

TITAN



BETA RULEBOOK



**PLEASE NOTE THAT
THIS IS A BETA VERSION
OF THE RULEBOOK AND
DOES NOT REPRESENT
THE FINAL PRODUCT.**

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Greetings Employees, and congratulations on having been selected for the Stardrill Corporation mission to Titan. You lucky few have been chosen to be the first to set foot on the surface of Saturn's largest moon! Initial scans have revealed huge reserves of a variety of resources, including valuable Deuterium. Your mission is to retrieve them from Titan's depths.

Stardrill has supplied you with all of the equipment you need to accomplish your task, including mining rigs, pipework, and a fleet of Drones. Deploy your extraction network through the different layers of Titan and fill your cargo holds with as many resources as you can!

The resources you return to the Stardrill facilities at the end of your mission will earn you Credits, and the employee with the best performance will be named Gold Star Miner, gaining special privileges!

Good luck miners.

CONTENTS

3D Game Board	36 Deposit tokens
30 Extraction Rigs	8 Ice tiles
30 Modules	6 Rock tiles
340 Resource cubes	16 Planetary Order tiles
- 90 Deuterium	30 Objective tiles
- 90 Tholins	1 First player "Foreman" token
- 40 Water	1 Credit board
- 40 Silicium	1 Objective board
- 40 Titanium	Rulebook
- 40 Hydrocarbons	

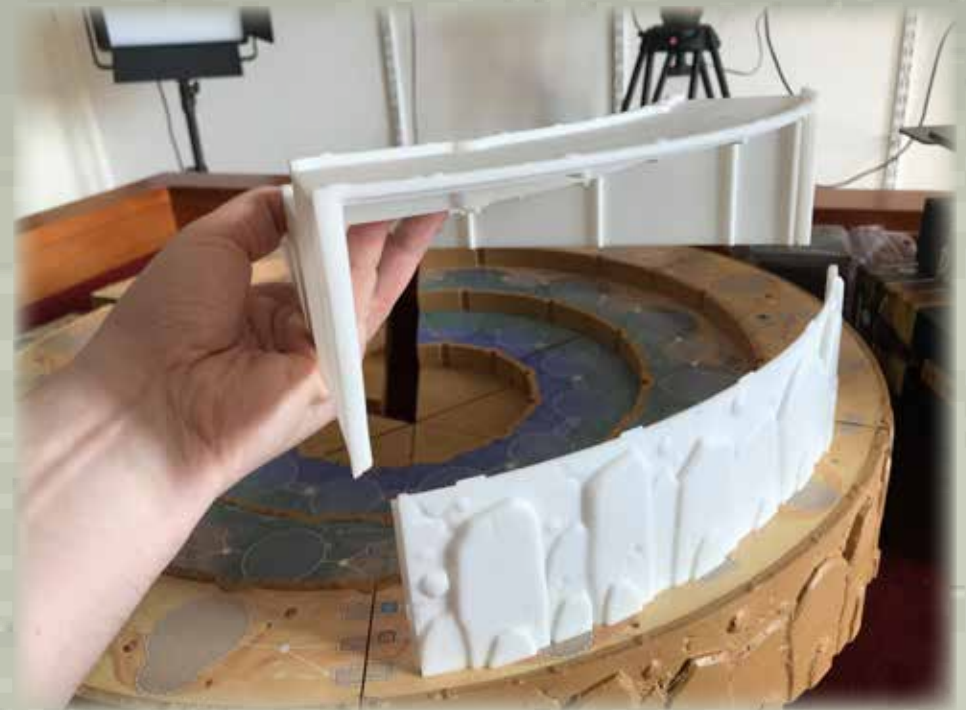
PER PLAYER

1 Cargo Hold Board	25 Pipes
1 Operator card	4 Drones
1 Dropship board	15 Control tokens
1 Player Base	1 Score Token

SETUP

1. Assemble the board

Remove the 6 board parts from the box and slot a back plate into each one.



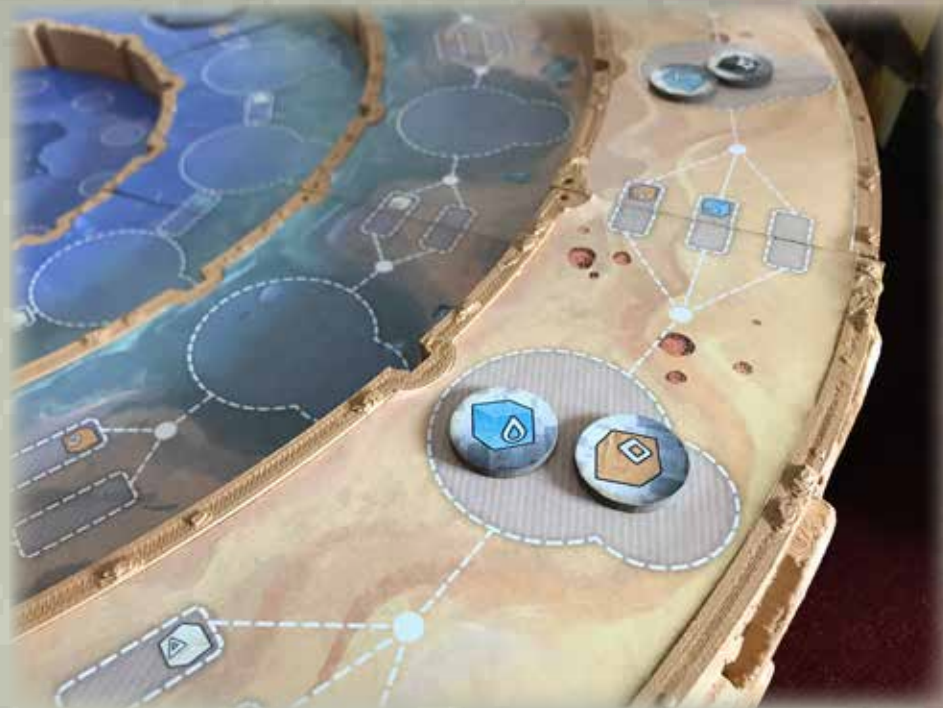
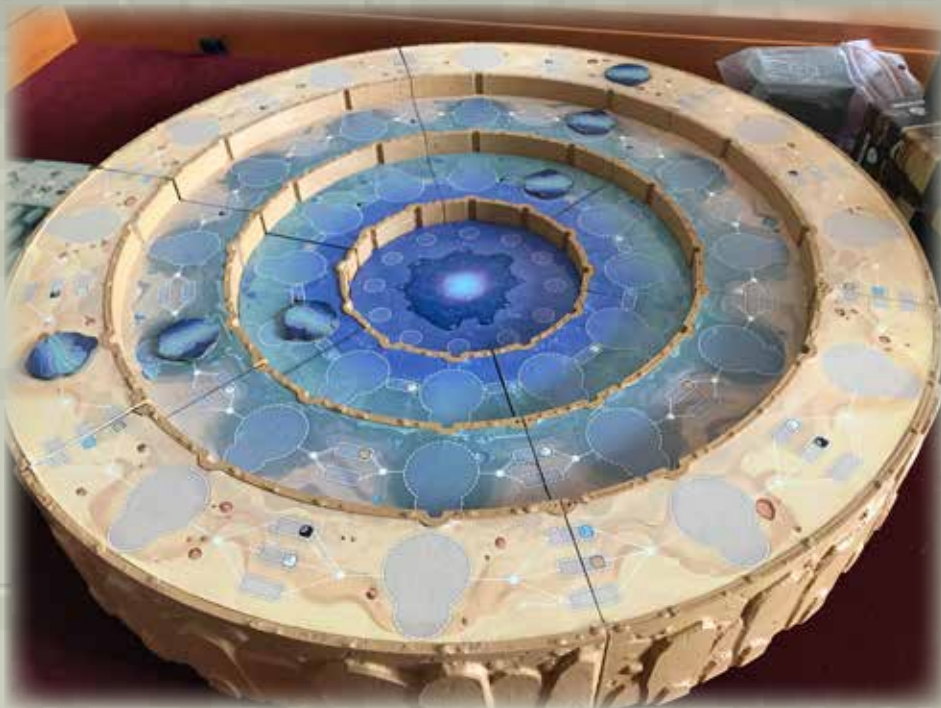
Assemble the 6 board parts next to one another so as to form the circular board.

