOU MAY ALSO USE THE SIGN ACTION.

You may use 1 Satellite Card at any time on each of your turns.
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REENGINEER

IN ADDITION TO YOUR ACTION THIS TURN, YOU MAY MOVE 1 EDGE TILE IN PLAY THAT DOES NOT HAVE A CUBE ON IT.

You may use 1 Satellite Card at any time on each of your turns.
Each unused Satellite Card at the end of the game is worth 2 points.



REENGINEER

IN ADDITION TO YOUR ACTION THIS TURN, YOU MAY MOVE 1 EDGE TILE IN PLAY THAT DOES NOT HAVE A CUBE ON IT.

You may use 1 Satellite Card at any time on each of your turns.
Each unused Satellite Card at the end of the game is worth 2 points.



REDESIGN

WHEN USING THE TERRAFORM ACTION, YOU MAY PLACE YOUR TILE ON TOP OF ANY OTHER TILE THAT DOES NOT HAVE A CUBE ON IT.

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NEGOTIATE

WHEN FULFILLING A CONTRACT, INCREASE THE SIZE OF YOUR CLAIMED AREA BY 1.

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NEGOTIATE

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REENGINEER

IN ADDITION TO YOUR ACTION THIS TURN, YOU MAY MOVE 1 EDGE TILE IN PLAY THAT DOES NOT HAVE A CUBE ON IT.

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TERRAFORM

IN ADDITION TO YOUR ACTION THIS TURN,
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PLAN

IN ADDITION TO YOUR ACTION THIS TURN,
YOU MAY ALSO USE THE PLAN ACTION.

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SCORE

GAIN 6 POINTS. YOU MAY WAIT UNTIL THE
END OF THE GAME TO REVEAL THIS TILE.

You may use 1 Satellite Card at any time on each of your turns.
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EMERALD PRAIRIE

