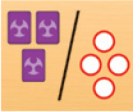


GOAL CONDITIONS

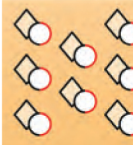
“First” goals:



First to have at least two prestige chips and at least three VP *chips* at the end of a phase (*Galactic Standing*).



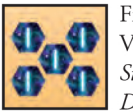
First to have either at least three **IMPERIUM** cards or at least four military worlds in tableau (*Military Influence*).



First to have at least eight *cards* (developments or worlds) in tableau at the end of a phase (*Expansion Leader*).



First to have at least three **UPLIFT** cards in tableau (*Uplift Knowledge*).



First to have 5 (or more) VPs in *chips* (*Galactic Standard of Living*).
Do not count any goal VP chips.



First to have at least three **ALIEN** cards in tableau (*Overlord Discoveries*).



First to place a 6-cost (?) development (*Galactic Status*).



First to have either Military less than zero, with at least two worlds in tableau, *or* a takeover power, with at least two military worlds in tableau (*Peace/War Leader*).

If takeovers are *off*, the second condition *cannot* be met (as takeover powers are ignored).



First to have at least four goods in tableau at the end of a phase (*Galactic Riches*).



First to have at least one production or windfall world of each *kind*: Novelty, Rare, Genes, and Alien in tableau (*System Diversity*).



First to have at least one power in each phase, plus *Trade*, among his tableau cards (*Innovation Leader*).



First to discard at least one card at round end (*Budget Surplus*).



nightsaroundatable.com

SETUP

1. Players choose a pack of coloured phase cards, and take a Search/Prestige card.
2. If > 2 players, remove the extra II and III phase cards.
3. Put 12 VPs for each player on the table, plus 5 more. Reserve 10 more for game end.
4. Gather together Start Worlds #0-15 and sort them into red and blue decks.
5. Deal each player 1 red and 1 blue Start World, and 6 regular deck cards.
6. Players must discard 1 Start World, and 2 regular cards. Shuffle all discards into the deck.
7. Randomly choose 2 “Most” (large) goals and 4 “First” (small) goals.
8. Discard down to 10 cards at the end of each round.
9. 12 tableau cards/0 VPs remaining trigger game end. Finish the round, then tally scores.

PRESTIGE

Check for Prestige Leader at the end of every *phase*. Reward Prestige Leader (or tied Leaders) with 1VP at the start of each *round*. Solo Leader additionally draws 1 card if Leader earned Prestige last *round*. Clear Prestige points off the Prestige Leader tile.

GOAL CONDITIONS

“Most” goals:



nightsaroundatable.com



At least four and the most *production* worlds, of any *kind*, in tableau (*Production Leader*).



At least four and the most *developments* in tableau (*Greatest Infrastructure*).

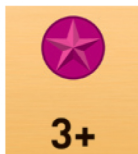


At least six and the most *total military* in tableau (*Greatest Military*).

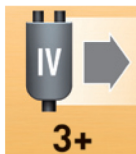
Count negative but not temporary or specialized military (as for New Galactic Order).



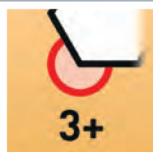
At least three and the most *Novelty* and/or *Rare* production or windfall worlds in tableau (*Largest Industry*).



At least three and the most *prestige chips* (*Galactic Prestige*).



At least three and the most *cards* with *Consume* (Phase IV) powers in tableau (*Prosperity Lead*).
Ignore *Trade* powers.



At least three and the most *Rebel Military* worlds (○) in tableau (*Propaganda Edge*).



At least three and the most *cards* with *Explore* (Phase I) powers in tableau (*Research Leader*).