Place the Core tile in the middle, slotting into the lowest section of the board.



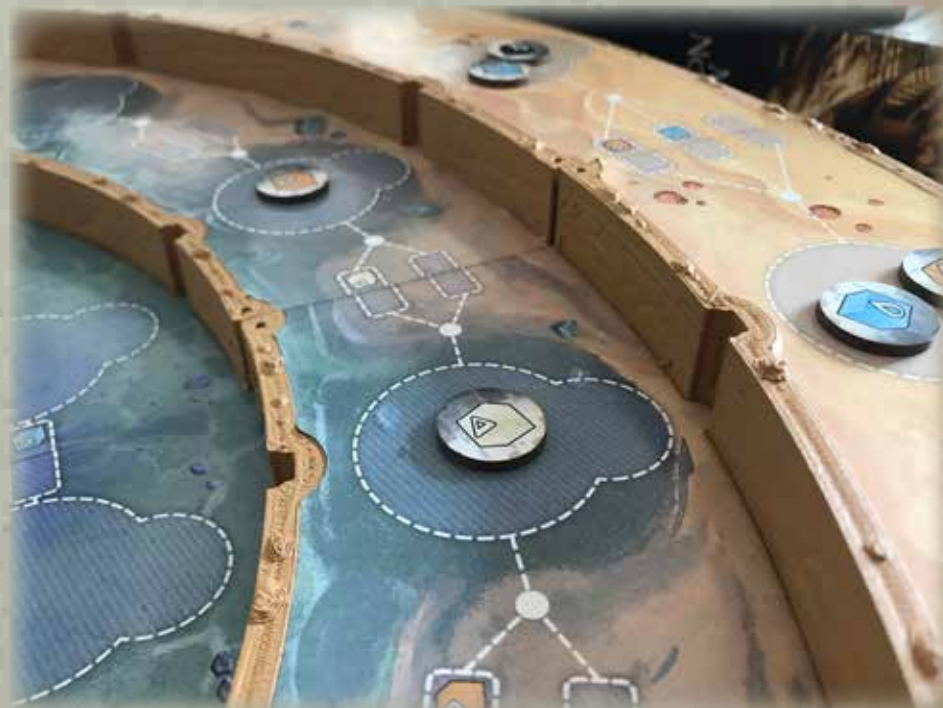
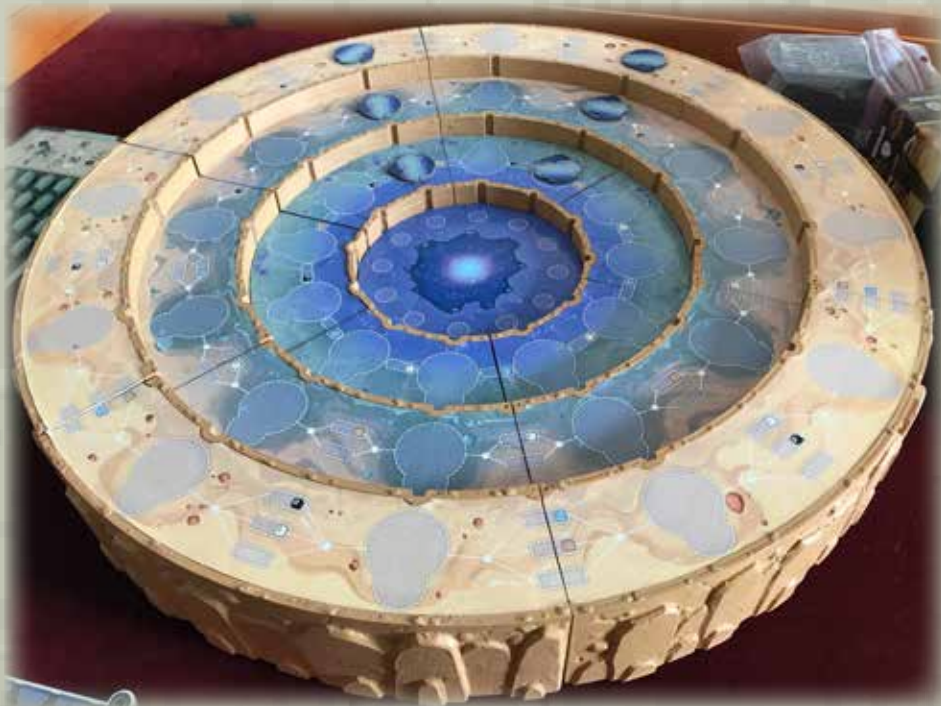
Your mining crater is now complete!

2. Depending on the number of players, part of the board will be closed off. A quarter of the board is active for each player. So for two players, only half the board will be active and for three players three quarters of the board is active. Use Rock tiles to close off the unused parts of the board as shown below.



Then, shuffle one Deposit token with an ice symbol, per player, with the remaining tokens.

Place one deposit token face up on each mining zone on the middle ring.



3. Take the Deposit tokens and set the four with an ice symbol (ICONE) to one side. Turn all of the remaining tokens face down and shuffle them. Depending on the number of players, keep a certain amount of these tokens, chosen randomly:

2P: 16

3P: 24

4P: 32

The others are placed back into the game box.

