

The background features a dark blue space scene with a satellite in the upper center, its solar panels extended. To the right, a satellite component is shown in a glowing blue, semi-transparent style. The lower half of the cover is dominated by a complex data visualization consisting of glowing blue lines and a grid of data points, creating a sense of digital connectivity and data flow.

SATS & STATS: RETURN TO EARTH

CORE RULEBOOK

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WELCOME TO THE FUTURE

THE EARTH IS NO MORE

Due to the environmental destruction your ancestors unleashed centuries ago; we were forced to abandon the Earth.

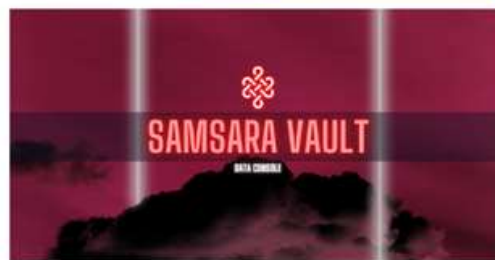
As Captains of the four surviving *Factions*, you have received signals from our homeworld that indicate it is ready to support human life once again. You must return to explore and reclaim the treasured planet once known as *Earth*.

You'll use advanced technology to *Scan* and *Claim* as much *Terrain* as possible.

You will need to use your wits and charm to work with the other *Factions* towards mutual survival, negotiating for *Resources*, *Units*, alliances and more.

But, only one *Faction* can ultimately rule this new Earth.

Make sure it is you.



HOW TO WIN

To win the game, and become the ruler of Earth, your *Faction* must *Claim* the most *Terrain* by the end of the game.

The game ends when the last *Terrain* is settled, a *Faction* places all their *Colonies* or the timer runs out, whichever happens first.

In the event of a tie, those teams now co-rule the Earth.

COMPONENTS



Continent Boards x6

- Each with 9 spaces for Terrain cards to be placed Terrain-side up



Faction Data Console Boards x 4

- Information on rules and Resource likelihood

Fronts



4 Sets of 70 Faction Tokens

- Starships x 10 per Faction
- Ground Teams x 10 per Faction
- Satellites x 10 per Faction
- Colonies x 40 per Faction

Backs

Terrain Cards x 54

6 Terrain Types on Fronts

- 13 x Mountains
- 10 x Forests
- 10 x Ruins
- 9 x Deserts
- 7 x Grasslands
- 5 x Tundra

Fronts



4 Resource Types on Backs

- 20 x Metal
- 11 x Food
- 11 x Fuel
- 12 x Death (Destroys Units)

Backs

Interplanetary Trading Station Screen x 1

- Store for all Resource and Unit trades



United Planets Diplomatic Hub Screen x 1

- Place for Diplomatic Resolutions to be drawn and placed when voted on

Planetary Law Cards x 42

Voted on to add new abilities to all Factions



Starting Resource Cards x 12

4 x Sets of Metal, Food and Fuel

1) Set Up the Continent Boards

- Place one random *Continent* board face-up in the centre of the play space.
- Keep the other Continent boards within reach to the side.

2) Place Terrain Cards on Boards and Remaining Deck to the Side

- Shuffle and place matching *Terrain* cards on each corresponding symbol on the open Continent, with the Terrain-sides facing up. Place remaining cards to the side.
- Repeat this whenever new Continents open during play.

**3) Set Up Station and Hub**

- Stand the *Interplanetary Trading Station* and *United Planets Diplomatic Hub* screens on either side of the play space, with a hands-width of room between them and where the boards will lay.
- Shuffle and place the *Planetary Laws* deck face-down in front of the *Hub*.

4) Player Captains

- Choose or randomly assign one of the four *Factions* to each player.
- Take your *Faction's Data Console Board* and *Tokens* and place them down in front of you. Your Board and Tokens will have identical *Faction* symbols and colours.
- Take one of each type of *Starting Resource*: Fuel, Food, and Metal.
- Place one of your *Starship* tokens in the *Orbit* section of the first *Continent*.

You are now ready to play!



The core aspects of the game involve using a variety of Units to Scan Terrain tiles for Resources and Claiming the Terrain tiles by placing a Colony. Only Starships or Ground Teams can place Colonies, NOT Satellites.

Faction Data Consoles

Faction Data Console Boards provide key information on the Faction's Special Ability, and Resource and Disaster Likelihoods. Each Faction's special Ability differs, which will affect your gameplay and strategy.



