



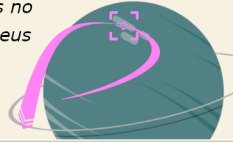
## ATMOSPHERIC

### While this directive is in play:

By paying for  using a thruster with two or more , you may put your special part into a craft with that thruster located on an orbit space of any planetary tile with some gas giant (big planet without a transition).

To fulfill this directive, a craft carrying your special part must be on *Tree's* orbit space. Remove that part from play after you have fulfilled or failed this directive.

*Simple onboard tools aside, no squeakmade laboratory has ever analysed samples taken from some gas giant's atmosphere. For that, probes would need to survive and return with tanks full of captured gas, which is no easy feat. Like Phiemetheus stole fire from the gods, you will now steal air from the solar giants!*



## IN-SITU REFUEL

To fulfill this directive, you must perform a refuel of one of your crewed craft that has landed on a comet or moon without an outpost. Your refuel action must add at least one unit of fuel into that craft.

(This requires a specific equipment-class part.)

*Access to water is the key to our exploration of the solar system! We require it as propellant for our spacecraft, we need it for chemical and mineralogical processing and, of course, it is essential for life support. Neither Squeak nor walnut tree can exist without water, so your next task is to field-test new technology to extract oxygen and water bound in barren soil.*



## DEAD IN SPACE

### When this directive comes into play:

Flip your special part card, then place the now visible objective marker on top of the interplanetary tile above *Tree*. As long as one of your crewed craft is on the top space of that tile, you may flip the marker back and put this special part into that craft.

To fulfill this directive, the special part must be inside a depot on *Tree's* orbit space. Remove your marker or special part from play after you have fulfilled or failed this directive.



*A micrometeorite struck one of our automated vessels and has rendered it derelict. Since that vessel carried soil samples of great value, we want you to execute a salvage operation.*

Place this card to the left of the other player's act VI card!

## JOINT PROJECT:

### When two act VI directives, one for

Flip the coin once as if you would explore the interplanetary tiles to the left and planet *Tree*. Take the coop tile and flip above the interplanetary tile selected via interplanetary



Finally, add both special

To fulfill this directive, four crewed craft the planetoid *Ryansrok* and both special which craft carries which

*The Unity Project, a dream given form! A self-contained space drey made from three million tons of spinning metal, mined from a ore-rich planetoid nearby. Eventually, a home to thousands of Squeaks. A shining beacon in space, all alone in the night! Today, we start with the mining operation to realize this dream.*

Place this card to the right of the other player's act VI card!

## UNITY STATION

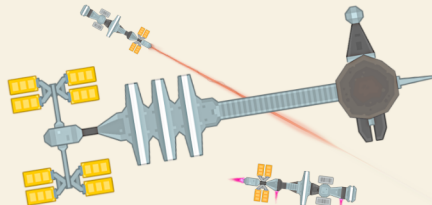
### each player, have come into play:

a location, randomly selecting between right of the interplanetary tile above it until it shows *Ryansrok*, then place it the coin, aligning its transition with that tile's top space.



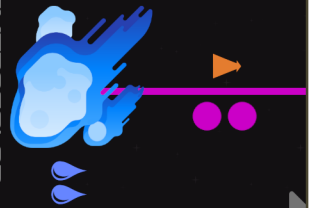
parts to the known parts.

with thrusters each must be landed on parts must also present there, although special part is not relevant.



CANNOT CREATE  
DEPOTS HERE

EXTRASOLAR  
COMET SWARM



MISSION-SPECIFIC

( PLAYER 2 )



## NEW GADGETS

### When this directive comes into play:

Take the top part from a stack of your choice, flip your special part card and place the now visible objective marker onto that part. If you construct this part at some point, ensure the objective marker always remains with its card.

To fulfill this directive, the part with the objective marker must be upgraded. Remove your marker from play after this directive has been fulfilled or failed.