Place two Deposit tokens face up on each Mining Zone on the upper ring.

Once all Deposit tokens have been placed, flip them all over. Replace the tokens with an Ice symbol with an Ice tile. All other tokens are left in place for use during the game.

4. Take the Rigs and separate them into five stacks, one for each colour. Mix them into random order and place each stack face down alongside the board, visible to all. Then, flip the top Rig of each pile face up and place it in front of its respective stack.

5. Take the Modules and separate them into five piles, one for each colour. Place these piles near the Rigs.

6. Place the Objective Board on the table, visible to all.

7. Take the Planetary Order tiles and divide them into 4 different piles based on their values (2,3,4,5) and shuffle each pile. Then stack each pile on top of one another, starting with the tiles with the highest value (5) at the bottom and finishing with the lowest one (2) on top. These tiles are stacked facedown. Place the Planetary Order pile on the objective board and turn over the top tile.

8. Take the two permanent Objectives (Rig Control and Network Size) and place them face up on the Objective Board.

9. Separate the Objective tiles into 3 piles based on their category: Production, Network or Control. Shuffle each pile. Draw one tile from each and place it face up on its slot on the Objective board. The other tiles may be returned to the game box.

10. Place 6 Deuterium (translucent) cubes per player into the centre of the board.

11. Place all the other Resource cubes in piles around the board, accessible to all.

12. Each player chooses a colour and takes the Cargo Hold board, Dropship board, Score token, Control tokens, Base, Pipes and Drones of that colour as well as an Operator card of their choice.

Operator cards have no special abilities and are for aesthetic purposes only.

13. Players slot their pipes into their Cargo Hold board, leaving the bottom row of spaces free. Operator cards are slotted into the recess on the right of the board.

14. Take each player's Score token and draw one at random to determine the first player. This player receives the "Foreman" (first player) token. The tokens are then placed next to the Credits board.



THE GAME

Operators, your mission recap is as follows. Use the tools supplied by the Stardrill Corporation to fill your Cargo Holds with the requested resources, and return them to the Stardrill silos once your strip-mining operation is complete. The miner with the highest number of Credits at the end of the mission will gain special privileges as Gold Star Employee!

In Titan, players have 5 Cycles to fill their holds with as many resources as possible and earn as many Credits as they can in order to win the game!

A Cycle is composed of 4 turns for each player.

At the start of each Cycle, players place down new Rigs which dictate the actions available to them during their turns.

Players then have 4 turns each to place down Pipes in order to grow their Network, activate Rigs and extract resources. They'll also have their fleet of Drones to aid them in these tasks.

At the end of the last player's fourth turn, there is a short end of Cycle phase. Then the next Cycle begins.

Base – Upon arrival on Titan, your ship will deploy into a starting point for your Extraction Network. This is the location to which all of your resources will need to be transported and stored.



In Titan each player controls a Base, represented on the board by a model. This is your Hub, the centre of your Network. Your pipes will lead back to this Base, transporting resources. These are then stored in your Cargo Hold in order to be spent during the game and/or score (and sometimes lose!) points at the end of the game.

Cargo Hold - At the start of your mission, your ship's Cargo Hold will be filled with Pipes. As mining progresses, these Pipes will be installed into your Network, which will free up the space you need to store resources. Space within your Cargo Hold is finite, so be sure to manage it carefully...



Your Cargo Hold is your player board, and will be used to store resources during the game. More space will become available as the game progresses, but once your hold is full, no more resources can be

added until more space is made. Managing the space that you have and cycling resources in and out as efficiently as possible is one of the main challenges of Titan!

Rigs - Stardrill has supplied you with a variety of different Rigs. Each one of these extraction points is designed to draw a certain type of resource from the depths of Titan. Employees may deploy them at their discretion.



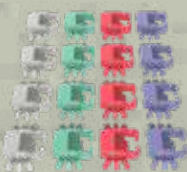
You'll be deploying Rigs each Cycle. These structures can be activated via your Network to provide resources. As players are all working for the same corporation, each Rig is neutral and accessible to all, until it is Upgraded (See Upgrade a Rig). Upgraded Rigs receive a Module which gives additional effects and benefits to the controlling player.

Pipes - These immense sections of pipework are strong enough to transport the huge blocks of resources you'll discover as you mine Titan.



Placing down Pipes allows you to activate Rigs as well as drawing resources up to your Base.

Drones - Don't forget to use your fleet of Drones wisely! These massive machines are a miners best friend, and can carry out a wide array of tasks that will improve your mission performance.



Drones can move through your Network for free, or venture further by spending resources. Drones can also boost Rig output, make Rigs cheaper to Upgrade, disrupt Networks and transport resources for you.

Resources - Initial scans of Titan have revealed several different varieties of resources. Some of these are of value to the Stardrill Corporation, or can be used to improve your performance and gain additional Credits during your mission. Others will reduce the value of your cargo...



There are 6 Resources in the game. The four most common ones are:

- Silicium - Used to upgrade Rigs.
- Water - Used to fulfil Planetary orders.
- Hydrocarbons - Used to move your Drones outside of your Network.
- Titanium - Used to obtain additional actions for your Drones and destroy Pipes.

These four resources are collected throughout the game by placing down Rigs and Pipes or by activating Rigs.

The final two resources are:

- Deuterium - Deuterium is highly sought after by Stardrill and is worth Credits at the end of the game.
- Tholins - This moss-like organic substance will lose you Credits if it finds its way into your hold at the end of the game. You will inevitably draw it up via certain actions and you'll have to manage it carefully as the game progresses.

These two resources are obtained mainly via drawing up resources from Rigs you control. Tholins are also collected every time you dig into a deeper layer of the mining crater and a HUGE reserve of Deuterium can be found in Titan's core.



Planetary Orders - While not all resources are valuable to the Stardrill Corporation, they are in high demand from the planets that call on Stardrill for their various needs. Employees are free to fulfil these orders during their mission depending on the resources they uncover.



During the game you can expend resources to fulfil orders. These earn you points whilst also freeing up valuable space in your hold.

Corporate Objectives - Stardrill offers additional performance incentives to its employees by awarding Credits to those who can meet specific targets the most quickly. Keep an eye on the current Corporate Objectives to get the biggest rewards!



If you meet production targets, you can earn bonus Credits during the game. These are drawn at the beginning of the game and multiple players can accomplish them, but the first to do so earns extra Credits!

Credit Board - *Stardrill has put a lot of credits into the Titan mission and expects you to make sure that investment pays off! You can be sure that the higher-ups will be monitoring your progress every step of the way...*



The Credit board is Titan's scoreboard and your actions during the game will earn you credits. Any time the game instructs you to gain credits, simply move your score counter along the track. The player with the most Credits at the end of the game wins!

