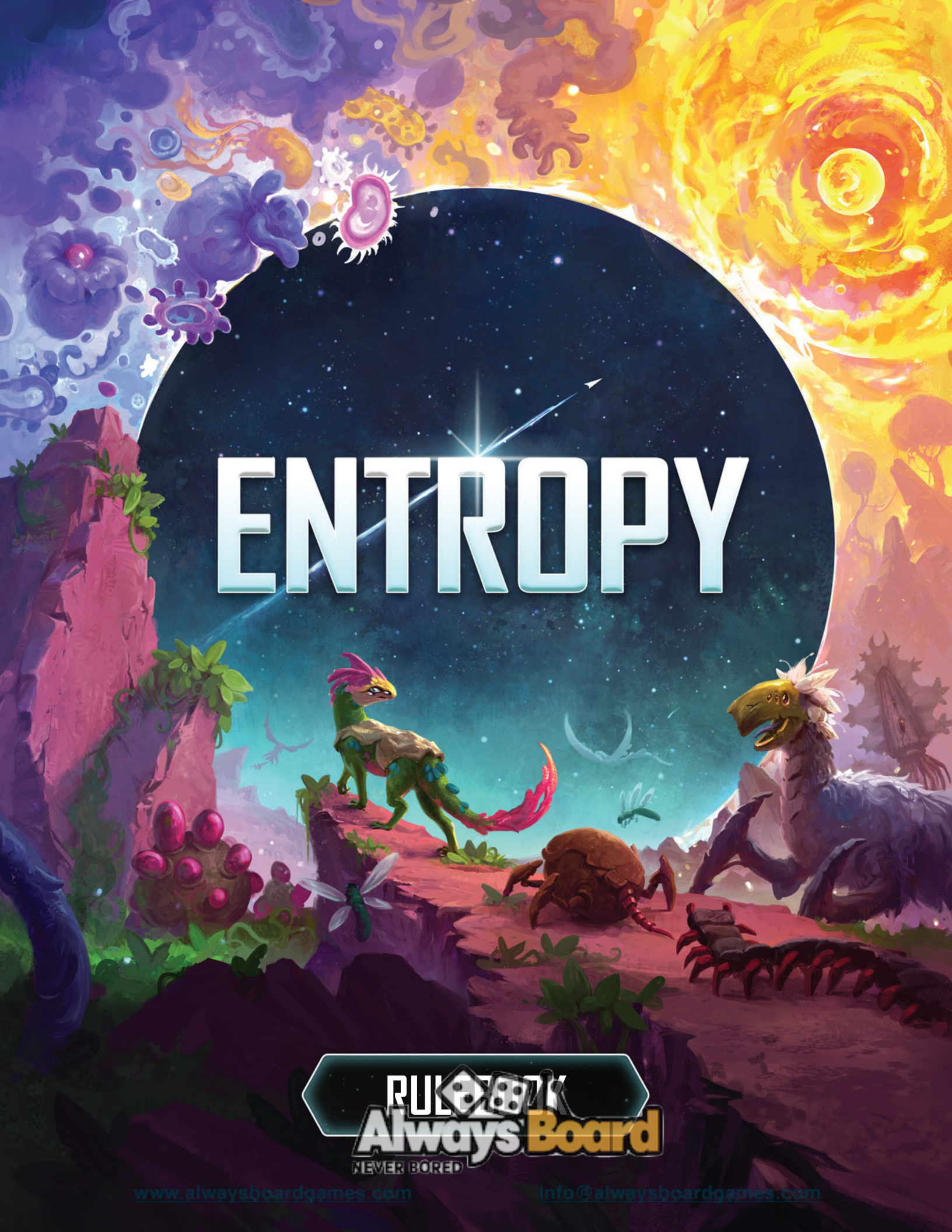

ENTROPY
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For aeons, entropy was an inescapable force of nature. But then humanity evolved to understand it, harness it, and even bend it to their purpose. Your life has been devoted to learning how to shape the very workings of the universe to your will… or rather, to the will of your people. You are to become a scientist, a member of the most revered caste.

Now the time has come for the final exam. You must prove you can create new solar systems, coax stars into life, shape a range of biomes, and ultimately seed planets with life. It may only be a simulation, but its outcome will define everything that follows.

You drift into a vast, silent chamber, and your gaze settles on a small console at its center. Its few buttons seem modest, almost unassuming, yet each one summons a sweeping holographic vision of space unfurling before you. There are limits to what you can do here; this is science, not magic. You feel the calm certainty of preparation settle over you.

And you are not alone. Across the complex, fellow apprentices step into their own chambers, beginning the same trial. Only one will rise to join the caste. This is your moment of truth.