*There is a famous quote from the rocket pioneer Konsanti Phiepkovski, he once stated that *Tree* is the nest of Squeakind but remaining in our cozy nest indefinitely is just futile.*


*And he was right, the truly new can only be discovered out there!*



## NEW HORIZONS

### When this directive comes into play:

Find the farthest outpost by counting unavoidable  between *Tree* and each candidate, then flip your special part card and place the now visible objective marker above or below that outpost's tile on a vertical line with this outpost to mark it. You immediately fail this directive if there are no outposts at all.


To fulfill this directive, there must be an outpost that is further away from *Tree* (in terms of unavoidable ) as the marked one. Remove your marker from play after you have fulfilled or failed this directive.

*Squeakind's expansion into the solar system is proceeding well but we are slightly behind the program's schedule. We need to make up ground, reach new horizons!*



## NEW ISSUES

### When this directive comes into play:

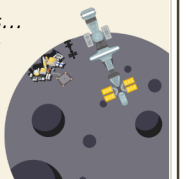
Find the farthest outpost by counting unavoidable  between *Tree* and each candidate, then put your special part card into that outpost's depot-section.

You immediately fail this directive if there are no outposts at all.

To fulfill this directive, a craft carrying your special part must be on planet *Tree's* orbit space. Remove your special part from play once the directive is fulfilled or failed.

*One of our personnel transports was recently exposed to a solar flare which irradiated all onboard cargo and supplies...*

*Thankfully, all of the crew had already disembarked earlier but without those supplies, the outpost is overextended! Bring these Squeaks home...*



DIRECTIVE FULFILLED

# ACT II: CHALLENGES

(  COOP ONLY )

DIRECTIVE FAILED

DIRECTIVE FULFILLED

# ACT II: CHALLENGES

(  COOP ONLY )

DIRECTIVE FAILED

DIRECTIVE FULFILLED

# ACT II: CHALLENGES

(  COOP ONLY )

DIRECTIVE FAILED



MISSION-SPECIFIC

TRANSFERRING OR  
LAUNCHING THIS PART  
IS NOT ALLOWED  
  
CHECK DIRECTIVE  
FOR INSTRUCTIONS

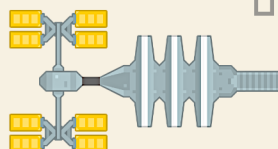


DIRECTIVE-SPECIFIC  
CONDITION

DIRECTIVE FULFILLED

# ACT VI: UNITY

(  COOP ONLY )

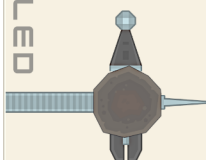


DIRECTIVE FAILED

DIRECTIVE FULFILLED

# ACT VI: UNITY

(  COOP ONLY )



DIRECTIVE FAILED



MISSION-SPECIFIC

NEITHER PART NOR  
CRAFT CARRYING IT  
CAN BE DISCARDED  
  
CHECK DIRECTIVE  
OF PLAYER 2 FOR  
INSTRUCTIONS



SPECIALIZED PAYLOAD  
( PLAYER 2 )

DIRECTIVE FULFILLED

# ACT IV: ADVANCEMENTS

(  COOP ONLY )

DIRECTIVE FAILED

DIRECTIVE FULFILLED

# ACT IV: ADVANCEMENTS

(  COOP ONLY )

DIRECTIVE FAILED

DIRECTIVE FULFILLED

# ACT IV: ADVANCEMENTS

(  COOP ONLY )

DIRECTIVE FAILED

## BEING THERE

### When this directive comes into play:

Ready the condition part. Every time a crewed craft lands on any planet without an outpost, you may immediately put the condition part into that craft.

To fulfill this directive, a craft with the condition part must be in orbit of *Tree*.

After fulfilling or failing this directive, remove the condition part from play.

*Why do we go to such lengths to put Squeaks on another planet instead of a robotic probe?*

*Simple, it is because that planet is there!*

*Even if there were not a myriad of sensible and objective reasons for us to do it, our very nature would still compel us to go there ourselves.*



## THE SWARM

### When this directive comes into play:

Flip the condition part to reveal the *swarm* and place it directly below the track tile. In addition, ready your special part. Every time a craft lands on the *swarm*, you may put your special part into that craft.