LANDING PHASE

You've arrived on Titan - now it's time to deploy your Network! Your Landing Phase will determine the resources you will have in your Cargo Hold at the start of the mission, as well as your first Rig. A productive start to your mission can give you a considerable advantage for the first Cycle, so choose wisely...

1. The player to the right of the Foreman takes their Base model and places it in a slot of their choice on the Upper Ring of the mining crater. The resources shown on the Deposit tokens located in that slot are placed directly into the player's Cargo Hold. They then place their 4 Drones around their Base.



When picking up Deposit tokens you discard them back into the game box and take the corresponding cubes.

Whenever a Rig or Pipe is placed during the Landing Phase, players gain the resources shown in the slot. These resources are sent to the player's Cargo Hold. Those gained during Rig Deployment at the start of each Cycle are an exception to this.

2. The same player then takes 3 Pipes from their hold and places one in each of the directions branching off from their Base (one to the left and right of the Base and one deeper down into the crater. The resources indicated in the slots chosen are placed directly into the player's Cargo Hold.

Note: *Don't forget that by placing the pipe that descends towards the Core, you start the game with a Tholins in your Hold.*

3. The same player takes one of the Rigs from those face up and places it in the slot directly below their Base on the Middle Ring. The resources located in that slot are placed directly into the player's Cargo Hold.



When a Rig is placed down, the player immediately scores that Rig's value in Credits. Then, fill the Base with the quantity of Tholin and Deuterium cubes shown on it.



4. Finally, the same player takes one of the remaining Ice tiles. They place it directly below the Rig they just placed, on the Lower Ring of the board just before the Core.

Ice tiles represent parts of Titan where the Ice is so dense, it can't be easily mined. In game, Pipes and Drones can pass through Ice tiles but Rigs may not be placed there.



The next player to the right of the Foreman then repeats steps 1 - 4. Then the player on their right does the same, continuing counter-clockwise around the table until all players have completed their Starting Deployment. You may then move on to the first Cycle.

The Stardrill Corporation encourages healthy competition amongst its Operators! When deploying your Base, Pipes and Rig; consider the resources requested of you by the Corporate Objectives as well as the first Planetary Order. If other players deploy before you, you can attempt to guess their strategy and deploy in order to hinder them, or simply modify your own strategy if necessary.

STARTING A CYCLE

PREPARE RIGS

First, cycle out any leftover Rigs from the previous Cycle and prepare new ones.

Discard any Bases that are face up (unless you are beginning the first Cycle), placing them back into the game box. Then, flip over the top Rig of each stack and place them in front of their pile. These are the Rigs that are available this Cycle.

DEPLOY RIGS

Once the new Rigs have been made available, each player will choose and place one. Their choice will not only decide what resources they acquire or where/how they could grow their Network, but also their actions for the turn.

Starting with the Foreman and moving clockwise around the table, each player chooses one of the face up Rigs and places it in a slot of their choice on the board.



These Rigs can be placed anywhere on the board, and does not need to be adjacent to your Network, Pipes, or Drones.

When a Rig is taken, the next one in the pile is NOT turned over. Therefore only one Rig of each type may be placed each Cycle.

When a Rig is placed down, the player immediately scores that Rig's value in Credits. Then, fill the Rig with the quantity of Tholin and Deuterium cubes shown on it.

Rig Power Levels : Your mission to Titan isn't just about the resources you bring back, but the infrastructure you leave behind. The Rigs supplied by Stardrill have varying power levels. The most powerful will last longer and serve the miners that come after you, and as a result, Stardrill awards more Credits for their installation. However, they also have an unfortunate tendency to draw in larger quantities of Tholins. The weaker Rigs will earn you less Credits, but their reserves of Deuterium will more than make up for it!

Be sure to pay special attention to your Rig deployment. Not only is the type of Rig you choose important, so is its location: placing a Rig determines which type of actions you will be able to perform each turn.

PREPARE ACTIONS

Titan's surface has been deemed unsafe, and as a result, the Stardrill Corporation recommends that miners remain within their base at all times. A Dropship has been supplied that will handle Rig deployment and the installation of pipework without any direct human intervention.

Your Dropship represents your available actions for each of the 4 Turns in a Cycle. Any resources acquired from placing a Rig are put into your Dropship, and all leftover spaces are filled with Pipes. Each Cycle a player will therefore be performing a mixture of Pipe and resource actions on their turns, depending on the contents of their Dropship.

Once their chosen Rig is positioned on the board, the player takes the Deposit tokens located in that Zone and places them in their Dropship, exchanging the tokens for cubes of the corresponding colour. They then move Pipes from their Cargo Hold to fill up the remaining Action slots.

Note: The deployment of a Rig at the start of each Cycle is the only time resources are placed into your Dropship. All other resources acquired at any other moment of the game (including Starting Deployment) are placed directly into your Cargo Hold.



Ex: Matthieu places a Rig on the Middle Ring of the board. The Zone he chose has one Water Deposit token. He places the token back into the game box before taking one blue Water cube and putting it into any slot in his Dropship. He then takes three pipes from his hold (enough to fill up the remaining spaces on his dropship) and places them in too.

Placing a Rig dictates your actions for the turn, whether you're placing Pipes or gaining resources. As players drill through the rocky outer layers towards Titan's core it becomes easier to mine, allowing for more Pipe actions, but yielding less resources.

Once each player has placed down a Rig and filled their Dropships, the Foreman may start their first turn!

THE TURN

You're ready to get to work! Your Dropships have deployed your Rigs and have retrieved any resources discovered on site - now it's time to get drilling...

Starting with the Foreman, players **must** choose one of the actions available in their Dropship.

The actions available to you during the turn depend on the elements that were placed into your Dropship at the beginning of the cycle. Your Dropship will contain a mixture of Pipes and resources, which allow you to perform the following actions:

- 1. Expand your network:** A Pipe is taken **from your Dropship** and placed **onto the board**.
- 2. Recover resources:** A resource is taken **from your Dropship** and placed **into your Cargo Hold**.

When performing an action, you'll be removing the relevant Pipe/resource from your Dropship. This means that you may not choose that same Pipe/resource again during your next turn. It is possible to perform the same type of action multiple times in a row during a cycle if your Dropship contains the necessary Pipes/resources.

The actions in your Dropship are **mandatory**, but can be resolved in any order.

After a player has performed an action of their choice, play passes to the player on their left, and so on, clockwise around the table. This is repeated 4 times until no players have any actions left in their Dropship.