Collecting and Spending Resources

Collected Resources are used to purchase new Units, each requiring the cost of different Resources. You can visit the Interplanetary Trading Station to purchase Units, or trade Resources at a rate of 2 Faction Resources for 1 Station Resource. Resources may be used in the turn they are Collected, whilst new Units can only be placed on the following turn. New Starships and Satellites are to be placed in orbit, and Ground Teams are dropped onto the continent. You must already have a Unit on that Continent to place a new Unit.

Scanning and Peeking

When resources are Scanned by Starships or Satellites in Orbit, you must be careful to Peek at the cards to ensure the Resources are not revealed to other Factions. However, Starships and Ground Teams on the Continent must reveal Resources to all Factions before the Resource may be claimed. Once a Resource has been revealed, until the Resource Card has been Collected, and a Colony placed, the Terrain remains available. Be careful, other Factions may be able to use their Units to Travel and Claim the Resource before your next turn.

Turn Order

Turns proceed in the following order:



UNITS AND ACTIONS

Actions

During your Faction's turn, **EACH** of your Units can do **ONE** of the following Actions:



Starships

1. Move between adjacent Terrain Tiles, to Orbit, or from Orbit to any Tile on the Continent below
2. Scan Terrain tiles on the Continent below their current Orbit
3. Move to any adjacent Terrain tile on the Continent, revealing the Resource
4. Claim revealed Resource and place a Colony



Ground Teams

1. Move, Scan the Terrain tile, Claim the Resource, and Build a Colony
 - Ground Teams can only move to adjacent tiles unless specific Laws or their Faction Data Console allows them to move further.
 - Ground Teams can Move without Claiming if desired and can travel through Terrains that have been claimed by another Faction.



Satellites

1. Scan two Terrain tiles on the Continent below their current Orbit to reveal Resources



Colonies

Placed by Starships and Ground Teams to capture Terrain and Collect Resources. Colonies do not cost anything to build.

You cannot build anything at a Colony, nor can it be destroyed in normal gameplay.

Travel Between Continents

For a Ground Team to travel between Continents, they must:

1. Move onto Starships for transport

For a Starships to travel between Continents, they must:

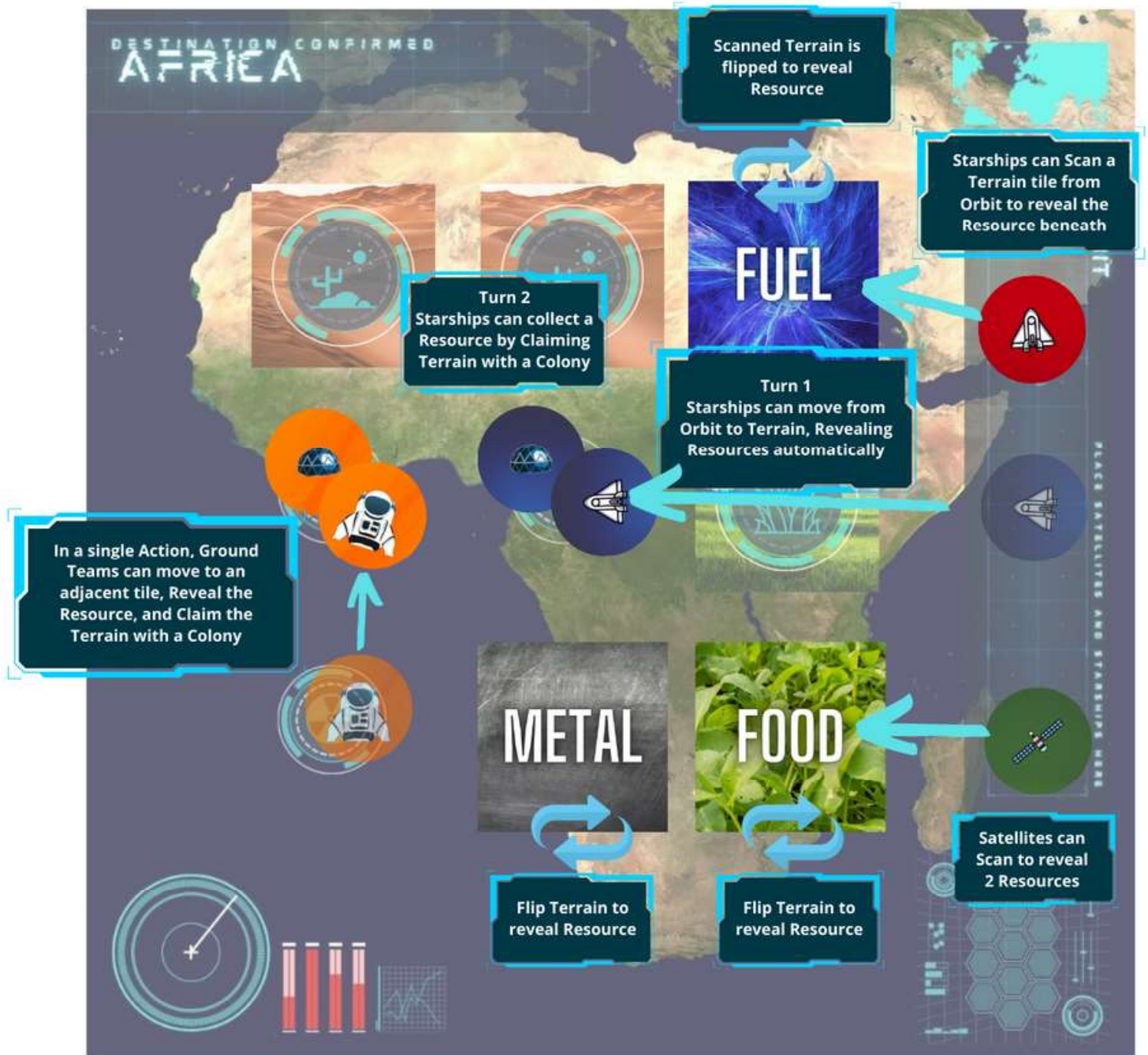
1. Travel to Orbit
2. Travel to Orbit of another Continent
3. Travel to Continent

