



FREQUENTLY ASKED QUESTIONS

This is a printable version of an online BGG article containing the official FAQ for SETI and individual cards.

Actual version:

boardgamegeek.com/thread/3392878/official-faq-plus-cards-clarification

Online FAQ on BGG



ACTIONS



GENERAL

Q1. Are effects mandatory? Can I choose to ignore a bonus?

This question usually refers to increasing your income. When evaluating this effect, you can decide not to tuck a card. It may be a viable choice especially in the last round of the game when you are basically exchanging the card for a different resource. Sometimes you may just want to keep all your cards to be able to play them later, but keep in mind that early in the game the card's effects are rarely worth skipping the income increase.

In general, it is mandatory to evaluate all effects but some of them give you a choice whether you would like to do it. For example, when you gain a move effect, you can decide not to move any of your probes. Income increase allows you to tuck a card for income, but you may decide not to do so.

The effects that can't be skipped include rotating the Solar system, marking a signal, taking a tech, gaining resources (including cards and data), scoring points, marking a trace (remember that you can always mark one of the 3-points overflow spaces) and performing a main action when a card tells you to. Resolving milestones you've reached is also mandatory.

Q2. What if I can't resolve an effect?

It can happen if for example you don't have a card to be tucked for income, you don't have a probe to move, you are already on your limit of probes when you should launch a new one, or a rare case when you already have all four techs of one color and you should gain another one. In that case you just skip that effect. You still resolve the other effects (so for example rotate the Solar system even if you were not able to take the tech).

Q3. Do I need to resolve the effects from left to right?

Yes. The order is not strictly determined by the rules but we intended the effects to be resolved from left to right. The order often does not matter, but we tried to put them in order so the effects where the player doesn't make any decision are first, followed by the effects where they have a choice (like in case of income where they need to choose which card to tuck). That way players will usually resolve them intuitively from left to right anyway.

There are a couple cases where the order actually matters – when you take a tech you always rotate the Solar system first.

With cards you need to take the entire card into context. The text on the bottom part of some cards specifies how you should resolve the effects that precede the text.

Q4. When exactly can I play free actions? Can they interrupt a main action?

Free actions can only be performed during your turn, either before, after, or even during your main action. You can interrupt a main action with a free action but you cannot interrupt a free action with another free action (you have to resolve the whole free action effect at once).

Example 1: When performing a Scan action you can mark the first two signals and gain 2 data, then you can interrupt the Scan action and move those data to the first two spaces in your computer, gaining 1 publicity for covering the second space. You can then continue performing the Scan action, possibly spending that publicity you just gained to mark an extra signal in the sector with Mercury (considering you have the appropriate tech).

Example 2: You would place a data token on the fourth space in your computer, triggering the income increase effect. You might not have any cards in your hand to be tucked for income so you might want to place some more data and cover a bottom space on your computer tech that would gain you a card and use it for the income. But that is not possible because you must first fully resolve the income increase effect (as a part of the free action) before performing another free action and placing additional data.



LAND

Q5. Can I land with an orbiter?

No. Once the probe is moved to the planet's orbit, it becomes an orbiter, and it stays there for the rest of the game. It can not be moved to the Solar system board again and it can not land on the planet.

Q6. Do I get the landing discount for an opponent's orbiter?

Yes, you can land cheaper as long as there is an orbiter at the planet, and it doesn't matter whom this orbiter belongs to.

Q7. Can landing on moons be discounted?

Yes, consider landing on a moon the same as if you would land on the moon's planet. The only difference is that you need a specific tech to be able to land on moons. So if there is an orbiter at a planet, landing on that planet's moon would cost 1 less energy. Similarly, if you have the tech that gives a discount to landing, this applies to landing on moons too.



SCAN

Q8. Does the marker used to mark the sector's win count as a signal?

No, that marker is there only as a reminder of your victory and to cover the better reward in some sectors (to show that it is no longer available). Some cards and gold scoring tiles may refer to your wins in a particular sector.

Q9. Is marking a signal mandatory?

Yes. And you are always able to mark a signal even when the sector's data slot is full – you can mark it as an excess signal (not gaining any data for it).

Q10. What does a “sector” mean?

The Solar system board is separated into eight distinct sectors (defined by the white lines) that reach from the sun to the edge of the board. When a card refers to a “sector” it is often tied to marking a signal – each sector contains one half of a star system board where you mark those signals.

Q11. What does “marking a signal in a certain planet's sector” mean?

The board is divided into 8 sectors – each ring of the Solar system board consists of 8 spaces, aligned with 8 star systems (Procyon, Vega, etc.) where you mark signals. So for example, when you should mark a signal in the sector with Earth, you mark it in the star system that is currently aligned with the Earth's position.

Q12. When do I refill the card row during Scanning?

The scan action tells you to discard 1 card from the card row to mark a signal in the corresponding sector. In this case you refill the card row after finishing the Scan action.

There are a few cards that allow you to mark 2 or even 3 signals this way. In that case you first need to discard the indicated number of cards from the card row (and mark the corresponding signals), before refilling the card row.

Q13. Who wins a sector in case of a tie?

If there is a tie for most markers, break the tie in favor of the player whose marker was placed later.

**ANALYZE DATA****Q14. When can I use the Analyze data action?**

All 6 spaces in the top row of your computer must be filled with data.

If you have any computer techs, only their top spaces need to be filled with data. If any of the bottom spaces are empty, you can still take the Analyze data action.

You do not place data on the hexagonal Analyze data icon to the right of your computer. The top row has only 6 circular spaces for data and only those need to be filled to be able to take the Analyze data action.

Q15. How do I remove data from my computer?

When you perform the Analyze data action, you remove all 6 data from the top row and all data that may be on the bottom spaces (provided by computer techs). This is the only way to remove data from your computer (so you can fill those spaces again).

When clearing your computer, you remove only the data from the circular spaces (top and bottom row). Keep all the data that are in your data pool.

Q16. What is the difference between probes, orbiters and landers?

As long as the figure is on the Solar system board, we call it a "probe". When you orbit/land with a probe, you move the figure from the Solar system board to a planetary board (to the corresponding planet) and it becomes an "orbiter" / "lander". Orbiters and landers are no longer considered probes for the sake of any effects.

PROBES / ORBITERS / LANDERS**Q17. Are orbiters/landers considered to be probes in a sector?**

No. Orbiters and landers are no longer considered probes for the sake of any effects.