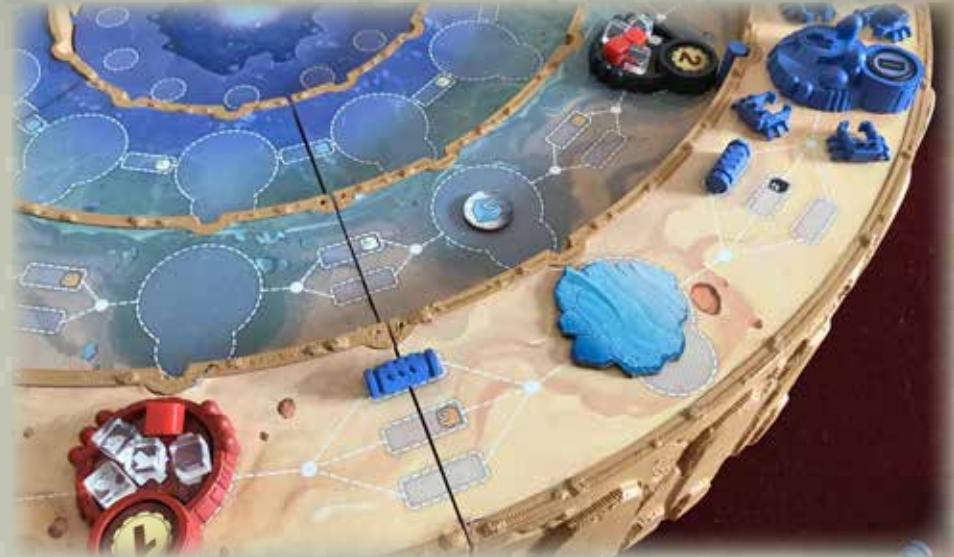
1.EXPAND YOUR NETWORK

A player may take one of the Pipes in their Dropship and place it in a free slot on the Board.

Pipes have a direction on them that shows which way they run. This direction is crucial, as **Pipes must run away** from the player's Base in an uninterrupted line in order to create a valid Network.



Pipes can move through Ice



Pipes can loop back through a Base.



Pipes can branch off in multiple directions



Pipes can move downwards and upwards through the layers of the crater.



A Pipe can move through an unoccupied Zone (with no Rig present).



YOUR NETWORK.

When these rules refer to “Your Network” they mean any and all Rigs/Zones that are connected to your Base via your Pipes. The further your Network reaches, the more Rigs you have access to, the more options you’ll have to impede your opponents!

- GAINING RESOURCES

If the Pipe is placed in a slot that shows a resource, the player may immediately take a cube of that resource and place it directly into their Hold.



If a Pipe is placed vertically (moving either up or down to the next ring of the crater), then a Tholins is generated, which the player must take into their Hold.

- ACTIVATING RIGS

If the Pipe is placed so that it connects a Rig back to your Base, that Rig is activated - you gain a resource of that Rig’s type.

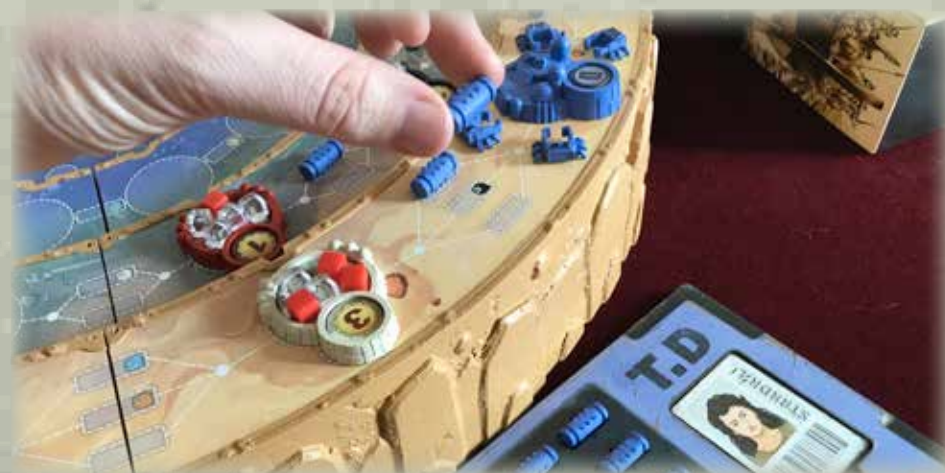


Additionally, when a Rig is activated, all other Rigs of the same type/colour (see below) in your Network are also activated.

The Pipe must lead from the Rig (the arrows pointing into the Rig) and trace an uninterrupted line of Pipes back to your Base. A Pipe can be placed moving away from a Rig, and therefore connecting to an empty space. However, this does not activate the Rig.



You can connect to a Rig you’ve already activated before via the same side.



You can connect to a Rig you’ve already activated before via a different side.



When a Rig is activated, it generates a resource of the same type:



Cream – Titanium Mill

The player may immediately take one Titanium cube and place it directly into their Hold.



Black – Hydrocarbon Refinery

The player may immediately take one Hydrocarbon cube and place it directly into their Cargo Hold.



Blue – Water Distillation Plant

The player may immediately take one Water cube and place it directly into their Cargo Hold.



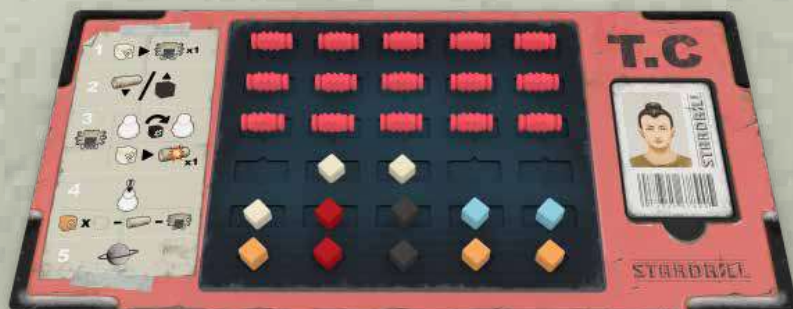
Orange – Silicium Reduction Complex

The player may immediately take one Silicium cube and place it directly into their Cargo Hold.



Red – Tholins Purification Centre

The player may choose any Tholins cube either in their Cargo Hold or present on one of the Rigs in their Network and discard it.



When you arrive on Titan your hold will be filled with Pipes, with little space left over for anything else. As the game progresses, you'll empty your hold of Pipes in order to use them in your Network. This then frees up space for you to fill it with resources! The space in your hold is finite, so use it wisely.

- When placing a resource in your hold you may place it on any available space.
- Only one resource may be placed in each space/slot.
- If your hold is full and you gain a resource, you may choose to discard another resource in order to make room or discard the resource you just acquired.
- You may not choose to jettison Pipes in order to place a resource (that's company property!)
- Tholins may NEVER be discarded from your hold unless a specific effect (such as activating a Tholins extractor) says that you may.

- If your hold is full and you gain a Tholins, you MUST discard another resource in order to make room for the Tholins.
- You may only use resources that are in your hold. Those in your Dropship may not be used until they have been transferred to your hold

CONNECTING TO THE CORE

As well as connecting to Rigs, players can also drill down to Titan's Core.