◀ ARGYLE GAMES



TAKE ANOTHER TURN

EMERALD PRAIRIE

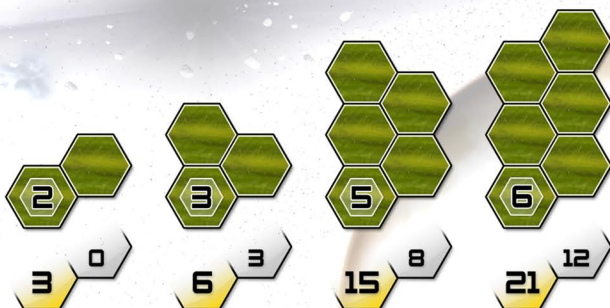
◀ ACME CORP



DRAW 2 TILES

EMERALD PRAIRIE

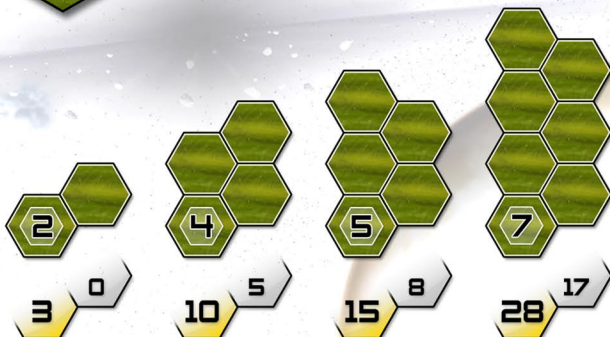
◀ CHOAM



CHOOSE ANY EDGE TILE THAT DOES NOT HAVE A CUBE ON IT AND ADD IT TO YOUR HAND

EMERALD PRAIRIE

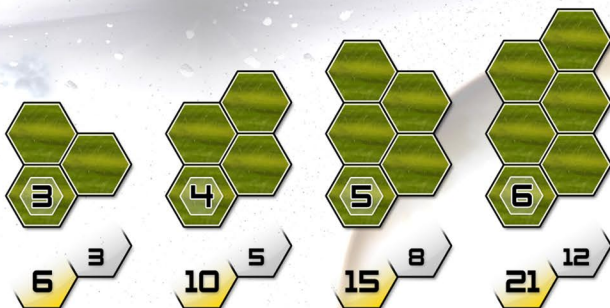
◀ SIRIUS CYBERNETICS CORP



DRAW 1 CONTRACT AND OPTIONALLY DISCARD 1 CONTRACT FROM YOUR HAND

EMERALD PRAIRIE

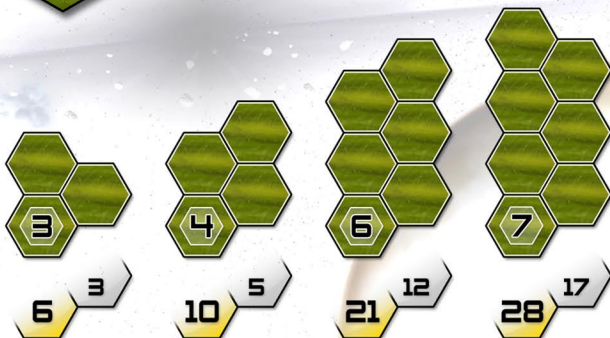
◀ MOMCORP



SCORE +1 POINT FOR EVERY OTHER CONTRACT YOU HAVE ALREADY FULFILLED

EMERALD PRAIRIE

◀ RICH INDUSTRIES



DRAW A SATELLITE CARD



ONYX MOUNTAIN

SOYLENT CORP



TAKE ANOTHER TURN



ONYX MOUNTAIN

VERY BIG CORP. OF AMERICA



DRAW 2 TILES



ONYX MOUNTAIN

FROBOZZ MAGIC CO



CHOOSE ANY EDGE TILE THAT DOES NOT HAVE A CUBE ON IT AND ADD IT TO YOUR HAND



ONYX MOUNTAIN

WARBUCKS INDUSTRIES



DRAW 1 CONTRACT AND OPTIONALLY DISCARD 1 CONTRACT FROM YOUR HAND



ONYX MOUNTAIN

TYRELL CORP



SCORE +1 POINT FOR EVERY OTHER CONTRACT YOU HAVE ALREADY FULFILLED

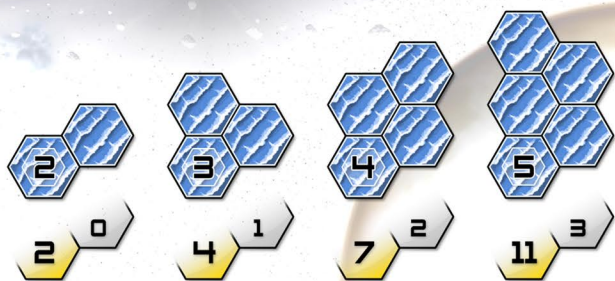


ONYX MOUNTAIN

WAYNE ENTERPRISES



DRAW A SATELLITE CARD



TAKE ANOTHER TURN



DRAW 2 TILES



CHOOSE ANY EDGE TILE THAT DOES NOT HAVE A CUBE ON IT AND ADD IT TO YOUR HAND



DRAW 1 CONTRACT AND OPTIONALLY DISCARD 1 CONTRACT FROM YOUR HAND



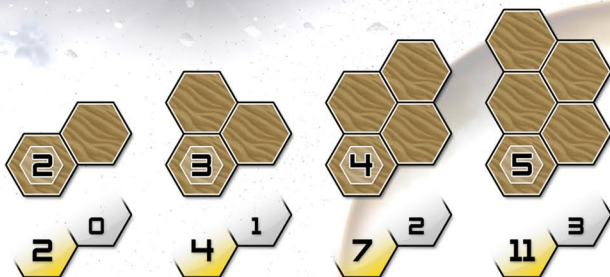
SCORE +1 POINT FOR EVERY OTHER CONTRACT YOU HAVE ALREADY FULFILLED



DRAW A SATELLITE CARD

AMETRINE DESERT

◀ OCEANIC AIRLINES



TAKE ANOTHER TURN

AMETRINE DESERT