GOAL OF THE GAME

In ***Entropy***, players build Solar Systems with Stars, Planets, and Asteroids, then fill them with Life, by playing cards. Players may gain various special abilities by adding Biomes and upgrading their Console. The player with the most Victory Points (VP) at the end of the game is the winner.

The game is set in an imagined, science-fiction world, inspired by actual astronomy, but it is not intended to be a scientific depiction of the universe.

Clarity and usability were prioritized. The designers and developers are astronomy enthusiasts, so while details were simplified, the inspiration remains genuine.

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Simone would like to thank his family, and especially his wife Samantha, who always supports him in the development of every game, including this one.

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Solo tests: Aleksandar Šaranac, Chuck Case, David Digby, Shane Ryan, Navneeth Sridharan, Travis Larsen, Randy Mathews, Boris Kirov.

LIVING RULES PLEDGE
We pledge to support every game well after its initial release. Despite rigorous play testing and multiple rounds of both internal and external proof reading and editing, occasionally the need for rules corrections or minor game play adjustments are discovered only several months or years after the game is manufactured. We promise to produce timely rules updates as needed, along with expanded FAQ clarifications if needed. Available for download from our website in digital PDF format.

Missing or damaged components:
Although we take a lot of care to make sure that your game is complete, manufacturing mistakes can still leave you with a missing or damaged component. If that happens, please contact us to receive replacements swiftly, and with our sincere apologies.

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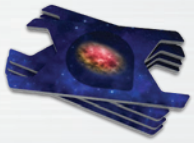
COMPONENTS



1 Main board



6 Action tiles



20 Solar System tiles



8 Player aids



55 Star tiles



6 Starting Star tiles



44 Planet tiles



8 Starting Planet tiles



36 Biome tiles
(18 Abundant and 18 Scarce)



40 Asteroid tiles
(10 of each type)



66 Life cards
(22 Bacteria cards, 22 Plant cards
and 22 Animal cards)



12 Focus cards
(3 cards for each set A, B, C and D)



12 Mission cards



3 Alternative
Objective tiles



140 wooden Lifeforms
(60 Bacteria, 50 Plants, 30 Animals)



60 wooden Resources
(20 Energy, 20 Entropy, 20 Mass)



48 Lifeform and
Resource “x5” tokens



1 First Player marker



70 Victory Point tokens
(40x “1”, 20x “5”, 10x “10”)



15 Lifeform Objective tiles



1 Scorepad

PLAYER COMPONENTS



1 Player board (Console)



1 Scientist token



4 Creation tokens



1 Generator marker



3 Objective markers

SOLO COMPONENTS



1 Solo tile



12 Challenge cards



19 Progress cards

Mass, Energy, Entropy, Bacteria, Plant, Animal, and Victory Point tokens are considered unlimited. Should they run out, use any necessary substitute. All other components are strictly limited, if they run out you may not use replacements.

GAME SETUP

1. Place the Main board in the center of the play area.
2. Shuffle all Action tiles and randomly place 1 face up next to each inner ring Action area of the Main board.
   - 2 players: Place all 6 Action tiles with their ⚡ side face up.
   - 3 Players: Place the 1st, 3rd, and 5th Action tiles with their ⚡ side face up, and the 2nd, 4th, and 6th Action tiles with their opposite side face up (without the ⚡).
   - 4 players: Place all Action tiles with their opposite side face up (without the ⚡).
3. Sort all Star tiles by type (marked with IA, IB, IIA, etc.) and place each stack face up on the corresponding space of the Main board.
4. Sort all Asteroid tiles by type and place them on the corresponding spaces of the Main board.
5. Sort the Planet tiles by type (/////) and shuffle each stack separately, cut it in half and place it cost-side up on the corresponding spaces of the Main board.
6. Sort the Biome tiles by type (/). Shuffle each stack separately, split it in half and place it face up on the corresponding spaces of the Main board.
7. Sort the Life cards by type (/) and shuffle each deck separately. Place each deck face up in the leftmost corresponding space of the Main board.
8. Sort the Lifeform Objective tiles by size and type (/). Place each big tile on the corresponding space of the Main board (8A). For each type, create a stack of small tiles by stacking them with the values going up and the highest VP tile on top, and place them on the corresponding space of the Main board (8B).
   - If playing with 3 players, remove all small tiles marked with a “4” on the back.
   - If playing with 2 players, remove small tiles marked with “3+” or “4” on the back.
9. Place all Resource tokens, Lifeform tokens, and Solar System tiles near the Main board within easy reach of all players as a general supply.
10. Shuffle and place all Mission cards in a face-down deck near the Main board.
11. (Optional) If you are familiar with the game, you may use the alternative Objectives. To do so, place each alternative Objective tile to cover the printed Objective on the Main board with the same number of blue lines on the side.