If a Pipe leads from the Core back to their Base, it allows the player to start exploiting Titan's rich Deuterium reserves.



When a player does this, they place one of their Control tokens in the space below the Pipe to indicate that they are drawing up from the Core.

Just like when placing a pipe vertically leading from one level to another, drilling down to the core will cause you to generate one Tholins in your hold.

CONTROL TOKENS

These tokens, specific to each player, allow you to identify Rigs you control, extraction points in Titan's Core, and Objectives you've fulfilled. You only have a finite number of these tokens, and once you run out, you cannot obtain any more. Use them wisely...



During the End of Cycle phase, a player that is connected to the Core may draw up resources from it. See the “End of the Cycle” section.

Once connected, the Core counts as one Zone in the player’s Network. Once a player has connected to the Core, they may also travel through it - using another section of Pipe to continue building their Network upwards from the Core via any other available slot. This can be very useful to help you expand your Network all around the board! If you do connect to another spot in this manner, you may not place a Control token on the slot you came up from or draw additional resources up via that connection. However, as you have moved through a layer of Titan, you must still take a Tholins cube into your Cargo Hold, even when drilling upwards.



You may connect to and from the Core multiple times, and from multiple zones.

2. RECOVER RESOURCES

A player may take one of the resource cubes in their Dropship and move it to their Cargo Hold.

Recovering resources from your Dropship is a great way to obtain resources without relying on the Rigs that you can reach with your Network. Additionally, the action of recovering them allows you to play for time, seeing what your opponents do for a turn before taking the more consequential action of expanding your Network.

FREE ACTIONS

After completing their mandatory action, a player may perform the following actions if they so choose. They must however be performed in order:

1. Activate a Drone
2. Fulfil Planetary Orders and/or complete a Corporate Objective
3. Upgrade a Rig

1. ACTIVATING A DRONE

Each player has 4 Drones that activate once each Cycle. Drones can perform a variety of actions from increasing Rig output, collecting Deuterium or Tholins cubes, reducing the cost of upgrading Rigs and destroying pipework



Each Drone is numbered from 1 to 4.

If it is their first turn this Cycle, a player activates Drone “1”, if it’s their second turn; they activate Drone “2”, and so on.

A Drone must first MOVE (if the player wishes) and then perform an ACTION. A Drone cannot Move once an Action has been performed. Moving the Drone is not mandatory.

MOVE

Drones move from Rig to Rig (or Zone if a Rig has not been built there yet) along the Pipes in your Network. A Drone may move an unlimited number of Zones, as long as they are a part of your Network. The direction of Pipes has no effect on Drone movement. A Drone must finish its movement on a Rig or Zone, it cannot end its movement on a Pipe space.



Bases count as Rigs in the case of movement. Drones can move to and through an opponent's Base.

Drones may move into and through the Core. The Core counts as one Zone.

HYDROCARBONS

When moving a Drone, a player may spend a Hydrocarbon cube to move their Drone outside of their Network. The Drone may move to any Rig/Zone on the board for the cost of 1 Hydrocarbon cube.



ACTION

Once the Drone has moved they may choose to perform an action.

Load Resources – Drones can carry Deuterium and Tholins. A Drone can pick up a resource from the Rig on which they are present, or drop one that they are already holding.

- Drones may drop Tholins or Deuterium at a Base, in which case the cube is taken directly into the Hold of that Base's player.
- Drones may drop Tholins at any Rig and, if there are already 5 cubes present, discard a Deuterium cube to make room for it. If there are already 5 Tholins on a Rig then the cube may not be dropped there.
- Drones may take Deuterium from the Core
- Drones may drop Tholins into the Core. Add the cube to those already present. No Deuterium is removed when this happens and there is no limit to the number of Tholins that may be dropped into the Core.
- Drones can still take resources from Rigs that are under the Control of another player (see below).
- Drones cannot drop resources onto an empty Zone without a Rig (with the exception of the Core).
- Drones cannot pick up the Deposit tokens on mining Zones either.

Dock – This is an automatic action that takes effect when a Drone ends its movement next to a Rig, as long as the Drone is empty (this action cannot be performed while the Drone is carrying resources). When Docked to a Rig, a Drone lends its power to that Rig, giving two benefits:

- Increased Production : When a Rig is activated, it will generate one additional resource for each of your Drones docked there (or purges one additional cube in the case of Tholin Purifiers).
- Reduced cost : If you attempt to Upgrade a Rig (see below), the cost to do so is reduced by one for each of your Docked Drones present.

Only the owner of a Drone can benefit from its assistance.



Player D has two Drones present on this Hydrocarbon Refinery.

The Green player has 1 Drone present.

If the Player D activates this Rig, it will provide two additional Hydrocarbon cubes (for a total of three). If the Player D wants to upgrade this Rig, it will cost them 2 less Silicium.

If the Player B activates this building, it will provide one additional Hydrocarbon cube (for a total of two). If the Player B wants to upgrade this building, it will cost them 1 less Silicium.

There are a limited number of available spaces around a Rig. Once filled, no more Drones can end their movement on that Zone.

TITANIUM

A player can also spend Titanium to allow Drones to perform an additional activation at the start of their turn, and/or to break a section of Pipe during their activations.

Additional action: At the start of their turn, before performing their mandatory action, a player can spend one Titanium to activate their Drone first.

This Drone may Move, then perform an Action as per the normal rules. This is in addition to their normal activation which still happens during the Activate Drones phase.

The Drone activated is still the one for the turn in play. You may not spend Titanium to activate a Drone other than the one you are allowed to activate during that turn.



Destroying Pipes: During an activation, a player can spend one Titanium to use their Drone to remove a Pipe from the board. The Pipe in question must be connected to the Rig/Zone where the Drone is located. Destroying a Pipe counts as their Action.

Take that Pipe and discard it into the game box.

You can destroy your own Pipes as well as your opponents' Pipes. Destroying your own Pipe, then re-laying it allows you to reactivate a Rig with no more available slots around it.

Note: Destroying Pipes can break a player's Network, leaving them unable to trace a line back to their Base. In this case they may have issues drawing up resources and/or placing new Pipes.

Note: If a Pipe is destroyed and removed from a slot showing a resource and a new Pipe is then put down then the owner of that new Pipe gains that resource as per usual.

Note: You may cumulate the effects of Titanium as long as you can pay for them. For example, a player may activate a Drone at the start of their turn and have it destroy a Pipe, before performing its normal activation later in the turn, when it would destroy another Pipe. This would cost them 3 Titanium.

2. UPGRADE A RIG

The Rigs provided by Stardrill are basic installations. However, with a little Silicium and elbow grease, miners can improve their performance. Stardrill will award additional Credits to miners that use resources discovered during their mission creatively.