Q18. When I play a card that requires me to "visit a certain planet", do the orbiters/landers on the planet board count?

No. Visiting a planet means that you need to move a probe to a space with that planet on the Solar system board. Also note that if the probe is on the space with the planet already when you play the card, it does not apply – you would need to move to that space again.

Q19. How does a probe move?

The probe can move to any orthogonally adjacent space. A probe can never move into the Sun or through it.

Q20. Can I divide the moves between my probes?

Yes, if an effect gives you multiple moves, you can distribute them among your probes.

Q21. When I visit the same planet again in the same turn, do I gain publicity for each visit?

Yes.

TECHS

Q22. Do I need to fill the computer tech slots on my player board with blue techs from left to right?

No, unlike the orange and purple techs, the blue techs do not have a specific slot they belong in. It is usually better to fill the leftmost empty tech slots first because that way you should be able to cover the rewards on the tile sooner. However if the left tech slots have data tokens in them, it may be better to place the tech tile in the next empty slot so you don't skip the 2-point reward from the top space.

Q23. Can I place a blue tech in a computer tech slot that contains a data token?

Yes, you can. Just place the tech under the data token. This is not considered to be placing data though, and so you will not score for the 2-point space your data token is now covering.

Q24. Orange #1 tech (2 probes limit)

This tech increases the limit of probes you can have launched on the Solar system board at once. When you are at your limit, you must turn a probe into an orbiter/lander to be able to launch another one. However, the Launch a Probe action still only launches a single probe, even with this tech.

Q25. Purple #4 tech (Launch during Scan)

Launching a probe with this tech costs only that 1 energy – you don't need to pay the 2 credits that the Probe launch action normally costs. Note that you can only launch a probe for 1 energy as part of the Scan action. Using the base Launch a Probe action still costs 2 credits.

MISSIONS

Q26. What is the difference between “conditional mission” and a “triggerable mission”?



The **conditional missions** require certain state of the game, usually requiring you to accumulate certain amount of something (for example you having an orbiter or a lander on Venus, having at least 3 purple traces, etc.).



The **triggerable missions** require you to perform a certain kind of activity, and when you do, they trigger (for example perform a Scan action, gain a Blue trace, visit a particular planet). They won't trigger for things you have done prior to playing the card.

Q27. Do the conditions refer only to things I have done or should I count other players' stuff too (eg. score points for each orbiter/lander on Jupiter)?

The cards always refer to your stuff and things that you have done, unless they explicitly state otherwise.

TRIGGERABLE MISSIONS

Q28. When I trigger a mission's condition, is it mandatory to cover the space and take the reward?

No, you can decide not to. But if you would like to do it later, you would need to trigger it once again.

Q29. Can I cover multiple rewards on triggerable missions at once with a single action?

If one effect triggers multiple rewards (it can be on the same card or on different cards), you may choose to cover any of those spaces, but only a single space can be covered at a time. You will need to trigger the mission again in order to cover another space.

This rule also applies to triggers that exist both as a specific type (such as a certain trace, tech, planet, or sector) and generic ones (any trace, any tech, any planet, or any sector). You can still only cover one space at a time.

MILESTONES

Q30. Do I place both neutral markers when I reach the neutral milestone?

No, you place only one. When another player reaches that milestone, they place the second neutral marker (if there is any).

Q31. Where exactly do I place the neutral marker after reaching a neutral milestone?

Place the neutral marker in the leftmost empty discovery space. There are 6 discovery spaces, 3 below the left alien species and 3 below the right species. So if all those are empty, the marker goes to the purple discovery space below the left species. Only if all three spaces below the left species are occupied (those giving 5 points and 1 publicity), the neutral marker can go to one of the spaces below the second species, again preferring the leftmost empty space.

If all six discovery spaces are already full when you reach this milestone, you do not place any more neutral markers even if there are any left beside the milestone.

The neutral markers are never placed on the overflow spaces, nor on the spaces on the alien species boards.

Q32. What is the exact timing of resolving milestones?

Milestones are always resolved at the end of the turn in which they have been reached. So it is not possible to play any more free actions during and after resolving them. This applies to all milestones, including those brought to the game by various alien species.

If multiple players have reached milestones in the same turn, they resolve them in order, starting with the player whose turn it was, and proceeding clockwise.

GOLD SCORING TILES

Q33. 2× completed mission / end-of-game scoring card

The end-of-game scoring cards that scored you 0 points still count for this gold scoring tile.

Only completed missions count.

Q34. 3 types of income

You only count the cards tucked underneath your starting income card (not the resources printed on the starting income card itself).

For example, if you have 4 cards providing credit income, 2 cards providing energy income, and 3 cards providing random card income, this creates 2 sets. You would then score twice the points shown on the gold scoring tile where your marker is placed.

Certain alien species can give other types of income (other than credits, energy, or random cards). Those types of income do not count towards this gold scoring tile.

Q35. Credit/energy income

You only count the cards tucked underneath your starting income card (not the resources printed on the starting income card itself).

For example, if you have 5 cards providing credit income and 2 cards providing energy income, you will score based on the 5 credit income cards. This gives you five times the points shown on the gold scoring tile where your marker is placed.

Q36. Sector win + orbiter/lander

For each time you are supposed to score this condition, you need to win a sector and place either an orbiter or a lander. For example, if you have marked 4 wins in sectors, placed 2 orbiters, and 3 landers, that creates 4 sets. You would then score four times the points shown on the gold scoring tile where your marker is placed.

When counting sector wins, you count all your markers, even if you have multiple wins in the same sector. When counting landers, count both those on planets and those on moons.

ALIEN SPECIES

Q37. When a species gets discovered, do I get a reward for marked overflow spaces?

No, only the players who marked one of the 3 discovery spaces below the alien board are rewarded.

Q38. Do the “discovery spaces” and “overflow spaces” count as traces marked for that species?

Yes. If a card refers to a trace marked for a particular alien species, all markers in the overflow space count, as do any markers on the discovery spaces. Markers on the actual alien species board also count, of course.

Note that both alien species have their own overflow spaces, so when marking an overflow space, you still need to decide for which species.

Q39. Do I need to fill the spaces on alien boards in order from bottom to top?

