

GM Kit

With the components in this kit, you can have a human act as the gamemaster (GM) instead of using the app.
Note: The GM *cannot* be a player in the game.

Components & Setup

Components

(12) GM Cards (7 Survey, 5 Target)

The first time you play with a GM, you will need to print and cut the 12 cards included in the GM kit.

(1) Game Code File (2 pages)

Each time you play with a GM, you will need to print a different game code file. Each game code file is a 2-page PDF with the game code as the file name. Be sure to select a game code file that matches the desired mode: Standard (12 sectors) or Expert (18 sectors).

Board & Player Setup

Complete Steps 1-10 from the rulebook for Board and Player Setup for all players.

GM Setup

11. Cut along the dotted lines on Page 1 of the game code file to create the following:

- One (1) Research & Conferences List
- One (1) Object Location Key
- Six (6) Research Topics
- One or two (1-2) Planet X Conference(s)

12. Each player should choose an experience level, which will determine what amount of starting information they receive: Youth (12), Beginner (8), Experienced (4), or Genius (0).

13. Have each player announce their chosen experience level and their view of the solar system board (e.g., Spring Equinox).

For each player, cut out a rectangle from Page 2 of the game code file that contains the starting information for their view and level. Pass that starting information face down to the corresponding player.

14. Show the Research & Conferences List to all players. We encourage players to record these titles on their note sheets.

Gameplay → 1. Take One Action

Each action requires players to interact with the app. Instead, players will interact with the GM in the following ways:

Survey for an Object: The player announces the type of object and the range of consecutive sectors of the visible sky for the survey. (For example, "I survey for asteroids in sectors 1-5.")

As the GM, use the Object Location Key to count how many objects of that type are

located in that range. Select the Survey card with that number and pass it to the player face down. That player records the result on their note sheet, as normal.

Note: *The sector containing Planet X is shown as empty to help you avoid errors in counting surveys for empty sectors.*

Target a Sector: The player announces a sector in the visible sky for the target. (For example, “I target sector 5.”)

As the GM, use the Object Location Key to identify which object is in that sector. Select the Target card with that object and pass it to the player face down. That player records the result on their note sheet, as normal.

Note: The sector containing Planet X is shown as empty to help you avoid an error when the player targets an empty sector.

Research a Topic: The player announces one of the available research topics. (For example, “I research topic A: Asteroids & Comets.”)

As the GM, pass that player the corresponding Research Topic face down. The player records the result on their note sheet, as normal.

Locate Planet X: The player will indicate on their note sheet which sector they think contains Planet X and which objects they think are located in the two adjacent sectors. The player can simply circle those three objects on the sector map, or they can write something like the following in the “Other Notes” section:

Sector 12: Asteroid

Sector 13: Planet X

Sector 14: Truly Empty

As the GM, look at the note sheet to verify that the player has correctly identified what sector Planet X is in AND what is in the two adjacent sectors. Do not announce the information on the player’s note sheet. If everything is correct, announce only that the player has successfully located Planet X. Otherwise, announce only that the player did not locate Planet X. (Remember: A player fails to locate Planet X if they are mistaken about what is in either of the adjacent sectors—even if they have identified the correct sector for Planet X.)

Gameplay → 3. Rotate the Earth Board

Conference Phase (Page 13): During this phase, all players receive a new piece of information about the location of Planet X. As the GM, reveal the result matching the current conference icon (either X1 or X2) and read it to all players.

Peer Review, Review Theories (Page 15): As the GM, use the Object Location Key to identify which object is in that sector. Compare that to the object on the theory token. If they are the same, announce that the theory is correct. If they are not, announce that the theory is incorrect.

End of the Game

Reveal Objects: After all the final scoring opportunities have occurred, reveal the Object Location Key to all players. Flip all remaining face-down theories, as normal, and then use this key to check these theories.