



Room grid details:

- Row 1: Five rooms, each with a green square and a -1 value.
- Row 2: Rooms with values -2, -2, and -6. Contains icons: lightning, jet, alien, jet, lightning, jet.
- Row 3: Rooms with values +1, +1, and -6. Contains icons: jet, alien, jet, lightning, jet.
- Row 4: Rooms with values -1, -3, -1, -1. Contains icons: jet, alien, jet, jet.
- Row 5: Rooms with values +2 and +1. Contains icons: jet, jet, jet, jet, alien.

Cityscape icons and numbers:

- Top row: 5+, 5+, 6+
- Middle row: 7+, 5+
- Bottom row: 6+

Space grid icons and numbers:

- Top row: 5+, 4+
- Middle row: 4+, 7+
- Bottom row: 3+, 6+

Space grid icons and numbers:

- Top row: 5+, 4+
- Middle row: 4+, 7+
- Bottom row: 3+, 6+

Space grid icons and numbers:

- Top row: 5+, 4+
- Middle row: 4+, 7+
- Bottom row: 3+, 6+

### ROUND OVERVIEW:

#### 1. PLACE DICE AND MOVE SHIPS

Roll all 5 dice and place them one at a time:

- 1 die per column, on excavated rooms
- up to 1 die for the excavator

After placing a die, move all ships in that column and resolve spots they land on. Reroll unused dice after placing a white die.

#### 2. RESOLVE ROOMS

Resolve all dice in any order:

- may spend energy to resolve room effect according to the die value (+ modifier)
- may spend 1 energy to move excavator
- remove the die / lower robot value by 1

#### 3. MOVE THE MOTHER SHIP

resolve the effect below the arrow  
move the mother ship 1 line lower  
respawn enemy ships

Control room screen data:

White	2	2	5	1
7	2	2	5	4
1	7	3	4	12

Columns labeled 1 through 7+.

Structure grid:

- Bottom row: Five green squares.