To fulfill this directive, your special part must be either in a craft in *Tree's* orbit or in the depot-section of an outpost with two or more installations. Once the directive is fulfilled or failed, remove your special part and the *swarm* from play. Any craft on the latter, even a crewed one, is discarded.

*A swarm of fast moving comets from interstellar space is transitioning through the outer edges of the solar system, too fast to be captured by Sol's gravity. We only have this one chance, obtain a sample for analysis before the swarm is out of range...*



## SURVEY TASK

### While this directive is in play:

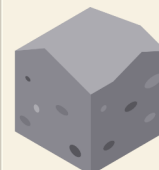
Ready your special part. Every time a crewed craft lands on any planetoid without an outpost, you may put your special part into that craft.

To fulfill this directive, a craft carrying your special part must be in *Tree's* orbit. Remove the special part from play after you have fulfilled or failed this directive.

*The Materials Research Branch has just issued a new request: Our exploratory crews are to test newly developed soil extraction tools on various*

*planetoids of the solar system.*


*Consequently, your next job is part of this survey initiative and you are hereby tasked with planning a crewed visit to your assigned planetoid.*



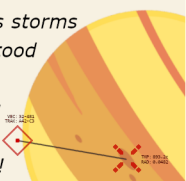
## WINDSTORMS

### When this directive comes into play:

Flip your 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 those tiles without or fewer outposts.

To fulfill this directive, an uncrewed craft able to satisfy  must be discarded while being located on any orbit space of the marked tile. Remove your objective marker from play after you have fulfilled or failed this directive.

*There is no weather phenomena that is more impressive than a gas giant's storms and these are poorly understood at best. We hope your next assignment can change that: Send an atmospheric probe into the eye of a superstorm!*



## EXTRASOLAR

### When this directive comes into play:

Immediately flip the track tile to reveal the *Sol Exit* space. The tile will remain flipped for the rest of the game.

To fulfill this directive, an uncrewed craft must be discarded while located on the space labeled *Sol Exit* of the track tile.

*Launching Squeakind's first true interstellar research probe is your next task! In the vast emptiness between the stars, the telescopes on such a probe will be able to search for other intelligent life far more efficiently. And in addition to that, the probe will carry Squeakind's greetings to the stars...*



## GRAND TOUR

### When this directive comes into play:

Take both special parts and the condition part, then distribute them into outposts of your choice as evenly as possible.

If, at any point, a special part is located in a craft or depot on *Tree's* orbit space, you may exchange it with condition part, switching places (only works one-way).

If this directive is fulfilled or failed, the **game ends** afterwards. To fulfill this directive, both the special parts and the condition part must be located in depots or craft in *Tree's* orbit-space.



*Squeakind is now an interplanetary species! We have settled our solar system, a feat deemed impossible just a few decades ago, and goods produced off-Tree are flooding in...*

## COOPERATION

### While this card is among the known parts and you have not yet revealed act VI:

As an action of cost 1, you may place this card as-is above your current directive card, thereby hiding it.

### While this card is your current directive:

Ignore the directive below this card! When your track cube resets, remove this *cooperation* card from the game.

Then resume play as normal, with the original directive being relevant again.

*We have finally come together as one species...*



## COOPERATION

### While this card is among the known parts and you have not yet revealed act VI:

As an action of cost 1, you may place this card as-is above your current directive card, thereby hiding it.

### While this card is your current directive:

Ignore the directive below this card! When your track cube resets, remove this *cooperation* card from the game.

Then resume play as normal, with the original directive being relevant again.

*...and look at the things we have achieved...*



## COOPERATION

### While this card is among the known parts and you have not yet revealed act VI:

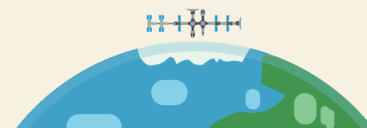
As an action of cost 1, you may place this card as-is above your current directive card, thereby hiding it.

### While this card is your current directive:

Ignore the directive below this card! When your track cube resets, remove this *cooperation* card from the game.

Then resume play as normal, with the original directive being relevant again.

