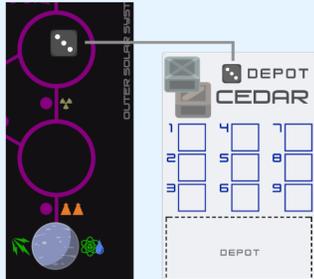


CREATE DEPOT

COST: 0

- possible on every space, always!
- place die and use associated card
- amount limited by the components
- see page 16 for the full rules



DISCARD CONSTR. PART

COST: 0

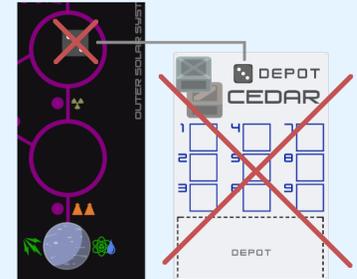
- discarding a constructed part will return it to your known parts
- for craft: remember to update mass
- see page 17 for the full rules



DISCARD DEPOT

COST: 0

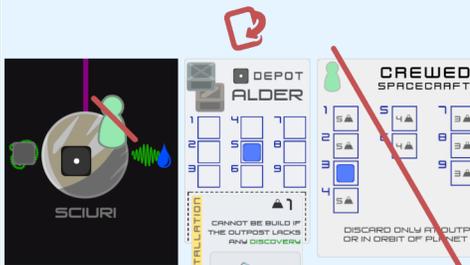
- possible regardless of location
- remove die and associated card
- fuel/parts inside are also discarded
- see page 17 for the full rules



CONVERT DEPOT INTO OUTPOST

COST: 2

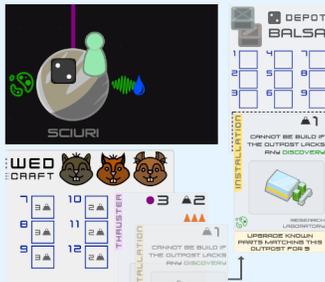
- needs installation, crewed craft and an explored location (if applicable)
- provides outpost conversion bonus
- see page 19 for the full rules



TRANSFER CONSTR. PART

COST: 0

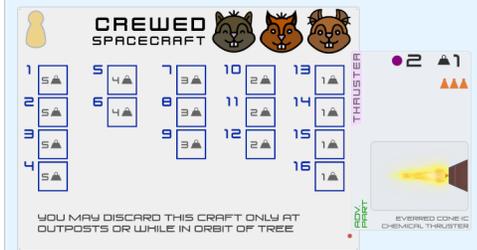
- move a constructed part between two entities on the same space
- for craft: remember to update mass
- see page 20 for the full rules



CONSTRUCT KNOWN PART

COST: 1

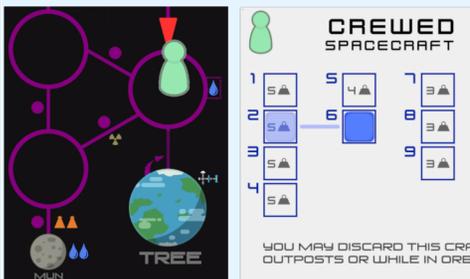
- take one known part and add it into a craft or depot in *Tree* orbit
- for craft: remember to update mass
- see page 21 for the full rules



REFUEL CRAFT FOR 4 PER

COST: 1

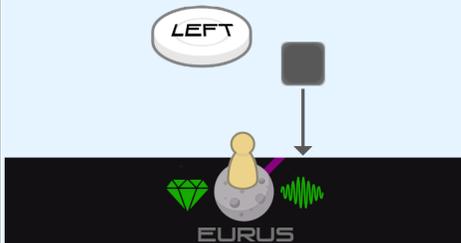
- possible at outposts or in *Tree* orbit
- targets a single craft (not depots)
- requires at least one - symbol
- see page 29 for the full rules



