

Behind every great space explorer, there is a loyal cybernetic servant. These reliable robots help your pilots explore the far reaches of the galaxy by recording data in intricate detail. For a modest price, hire a personal drone from the factory and have it aid your pilots in their exploration endeavors.

CONTENTS

- 20 Drone Tokens
- 1 Factory Card



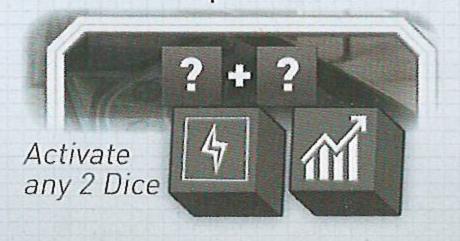
SETUP

Place the Factory Card next to the Pilot Card Deck, and then place the Drone Tokens (4 per player) in a pile on top of that card.



GAMEPLAY

During the game, you can activate 2 dice of any type in order to hire a Drone Token for a pilot.





A drone must be placed on a pilot that you have hired that does not already have a drone on it. You can only have one drone per pilot, and you cannot hire a drone if you do not have a pilot without one to place it on.

Like hiring a pilot, the activated dice should be placed in the Activation Bay, but are NOT used for their normal die actions; they are only for hiring drones. Other players may spend a culture as normal to follow only the action of the second die. Players may NOT follow the first die and may NOT follow the hire drone action.

If you hire a pilot that replaces one with a drone, the drone is moved to the new pilot. The previous pilot that is no longer flying the ship cannot have a drone on it.

GAME END & SCORING

Each drone you have is worth (1) and adds to the in-game point score.



At the game's end, a drone **doubles** the amount of Exploration Badges on its Pilot Card. Each Badge on a drone's pilot is worth two instead of one when deciding the end of game bonuses for Exploration Badges.



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