

## DEAD IN SPACE!

### When this directive comes into play:

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

If this directive is failed, the **game ends!**

To fulfill this directive, a craft carrying the special part must be on *Tree*'s orbit space. Once there, remove the special part from play.



*A micrometeorite struck one of our supply vessels, destroying its main thruster and rendering the craft derelict. Reactor output is minimal, we need to save the crew before their power runs out and they die!*

## DOOMSDAY!

### When this directive comes into play:

Add the special part to your known parts, then find the closest planetoid without an outpost by counting unavoidable between *Tree* and each candidate location. This planetoid is your target.

If this directive is failed, the **game ends!**

To fulfill this directive, land a crewed craft carrying the special part on the target planetoid. Once the craft has landed on the target, remove the special part from play.

*An asteroid collision in the Belt has altered the trajectory of a minor planetoid and it is now on a collision course with *Tree*! We are all doomed unless you can stabilize its trajectory again!*



*All of Squeakind is counting on you, save us!*

## CATASTROPHE!

### When this directive comes into play:

Remove a built installation from an outpost of your choice, except on *Mun*, and place it on the special part to form one new combined part of class *installation* (sum, text on both cards applies). Add this to your known parts. You fail the directive if no such outpost exists.

If you fail this directive and the combined part is in play, the **game ends!**

To fulfill this directive, the depot-section of the outpost you selected must contain the combined part. Once this is the case, remove the special part from play and then restore the installation.



*There was an accident at one of our outposts and dozens of lives are at stake. Quickly, send a relief spacecraft there!*

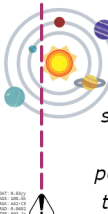
## ALIEN TORCHSHIP

### When this directive comes into play:

Take the special tile, flip it until it shows the *decelerating alien vessel* and place it directly below the track tile. In addition, add the special part to your known parts.

If this directive is fulfilled or failed, the **game ends** afterwards.

To fulfill this directive, a crewed craft carrying the special part must be on the *Alien Vessel* space on the special tile.



*We have detected a fast moving unknown object traveling towards our solar system and it actually seems to be decelerating on its own! It can only be an interstellar vessel, powered by incredibly advanced alien technology. Prepare for first contact!*

## EXTRASOLAR

### When this directive comes into play:

Immediately flip the track tile to reveal the *Sol Exit* space. In addition, add the special part to your known parts.

If this directive is fulfilled or failed, the **game ends** afterwards.

To fulfill this directive, an uncrewed craft carrying the special part must reach the *Sol Exit* space on the flipped tile.

*In the vast emptiness between the stars, well outside of the oort-cloud surrounding our solar system, new interstellar probes will be able to search the cosmos for signs of intelligent life. And each such probe will carry our message:*



## PHYSON SWARM

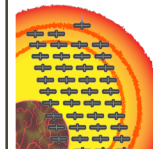
### When this directive comes into play:

Take the special tile, flip it until it shows the planet *Charr* and place it below the sol tile. In addition, add the special part to your known parts.

If this directive is fulfilled or failed, the **game ends** afterwards.

To fulfill this directive, a crewed craft carrying the special part must land on the planet *Charr* on the special tile.

*Over a century ago, the physicist Freesqueak Physon proposed the concept of a satellite swarm capable of redirecting a part of our star's energy to serve our needs. Today, we embark on this great endeavour! We will be deploying a satellite construction hub onto Charr, a dwarf planet near Sol.*



## ALIEN SATELLITE

### When this directive comes into play:

Immediately flip the sol tile to reveal the *Alien Satellite*, then add the special part to your known parts.

If this directive is fulfilled or failed, the **game ends** afterwards.

To fulfill this directive, a crewed craft carrying the special part must be on the *Alien Satellite* space on the flipped tile.

*Another department studying solar flares has made most a startling discovery: An unknown large object is orbiting Sol, right at the edge of the stellar corona and it is clearly artificial. The origin and purpose of this satellite is a mystery. Send a team of specialists to investigate this alien structure up close!*



## A SPACE FOREST

To fulfill this directive, there must be at least one outpost with three or more installations built there.