EXPLORE LOCATION

COST: 1

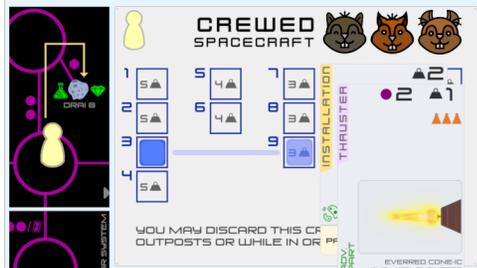
- coin flip decides what you discover
- hide other set of symbol with cube
- requires a craft at the location
- see page 29 for the full rules



USE THRUSTER TO MOVE CRAFT

COST: 1

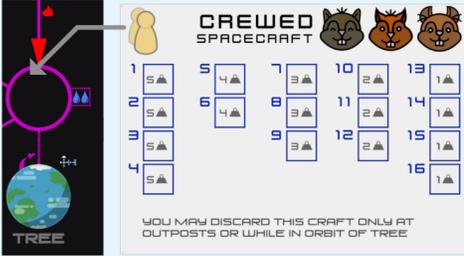
- thruster defines fuel costs per
- check for transition requirements
- movement cannot be interrupted
- see pages 25 - 28 for the full rules



CREATE CRAFT

COST: 0

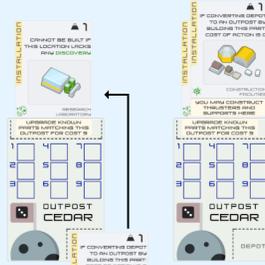
- choose either crewed or uncrewed
- place matching meeples in *Tree* orbit
- amount limited by the components
- see page 16 for the full rules



EXPAND EXISTING OUTPOST

COST: 1

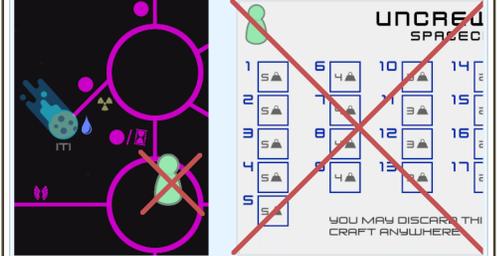
- take installation from depot-section
- installation count per outpost is not limited but duplicates are forbidden
- see page 18 for the full rules



DISCARD CRAFT

COST: 0

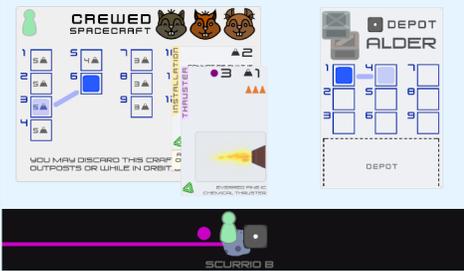
- check craft card for restrictions!
- remove meeples and matching card
- carried fuel and parts are discarded
- see page 17 for the full rules



TRANSFER FUEL

COST: 0

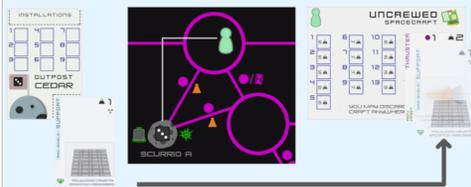
- move any amount of fuel between two entities on the same space
- adhere to fuel maximum of entity
- see page 24 for the full rules



LAUNCH CONSTR. PART FROM OUTP.

COST: 1

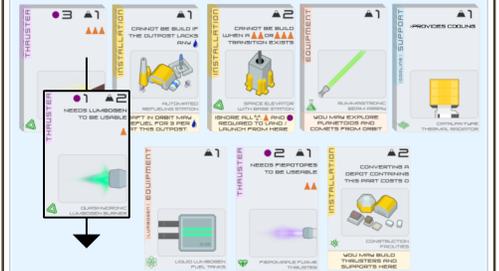
- transfer a constructed part from an outpost to an entity in orbit of it
- one-way only, cannot send down!
- only single part, cannot launch fuel
- for craft: remember to update mass
- see page 22 for the full rules



RESEARCH NEW KNOWN PART

COST: 4

- take the top card of one part stack of your choice and add this part to your known parts
- see page 23 for the full rules



THANK YOU FOR YOUR INTEREST IN INTERPLANETARY