

TO COMPLETE A MANNED SAMPLE RETURN MISSION 1) LAND A CREW ON THE SITE 2) FLY THE CREW BACK TO LEO 3) DECOMMISSION THE CREW.
ONLY THE FIRST PLAYER TO COMPLETE A MISSION GETS VICTORY POINTS FROM IT.

| FIRST STEPS | MARS | PROTOPLANET | COMET | GALILEAN MOON | MERCURY |
|-------------|---------|----------------|------------------|-----------------------------------|---------|
| ANY SITE | | CERES OR VESTA | ANY SYNODIC SITE | CALLISTO, GANYMEDE, EUROPA, OR IO | |
| 4 VP | 4 VP | 4 VP | 4 VP | 4 VP | 4 VP |

ALL MANNED SAMPLE RETURN MISSIONS SUCCESSFUL

END CONDITION

| CARBONACEOUS | STONY | METALLIC | VESTOID | DARK |
|---|---|---|--|--|
| MEDIOCRE PRODUCTION CAPABILITY: EVERYTHING EXCEPT REFINERIES | STRONG PRODUCTION CAPABILITY: EVERYTHING EXCEPT GENERATORS | STRONG PRODUCTION CAPABILITY: EVERYTHING EXCEPT REACTORS | WEAK PRODUCTION CAPABILITY: EVERYTHING EXCEPT RE- ACTORS AND RADIATORS | WEAK PRODUCTION CAPABILITY: ONLY GENERATORS AND RADIATORS |
| C CLAIM | S CLAIM | M CLAIM | V CLAIM | D CLAIM |
| 8 VP | 10 VP | 10 VP | 10 VP | 10 VP |
| 6 VP | 8 VP | 8 VP | 8 VP | 8 VP |
| 5 VP | 6 VP | 6 VP | 6 VP | 6 VP |
| 4 VP | | | | |

END CONDITION

WHEN A FACTORY END CONDITION IS REACHED, NO NEW FACTORIES OF THAT SPECTRAL TYPE CAN BE BUILD.

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GAME ENDS WHEN THREE END CONDITIONS ARE MET. ALL PLAYERS TAKE ONE MORE TURN

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GAME ENDS WHEN THREE END CONDITIONS ARE MET. ALL PLAYERS TAKE ONE MORE TURN EXCEPT THE ONE WHO MET THE THIRD END CONDITION.