*The Exploratory Branch of the United Forests Space Program was created to reach the other planets in our solar system and to eventually establish permanent research outposts there. Under your management, this mission was not only accomplished, no, it succeeded on a level far beyond everybody's expectations.*

*Now, it is time to take the next hop. We have managed to survive on other worlds. Let's see if we can also live and settle there.*

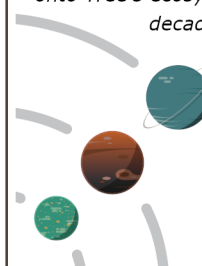


## NEW WORLDS

To fulfill this directive, there must either be three or more different tiles with at least one outpost on each of them or fulfilling the former condition must be impossible due to component limitations when this card is drawn.

*The famous theoretical physicist Stiphi Phieping once stated that if Squeakind does not become a truly interplanetary species, some major catastrophe or simply the damage we inflicted onto *Tree*'s ecosystem and climate in previous decades will inevitably be our end.*

*If we are to continue as a people, we must become interplanetary and exist on many different worlds in significant numbers. As one species, unified in peace, we shall face this great challenge.*



DIRECTIVE FULFILLED  
RESEARCH ONCE FOR FREE NOW, THEN UPGRADE THAT PART.

# ACT IV: CRISIS

( USE ONLY ONE CARD )

DIRECTIVE FAILED

DIRECTIVE FULFILLED  
RESEARCH ONCE FOR FREE NOW, THEN UPGRADE THAT PART.

# ACT IV: CRISIS

( USE ONLY ONE CARD )

DIRECTIVE FAILED

DIRECTIVE FULFILLED  
RESEARCH ONCE FOR FREE NOW, THEN UPGRADE THAT PART.

# ACT IV: CRISIS

( USE ONLY ONE CARD )

DIRECTIVE FAILED

DIRECTIVE FULFILLED

# ACT VI: EPILOGUE

( USE ONLY ONE CARD )

DIRECTIVE FAILED

DIRECTIVE FULFILLED

# ACT VI: EPILOGUE

( USE ONLY ONE CARD )

DIRECTIVE FAILED

DIRECTIVE FULFILLED

# ACT VI: EPILOGUE

( USE ONLY ONE CARD )

DIRECTIVE FAILED

DIRECTIVE FULFILLED

# ACT V: INTERPLANETARY

DIRECTIVE FAILED

DIRECTIVE FULFILLED

# ACT V: INTERPLANETARY

DIRECTIVE FAILED

DIRECTIVE FULFILLED

# ACT VI: EPILOGUE

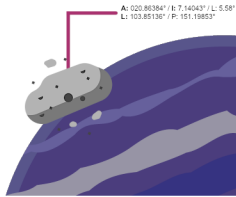
( USE ONLY ONE CARD )

DIRECTIVE FAILED

## FAR OUT

To fulfill this directive, at least two celestial objects located on the leftmost planetary tile must have been explored. (Note that locations without discoveries cannot be explored and do not count.)

*With the distance to even the nearest star being insurmountable, our solar system's outermost planet represents the final frontier for Squeakind's exploration of space right now. Preliminary surveys were done decades ago by primitive probes, but modern technologies will surely paint a much more detailed picture.*

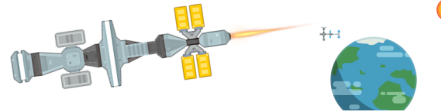


## OUTWARDS!

To fulfill this directive, a crewed craft must be on a space on any planetary tile belonging to the outer solar system.

*Before the first Squeak could hop on the Mun, there were many other missions. Back then, we first took photos, dropped probes, even crashed an old satellite into its surface. We prepared, measured and analyzed before finally sending the first munar landing craft.*

*Compared to the distance between Tree and the outer planets, the accomplishments of our Mun Landings decades ago feel like little more than a quick hop from bough to bough. And that long journey is only half the challenge.*



## INWARDS!

To fulfill this directive, a crewed craft must be on a space on any planetary tile belonging to the inner solar system, except the tile showing planet Tree.