◀ YOYOODYNE PROPULSION SYS



DRAW 2 TILES

AMETRINE DESERT

◀ CYBERDYNE SYSTEMS CORP



CHOOSE ANY EDGE TILE THAT DOES NOT HAVE A CUBE ON IT AND ADD IT TO YOUR HAND

AMETRINE DESERT

◀ INITECH



DRAW 1 CONTRACT AND OPTIONALLY DISCARD 1 CONTRACT FROM YOUR HAND

AMETRINE DESERT

◀ GRINGOTTS



SCORE +1 POINT FOR EVERY OTHER CONTRACT YOU HAVE ALREADY FULFILLED

AMETRINE DESERT

◀ OSCORP

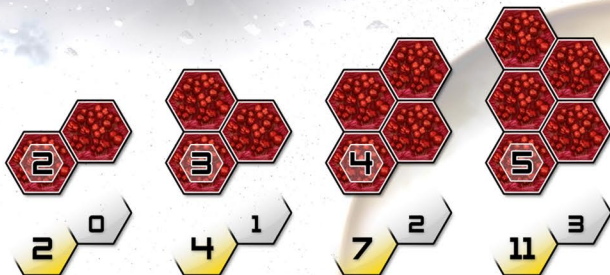


DRAW A SATELLITE CARD



RUBY FOREST

◀ NAKATOMI TRADING CORP

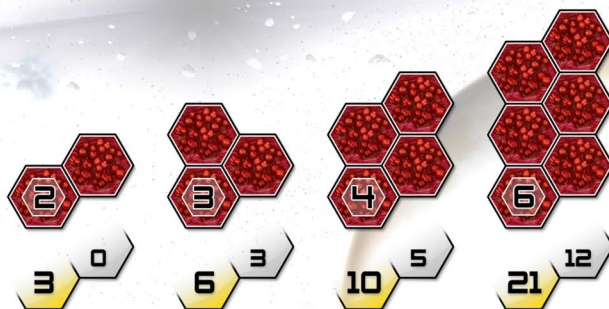


TAKE ANOTHER TURN



RUBY FOREST

◀ SPACELY SPACE SPROCKETS

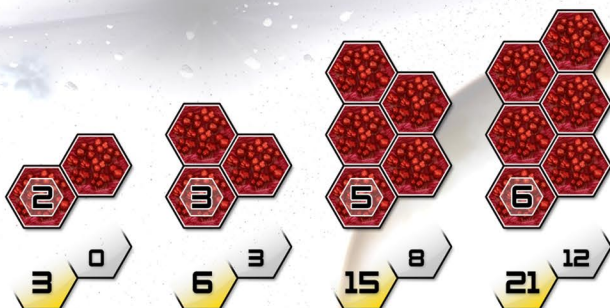


DRAW 2 TILES

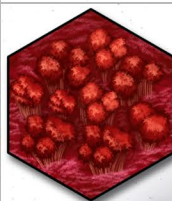


RUBY FOREST

◀ HOOLI

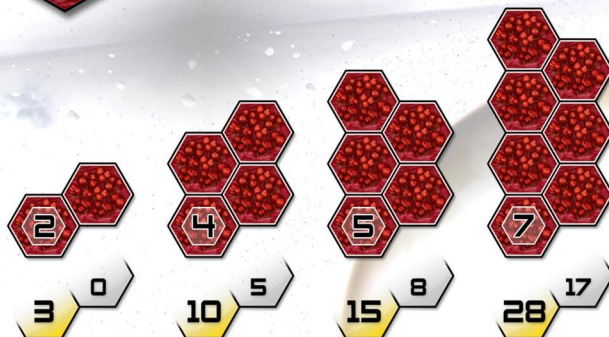


CHOOSE ANY EDGE TILE THAT DOES NOT HAVE A CUBE ON IT AND ADD IT TO YOUR HAND



RUBY FOREST

◀ MASSIVE DYNAMIC

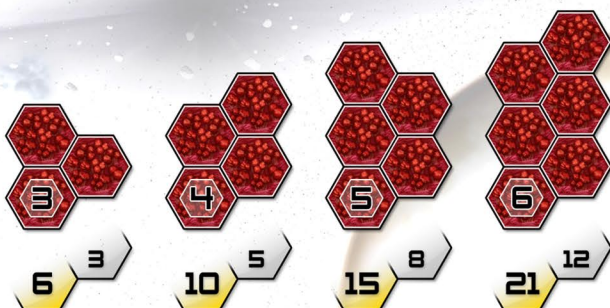


DRAW 1 CONTRACT AND OPTIONALLY DISCARD 1 CONTRACT FROM YOUR HAND

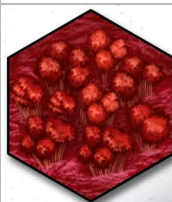


RUBY FOREST

◀ WEASLEY'S WIZARD WHEEZES

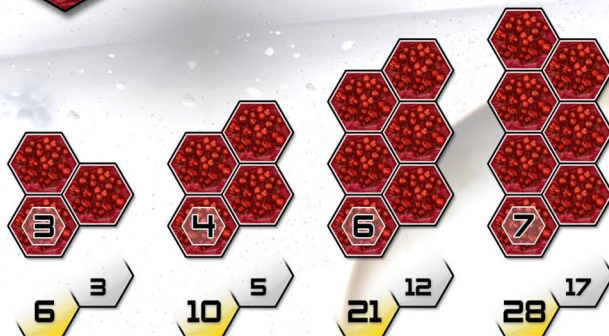


SCORE +1 POINT FOR EVERY OTHER CONTRACT YOU HAVE ALREADY FULFILLED

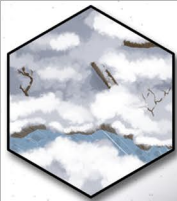


RUBY FOREST

◀ BLUTH'S BANANA STAND

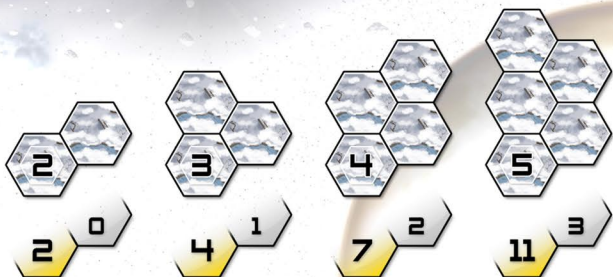


DRAW A SATELLITE CARD

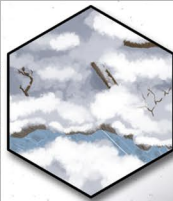


DIAMOND TUNDRA

PIZZA PLANET

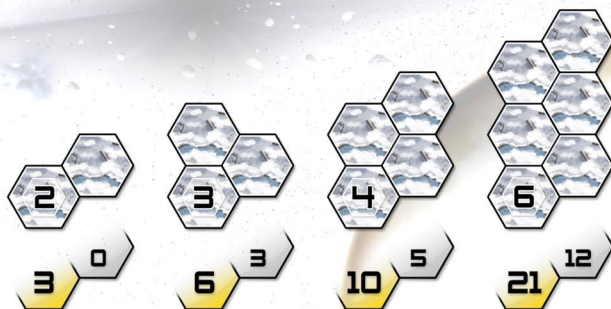


TAKE ANOTHER TURN

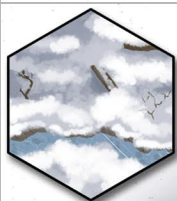


DIAMOND TUNDRA

FOUNDER MIAFUN

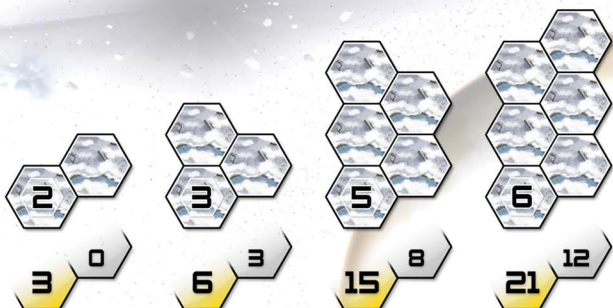