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PLAYER SETUP

A. Place your Player board (Console) and all components in a color of your choice in front of you.

The player who most recently watched a sci-fi movie receives the First Player marker and places it above their Console.

B. Place your , , and Creation tokens on the corresponding spaces of your Console.

C. Choose or randomly select a set of Focus cards (A, B, C, and D). Place your set of the Focus cards on the corresponding sections of your Console so the 0 tier is visible.

D. Place your Generator marker on the leftmost space of the Generator track.

E. Place a Solar System tile next to your Console.

F. Draw a random Starting Star tile. Place your Scientist token on the indicated Action space (F1). Next, place your Wild Creation token, locked side up , on the closest inner circle section for Creation tokens (F2). Then, gain the indicated Life cards and Resources (F3).

Players draw Life cards in turn order. After players have drawn their Life cards, split each deck in half and place it face up on the corresponding space of the Main board (F4).

Finally, flip the Starting Star and place it on the Star space of your Solar System tile (F5).

G. Draw a random Starting Planet tile, gain its indicated Resources, then flip it over and place it on any Planet space of your Solar System tile (G1).

H. Place your Objective markers on the leftmost space of each Objective track.

I. Draw 2 Mission cards. After all players have drawn their Mission cards, return the rest back to the box.

J. Take the Player aids, including one with your Focus cards description.

You are now ready to play Entropy!



PLAYING THE GAME

Entropy is played over a variable number of rounds. Each round consists of each player taking a single turn, starting with the player with the First Player marker and continuing clockwise around the table.

The end of the game is triggered when 2 Objectives are completed (see Missions on page 12). When this happens, finish the current round, then play one more round and proceed to the Final Scoring.

TURN STRUCTURE

Each turn consists of 3 steps:

MOVEMENT ››› ACTION ››› MISSION

After step 3, your turn ends, and the next player in clockwise order starts their turn.

MOVEMENT

Each turn, you **must** move your Scientist between 1 and 3 spaces clockwise around the Main board. You must land (end your movement) on either an inner Action space of the Main board or an outer Action space of an Action tile.

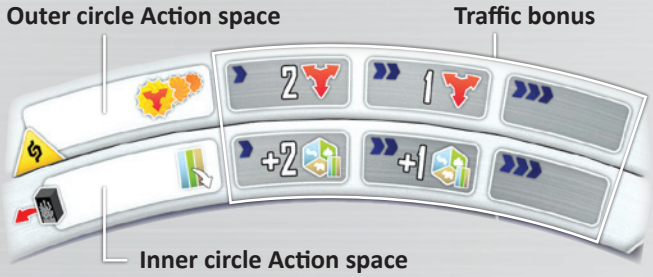


Outer Action spaces with symbol are treated as merged with the adjacent inner circle spaces for the purpose of determining the presence of another player's Scientist.

LANDING ON INNER CIRCLE ACTIONS

To land on an Action space in the inner circle, you **must** place your matching Creation token (, ,) or a Wild Creation token () there (to the left of the Action space). You may not use a Creation token that is lying down already on the Main board.

You **cannot** land on an Action space in the inner circle if you are unable to place the required Creation token.



PASSING A CREATION TOKEN

During movement, if your Scientist passes over one or more of your Creation tokens, you **must** retrieve them. That includes retrieving your Creation token in front of the Action space you land on.



Place them lying down on corresponding spaces of your Console. For each Creation token retrieved this way you may immediately Activate one of your Stars (see page 9) or gain 1 Entropy . Creation tokens retrieved with effect do not provide Activation of a Star, nor Entropy. At the **end of your turn**, the lying Creation tokens that you retrieved become available again.

If you pass your **Wild Creation token** with its side up, instead of retrieving it, flip it to its side. From now on, it acts as any other Creation token, **except** triggering Focus cards (see Upgrade Console on page 10).

TRAFFIC BONUS

After landing on an Action space, first resolve the Traffic Bonus.

If you land on an Action space already occupied by at least one Scientist (either the same space or one connected by a symbol), add 1 to the distance moved for the purpose of resolving the Traffic Bonus.

If you moved by **3 spaces** and landed on a space with another player's Scientist, you **must** additionally spend 1 Entropy .

The Traffic Bonuses provide resources or other positive effects described in the sections with the depicted actions.

Golden rule: All rewards in the game are optional and you may always choose to forfeit any part of any reward without compensation.

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Example: Orange moves by 2 spaces (A). They pass the token (B), which means that they return it onto their Console laid down (C). They decide to activate Star IA and pay 1 to gain 1 (D).



They landed on the Aggregate Planet Action space (E), thus they must place the corresponding Creation token (F). Since they moved by 2 spaces and there is another player's Scientist present, the distance counts as 3 and they do not gain any Traffic Bonus (G).