No. When you should mark an alien trace, you can choose any unoccupied space of the corresponding color. This includes spaces on any of the two alien species boards, the discovery spaces (in case some species have not been discovered yet) and the overflow spaces.

Q40. Can alien cards be used for marking signals?

Yes, but only if you have the appropriate tech that allows you to discard a card from your hand for a signal. When discarding a card from the card row to mark a signal, you can't discard the face-up alien card beside the alien deck this way.

The Exertion cards are an exception – they can't be discarded by any means.

'OUMUAMUA

Q41. Can I trade exofossil tokens for other resources (similarly as other resources with the Resource exchange free action)?

No, the main way to use exofossils is to spend them for marking certain valuable spaces on the 'Oumuamua board. Besides, some 'Oumuamua cards may allow you to spend exofossils for various effects.

Q42. Do I score something for leftover exofossils at the end of the game?

No, unused exofossils are worth nothing at the end of the game.

CENTAURIANS

Q43. Do the Centaurians cards count as missions?

No.

EXERTIANS

Q44. Do the Exertians cards count as missions or end-of-game scoring cards?

No. Despite they are scored at the end of the game, they do not apply for the gold scoring tile that score end-of-game scoring cards.

Q45. Can I score an Exertian card multiple times (for example by having not just 3 but 6 orbiters)?

No. You score the depicted points as long as you meet the condition, but only once.

CARDS

Q46. Is there a hand limit?

During the round you can have as many cards in your hand as you want. But when you pass, you must discard down to 4. Don't forget that all cards can be discarded for their free action corner effect – so before passing consider whether you could discard those cards more effectively.

Q47. How many times do I rotate the Solar system with cards that have both a rotation and a tech effect?

Each time you research a tech, you first rotate the Solar system. The rotation icon on those cards is only a reminder to do so. You rotate the Solar system only once.

FAQ for individual cards see page 12.

SOLO GAME

Q48. Does the rival gain income?

No, the rival does not even use the starting income card, nor gains any credits, energy or cards at the start of the game. During the game, every time the rival is supposed to increase their income (usually for placing an orbiter), they advance 4 spaces on the progress track instead.

Q49. How do the gold scoring tiles work with the rival?

The rival ever marks only the first space on a gold scoring tile. If the first space on each gold scoring tile is already occupied, the rival no longer marks any gold tiles when they reach a gold milestone.

The rival does not score the gold scoring tiles – they just block the first spaces. Instead the rival gains 5 points for each objective the player did not complete.

Q50. Can I mark both a task on an objective and a space on a triggerable mission with a single action?

Yes, triggerable missions and objectives are different things and you can mark both.

For example, let's say you have a mission with a "research a purple tech" trigger and an objective with the exact same task. When you research a purple tech, you can mark both the space on the mission and the task on the objective.

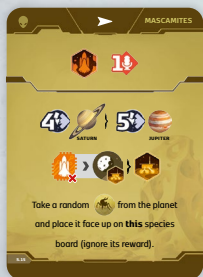
Q51. Does the rival scan 'Oumuamua?

The rival can only mark a signal on 'Oumuamua tile with the special action card belonging to this species.

When the rival resolves the icon showing a signal with a small 'Oumuamua depiction, they always mark that signal on the 'Oumuamua tile. For all the other icons that let the rival mark signals, they never consider the 'Oumuamua tile as an option for marking the signal. If they should mark a signal in a sector that also contains the 'Oumuamua tile, they mark the signal in that sector's star system.

ALIEN SPECIES ACTION CARDS

#S.15 MASCAMITES action card

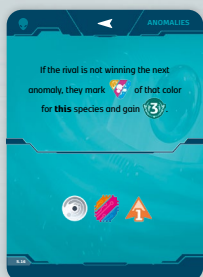


The second action can be always resolved - there will be either Saturn up to 4 moves away from Earth or Jupiter up to 5 spaces away.

Depending on whether the Rival landed on Saturn or Jupiter (or their moons), take 1 random sample tile from that planet. The rival does not gain the reward from the sample. Flip the sample tile face up and place it in the next dedicated space on the Mascamites board - from now on it can be marked as any other blue space.

If there are no more sample tiles on the planet the rival landed on, skip taking the sample.

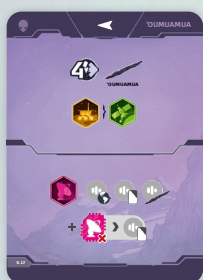
#S.16 ANOMALIES action card



First check what color of anomaly is going to be triggered next (the one that is the closest in the counter-clockwise direction from Earth). Then check who has the highest marked trace of that color on the Anomaly board. If it is not the rival, then resolve the first action. Otherwise resolve the bottom action.

If resolving the first action, the rival marks a trace on the Anomaly board corresponding to the color of the anomaly that is going to be triggered next. They mark the lowest available space of that color as usual, even if it means he still won't be winning the next anomaly. The rival gains the reward for the space they mark, plus 3 extra points.

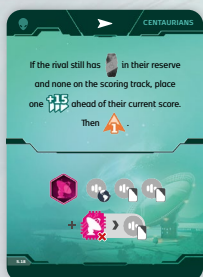
#S.17 'OUMUAMUA action card



With the first action the rival tries to move to the 'Oumuamua tile and land on it or orbit it. If the rival doesn't have a probe in space or if it is not possible to reach 'Oumuamua with up to 4 moves, they perform the second action.

If performing the second action, the third depicted signal (with the 'Oumuamua icon) must be marked on the 'Oumuamua tile.

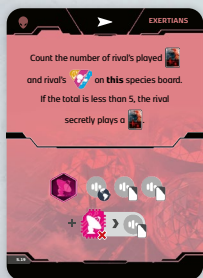
#S.18 CENTAURIANS action card



When Centaurians are discovered, each player places a message tile in their color on the scoring track as a message milestone. The rival then takes the two remaining message tiles of unused colors and they treat them as if they belong to them. Those can be placed on the scoring track due to this card's effect.

The first action is performed only if the rival currently does not have a message tile on the scoring track - they must first reach the one on the scoring track before they can place another one. If the rival placed all three of their message tiles, skip the first action.

#S.19 EXERTIANS action card



This card is the only way the rival can play Exertian cards. They never take an Exertian card in their hand, not even when they participated in discovering this species. So if this card instructs the rival to play an exertion card, they take one at random from the Exertian deck and play it face down.