*...now that we work together in peace and unity.*



DIRECTIVE FULFILLED

## ACT II: CHALLENGES

(  COOP ONLY )

DIRECTIVE FAILED

DIRECTIVE FULFILLED

## ACT V: INTERPLANETARY

DIRECTIVE FAILED

DIRECTIVE FULFILLED

## ACT II: CHALLENGES

(  COOP ONLY )

DIRECTIVE FAILED

DIRECTIVE FULFILLED

## ACT VI: EPILOGUE

( USE ONLY ONE CARD )

DIRECTIVE FAILED

DIRECTIVE FULFILLED

## ACT IV: ADVANCEMENTS

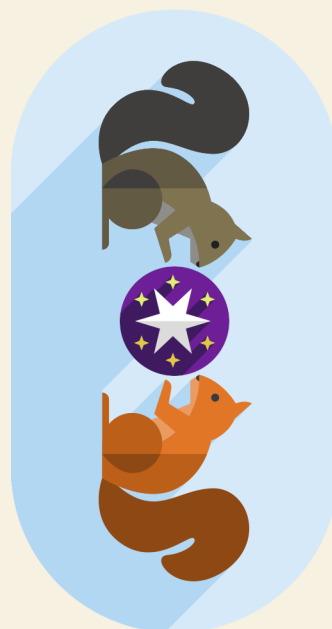
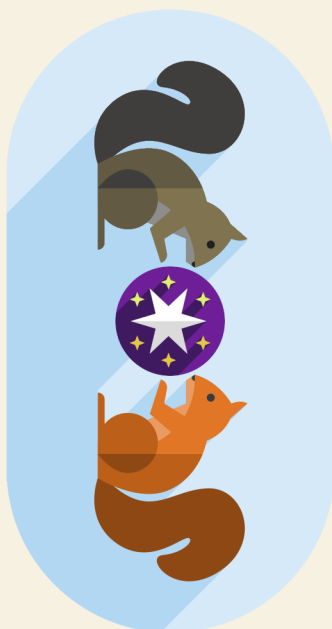
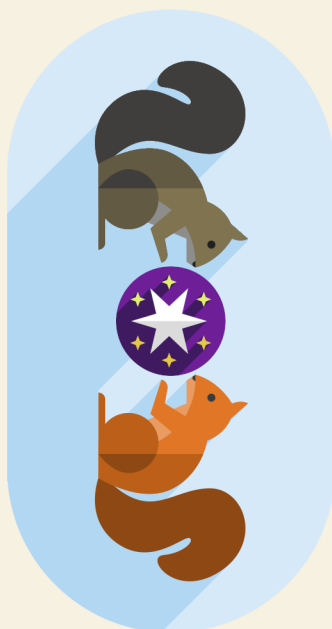
(  COOP ONLY )

DIRECTIVE FAILED

DIRECTIVE FULFILLED

## ACT III: EXPANSION

DIRECTIVE FAILED





Place this card to the left of the other player's act VI card!

## JOINT PROJECT:

**When two act VI directives, one for**

Flip both special parts, then place the farthest from *Tree* (count unavoidable in play at the moment, perform these



**While the two act VI**

Crewed craft may now carry the cubes

Each such cube has a mass of 1 and

As an action of cost 1, players can add

To fulfill this directive, two outposts with

*The United Forests Space Program has been a resounding success and Squeakind is now on the verge of becoming a truly interplanetary species. The final step is actually settling on multiple worlds in significant numbers, a goal now fully within reach. The first wave of our settlers, trained and eager, now stands ready.*

Place this card to the right of the other player's act VI card!

## SETTLEMENTS

**each player, have come into play:**

objective markers into the two outposts (s) If there are not enough outposts steps later, as soon as possible.



**directives are in play:**

used to cover up discoveries as parts.

can be transferred to outposts only.

a cube into a craft on *Tree*'s orbit space.

markers must have 3 cubes each.



Place this card to the left of the other player's act VI card!