ACTIONS

Resolve the action shown on the Action space you landed on.

Note: You may land on an action that you cannot or do not want to resolve and just gain the Traffic Bonus (except for the Create Life action). However, if it is an inner circle action, you must place a matching Creation token or Wild Creation token.

Many effects in game require you to affect the indicated component - which is represented by . If an effect does not have it may affect any components in your play area.

During this step you may also resolve the **Entropy exchange** free action any number of times. Spend 2 Entropy to gain 1 Energy or 1 Mass .

EVOLVE A STAR

You channel vast amounts of energy into the nuclear furnace of a sun. Whether igniting a new stellar body or guiding an existing one to its next stage, you determine the conditions under which your planets will develop.

Resolve **one** of the following:

- Choose a Star in a Solar System in your play area and exchange it for a Star of the next tier, as indicated by the paths on the Main board. You must spend the Energy cost indicated on the Main board. To exchange Stars, return a chosen Star from a Solar System in your play area back to the appropriate stack on the Main board and replace it with the next Star following the path on the Main board.

Note: If you Evolve a **Starting** Star, return it to the box instead.

- Pay 1 Energy to add a tier I Star tile to a Solar System without a Star tile, or to a new Solar System (take a new System tile from the general supply).

Important: Star effects are not triggered when a Star Evolves. To activate the effect of a Star you must either retrieve a Creation token when moving your Scientist or resolve the Activate Stars action (see page 9).

Example: Blue resolves the Evolve a Star action. They pay 2 to exchange their IB Star for a IIB Star, returning the IB Star tile to the Main board.



Alternatively, Blue could pay 1 to take a IA or IB Star tile and add it to a new Solar System tile.



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AGGREGATE PLANET

From the drifting debris of the cosmos, you coalesce raw mass into a stable sphere. You forge a new world, set it into orbit, and await its destiny.



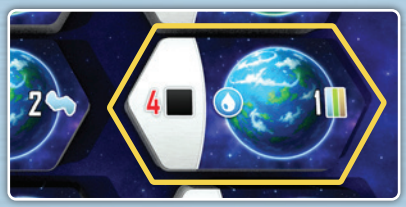
Choose a Planet tile from the offer and spend the indicated Mass ■ (A) to take it. Then, activate the Planet's effect (B), flip it over, and place it in:

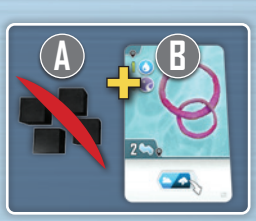
- An empty Planet space in any Solar System in your play area, **or**
- A new Solar System by placing a new Solar System tile in your play area.

If one of the stacks runs out of tiles, refill the offer from the other stack of the same type, if possible.

Important: The back of a Planet tile shows the same effect as the front. Later, you may resolve this effect up to 2 additional times with Catch an Asteroid actions.

Example: Blue resolves an Aggregate Planet action and chooses a Blue Planet from the offer. They pay 4 ■ (A), then activate the Planet's effect: gain 1 Life card. They choose a card from the offer (B).





Then, they flip the Planet tile and place it in one of their Solar Systems.

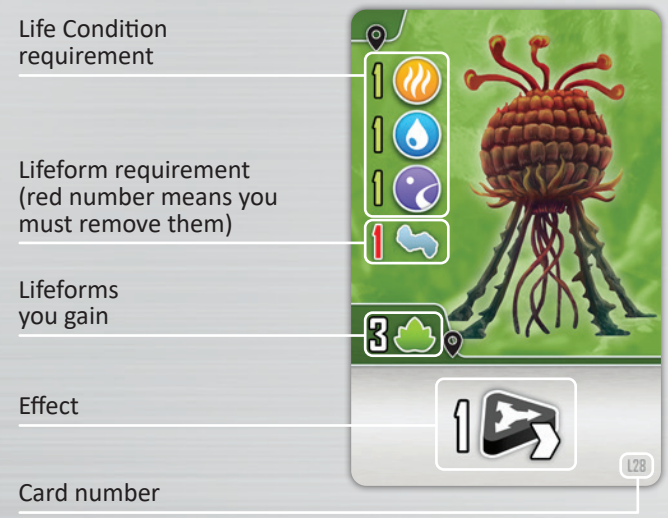


CREATE LIFE

A spark ignites the chain of evolution. From the simplest of cellular structures to the most complex organisms, you weave a delicate tapestry of existence.

Play a Life card from your hand to a Planet in your play area. To play a Life card, the chosen Planet (including Asteroids on it) and the Star in its Solar System must collectively meet all the Life Condition requirements (indicated by the Local symbol). Some cards also require specific Lifeform tokens on the chosen Planet and may require you to remove them from that Planet.