DRAW 2 TILES

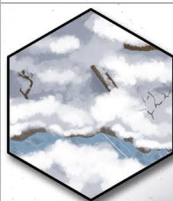


DIAMOND TUNDRA

BIG KAHUNA BURGER

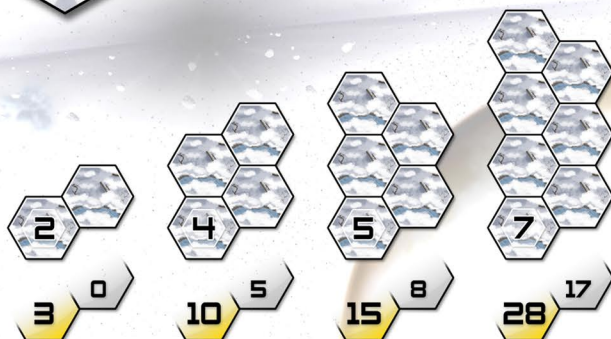


CHOOSE ANY EDGE TILE THAT DOES NOT HAVE A CUBE ON IT AND ADD IT TO YOUR HAND

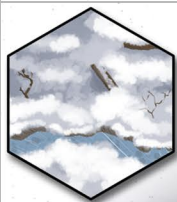


DIAMOND TUNDRA

WALLEY WORLD

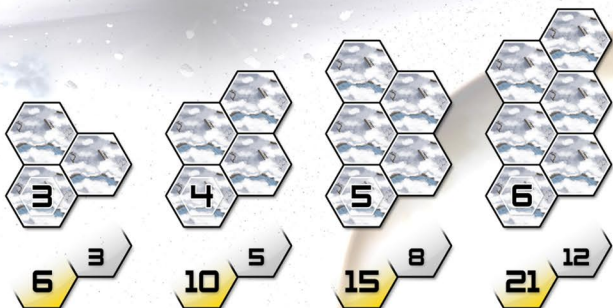


DRAW 1 CONTRACT AND OPTIONALLY DISCARD 1 CONTRACT FROM YOUR HAND

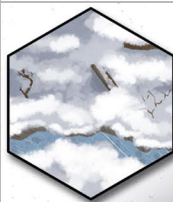


DIAMOND TUNDRA

ZOVU DESIGNS LIMITED



SCORE +1 POINT FOR EVERY OTHER CONTRACT YOU HAVE ALREADY FULFILLED



DIAMOND TUNDRA

APERTURE LABORATORIES



DRAW A SATELLITE CARD

PLAYER REFERENCE

ON YOUR TURN,
TAKE 1 OF THE FOLLOWING ACTIONS:

TERRAFORM: Place 1 land tile from your hand adjacent to any land tile already in play.
·You may reveal and score a contract after using this action.
·If the tile you placed connects a satellite tile to another satellite tile, draw a satellite card.

PLAN: Draw land tiles until you have a hand of 4 tiles.

SIGN: Draw 3 contracts. Keep at least 1 but no more than 2, and return the rest to the bottom of the deck.
·You may have a maximum of 3 unfulfilled contracts at any time.

YOU MAY OPTIONALLY PLAY 1 SATELLITE CARD AT ANY TIME DURING EACH OF YOUR TURNS.

PLAYER REFERENCE

ON YOUR TURN,
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TERRAFORM: Place 1 land tile from your hand adjacent to any land tile already in play.
·You may reveal and score a contract after using this action.
·If the tile you placed connects a satellite tile to another satellite tile, draw a satellite card.