At the end of their turn, players may choose to "Upgrade" a Rig, and therefore take control of it. Doing so allows them to obtain additional resources each time the Rig is activated, score more Credits and begin drawing up Deuterium (and Tholins!) from that Rig during the Extraction Phase (see End of Cycle).

A player may only Upgrade one Rig per turn. The Rig must be connected to your Base via your Network OR have one of your Drones present on it. In order to Upgrade a Rig, you do not need to be the player who originally deployed it.

To Upgrade a Rig, the player must first pay its cost by discarding Silicium cubes. A Rig's value is determined by the number of times it can be activated : Upgrading costs 1 Silicium cube per unoccupied Pipe slot leading to that Rig (including slots moving vertically).



There are 7 slots for Pipes around this Rig, 6 of them are unoccupied. Cost: 6 Silicium.



There are 6 slots for Pipes around this Rig, 3 of them are unoccupied. Cost: 3 Silicium.

Additionally, for each unloaded Drone a player has present on a Rig, the cost to Upgrade it is reduced by one.

There are 6 slots for Pipes around this Base, 3 of them are unoccupied but the player also has 2 Drones present. Cost: 1 Silicium.

A Rig may be upgraded for free if there are enough Pipes and/or Drones around it. A Rig cannot have a "Negative" cost however (players cannot receive resources for upgrading it).

When a player Upgrades a Rig, they score its value in Credits plus 2, which is the value of the Module.

They may then choose a Module for that Rig.

Modules represent an additional effect obtained by the player who controls the Rig whenever the Rig is activated, including by other players. There are 5 different Modules whose colours and effects are identical to those of the Rigs (see above). The Module does not need to be of the same colour/type as the Rig it is placed on - players are free to mix and match their effects as they wish.

Slot the chosen Module into the Rig



Then, place one of your Control tokens on the Rig to show that you are the player that Upgraded it.



Upgraded Rigs can still be activated by any player, but only the controlling player may gain the Module bonus - they do so whenever this Rig is activated. Modules do not gain a production bonus if a Drone is docked to the Rig.



This Water Purification Plant is controlled by the Player B who added a Titanium Mill Module to it. If Player B activates this Rig, they'll gain one Water resource and well as one Titanium. If anyone else activates the Rig, they'll gain one Water and Player B will gain one Titanium.



This Hydrocarbon Refinery is controlled by the Player D who added a Hydrocarbon Module to it. Both Player D & Player B have one of

their Drones present. If Player D activates this Rig, they'll gain three Hydrocarbon cubes (One for the Rig, one for the docked Drone and one for the Module). If player B activates this Rig, they will gain two Hydrocarbon cubes (one for the Rig and one for the Drone) and the Player D will gain one Hydrocarbon (for the module).

Finally, by taking control of a Rig, players can start to draw up any resources present on it at the end of each Cycle (see "End of Cycle" below).

3. FULFILLING PLANETARY ORDERS AND/OR HITTING CORPORATE OBJECTIVES

Fulfilling Planetary Orders

Deuterium is by far the most valuable of Titan's resources, but other types of substances discovered during your mission can also be used to gain Credits. Stardrill's clients frequently request shipments of Water and other resources, and will pay well if you can deliver quickly.

At any time during their turn, players can choose to fulfil the current (face up) Planetary Order by discarding the requested resources from their Cargo Hold.

A player may only fulfil one Planetary Order per turn.

Discard the resources shown on the tile before immediately scoring its value in Credits.



Example: This planet needs 1 Water and 1 Titanium. If you discard these resources you'll earn 2 points.

The player who fulfilled the order places its tile beside their Cargo Hold board and flips over the next order tile.

There is one major Planetary Order tile: Mars. A player may fulfil this order during their turn by discarding the required resources. This order is always available, you do not need to fulfil the other orders before having access to it. Just like the other orders, once a player has accomplished it, they place its tile next to their Cargo Hold board.

Hitting Corporate Objectives



You can also fulfil Corporate Objectives during your turn.

Each Objective requires you to possess a certain amount of resources, Rigs or connections within your Network. Each Objective can be accomplished by multiple players. However, being the first one to do so yields more Credits!

If at any point during your turn, you meet the necessary criteria of an Objective, place one of your Control tokens on the first available slot, starting from the left, to indicate it. You immediately gain the number of Credits shown in that slot.

You may hit multiple objectives in the same turn.

The different Performance criteria are:

Resources

You need to amass a certain amount of resources in your Cargo Hold as shown on the tile.

Contrary to when fulfilling Planetary Orders, any resources requested are not "paid" or discarded. They simply need to be present in your Cargo Hold when you score the Objective. They may be used for other means afterwards.



Control

You need to have taken control of (meaning Upgraded) a certain amount of Rigs as shown on the tile.



Connections

Your network needs to have a certain amount of Pipes connecting different levels of the crater or types of Rig.

Montrer icones niveaux et connexion bâtiment

This Objective requires you to possess 10 Titanium in your hold. During their turn, Player A has assembled the 10 Titanium needed to complete it. As nobody else has scored it yet, player A scores the leftmost, and most substantial, amount of Credits. They place one of their Control tokens to show this.

Later in the game, player C also amasses 10 Titanium. The leftmost space having been taken, player C scores the second, slightly smaller amount of Credits. They place one of their Control tokens on that spot to show this.

There is still one available slot for one of the remaining players to score the Objective.

When all of this is combined, the order of a player's turn is as follows:



1. Pay 1 Titanium to perform an action with your Drone
2. Expand your Network or Recover resources
3. Perform your normal Drone action. Reminder: Spending a Hydrocarbon allows them to move anywhere on the map. Spending a Titanium allows you to remove a Pipe
4. Take control of a Rig. Reminder: the cost of upgrading a Rig is the number of free pipe slots around it minus any of your (empty) Drones attached to it.
5. Fulfill a Planetary Order

As a free action, you may also fulfil any corporate objectives whenever you have completed the necessary requirements.

This image can be found as a gaming aid on your Cargo Hold Board.

Once a player's turn is completed, play passes to the next player clockwise around the table. The Cycle ends once all players have played 4 turns and have no Pipes or resources left in their Dropship.

END OF THE CYCLE

THE EXTRACTION PHASE

At the end of each Cycle, any Control tokens that players have on the board will activate: their Network will automatically extract either one Deuterium or one Tholins from that location.

EXTRACTING FROM RIGS

If a player has Upgraded one or more Rigs that are connected back to their Base via their Network, they will extract one of the resources present in the well of each Rig.



If any Tholin (red) cubes are present on the Rig, the player must take one of them and put it directly into their Cargo Hold.

If only Deuterium (white) cubes are present on the Rig, the player takes one and puts it directly into their Cargo Hold.

Players **MUST** extract resources from Rigs they control if they are able.

Note: It is possible to control a Rig but not have it connected to your Base. In this case, no resources are extracted.