The first action is performed only if the number of Exertian cards played by the rival + the number of traces on the Exertian board marked by them is lower than 5. So for example, if the rival has played 2 Exertian cards and has marked 3 traces on the Exertian board, they never perform the first action again.

When counting the number of traces marked on the Exertian board, do not count the discovery spaces and the overflowed spaces below the Exertian board. In other words, count only the traces that give danger.

#1 Pioneer 11 Mission / #2 Mariner 10 Mission / #3 Voyager 2 Mission / #4 Galileo Mission

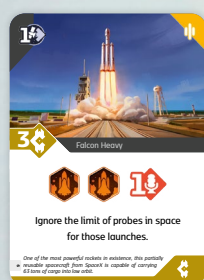


Despite the card costing 0 credits, playing it for its effects is still considered a main action.

“Visiting a planet” requires you to move your probe to a space with that planet. When you have a probe on a space with one of the planets required by the mission when you play the card, you can’t cover the mission reward. You need to move to the space with that planet again to trigger it.

Having an orbiter or lander at the required planet doesn’t qualify as visiting the planet either.

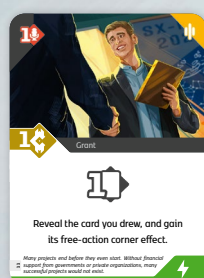
#9 Falcon Heavy



By default you are limited to having no more than 1 probe in space (on the Solar system board) at once. The two launches on this card ignore this limit, so if you have 1 probe in space already when play this card, you will end up with 3 probes in space (or even 4 probes if you have the orange tech that increases the limit and you had 2 probes in space prior to playing this card).

The limit still applies for your regular launches so to launch another probe you will need to get rid of those you have in space first (usually turning them into an orbiter or lander).

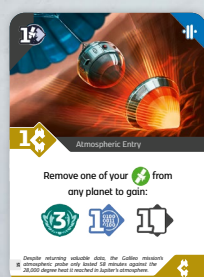
#11 Grant



The free-action corner effect refers to the card’s top left corner.

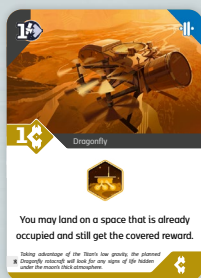
This card allows you to draw a card from the card row or a random one from the deck. Just keep in mind that when taking a random card you are risking that you won’t be able to use its free-action corner effect.

#15 Atmospheric Entry



When you remove the orbiter from the 1st space (with the extra 3-points reward) that space becomes available again. This applies also when there are multiple orbiters around that planet’s orbit – they do not slide when the 1st space gets empty, so the next time someone orbits the planet, they gain those 3 points.

#16 Dragonfly



The first player to land on a planet also receives some data and covers the reward with their probe. When landing with the Dragonfly card, you gain the data even when their symbol has been covered already.

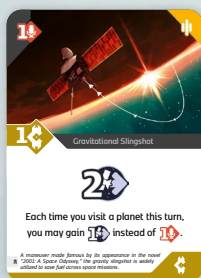
Dragonfly allows you to land even on an already occupied moon (if you have the required tech, of course).

#17 OSIRIS-REx



You can choose a probe that is not on a space with asteroids (and still gain 1 data for each space with asteroids orthogonally adjacent to it).

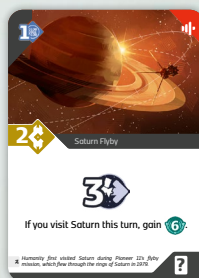
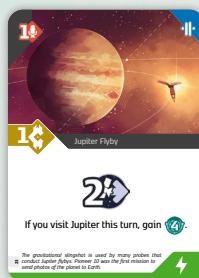
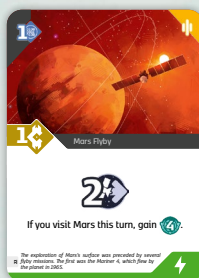
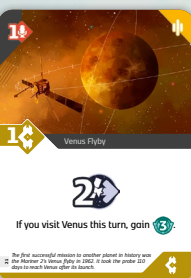
#19 Gravitational Slingshot



“Visiting a planet” means that you need to move to a space with the planet. You do not gain the benefit for a planet you are on when playing this card.

The effect lasts for the whole turn, so you can gain the benefit also with the additional moves performed as free actions after evaluating this card.

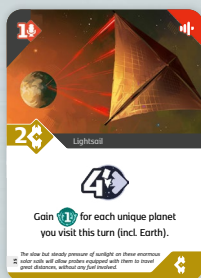
#20 Mercury Flyby / #21 Venus Flyby / #22 Mars Flyby / #23 Jupiter Flyby / #24 Saturn Flyby



“Visiting a planet” means that you need to move to a space with the planet. You do not gain the benefit for a planet you are on when playing this card.

You gain the depicted points only once, even if you visit the planet multiple times in that turn.

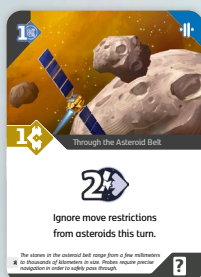
#25 Lightsail



Visiting a planet means that you need to move to a space with the planet. You do not gain the benefit for a planet you are on when playing this card.

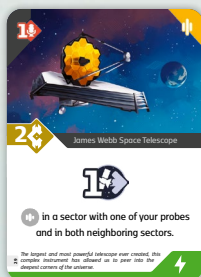
“Unique” in this card’s effect means that you gain that 1 point for each particular planet only once (e.g. visiting Venus twice this turn still gains you only 1 point).

#26 Through the Asteroid Belt



“Ignore move restrictions from asteroids” means that it costs you only 1 move to move from a space with asteroids (the same as if you had the appropriate orange tech).

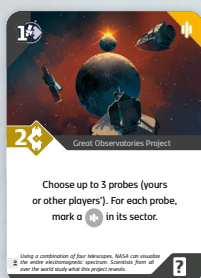
#27 Hubble Space Telescope / #28 Kepler Space Telescope / #29 James Webb Space Telescope



You need to resolve the movement before marking the signals.

The probe needs to be on the Solar system board (orbiters and landers on the planetary boards do not apply).