## JOINT PROJECT:

**When two act VI directives, one for**

Take the coop tile, flip it until it shows the *Sol* tile, aligning its transition



**While the two act VI**

Each time any of the track cubes reset,

Then shift the coop tile to the space in

When constructing a thruster, you may

thereby creating a new combined part

As an action of cost 1, you may perform

in a depot located on *Rimur*, paying the

such burn, place one cube per ▲ of the

To fulfill this directive, all boxes of the

*The solar system has gained an additional planet! Our sun's gravity has captured a rogue planet from interstellar space, forcing it into a fast and erratic solar orbit. It is a navigational nightmare, we must hasten the newcomer's the orbital stabilization...*

Place this card to the right of the other player's act VI card!

## ROGUE PLANET

**each player, have come into play:**

planet *Rimur* and then place it above with the *Sol* tile's top space.



**directives are in play:**

flip the coin to select either *left* or *right*.

that horizontal direction, if one exists.

decide to attach your special part to it,

(sum ▲, text on both cards applies).

a burn using any combined thruster part

fuel cost out of the depot. For each such

thruster onto a box of the tile's track.

track on the coop tile must be covered.



Place this card to the left of the other player's act VI card!

## JOINT PROJECT:

**When two act VI directives, one for**

Flip one special part, then place the planetoid or moon with at least one ♀.

outpost (on the tile). Finally, if required,

If no eligible outpost exists, perform



**While the two act VI**

The marked outpost can be moved as if

through usage of some thruster with

Pay any burn costs using its fuel track

After moving once, craft can no longer

of the transitions connected to its original

transitions now specify how craft on the

outpost. To fulfill this directive, the

*The Generation Ship Project was just greenlit... Our brave pioneers have years to refine the fuel for breaking. Getting underway is the challenge!*

Place this card to the right of the other player's act VI card!

## INTERSTELLAR

**each player, have come into play:**

objective marker into an outpost on a

Place the coin on the location of the

flip the track tile to reveal the *Sol Exit*.

these steps later, as soon as possible.



**directives are in play:**

it were a craft represented by the coin

two or more ▲ inside its depot.

and ignore any ♀ or ▲ when moving.

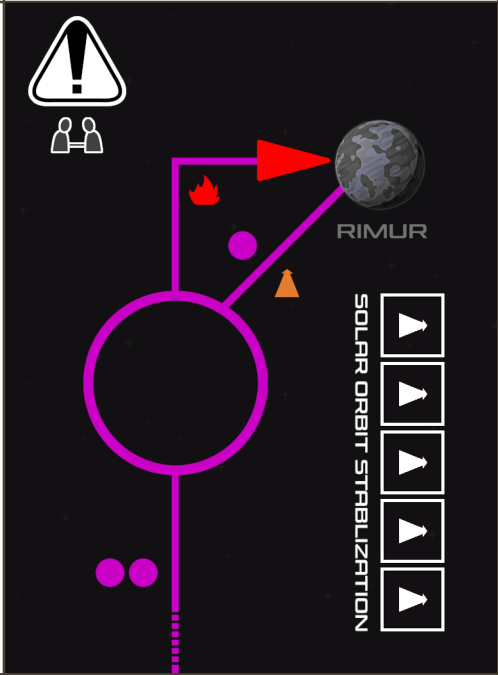
refuel at the outpost nor move over any

location. Instead, requirements on these

coin's space may land on or leave the

coin must be on the *Sol Exit* space.





DIRECTIVE FULFILLED

ACT VI:

UNITY

(  COOP ONLY )

DIRECTIVE FAILED



DIRECTIVE FULFILLED

ACT VI:

UNITY

(  COOP ONLY )

DIRECTIVE FAILED



DIRECTIVE FULFILLED

ACT VI:

UNITY

(  COOP ONLY )

DIRECTIVE FAILED



DIRECTIVE FULFILLED

ACT VI:

UNITY

(  COOP ONLY )

DIRECTIVE FAILED



DIRECTIVE FULFILLED

ACT VI:

UNITY

(  COOP ONLY )

DIRECTIVE FAILED



DIRECTIVE FULFILLED

ACT VI:

UNITY

(  COOP ONLY )

DIRECTIVE FAILED