*Our neighboring planets have always stirred the imagination: Many of our ancient civilizations interpreted them as gods. Centuries later they inspired Hixi Giire Phellps to write his book "War of the Worlds". And before the Venerix-probe send back the first images only a few decades ago, scientists assumed our closest inward neighbor was probably a younger version of our own planet, home to gigantic sharptooths similar to Tree's jurassic period. Many Squeaks dreamed about visting these planets... soon, that dream will be realized!*



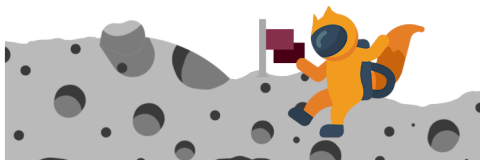
## ROCKHOPPERS

To fulfill this directive, a crewed craft must land on an unexplored planetoid.

*When our ancestors gazed upwards into the sky and began mapping the movements of the heavens, their eyes and instruments could only see the very largest of celestial objects. And so they named them after their deities.*

*But our sun is orbited by countless objects, many as valid a target for your exploration missions as our neighboring planets.*

*These will be the keyforks in our efforts to transform into an interplanetary species.*



## A SPACE DREY

To fulfill this directive, there must be at least one outpost with two or more installations built there.

*Space is a treeless place, not a single bough to hold us, not a single leaf to shield us. No seeds that grow, no nuts to feed on. And yet, we have chosen to accept this great challenge. We venture forth onto the vast and barren surfaces of other worlds, not because it is easy, but precisely because it is hard.*

*Every journey starts with a single hop and our ability to maintain and expand any established outpost will be critical for the future exploration of our solar system.*

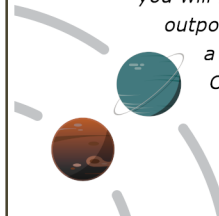


## ADAPTING

To fulfill this directive, at least two different tiles of the solar system must each have at least one outpost on them.

*The primary directive of the Exploratory Branch of the United Forests Space Program remains the same as it was during its inception: Explore the other planets and planetoids of our solar system for the good of all Squeakind.*

*But sending probes or even brave Squeaks can only achieve so much. To truly succeed, you will have to set up permanent outposts, centers of research in a most hostile environment. Only through discovery and learning all we can will we be able to overcome the challenges of the future.*



## SURVEY TASK

**While this directive is in play:**

Ready the special part. When any craft lands on a planet or moon in the outer solar system that has no outpost and has a transition requiring one or more ▲, you may put this part into that craft.

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

*The Materials Research Branch has issued a special request: They need us to extract a sufficiently large quantity of raw soil from the outer solar system and bring that back to Tree for a more thorough analysis in the lab.*



## SURVEY TASK

**While this directive is in play:**

Ready the special part. When any craft lands on a planet or moon in the inner solar system except the Mun, that has no outpost and has some transition requiring two or more ▲, you may put the special part into that craft.

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



*The Materials Research Branch has issued a special request: We must obtain a soil sample from inner solar system and bring that back to Tree for a more thorough analysis there.*

## SURVEY TASK

**While this directive is in play:**

Ready the special part. When any craft lands on a comet, you may put the special part into that craft.

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

*The Organics Research Branch has issued a special request: They need us to extract a sufficiently large quantity of ice from one of the larger comets in our solar system and then transport everything back to Tree for analysis. They hope for new insights into how the earliest amino acids came to be on Tree.*



**ACT I:**  
EXPLORATION

**ACT I:**  
EXPLORATION

**ACT V:**  
INTERPLANETARY

**ACT III:**  
EXPANSION

**ACT III:**  
EXPANSION

**ACT I:**  
EXPLORATION

**ACT II:**  
SURVEY

( USE ONLY ONE CARD )

**ACT II:**  
SURVEY

( USE ONLY ONE CARD )

**ACT II:**  
SURVEY

( USE ONLY ONE CARD )



# SOLAR FLARES

To fulfill this directive, an uncrewed craft must perform a move over the transition between the two spaces of the sol tile.