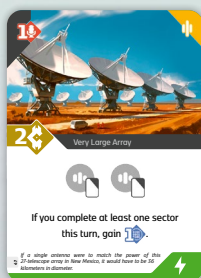
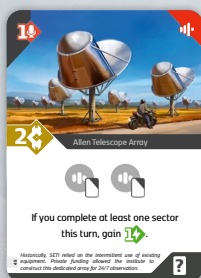
#30 Great Observatories Project



The probes need to be on the Solar system board (orbiters and landers on the planetary boards do not apply).

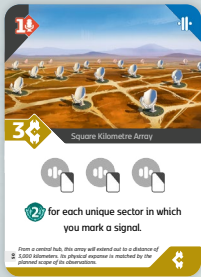
Note that with the appropriate orange tech you can have up to two probes in space at once, so that can help you to use the full potential of the card.

#45 Allen Telescope Array / #46 ALMA Observatory / #47 Very Large Array



First resolve marking both signals (discarding two out of the three cards in the card row) and only then refill the card row.

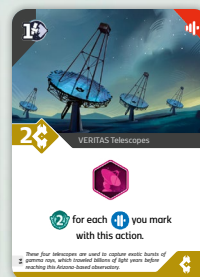
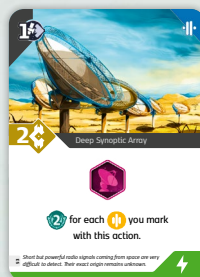
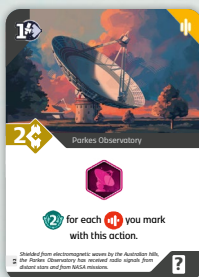
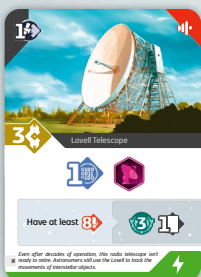
#50 Square Kilometre Array



First resolve marking the three signals (discarding all three cards in the card row) and only then refill the card row.

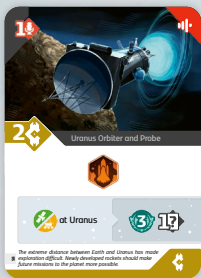
The card's effect can give you up to 6 points if you mark each of the three signals in a different sector.

#51 Lovell Telescope / #52 Parkes Observatory / #53 Deep Synoptic Array / #54 VERITAS Telescopes / #55 Arecibo Observatory



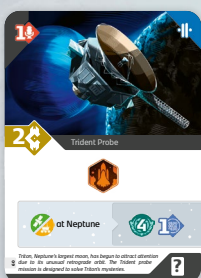
You do not pay the base cost of the Scan action but you still need to pay the additional costs of your purple techs if you decide to use them.

#58 Uranus Orbiter and Probe



Unfortunately, this card is missing a clarification, whether the mission condition applies to Uranus's moon or not. We are sorry that we missed it during the proofreading. However, it was always meant to include the moon and it was even playtested that way.

#60 Trident Probe



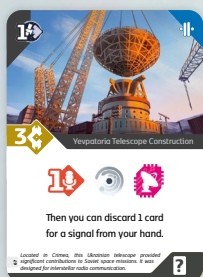
Unfortunately, this card is missing a clarification, whether the mission condition applies to Neptune's moon or not. We are sorry that we missed it during the proofreading. However, it was always meant to include the moon and it was even playtested that way.

#65 FAST Telescope Construction



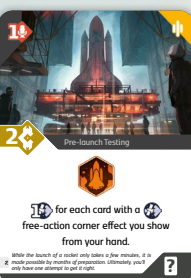
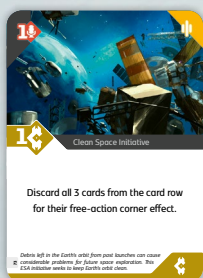
First resolve marking both signals (discarding two out of the three cards in the card row), then refill the card row, and only then rotate the Solar system and gain a tech. This is important especially if the tech's immediate bonus would give you a card, then you will be able to choose from the refilled card row.

#67 Yevpatoria Telescope Construction



Discarding a card for a signal from your hand means that you mark a signal in a sector matching the color of the card's top right corner.

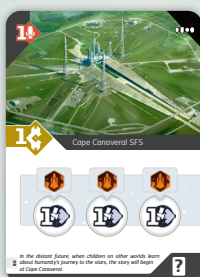
#73 Clean Space Initiative / #74 Pre-launch Testing



The free-action corner effect refers to the card's top left corner.

If you are not able to use the free-action corners of all three cards (because you can't or don't want to move a probe, for example), you still discard all three cards in the card row.

#78 SETI Institute / #79 ISS / #80 Cape Canaveral SFS



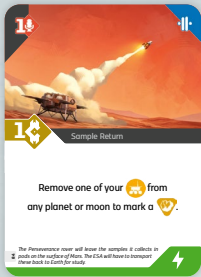
When you perform the action required by the mission, you can only mark one of the rewards of your choice. The spaces can be covered in any order.

#81 International Collaboration



While you do not gain the usual immediate bonuses from the tech tile (3-points, 1-publicity, 1-energy, 1-card), you can still gain the free Probe Launch or the 2 data from the two particular techs.

#84 Sample Return



When you remove the lander from the 1st space (with the extra 2-data reward) that space becomes available again. This applies also when there are multiple landers on that planet - they do not slide when the 1st space gets empty, so the next time someone lands on the planet, they gain those 2 data.

#88 Chandra Space Observatory



The probe needs to be on the Solar system board (orbiters and landers on the planetary boards do not apply).

The 4 signals required by the mission's conditions need to be present on the board when completing the mission. Previously marked signals that were taken back after a sector was resolved do not count any more.

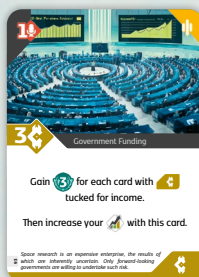
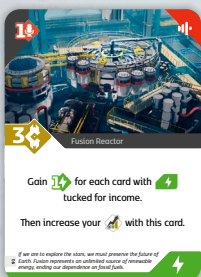
You can however mark the 2 signals with this card's effect and complete the mission before resolving the sector that those two signals might have completed.

#89 NIAC Program



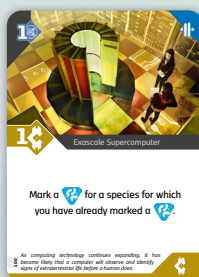
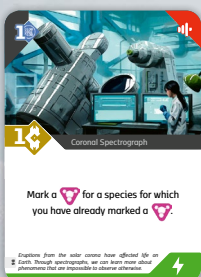
Exertion cards are not considered to be in your hand, thus they do not count against the mission's condition.