PLAN: Draw land tiles until you have a hand of 4 tiles.

SIGN: Draw 3 contracts. Keep at least 1 but no more than 2, and return the rest to the bottom of the deck.
·You may have a maximum of 3 unfulfilled contracts at any time.

YOU MAY OPTIONALLY PLAY 1 SATELLITE CARD AT ANY TIME DURING EACH OF YOUR TURNS.

PLAYER REFERENCE

ON YOUR TURN,
TAKE 1 OF THE FOLLOWING ACTIONS:

TERRAFORM: Place 1 land tile from your hand adjacent to any land tile already in play.
·You may reveal and score a contract after using this action.
·If the tile you placed connects a satellite tile to another satellite tile, draw a satellite card.

PLAN: Draw land tiles until you have a hand of 4 tiles.

SIGN: Draw 3 contracts. Keep at least 1 but no more than 2, and return the rest to the bottom of the deck.
·You may have a maximum of 3 unfulfilled contracts at any time.

YOU MAY OPTIONALLY PLAY 1 SATELLITE CARD AT ANY TIME DURING EACH OF YOUR TURNS.

PLAYER REFERENCE

ON YOUR TURN,
TAKE 1 OF THE FOLLOWING ACTIONS:

TERRAFORM: Place 1 land tile from your hand adjacent to any land tile already in play.
·You may reveal and score a contract after using this action.
·If the tile you placed connects a satellite tile to another satellite tile, draw a satellite card.

PLAN: Draw land tiles until you have a hand of 4 tiles.

SIGN: Draw 3 contracts. Keep at least 1 but no more than 2, and return the rest to the bottom of the deck.
·You may have a maximum of 3 unfulfilled contracts at any time.

YOU MAY OPTIONALLY PLAY 1 SATELLITE CARD AT ANY TIME DURING EACH OF YOUR TURNS.