LIFE CARD ANATOMY



There are 4 types of Life Condition icons:

HEAT
The source of energy that drives metabolism and chemical reactions.

CARBON
The foundation for complex molecules, and the essential building material for life's structures and functions.

WATER
A universal solvent, allowing molecules to move, interact, and combine into increasingly complex forms.

RADIATION
Shapes extreme environments, pushing matter to adapt and evolve. It can be a catalyst for change and diversity.

Each time you play a Life card, you may discard **one** other Life card from your hand to reduce the requirements of the played Life card. Choose one of the icons from the discarded card to count toward one of the requirements of the played card. The discarded Life card is returned to the bottom of the leftmost corresponding deck.

Then, in any order:

- Add the indicated Lifeform tokens to the chosen Planet tile (place them next to it, indicated by the Local symbol).
- Resolve the effect from the bottom of the played Life card. (Animal cards often have 2 rewards - both of them are multiplied by their condition.)
- Finally, flip and place the Life card next to the chosen Planet.

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Important: Each Planet is limited to 3 Life cards and you cannot play a Life card to a Planet that already has 3 cards next to it.

Each Planet can have a **maximum of 5 Lifeforms** of each type.



The Traffic Bonus on the Create Life action adjusts the number of Lifeforms gained from the played card.

Example: Orange moves 2 spaces, places their Creation token, and resolves the Create Life action.



They choose to play a Plant card to the Blue Planet in their Solar System consisting of that Planet with 1 Asteroid and a IIC Star. The card requires 3 and to remove 1 Bacteria. They already have 2 (on the Asteroid and Star), and they discard another Life card with to meet the requirement. They also remove 1 Bacteria from that planet.



Then, Orange gains 2 Plants from the card and another 1 Plant from the Traffic Bonus.



Finally, they resolve the effect from the bottom of the Life card (Evolve a Star action), flip it and place it next to the Planet.

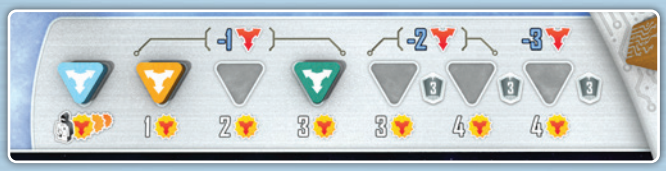


ACTIVATE STARS

Harness the fundamental chaos of the universe to trigger stellar phenomena. By spending entropy, you command your stars to release their potential and shape the cosmos around them.

Choose any number of Stars in your play area and resolve their effect, one by one, by spending the indicated amount of Entropy. Each Star may only be activated once. Your marker on the Generator track provides an Entropy discount to a number of activated Stars, depending on its position. The discount applies only if you resolve it from the Activate Stars Action space (more on page 11).

Example: Teal resolves an Activate Stars action. They activate all 3 Stars in their Solar Systems. Their position on the Generator track provides them a -1 discount for up to 3 Stars they activate.



First they spend 1 instead of 2 to gain 3 (A). Then, they spend 1 instead of 2 to gain 3 (B).





Finally, they spend 2 instead of 3 to Advance Lifeforms twice, changing 2 Bacteria to 2 Plants (C).



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SET BIOME

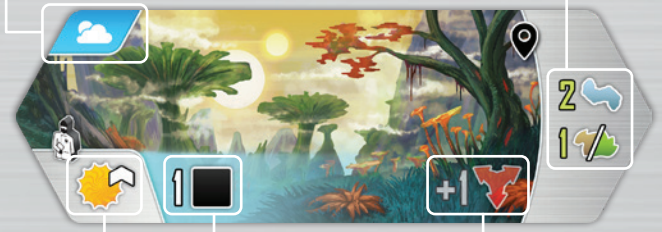
Refine the environmental parameters of your worlds. By establishing specific biomes, you create the ecological niches necessary for your creations to thrive and adapt.

Take 1 Biome tile from the offer and place it next to a Planet in your play area. It will stay there for the remainder of the game. Each Planet may only have 1 Biome tile. If one of the stacks would run out of tiles, refill the offer from the other corresponding stack.

BIOME TILE ANATOMY

Biome type: Abundant / Scarce

Lifeform requirement: Lifeform tokens required on this Planet in order to flip this Biome tile to fulfilled side.



Trigger: Action space on which you have to land on in order to receive the reward.