*Sol, our sun, is constantly emitting streams of charged particles, which our scientists have named "solar winds". Sometimes, the star even flares up, greatly increasing the amount of protons and other hazardous particles radiated into space. While on Tree, such flares are mostly harmless since the planet's magnetic field protects us. In space however, solar flares represent a significant danger to our crews and our equipment alike. Your next assignment will finally allow us to study this phenomenon more closely, giving us the chance to increase the accuracy of our prediction models.*



INSTALLATION

⚠️ 1  
CANNOT BE BUILT IF THIS LOCATION LACKS ANY DISCOVERY



RESEARCH LABORATORY

UPGRADE KNOWN PARTS MATCHING THIS OUTPOST FOR COST 4

INSTALLATION

⚠️ 1  
CANNOT BE BUILT IF THIS LOCATION LACKS ANY

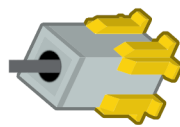


AUTOMATED REFUELING STATION

LANDED CRAFT OR CRAFT IN ORBIT MAY REFUEL FOR 5 PER

INSTALLATION

⚠️ 1  
CANNOT BE BUILT IF A TRANSITION EXISTS



SPACE ELEVATOR WITH BASE STATION

IGNORE ANY OR ON TRANSITIONS FROM OR TO THIS OUTPOST

INSTALLATION

⚠️ 1  
CAN ONLY BE BUILT AT AN ALREADY EXISTING OUTPOST



SPACE PROBE LAUNCH SITE

YOU MAY CREATE NEW UNCREWED CRAFT AT THIS OUTPOST

INSTALLATION

⚠️ 1  
IF CONVERTING DEPOT TO AN OUTPOST BY BUILDING THIS PART: COST OF ACTION IS 0

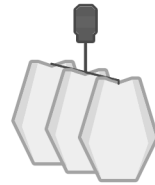


CONSTRUCTION FACILITIES

CONSTRUCT OR LAUNCH SUPPORT AND EQUIPMENT PARTS AT NO COST

THRUSTER

0 PER 3  
USE ONLY IN INNER SOLAR SYSTEM  
MOVE ACTION LIMITED TO OVERALL



POSOELECTRONIC SOLAR SAIL

THRUSTER

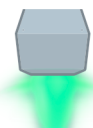
2 PER 1  
NEEDS LUMBOGEN TO BE USABLE



KAURI-CLASS PROPELLANT DRIVER

THRUSTER

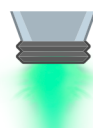
1 PER 2  
NEEDS LUMBOGEN TO BE USABLE



QUASIHYDROGENIC LUMBOGEN BURNER

THRUSTER

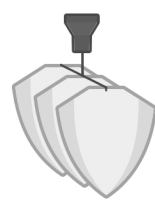
1 PER 1  
NEEDS LUMBOGEN TO BE USABLE



DE' SASSAFRA-TYPE LUMBOGEN ENGINE

THRUSTER

0 PER 3  
USE ONLY IN INNER SOLAR SYSTEM  
MOVE ACTION LIMITED TO OVERALL



MAGNETRONIC SOLAR SAIL

THRUSTER

4 PER 1  
PROVIDES COOLING WHILE NOT USED TO MOVE THIS CRAFT



WILDFIRE-POWERED CHEMICAL THRUSTER

THRUSTER

3 PER 1  
NEEDS COOLING TO BE USABLE



EVERRED PINE-IC CHEMICAL THRUSTER

THRUSTER

3 PER 1  
PROVIDES COOLING WHILE NOT USED TO MOVE THIS CRAFT



NEEM-NODDLE PROPULSION ENGINE

THRUSTER

2 PER 1  
NEEDS FIETOPOTES TO BE USABLE



FIETOPOMABLE FLAME THRUSTER

THRUSTER

1 PER 1  
NEEDS COOLING TO BE USABLE



VON' BASSWOOD-CLASS MASS EXHAUSTER

THRUSTER

1 PER 2  
NEEDS COOLING TO BE USABLE



ANTISPRUCED NEEDLE-THRUSTER

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