#91 Fusion Reactor / #92 NASA Image of the Day / #93 Government Funding

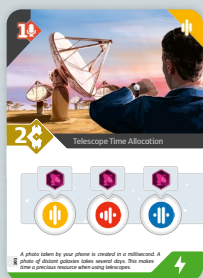


First gain the depicted rewards for cards you already have tucked for income, and then tuck this card for income too. That is considered an income increase, so you take its resource immediately.

#98 Coronal Spectrograph / #99 Electron Microscope / #100 Exascale Supercomputer

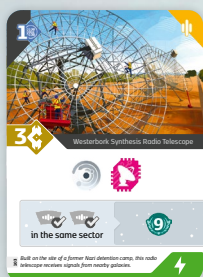


Marked discovery spaces and overflow spaces count as spaces for that species too.

#101 Telescope Time Allocation

When you perform the Scan action required by the mission, you can only mark one of the rewards of your choice. The spaces can be covered in any order.

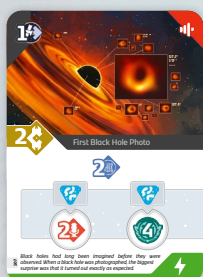
If you complete a sector with the Scan action, you can decide to cover one of the mission's rewards and mark the extra signal it grants before resolving that completed sector. That can be useful if that extra signal helps you to win the sector (being placed as an excess signal).

#103 Westerbork Synthesis Radio Telescope

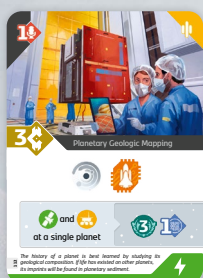
The mission condition requires you to win the same sector twice.

#106 Strategic Planning

To trigger the mission's condition, you need to play a card as your main action, and that card needs to cost 1, 2 or 3 credits. Discarding the card for its free-action corner effect or by any other means does not apply.

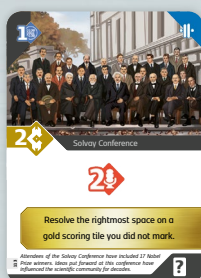
#107 First Black Hole Photo

When you gain a blue trace required by the mission, you can only mark one of the rewards of your choice. The spaces can be covered in any order.

#112 Planetary Geologic Mapping

Unfortunately, this card is missing a clarification, whether the mission condition applies to a lander on the planet's moon or not. We are sorry that we missed it during the proofreading. However, it was always meant to include the moon and it was even playtested that way.

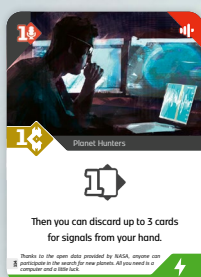
#113 Solvay Conference



Each game you should be able to mark 3 out of the 4 gold scoring tiles. This card's scoring condition allows you to score the one gold scoring tile you did not mark. You score it as if you would have marked the lowest scoring tier (the rightmost space).

If you managed to mark less than 3 gold scoring tiles during the game, you can choose which one to score out of those you did not mark.

#114 Planet Hunters



Discarding a card for a signal from your hand means that you mark a signal in a sector matching the color of the card's top right corner.

#116 Control Center

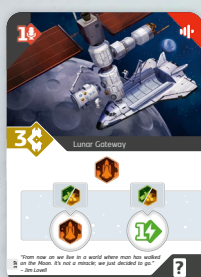


It is possible to trigger multiple rewards on this mission with a single Scan action (or with a card that allows you to mark multiple signals), as long as you mark those signals in the sectors of indicated colors.

Previously marked signals can't trigger this mission.

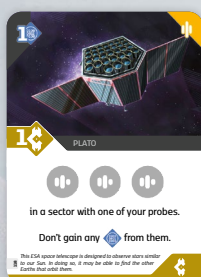
Remember that you can decide not to cover the reward when you trigger it (and save it for the next time). That can come handy when you do not have a probe in space to move.

#117 Lunar Gateway



When you perform the orbit or the land action required by the mission, you can only mark one of the rewards of your choice. The spaces can be covered in any order.

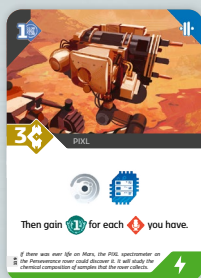
#118 PLATO



You mark the signals by replacing data in the sector with your markers as usual, but instead of gaining those data, return them to the general supply.

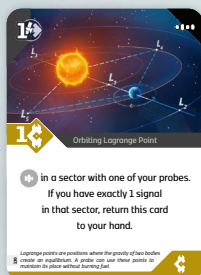
This card is great for placing excess markers in a sector (those that exceed the sector's data slot and do not yield any data), as you won't gain any data for marking signals with this card's effect anyway.

#119 PIXL



Since it is possible to interrupt a main action with a free action, this card allows some clever uses. It is for example possible to take the blue tech that has the 2-publicity reward in its bottom space, place data as free actions to gain that publicity and score 2 extra points thanks to the card's text effect.

#120 Orbiting Lagrange Point

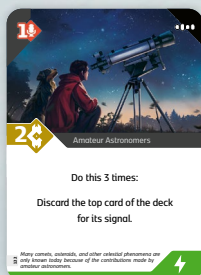


The probe needs to be on the Solar system board (orbiters and landers on the planetary boards do not apply).

To be able to return the card into your hand, there needs to be no markers of your color in the sector's data slot prior to playing the card.

If the signal you mark with this card would complete a sector, you can still return the card to your hand (before resolving the sector), as long as that was your only signal in that sector.

#122 Amateur Astronomers

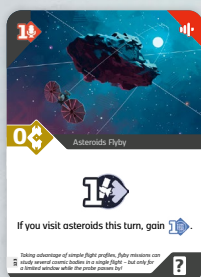


Discarding a card for a signal means that you mark a signal in a sector matching the color of the card's top right corner.

Those three signals need to be resolved one by one – you need to mark the signal from the first card before looking at another one, etc.

Remember that marking a signal is mandatory, so you need to mark all 3 signals even if some of them could help your opponents.