For a Satellite to travel between Continents, they must:

1. Travel to Orbit of another Continent

ACTION DIAGRAM

Below are examples of Actions possible to Scan, Move, Reveal and Collect Resources, and place Colonies.



TERRAIN TYPES



Desert

Barren land, rich with underground fuel



Mountains

Epic mountain ranges with immense metal and mineral deposits



Ruins

Ancient cities, dangerously irradiated, but full of metals



Forest

Remnants of the Eden the Earth once was, full of food and water



Tundra

Permanently frozen ground, filled with dangerous temperatures and ruins



Grasslands

Soil that is rich enough to support some life, but not yet more than shrubs



Death

If a Starship or Ground Team reveals a Death card by moving onto that tile, that Unit is destroyed and must be removed from the game.

Revealing Death cards with a Scan does not destroy that Unit. Satellites are immune from Death.

Death Terrain revealed remains blocked for the rest of the game. Ground Teams and Starships cannot move through revealed Death tiles, and thus must travel around. Colonies thus cannot be placed on Death Terrain (however, some Planetary Laws may change this).

If a Death card destroys your last Starship, a new free Starship appears in Orbit over that same Continent.

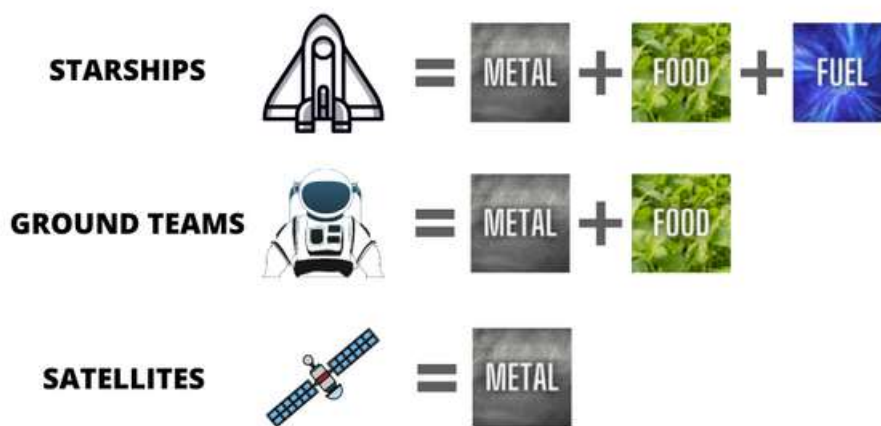
BUILDING NEW UNITS

You can build new Units by giving Resources to the Interplanetary Trading Station. The amounts of each resource that must be traded are listed on your Faction Data Console, and also below. Some Factions will have a discount on a specific Unit, which is seen on your Faction Data Console.