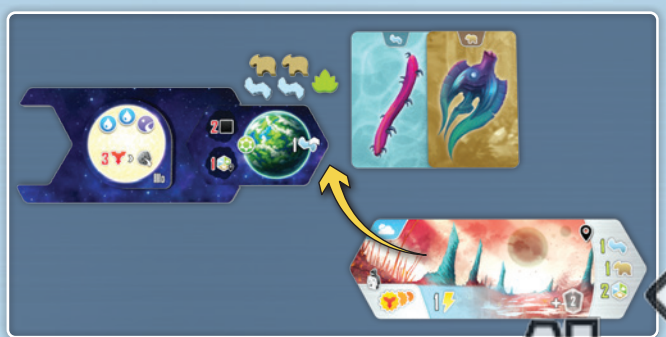
Reward: Take it at the end of the Movement step. Scarce Biomes require spending 1 to gain the reward.

Improvement to reward: How reward is improved on the other side.

Biomes provide ongoing abilities that are triggered by specific Action spaces. You can improve this ability by fulfilling the requirements of the Biome. When you collect the Lifeforms indicated by the assigned Biome on the Planet (indicated by the Local symbol), you may flip the Biome to the fulfilled side as a free action.

This effect allows you to Fullfill a Biome without meeting the requirements.

Example: Orange resolves a Set Biome action. They have only one Planet without a Biome, so they place a new Biome tile there.



Moreover, the Lifeforms on this Planet match the Lifeform requirement, so the orange player decides to immediately flip the Biome to its fulfilled side.



UPGRADE CONSOLE

A scientist is only as powerful as their instruments. By diverting energy to recalibrate your console, you access higher-tier functions that bend the laws of the simulation to your advantage.

Spend 3 Energy to upgrade 1 of your 3 Focus cards assigned to the Creation tokens. **The Wild token does not have a card, it cannot be upgraded, and other Focus cards do not affect it.** Choose a card assigned to the token and rotate/flip it so it shows the next tier effect.

Next, if possible, retrieve the corresponding Creation token from the Main board (it **does not** activate a Star or provide Entropy). All Focus card effects are described in detail on the Player aids.

Focus cards have 3 tiers:

Tier 0: No effect

Tier 1: An effect triggered when the **corresponding** Creation token is used to resolve the action.

Tier 2: A similar, more powerful effect.

Note: A reminder of the effects for upper tiers is printed on the bottom part of each Focus card.

Example: Blue resolves an Upgrade Console action. They spend 3 to upgrade their Aggregate Planet Focus card (A). This is the first time they have upgraded this card, so they flip it from tier 0 to 1, unlocking a new effect that will be triggered each time the Planet Creation token is used (B).



Finally, since their Planet Creation token is on the Main board, they retrieve it and place it laid down on the corresponding space of their Console.



TAKE LIFE CARDS

2 *Search the archives of genetic potential for new possibilities. Select the specimens best suited to populate your planets.*

Take 2 Life cards from the offer. If one of the decks runs out of cards, immediately refill the offer from the other corresponding deck.

Note: There is no hand limit for Life cards.

CATCH AN ASTEROID

Guide a wandering cosmic shard on a collision course with your planet. Though the impact comes at a cost, the cataclysm brings new materials and sparks immediate change.

Choose an available Asteroid tile, place it on an empty space of a Planet in your play area, and pay the indicated cost, either:

- 1 Lifeform token from this Planet, or
- 2 Mass.

If you chose either a or Asteroid, you must additionally spend 1 Mass. Then, activate the effect of the Planet on which it was placed.

Example: Teal resolves the Catch an Asteroid action. They spend 1 to take a Asteroid.



They place it on one of their Planets, and while they have 3 Bacteria on that Planet and may choose to spend a Lifeform (A), they decide to spend additional 2 to place it on the top asteroid space (B). Finally, they activate the effect of the Planet, and resolve an Aggregate Planet action (C) .



Important: Each Planet can have up to 2 Asteroids placed on it.

This effect allows you to Catch an Asteroid without paying **any** cost.

PRIMORDIAL SOUP

1 1 1 *Tap into the raw, churning mixture of matter and energy preceding all creation. Fuel your generator and gather the primary resources needed to begin the cycle anew.*

Advance your Generator marker on the Generator track by 1, gain 1 Mass and 1 Energy.

Note: The Generator track provides a discount **only** when resolving Activate Stars action from the Action space. It also determines how many Stars may benefit from the discount. The last three spaces on the track award you with an immediate VP bonus when you reach them. If you are on the last space of the track and would advance, you gain 3 VP instead.

The Traffic Bonus on the Primordial Soup action allows you to advance Lifeform tokens. Each advancement allows you to resolve one of the following:

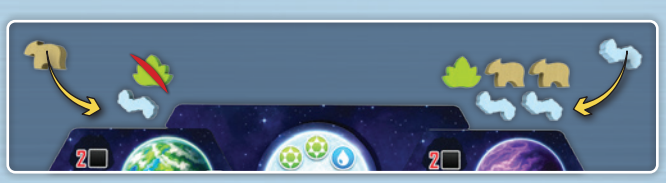
- Gain 1 Bacteria (on any Planet that has fewer than 5),
- Exchange 1 Bacteria for 1 Plant (on any Planet that has fewer than 5),
- Exchange 1 Plant for 1 Animal (on any Planet that has fewer than 5).