#123 Asteroids Flyby

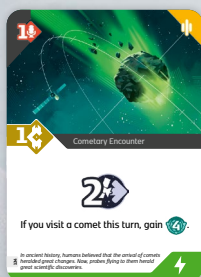


Despite the card costing 0 credits, playing it for its effects is still considered a main action.

“Visiting asteroids” requires you to move your probe to a space with asteroids. Having a probe on a space with asteroids when playing the card doesn't qualify for gaining the 1-data reward.

You gain the 1-data reward only once, even if you visit asteroids multiple times in that turn.

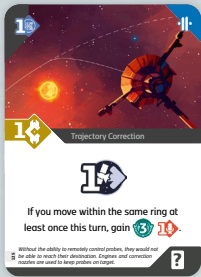
#124 Cometary Encounter



“Visiting a comet” means that you need to move to a space with a comet. You do not gain the benefit for a comet you are on when playing this card.

You gain the depicted points only once, even if you visit a comet multiple times in that turn.

#125 Trajectory Correction



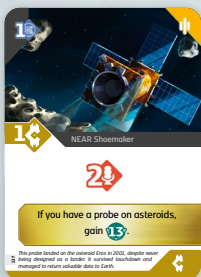
“Moving within the same ring” is a move that does not change your distance from the Sun.

#126 Euclid Telescope Construction



You can choose to take either an orange tech or a purple tech. Either way, you rotate the Solar system only once.

#127 NEAR Shoemaker



To score the 13-points from the cards scoring condition, you need to have a probe on a space with asteroids when the game ends (so you won't be able to turn that probe into an orbiter/lander). Note that even after you pass, the other play can still rotate the Solar system, which might result in pushing your probe out of the asteroids – you won't score the card in that case.

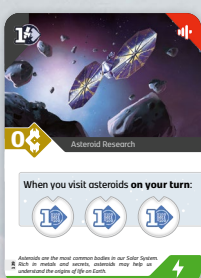
#128 Advanced Navigation System



“Visiting a planet” means that you need to move to a space with a planet. Having a probe on a planet when playing this card does not apply.

When you visit a planet, you can only mark one of the mission's rewards of your choice. The spaces can be covered in any order. You can mark multiple spaces for visiting the same planet, but you would need to visit it multiple times.

#129 Asteroids Research



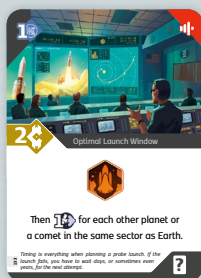
Despite the card costing 0 credits, playing it for its effects is still considered a main action.

“Visiting asteroids” requires you to move your probe to a space with asteroids. Having a probe on a space with asteroids when playing the card does not apply.

You can mark multiple rewards for visiting the same asteroids, but you would need to visit them multiple times.

If you would rotate the Solar system, resulting in your probe being pushed to asteroids, it would trigger the mission. But being pushed into asteroids in some other player's turn does not qualify because you need to visit the asteroids on your turn.

#133 Optimal Launch Window



This card gives you 1 move for each planet and each comet in front of the Earth, in the direction from the Sun. You can get up to 3 moves this way (that would require a planet or a comet in each of the three spaces lined up with Earth).

#134 Herschel Space Observatory

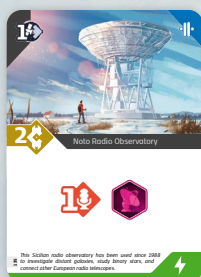


The probe needs to be on the Solar system board (orbiters and landers on the planetary boards do not apply).

The 4 signals required by the mission's conditions need to be on the board when completing the mission. Previously marked signals that were taken back after a sector was resolved do not count any more.

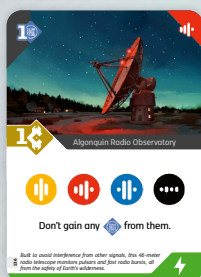
You can however mark the 2 signals with this card's effect and complete the mission before resolving the sector that those two signals might have completed.

#135 Noto Radio Observatory



You do not pay the base cost of the Scan action but you still need to pay the additional costs of your purple techs if you decide to use them.

#136 Algonquin Radio Observatory



You mark the signals by replacing data in sectors with your markers as usual, but instead of gaining those data, return them to the general supply.

This card is great for placing excess markers in a sector (those that exceed the sector's data slot and do not yield any data), as you won't gain any data for marking signals with this card's effect anyway.

#138 Cornell University



"Discarding a card from your hand for a free action" results in gaining the effect in its top left corner. This effect can be either 1-publicity, 1-data, or 1-move, each of those triggering one of the mission's reward.

Alien cards often combine the publicity, data and move with some additional reward. Those stronger free-action corner effects qualify too, as long as they include the reward required by the mission.

ALIEN CARDS

#ET.1 First Contact / #ET.2 Rover Exploration / #ET.3 Mass Sample Collection /

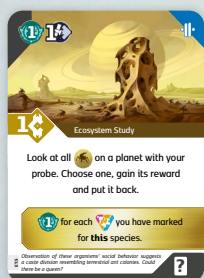
#ET.4 Martian Quarantine Lab



Those cards can be used to land (or Orbit in case of Mass Sample Collection) on any planet, but you can pick up a sample only if it was on Jupiter or Saturn (or their moons) and only as long as there were any sample tokens left.

To deliver a sample, your sample capsule must be on the space with Earth (or with Mars in the case of the Martian Quarantine Lab card). You don't need to complete the mission right after moving to such space. You can complete it at any point later as a free action, as long as the sample capsule is still at its destination.

#ET.5 Ecosystem Study



Your probe must be on the space with Jupiter or Saturn so you can take a reward from one of its samples. Having an orbiter or lander at the planet does not apply.

After taking the reward, put the chosen sample back to its space. You need to show the chosen sample, the other samples on that space remain secret for other players.

#ET.6 The Queen / #ET.7 Breeding Sample

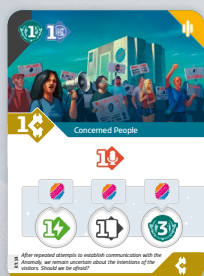


Those cards can be used to land on any planet, but you can pick up a sample only if it was on Jupiter or Saturn (or their moons) and only as long as there were any sample tokens left.

To deliver a sample, your sample capsule must be on the space with Earth. You don't need to complete the mission right after moving to such space. You can complete it at any point later as a free action, as long as the sample capsule is still at its destination.