Example: Player D Controls 3 Rigs. The Black Hydrocarbon Rig is connected to their Base via their Network and holds 3 Deuterium cubes so Player D takes one of those and places it in their Cargo Hold. The Red Tholins Rig is connected to their Base via their Network and holds 3 Deuterium and 1 Tholins so Player D takes the Tholins cube and places it in their Hold. The Creme Titanium Rig is not connected to their Network, so no resources are extracted.

The resources in the well of a Rig have no effect on the player that placed the Rig until they Upgrade it. Rigs that have the highest value in Credits also have the highest number of Tholins, so while Upgrading it can score you a lot of points, it can also cause you to lose points at the end of the game. Be sure to have the necessary infrastructure within your Network to manage those pesky Tholins...

EXTRACTING FROM THE CORE

If a player has one or more Pipes leading from the Core back to their base, they may start drawing up Deuterium directly from the Core.

Players may draw up one resource from the Core for each Control token they have there. As with Rigs, each Control token must have Pipes leading from it back to their base in order for extraction to be possible.



The Core is filled with a finite amount of Deuterium at the beginning of the game. Once this runs out, it is not refilled.

Tholins does not appear naturally in the Core but other players can dump Tholins into it (See "Drone Actions" above).

If there is no Tholins present in the Core then players may each take a Deuterium cube for each Pipe they have leading up from the Core to

their base (Shown by their Control tokens). If someone has polluted the Core however, resources must be taken in a specific order.

If, at the end of a Cycle, there is Tholins present in the Core the Foreman must take a cube first. The player to their left takes a cube, then the player to their left, etc, moving around the board until each player has taken the correct number of cubes. In this situation, just like with a Rig, a player MUST take a Tholins cube if any are present. Once all Tholins cubes have been taken, Deuterium may be collected.

Example: Player B has 1 Pipe connecting to the Core. Player C has 2 Pipes connecting to the Core and player D has 3 Pipes connecting to the Core.

There are currently three Tholins cubes present that were dumped into the Core during this Cycle. Player B is the foreman (first player) so takes one of the Tholins cubes. Player D is the player to their left and they take also take a Tholins. Finally player C comes along and takes the final Tholins. We then arrive back at player B. He only has one pipe connecting to the Core and so does not extract anything else. Players C and D have a second Pipe however and as there are no Tholins left in the Core, they may finally take a Deuterium. Finally, only player D remains with a third Pipe and so takes a final Deuterium before the Extraction phase ends.



FOREMAN (FIRST PLAYER) TOKEN

The player to the left of the current first player becomes the new first player for the next cycle.

After this, a new Cycle begins!



END OF THE GAME

The end of the game is triggered at the end of the fifth cycle: once all zones have been filled with Rigs and at the end of the last player's fourth turn.

Before final scoring begins, there is one final Extraction phase.

This phase is slightly different from its predecessors. As per usual, players must prioritise drawing up Tholins first. However, this time they will not take one Tholins from each Rig but rather ALL the Tholins remaining on the Rigs they control, which are placed in their hold. If they did not draw up any Tholins from a Rig, they may take a Deuterium cube as per normal.

Any Resources being transported by Drones remain on Titan.

Resource extraction from the Core follows the normal rules.

THEN WE MOVE ON TO FINAL SCORING:

Players:

- Gain 2 Credits for each Deuterium in their Hold
- Lose 1 Credit for each Tholins in their hold.

Additionally, each player compares their stocks of:

- Silicium
- Hydrocarbons
- Water
- Titanium
- Fulfilled Planetary orders

The player with the most of each of these in their Cargo Hold (or collected in the case of Orders) gains 3 Credits. The player with the second most gains 1 Credit. In the case of a draw, the tied players each gain 3 Credits.

Players must have at least 1 of a resource/order in order to score these Credits.

The player with the most Credits at the end is declared Star Employee and wins the game!

Tiebreaker: In the case of a draw, the player who has the least Pipes remaining in their hold wins. If there is still a draw, the player who controls the most Rigs wins.

GLOSSARY

Activate : Generating a resource from a Rig by linking it into an extraction Network with a section of Pipe.

Base : The starting point for each player, placed onto the board at the beginning of the game.

Board : The mining crater of Titan, on which the game is played.

Cargo Hold : The player board, on which pipes and resources are stored.

Control token : A token with the player's team letter (A,B,C, or D), which is placed whenever a Rig is upgraded, when a Corporate Objective is met, or when the Core of Titan is reached.

Credits : The Victory points that allow a player to win the game.

Core : The centre of the board, where a reserve of Deuterium is present.

Cycle : A round of four turns for each player.

Deposit token : Tokens placed on the Board during setup which determine which resources are placed in a player's Dropship when a Rig is installed there.

Docking : Placing an empty Drone next to a Rig to increase its production and decrease its Upgrade cost.

Drones : A player's team of 4 worker machines that can move and act anywhere on the Board.

Dropship : The action counter that shows the 4 actions a player will be able to perform.

Ice : Tiles placed during setup that prevent the placement of Rigs. Pipes can move through them.

Extraction Phase : The end of Cycle phase during which players draw up resources from Rigs they have Upgraded, and/or from Titan's Core.

Free Action : Any action performed during a player's Turn which is not mandatory, comprised of Drone actions, fulfilling Planetary Orders, Meeting Objectives, and Upgrading a Rig.

Mandatory Action : One of the four obligatory actions in a player's Dropship that must be performed at the start of a player's Turn. A Mandatory Action is always either placing a Pipe on the Board or recovering a resource into the Cargo Hold.

Module : The small additional element placed onto a Rig when it is Upgraded, giving it an additional effect.

Network : All of the Pipes, Rigs and zones that are connected to a player's Base.

Objective : Corporate Objectives that are picked randomly at the start of the game, and can be resolved by any player during their turn. The first player to reach the Objective gets the most Credits, the second slightly less, and the third gets the least Credits.

Pipes : The sections of pipework that make up a player's Network.

Planetary Order : At any time during their turn, a player can fulfil the visible Planetary Order (the pile of tiles next to the Corporate Objectives), by discarding resources to immediately gain Credits.

Resource : Represented by different coloured cubes, there are 6 different types of resources in the game: Deuterium (transparent), Tholins (Red), Water (blue), Titanium (beige) Hydrocarbons (black) and Silicium (orange).

Rigs : Buildings that can be installed on the board at the start of each Cycle, then activated by players to obtain resources.

Turn : A player turn is comprised of one Mandatory Action, along with one or more Free Actions if they so choose.

Upgrade : The act of paying Silicium resources to add a Module to a Rig and place a Control token there. The player then controls that Rig.

Zone : A space on the Board on which a player Base is present, a Rig can be installed or an Ice tile is present. The Core is also a Zone.