

## A CLEAR VIEW

To fulfill this directive, a craft must be on the lower space of the track tile.

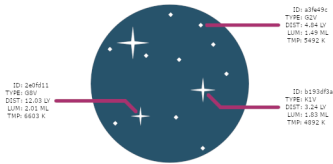
*The philosopher Friedrich Wilhelm Nietzsche once wrote that if you stare into the abyss long enough, the abyss will stare back at you.*

*There is no greater abyss than the vast interstellar emptiness. The distance to even the nearest star seems insurmountable.*

*But the common Squeak probably thought the same about our Moon only a century ago.*

*Today, though, we can only stare again.*

*And take very detailed measurements and readings using Squeakmade equipment farther away from home than anything else before it.*

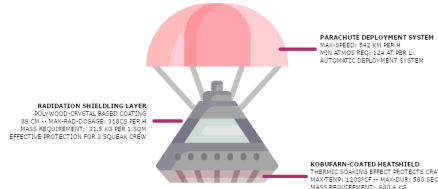


## CHALLENGES

To fulfill this directive, a craft must move over any transition requiring at least one 🔥 or ☢️, except the transition connecting Tree's orbit with the Moon.

*To enable further exploration of our solar system, a large number of technical challenges must be overcome. We will face extreme temperatures, dangerously high radiation levels and a great many other perils.*

*Developing solutions to counter these dangers is a paramount goal for our space program.*



## AEROSTAT

**When this directive comes into play:**

Flip the special part card, then place the now visible objective marker below any planetary tile with a gas giant (a big planet without a transition), preferring tiles without outposts.

**While this directive is in play:**

All orbit spaces on the marked tile now have a new transition connected to that tile's gas giant with costs 🔴 🔴 🔴 🔴 🔴. The gas giant has a 💧 and is explored, showing 🌿.

If the directive is fulfilled, failed or it is impossible to fulfill it, the **game ends**. To fulfill it, the gas giant must have an outpost.



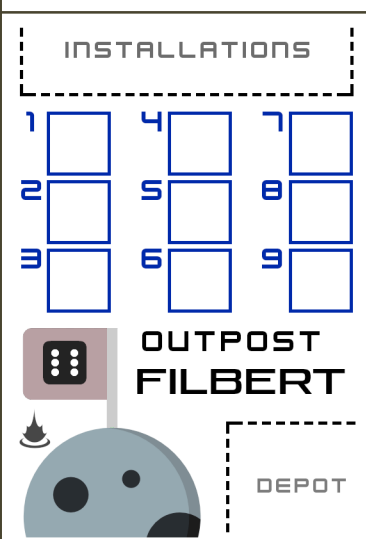
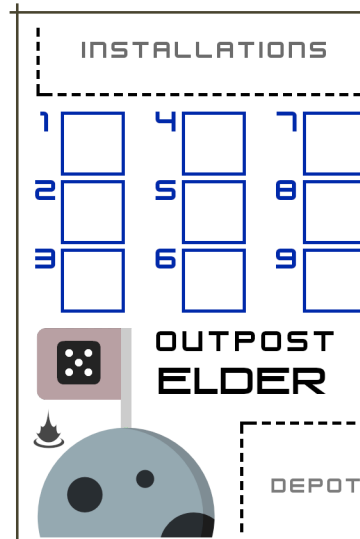
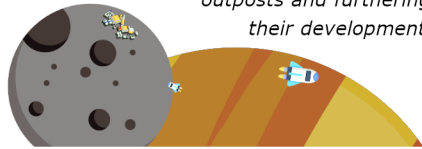
*We just got the go-ahead for the aerostat-project! Just imagine it, a flying city-dreya carried aloft by buoyant gas and forever floating among the clouds.*

## CLOSE BY

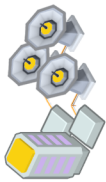
To fulfill this directive, there must either be a single planetary tile of the outer solar system which has two outposts on it or fulfilling the former condition must be impossible due to component limitations when this card is drawn.

*It is said the forest endures while the lone tree is set aflame by the lightning.*

*The continued success of the United Forests Space Program will eventually result in our outposts expanding into full off-world colonies. If located close to each other, these colonies could be connected by fuel-efficient shuttles, thus enabling mutual aid between such outposts and furthering their development.*



**2**  
CANNOT BE BUILT IF A TRANSITION EXISTS  
WHEN ON CRAFT:  
> PROVIDES FIETOPTOPES



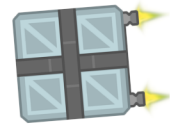
FIETOPTOPE-CHARGED  
BEAM POWER ARRAY  
ONCE PER MOVE,  
CRAFT ON THIS TILE CAN  
TREAT A 🌿 AS A 🔴

**1**  
CANNOT BE BUILT IF  
THIS LOCATION LACKS  
ANY DISCOVERY



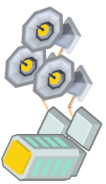
RESEARCH  
LABORATORY  
UPGRADE KNOWN  
PARTS MATCHING THIS  
OUTPOST FOR COST 4

**1**  
WHILE IN ORBIT:  
YOU MAY DISCARD THIS  
PART TO IMMEDIATELY  
TRANSFER FUEL AND / OR  
(OTHER) PARTS FROM THIS  
ENTITY TO ONE ON THE  
ORBITED CELESTIAL OBJECT



ATTACHABLE BRAKING  
THRUSTER (SINGLE-USE)

**2**  
CANNOT BE BUILT IF A TRANSITION EXISTS  
WHEN ON CRAFT:  
> PROVIDES LUMBGEN



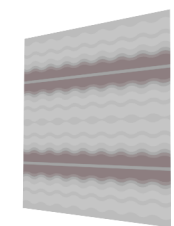
LUMBGEN-CHARGED  
BEAM POWER ARRAY  
ONCE PER MOVE,  
CRAFT ON THIS TILE CAN  
TREAT A 🌿 AS A 🔴

**1**  
IF CONVERTING DEPOT  
TO AN OUTPOST BY  
BUILDING THIS PART:  
DISCARDED CRAFT  
MUST BE UNCREWED



SELF-CONSTRUCTING  
AUTOMATED OUTPOST  
NO BOON

**2**  
IF PART'S IS USED,  
DISCARD THE PART  
AFTERWARDS



MARBLE TIMBER  
HEAVY HULL ARMOR

DIRECTIVE FAILED



ONCE PER MOVE. CRAFT  
ON THIS OR NEIGHBORING  
TILES CAN TREAT AS

ONCE PER MOVE, CRAFT  
ON THIS OR NEIGHBORING  
TILES CAN TREAT AS