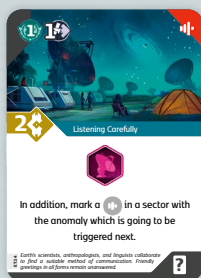
The mission reward on the Breeding Sample card gives you the reward from the delivered sample twice.

#ET.13 Concerned People



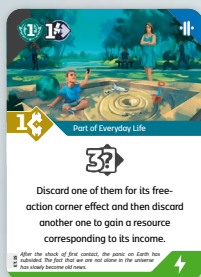
When you research a tech as required by the mission, you can only mark a single reward of your choice. The spaces can be covered in any order.

#ET.14 Listening Carefully



You do not pay the base cost of the Scan action but you still need to pay the additional costs of your purple techs if you decide to use them.

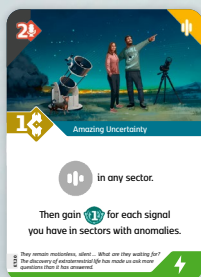
#ET.15 Part of Everyday Life



First draw 3 random cards. Then immediately:

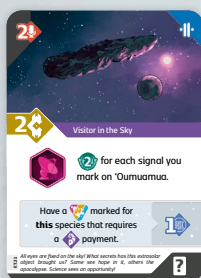
- Choose one of them, discard it and gain its free-action corner effect. (The free-action corner effect refers to the card's top left corner.)
- Discard one of the remaining two cards and gain the resource corresponding to its income corner (so either a credit, an energy or a random card).
- Keep the remaining card in your hand.

#ET.20 Amazing Uncertainty



Gain points for all your currently marked signals in the three sectors that contain an anomaly token (including the one signal that you have just marked with this card, if it was in a sector with an anomaly). In case you have completed a sector by marking a signal with this card, first gain the points and then resolve the completed sector.

#ET.21 Visitor in the Sky



You do not pay the base cost of the Scan action but you still need to pay the additional costs of your purple techs if you decide to use them.

The 2-points are gained for marking signals on the 'Oumuamua tile due to this card's effect.

The mission condition requires you to mark at least one of the 25-points spaces that cost 4 exofossils to mark, or one of the always available 6-points spaces that cost 1 exofossil to mark.

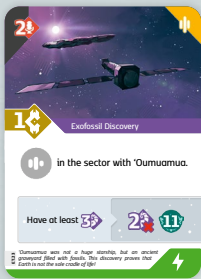
#ET.22 Altered Trajectory



You do not pay the base cost of the Scan action but you still need to pay the additional costs of your purple techs if you decide to use them.

The 1 exofossil is gained for marking at least one signal on the 'Oumuamua tile due to this card's effect.

#ET.23 Exofossil Discovery



Marking a signal in the sector with 'Oumuamua allows you to mark it either in the associated star system or on the 'Oumuamua tile.

#ET.27 Perfect Timing



"Visiting 'Oumuamua" requires you to move your probe to a space with 'Oumuamua. Having a probe in that space when you play the card does not apply. You need to move to the space with that planet again to trigger it.

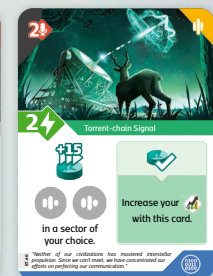
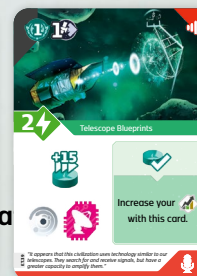
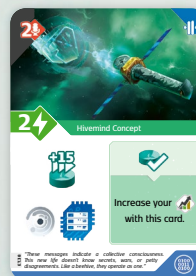
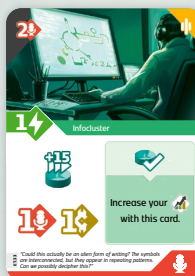
Having a signal on 'Oumuamua means that you need to have your marker on the 'Oumuamua tile.

#ET.29 Comparative Analysis



When you mark a trace as required by the mission, you can only mark a single reward of your choice. The spaces can be covered in any order.

#ET.31 Vessel Designs / #ET.32 Exocomputers / #ET.33 Infocluster / #ET.38 Hivemind Concept / #ET.39 Telescope Blueprints / #ET.40 Torrent-chain Signal



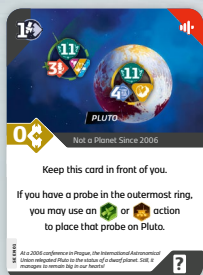
When increasing your income with this card due to the card's delayed reward, don't forget to gain the depicted resource immediately.

Those cards can be tucked for income even with the regular income effect.

The publicity and data income do not count towards the gend-game scoring tiles since they only care about credit, energy and random card incomes.

PROMO CARDS

#SE EN 01 – Not a planet since 2006



Pluto doesn't have a dedicated space on the Solar system board, so you can't visit it with your probe (to gain publicity, etc.). However, if you have a probe on any space in the outermost ring, you can perform an Orbit or Land action to turn that probe into an orbiter or lander at Pluto. Move the probe from the Solar system board to the respective space on the card's illustration.

Only you can Orbit or Land on Pluto.

The Orbit action costs 1 credit and 1 energy, and the Land action costs 3 energy (or 2 energy if you already have an orbiter at Pluto). Landing costs can be reduced with the appropriate orange tech.

Pluto has space for only 1 orbiter and 1 lander.

Don't be fooled by the name of the card – Pluto still counts as a planet for other game effects. Pluto may have been downgraded to a mere dwarf planet in 2006, but in our hearts, it's still a giant, having been part of our whole school life.

An orbiter and a lander on Pluto count toward the gold end-game scoring tile that awards points for pairs of sector wins + orbiters/landers. They also apply for missions that require an orbiter or lander.

Cards **#15 Atmospheric Entry** and **#84 Sample Return** can remove an orbiter/lander from Pluto, allowing you to orbit or land on Pluto a second time.

The card **#16 Dragonfly** also allows you to land on Pluto for the second time.



CREDITS:

Game Design: Tomáš Holek | **Art:** Ondřej Hrdina, Jakub Politzer, Jiří Kůs, Jiří Mikovec, Petr Štich, Josef Surý, Michaela Lovecká, Jakub Lang, Petra Ramešová, Oto Kandra, František Sedláček

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