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Example: Teal moves by 1 and resolves a Primordial Soup action. The Traffic Bonus allows them to advance any 2 Lifeforms in their play area.



As their 1st advancement, they exchange 1 Plant for 1 Animal on one of their Planets. For their 2nd advancement they gain 1 Bacteria on a different Planet.



Then, Teal moves their Generator marker on the Generator track by 1, gaining 3 VP, and they gain 1 Mass and 1 Energy.



OBJECTIVES



Check if you have met any of the Main Objective conditions. If you have, you **must** advance your marker on the corresponding Objective track by 1 space for each condition met.



The rightmost (final) space can only be occupied by 1 player. Reaching the final space completes the Objective and brings the game toward its end.

All Main Objectives are described in the Appendix on page 14.

LIFEFORM OBJECTIVE



Check if you have met the condition for the small and/or big Lifeform Objective. If you have, claim the top corresponding Objective tile. You may only claim 1 small Lifeform Objective of each type. When you claim the big Lifeform Objective tile, it brings the game toward its end.

READY CREATION TOKENS

Stand all your Creation tokens that are lying down.

MISSIONS

Compare the current state of your simulation against the exam protocols. Successful execution of these mandates is the only way to demonstrate your mastery over universal forces.

During this step, players check if they have accomplished any of the Missions and/or Objectives as follows:

FULFILL A MISSION



Each player starts the game with 2 Mission cards in their hand. If you meet the requirement at the top of your Mission card, you **may** resolve it by playing the card and gaining the reward. When you resolve a Mission you **must discard both** Mission cards from your hand.

All Missions are described in the Appendix on page 14.

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END OF THE GAME

When any 2 of the Objectives are completed, the end of the game is triggered. It may be any combination of:

- A player marker reaching the rightmost space of the Main Objective track, **and/or**
- Claiming of the big Lifeform Objective tile.

When these are met, players finish the current round, then play one additional round and proceed to Final Scoring.

FINAL SCORING

Your simulation ends. The echoes of the worlds you shaped settle into the archive. Only the candidate whose creations show the greatest harmony and power will earn a place in the caste.

All players sum up:

- The VP from their VP tokens.
- VP from claimed Lifeform Objective tiles.
- Their Main Objective VP based on progress and fulfilled conditions.
- 1 VP for every 4 remaining Life cards, Entropy, Mass and Energy (in any combination).

The player with the most VP wins the game!

In case of a tie, tied players share the victory.

Final Scoring example:

Teal sums up their VP:

- 43 VP gained during the game (VP tokens)
- 20 VP from the big Lifeform Objective tile (18+ Bacteria)
- 24 VP from the small Lifeform Objective tiles (11+ Bacteria, 8+ Plants)
- 45 VP from the Main Objectives:
  - 3 VP for each Planet of the same color
  - 7 VP for each Biome with at least 1 Life card (21 VP total)
  - 7 VP for each different Star (21 VP total)
- 2 VP for remaining resources (3 Life cards, 2 Mass, 2 Entropy and 4 Energy).

The final score for the teal player is 134 VP.



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APPENDIX

MISSION CARDS

All conditions apply only to your play area.



M1

Requirement: Have 3 Planets of different types.

Reward: Gain 2 Mass for each Biome in your play area.



M5

Requirement: Advance your Generator marker at least 3 times.

Reward: Gain 2 Energy for each played Plant Life card and for each played Animal Life card.



M9

Requirement: Have 3 Heat Life Condition icons in 1 Solar System.

Reward: Gain 2 Mass for each played Bacteria Life card and for each played Animal Life card.



M2

Requirement: Have 3 different types of Asteroids.

Reward: Gain 2 Entropy for each played Bacteria Life card and for each played Plant Life card.



M6

Requirement: Have a IIIA Star.

Reward: Gain 2 Entropy for each Planet in your play area.



M10

Requirement: Have 3 Carbon Life Condition icons in 1 Solar System.

Reward: Gain 2 Energy for each of your Focus card upgraded tiers.



M3

Requirement: Have 1 Focus card upgraded to the 2nd tier.

Reward: Gain 1 Plant for each Star in your play area.



M7

Requirement: Have a IIIB Star.

Reward: Gain 1 Bacteria for each Life Condition of one chosen type in your play area.



M11

Requirement: Have 3 Water Life Condition icons in 1 Solar System.

Reward: Gain 1 Life card for each of your advancements on the Generator track.