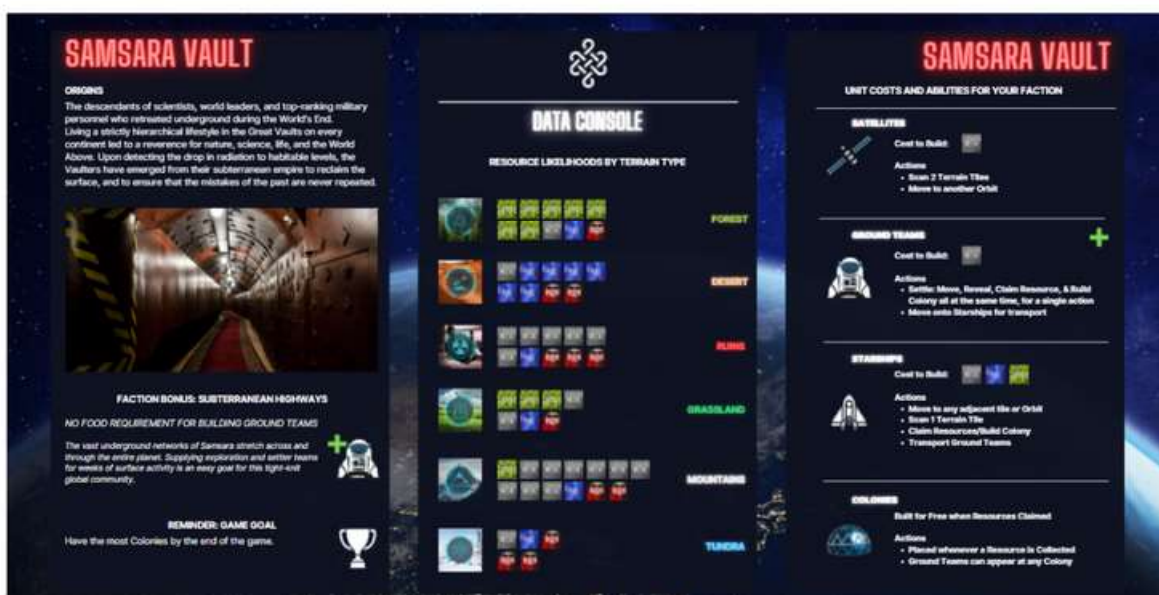
You may choose for these new Units to be placed in Orbit of any Continent you already have other Units or Colonies in.

Units can be purchased at any time as long as you have the Resources, but cannot be used until the turn after they've been built.

Reminder: Placing Colonies is free and does not require Resources.



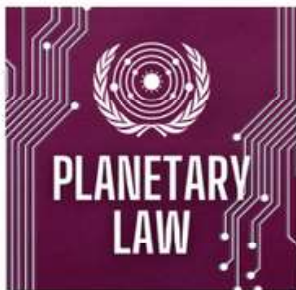
Remember to keep an eye on your Faction's Special Ability on the Faction Data Console, as some Factions have discounts on specific Units, so play strategically.



BUILDING NEW UNITS

Revealing New Continents

After 6 Terrain tiles have been revealed on the first Continent, 2 more Continents are opened. After 6 Terrain tiles have been revealed on another Continent, the remaining 3 Continents are opened for travel, exploration and capture.



Planetary Law Cards

At the end of each round, once each Faction has had their turn, a Planetary Law Card is drawn from the pile. Each Faction must vote and negotiate to Enact or Revoke the Law. If an agreement cannot be reached, a token must be flipped to ultimately determine the fate of the Law. Once the Law has been Enacted, it remains in play until another Law is Enacted.



CREDITS AND INFO

CREDITS

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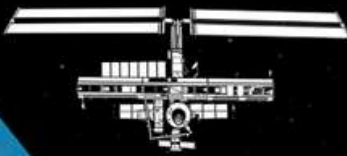
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CORE RULEBOOK

**Earth ended long ago.
Now it's time to go back.**

Captain, your Starship fleet awaits. You must race against time to resettle planet Earth before the other Factions take over the planet. Gather data to analyse and adjust your strategy to outwit your opponents to save your people.

Four Asymmetric Factions

More Satellites? More Ground Teams? More Resource Extraction? More Starships? Which strategy is superior? Only you can find out.

Based on Real Data Science Projects

Sats & Stats lets you use techniques that real-life data scientists use to achieve victory. Data is knowledge, knowledge is power, and power will allow you to save your people.

More information is available at:
<https://research.qut.edu.au/qutcds/outreach-games/>



Centre for Data Science