



Build, Barter, Survive.

The Space Telemetry And Triangulation Interface - Orion Nebula (S.T.A.T.I.O.N.) was established in ADE 2584 (After Destruction Earth) as a scientific outpost for stellar navigation and cutting-edge experiments in space exploration.

Hundreds of makeshift ships, barely spaceworthy, embarked on a desperate one-way journey to this new frontier. Failure was not an option. Those who survived the treacherous voyage found themselves in a harsh new reality—a fierce competition for resources at "The Station."

For those trafficking in Goods, the business is ruthless and cutthroat. Survival often means embracing underhanded tactics and doing whatever it takes to carve out a fortune in this lawless expanse.

- Print to Play Instructions for The ORION Station
1. Print this instruction sheet in black & white on basic laser white paper at 8.5" x 11"
2. Print the game pieces in black & white on 100lb white card stock at 11" x 17"
3. Cut the game pieces at the orientation marks - a slide cutter will save time and give more accuracy



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Game Overview

- Each player starts with 20 credits and 5 cards.
The objective is to earn 50 or more credits by buying and selling (G)oods cards
The first player to reach 50 credits triggers the end game
Once the end game is triggered, all other players get one more turn regardless of who started the game
The player with the most credits at the end wins

Tie Breaker: If there's a tie, victory goes to the player who triggered the end game



Game Tiles

Credits



Goods

- Ice: Transportable, solid water
Sprouts: Basic nutrition
Ore: Refined to make duranium
Spice: Rare mineable resource
Fuel: Powers all space travel
Chips: Necessary for navigation

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Gameplay

Each turn consists of the following phases:

- 1. Draw Phase: Draw 2 cards, keep 1, and discard the other
2. Play Phase: Perform up to 3 Actions from the list below

Play Phase Actions

- Draw: Draw and keep an additional card
Buy Goods: Purchase a Goods card from your hand for the listed Buy price
Sell Goods: Sell a Goods card from your hand for the listed Sell price
Play Utility: Put a (U) utility card into play and optionally activate its power immediately by paying the listed cost
Activate Utility: Use the power of a (U) utility card already in play
Espionage/Support: Play an (E) espionage or (S) support card. The legal targets for these cards are specified on each card

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Reactions

- Defense: Play a (D) defense card or any card labeled "During an opponent's turn" as a Reaction to an opponent's targeted Action. Reactions are considered free actions and do not count against your Actions for the turn

Free Actions

Jettison Goods: Discard any number of Goods tokens from your Cargo Hold into space at any time on your turn

Dump Utility: Remove a (U) utility card from play at any time during your turn, making room for you to replace it with another (U) utility card

Example: A player has 3 (U) utility cards (the maximum) in play. They:

- 1. Use one Utility's power as an Action, paying its cost
2. Dump that Utility card as a free action
3. Play a new Utility card into the freed slot as their second Action
4. Optionally activate the new Utility's power as part of the same Action, paying its cost

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Additional Rules & Clarifications

- Card-specific rules take precedence over standard gameplay rules
Utility Cards
Duplicate (U) utility cards are allowed, up to the maximum of 3 in play
You may dump Utilities freely during your turn, as described above
Cargo Hold Fine
If you have 6 or more Goods in your cargo hold at the end of your turn, pay a fine of 2 credits to the safety inspector
To avoid the fine, you may jettison Goods (see Free Actions) before your turn ends
Goods Swapping
Swapping a Good (via a (U) utility, (E) espionage, or any card power) does not count as "filling" your cargo hold and does not incur the fine



Station Security Detail (SSD)

- An SSD can block any targeted Action against you or another player (e.g., Espionage cards or Utility powers)
An SSD is discarded after use
An SSD cannot block Buy or Sell Actions - or - Free Actions

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