M4

Requirement: Have each Focus card upgraded at least once.

Reward: Gain 1 Plant for each Planet in your play area.



M8

Requirement: Have a IIIC Star.

Reward: Take 1 Life card for each Planet with at least 1 Lifeform in your play area.



M12

Requirement: Have 3 Radiation Life Condition icons in 1 Solar System.

Reward: Gain 1 Bacteria for each Asteroid in your play area.

MAIN OBJECTIVES



Advance when you:
Evolve one of your Stars to tier 3 or tier 4.



Advance when you:
Place the 1st Asteroid in a Solar System.



Advance when you:
Fulfill a Biome.



Endgame Scoring: Gain the indicated VP times the number of Planets of one type in your play area (each player chooses their type).



Endgame Scoring: Gain the depicted VP for each of your Planets that has a Biome and at least one Life card.



Endgame Scoring: Gain the depicted VP times the number of different Stars in your play area.



Alternative Endgame Scoring: Gain the indicated VP times the number of your Asteroids on spaces with a Lifeform cost.



Alternative Endgame Scoring: Gain the depicted VP times the number of your Planets with at least 1 Lifeform of each type.



Alternative Endgame Scoring: Gain the depicted VP times the number of your Focus card upgraded tiers.

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ANIMAL CARDS

All rewards are multiplied based on the condition (i.e., both Entropy and VP). All conditions apply only to your play area.



L45
Gain 1 Entropy and 2 VP for each Planet of one type (you choose which type).



L46
Gain 1 Plant and 3 VP for each fulfilled Biome.



L47
Gain 1 Energy and 2 VP for each Planet of a different type.



L48
Gain 1 Bacteria and 2 VP for each Carbon Planet.



L49
Gain 2 VP for each Star of a different tier.



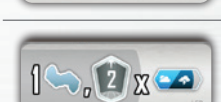
L50
Gain 1 Entropy and 3 VP for each Planet with at least 1 Animal.



L51
Gain 1 Energy and 2 VP for each played Life card of one type (you choose which type out of: Bacteria/Plant/Animal).



L52
Gain 1 Mass and 2 VP for each Heat Planet.



L53
Gain 1 Bacteria and 2 VP for each Biome.



L54
Gain 1 Plant and 2 VP for each Focus card upgraded tier.



L55
Gain 3 VP for each Radiation Planet.



L56
Gain 1 Bacteria and 2 VP for each Asteroid of one type (you choose which type).



L57
Gain 2 VP for each Water Planet.



L58
Gain 1 Mass and 2 VP for each of your advancements on the Generator track.



L59
Gain 1 Entropy and 2 VP for each Planet with at least 1 Bacteria.



L60
Gain VP equal to the sum of tiers of all your Stars.



L61
Gain 1 Entropy and 2 VP for each played Life card.



L62
Gain 1 Mass and 2 VP for each Asteroid.



L63
Gain 1 VP for each Planet.



L64
Gain 3 VP for each Planet with at least 1 Plant.



L65
Gain 1 Energy and 3 VP for each different Asteroid.



L66
Gain 9 VP.

TIER IV STARS



IV A
Pay 4 Entropy to gain 1 VP for each Life card you played.



IV B
Pay 4 Entropy to gain 3 VP for each Star in your play area.



IV C
Pay 4 Entropy to gain 2 VP for each Planet in your play area.

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SYMBOL INDEX

 Gain 1	 Have 1	 Spend 1 ("0" means no cost)
 Discount of 1	 End-game VP	 Immediate VP
 Star	 Planet	 Life card
 Evolve a Star action	 Aggregate Planet action	 Create Life action
 Asteroid	 Biome tile	 Played Life card
 Catch an Asteroid action	 Set Biome	 Focus card
 Resolve Catch an Asteroid action without paying any costs	 Fulfilled (flipped) Biome Resolve Fullfill a Biome free action, without meeting the requirements.	 Upgrade Console action
 Heat Planet	 Entropy (Resource)	 Bacteria (Lifeform)
 Carbon Planet	 Energy (Resource)	 Plant (Lifeform)
 Water Planet	 Mass (Resource)	 Animal (Lifeform)
 Radiation Planet	 Activate a single Star	 Any Lifeform
 Heat Life Condition	 Activate Stars action. Each Star may be activated only once per action.	 Advance any Lifeform (Gain / → / / →)
 Carbon Life Condition	 Retrieve a Creation token without resolving / .	 Advance the indicated Lifeform (i.e. Bacteria to Plant)
 Water Life Condition	Star tier number	Advance on the Generator track
Radiation Life Condition	Same type (player's choice)/ Matching type (i.e., of Life cards)	Local to the component you interact with
Any Life Condition	Different types (i.e., of Planets)	

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