

LANDING ON TERRITORIES

Land on a Territory not owned?

Receive Title and resources – advance CRF the number of points earned – allocate resources to Territory’s Base Plate – turn is over. **Note:** *Players are not required to stack more than 2 of each R-Unit on a Territory. Surplus R-Units may be stored in Players’ PS and allocated to other Territories on any subsequent turn.*

Land on your own Territory?

- Draw a card from the OPs-Mission stack, attempt to Clean House if necessary (See page 16 and QRC Side 3 – Cleaning House) and choose to either:

- Roll again to advance further **OR**
- Attack another Territory in the same quadrant, from the Territory landed upon, or in another quadrant, when permitted by an OPs card. (See page 17 or QRC Side 4 – Aggression – for details.)

Land on another player’s Territory?

- Pay Conference Costs and turn ends **OR**
- Attempt to take-over the Territory (from a Territory you control in the same quadrant, or from another quadrant, when permitted by an OPs card). (See page 17, QRC Side 4 – Aggression – for details.)

INDEPENDENT TERRITORIES

When landing on **ISRAEL, RUSSIA** or **INDIA**, players may purchase resources.

Players roll two 6-sided dice to determine R-Unit availability. Example: roll a 9, player may purchase up to 9 R-Units at 5 EU apiece. A player’s turn ends with the conclusion of business.

Players may also choose to roll again instead of purchasing R-Units. When using the Off to the Market Shuttle INFLUENCE card, players may roll to advance their Governor after purchasing R-Units from the Independent Territory.

Players may choose to combine types of R-Units when purchasing from India or Russia. Example: Land on Russia, roll a 6 – purchase 4 NS-Units and 2 UCP.

WHEN LANDING ON SWITZERLAND

- Players automatically receive 10 EU and 5 CR points
- Players may purchase R-Units from an Independent Territory of their choice and must roll the dice for market availability, as explained at left. *Player’s Governor figure remains on the Switzerland field.*



G-Bank: Broker for Independent Territory markets



ISRAEL = FOOD



RUSSIA = UCP / NS-Units



INDIA = UCP / FOOD

GUILDS

When landing on a Guild not yet owned:

Players receive 4 points, the Title to the Guild and its R-Unit stock.

When landing on a Guild already owned:

Players become the Guild’s new operator, receive 4 points, and all remaining R-Units in the Guild Stock (GS) from the previous owner, who loses 4 points. (Note discrepancy with QRC here!)

- Guild owners are required to keep the GS separate from their Personal Stock (PS).
- Guild owners may transfer up to 3 R-Units from their GS to their PS or Territories they own, each time on their turn.



CORE ENERGY

SOLAR SATELLITE

WIND & WAVE

FRESH WATER

- Guild operators must sell up to 3 R-Units remaining in the GS to any player wanting to buy on their turn. Rates are on the back of the Guild Title. **R-Unit rates increase when Guild owners also control one or more Associated Territories (in the same color group as the Guild), or any other Guild dealing in the same resource (water or energy).**



Guild Stock examples

CARD FIELDS

When landing on OPs-MISSION and INFLUENCE card fields:

- Players draw a card and may roll again.
- When landing on a card field after having already rolled twice on a turn, players may pull another card, but not roll a third time.
- Players may hold up to 3 OPs, 3 INFLUENCE and 3 MISSION cards in their hand at once. When pulling a 4th of any card sort, one card of that sort must be returned to the bottom of the stack.

O.R.S.S. (Orbital Rocket Shuttle Service)

When landing on an O.R.S.S. base, players may choose to “fly” immediately to any of the other three bases and/or roll again immediately.

Don’t forget to collect your 40 EU when crossing TELEPORT!

Consider the Governor to be advanced clockwise.

