

ANDROMEDA

1. **Card Phase:** the starting player deals planet cards to each player to fill each player's hand to its allowed maximum size (9, 10, 11 or 13 cards) depending on spaceship level.
Transport Phase: (optional) players may play a transport card and move some of their stations to or from Earth.
2. **Trading Phase:** the starting player offers 2, 3 or 4 (but only with level 2 tech or higher) planet cards to trade as do the other players. The players then trade sets of cards.
3. **Action Phase:** the starting player executes three actions and then other players execute two actions each, all in clockwise order. The five possible actions are:
 - **Trade Planet Cards:** discard 1 or 2 and draw to replace
 - **Move Stations to Planets:** play 3 to 7 matched planet cards to move stations from Earth to a planet ($X/2$, round down)
 - **Establish an Economic Center:** play 3 to 7 matched planet cards to determine planet ring attempts ($X/2$, round down)
 - **Spaceship Development:** play matching sets of planet cards to increase spaceship level.
 - **Technology Development:** play matching sets of planet cards to increase technology level.

This small and concise Andromeda play-aid was designed by Greg Nichols
(aka a2greg on the BoardgameGeek web site)

See our gaming group's web site:
<http://www-personal.umich.edu/~gnichols/glg/index.html>

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