



## SETI Procedures



[cge.as/seti-solarsystem](http://cge.as/seti-solarsystem)

Before play begins, players should confirm that only a complete set of the base components are being used. (No expansions, no promos)

### SETUP

Player order will be assigned randomly and the player in Seat One will be the First Player. Follow the base game set-up, paying special attention to the following steps:

Use a cell phone and the website url or the qr code above to populate the starting map conditions. Place the phone on the table, so all players can see the map is being randomly populated. Then please remove your cell phone when done and make sure it is secured in a pocket or a bag for the duration of the game.

Shuffle the main card deck, then deal four stacks of cards to the 'End of Round' slots at the top of the Tech Board, with each stack containing a number of cards equal to the player count plus one. Then deal a starting hand of five cards to each player.

Have one player shuffle the five alien faction tiles face down, then have a second player randomly select two numbers between 1 and 5. Place the selected aliens face down and unseen into the two spaces at the top of the planetary board. Keep the stack of alien rules nearby and all alien cards and tokens in the box, nearby as well.

Have one player take the four gold scoring tiles and flip them gently into the air, using the side it lands on to randomly determine the scoring objectives for the game.

Have one player shuffle the stacks of matching technology tiles and place them face down and unseen on the matching tech space, then place a 2 point tile on top of each stack.

If your table has less than 4 players, place a non-player color neutral marker on the 20 and 30 point spots. With 3 players, just 1 marker in each space. If playing 2-player, place 2 markers in each space.

Be sure to take your starting income, including the tucked income card, as well as starting points based on player turn order.

### GAMEPLAY

Play will proceed normally and according to the printed rules of the game, while observing these additional guidelines.

An Active Player card will be used to denote a player's turn. This card should be passed to the following player to signify the end of their turn.

All players should work together to ensure that all plays and placements are completed legally. Actions taken should be deliberate and transparent. Verbally communicate what you are doing on your turn, as well as clearly showing when and why you have spent or gained resources.

Free actions in the game can be performed at any time during your turn, including before, after, or even during your main action.

**As a result of this aspect of gameplay and the ever-present issue of a timely finish, actions should not ever "rewind".** A transaction board will be used to denote actions taken and payments made, including free actions. (Example: If you trade two cards for an energy tile, the energy tile should be placed in the designated "gain" spot on the transaction board, and the two cards should be placed in the designated "payment" spot on the transaction board. Once all other players have a chance to confirm, the transaction board should be cleared to their appropriate places.) Please do not ask to take the move back, even if you realize that you would rather do something else first! It's okay. Everyone will make a mistake at some point. Please just learn from it and move on. Keeping track of what cards you turned in or what data marker was where will simply be too problematic to undo and should not be allowed at any table.

*Reminder* - Another player may take an action that affects you, and while this should be resolved by you immediately and transparently, you may take no further actions, free or otherwise, until you become the active player again.

Unless resolving an action that occurs on another player's turn that directly affects your game state, you should NOT address your resources (other than cards in hand) or player mat if you are not the Active player.

## **SCORING**

At the end of the game, players will score and adjust their player markers accordingly on the score track, with each player confirming the points.

In order, score end game card scoring bonuses, each of the four goal scoring tiles, and then points from alien species if relevant. In the case of a tie, the player in the highest numbered starting seat will advance. (Seat 4 in a 4-player game)

\*These procedures are designed to ensure fair play and minimize problems with the game state. They may be amended at any time by a WSBG tournament administrator.