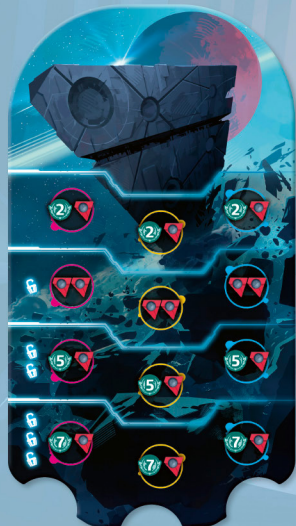




Our Solar system has been visited by a huge alien object, undoubtedly some kind of interstellar alien ship. Or maybe an entire alien city floating through space? Either way, it seems to be long dead and abandoned, but it's still an unprecedented discovery worth further exploration. What surprises are hiding in the depths of this alien object?

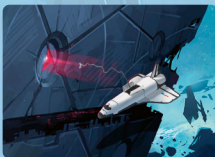


4 sets



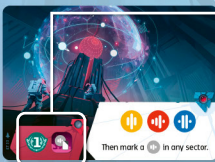
9x

EXPLORATION CARDS



When this species is discovered, shuffle the 9 exploration cards face down, setting 4 of them aside for now. The remaining **5 cards** form the exploration deck.

Players who marked the three discovery spaces gain minor exploration rewards – **1 reward per marker**.



MINOR EXPLORATION REWARD

Reveal one card from the exploration deck for each discovery space marked by any player. That player gains the **minor exploration reward** depicted on the card. Keep the revealed exploration cards in a discard pile next to the deck.

SECURITY CARDS

Deal **3 security cards** in front of each player with the life trace side facing up.

Each player gets:

1 random card
with a  trace



1 random card
with a  trace



1 random card
with a  trace



When playing with fewer than 4 players, return any remaining cards to the box without looking at them.



EXPLORING THE SHIP

Effects on the Arkhos board and on the security cards allow you to gain rewards from exploration cards. There are two types of rewards:



Reveal the next exploration card and gain its **minor exploration reward**.

When the exploration deck runs out, shuffle all revealed exploration cards together with the four cards that were set aside. Create a new 5-card deck and put the remaining 4 cards aside again.

Reveal the next exploration card and gain its **major exploration reward**.

SPECIES BOARD



The Arkhos board represents their ship. It is divided into four security levels. Initially, you can only mark the top three spaces in

LEVEL 0

To access deeper sections, you must first **breach** the security cards you were given.

LEVEL 1

LEVEL 2

LEVEL 3

SECURITY CARDS

BREACHING SECURITY CARDS

When you **mark an overflow space** below the Arkhos board, you can breach your security card with the corresponding trace. Take the security card into your hand.

The more cards you breach, the deeper into the Arkhos you can go:



1 breached card gives you access to **LEVEL 1**.

2 breached cards give you access to **LEVEL 1** and **LEVEL 2**.

Breaching all 3 cards gives you access to all spaces on the Arkhos board.

So once you have no more security cards dealt in front of you, you are allowed to mark any spaces on the Arkhos board.

USING SECURITY CARDS

Once a security card is in your hand, it counts toward your hand limit and can be used like regular cards.

Discarding it for its free-action corner effect gives you a minor exploration reward, while playing it as a main action for 2 credits gives you a major exploration reward.

Note: You do not lose access to the more valuable levels on the Arkhos board by discarding or playing the security card.

SOLO RULES

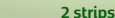
When Arkhos is discovered, the rival gains  for contributing and 3 security cards, just like a player.



If the rival would gain a , they gain  instead.

The only way the rival breaches their security cards is by playing their alien action card. Ignore Arkhos board spaces that the rival cannot access yet.

When choosing where to mark a trace, if both species have **equally low** available spaces, the Rival prefers Arkhos.



Keep the deck near the Glyphids board. Turn the top card face up and place it beside the deck.



Note: These cards can be tucked for income or discarded for their free-action effect. They count toward your hand limit.

- You will use the translation board to decipher glyphs by slotting in glyph tokens.**

- 



Place the remaining tokens in a face-down stack near the species board.



GAINING GLYPH TOKENS

You gain the glyph tokens in the following ways:

- **Orbit or land** at a planet (or its moon) with a token.
- **Win a sector** with a token.
- **Develop a tech** with a token.
- **Mark a space on the Glyphids board** that contains a token.

When you do, take the token. No one else can gain any more tokens from that place anymore.



The only exceptions are the top three spaces on the Glyphids board. Those are replenished immediately. If the supply of tokens runs out, that space has no effect anymore.

DECIPHERING A GLYPH

As a **free action**, you may place one of your glyph tokens in an empty slot on the translation board and gain the associated resource.



Top-row slots can only be filled if **both slots beneath them** are filled.

Once a particular glyph has been deciphered (placed), no more glyphs of that type can be added to the translation board.

Note: You can still collect already deciphered tokens, but they can't be placed. Save them for the end-of-game scoring.

GLYPHS ON CARDS



The icons on Glyphid cards do not give glyph tokens. Instead, as long as the particular glyph has been deciphered, you gain the associated resource. If not yet deciphered, the icon has no effect.

When you check the translation board on the left, this particular icon translates to .

END-OF-GAME SCORING



At the end of the game, unplaced glyph tokens score as follows (per set of different tokens):

1 / 3 / 5 / 8 / 11 / 15 / 20 points for 1–7 unique tokens.

All your sets are scored!

SOLO RULES

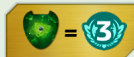


The rival gains glyph tokens the same way as a player. If they gain an undeciphered token, they immediately place it on the translation board and gain the reward (prefer upper slots when possible, use decision arrow to break ties).

If the reward is a , they gain  instead.



If any of the top spaces on this species board is empty (no token to take), the rival ignores it.



At game end, the rival scores 3 points per glyph token, regardless of type.



What first appeared to be an ordinary asteroid sample became a discovery of profound significance: a living unicellular organism of alien origin. Resembling terrestrial amoeboids, it has captured global attention. Studied under strict containment, it exhibits adaptive resistance – almost as if it were actively sabotaging our efforts to understand it.



10x



5x

CARDS



When this species is discovered, shuffle its deck and deal cards to the players who marked the three discovery spaces. Each player gets **1 card per marker**.

Keep the deck near the Amoeba board. Turn the top card face up and place it beside the deck.



Spaces with this icon let you draw an Amoeba card. You may **draw from the top of the deck**, or **take the face-up card** and replace it with the top card from the deck.

Note: These cards can be tucked for income or discarded for their free-action effect. They count toward your hand limit.

ORGANELLE TOKENS

Shuffle the five organelle tokens and deal them face up on the marked spaces on the Amoeba board:





AMOEBEA BOARD

Marking spaces on the Amoeba board works as usual, but in addition to gaining what is depicted in the space you are marking, you also gain all the bonuses on the organelles that are in the section of the matching color.



This space would give you an Amoeba card and **all organelle bonuses** in the corresponding section.



In this case you gain 4 and 1.



Many Amoeba cards contain this single organelle icon. It means that you can choose **a single organelle** in the matching section and gain its reward.

SOLO RULES

When selecting spaces to mark, the **rival ignores Amoeba spaces with 1 or 0 organelle bonuses**.



MUTATING

Each time you gain some organelle bonuses, no matter if it is from marking a space on the Amoeba board or from a card's effect, you must then move all those organelles 1 space in the direction depicted on the board.

The outer organelles move in a clockwise direction, while the inner organelle moves counter-clockwise. If gaining all bonuses from a section, move all organelles that were present simultaneously. In case the target space is occupied, skip it and move the organelle to the next empty space.



The effect gives you , and . The organelles then move as depicted by the arrows. The one with 2 points skips the next two occupied spaces.