Clarification on Planet Actions:

Discard an unoccupied planet from the center and replace it with a new planet – Choose a planet that does not have any ships on the surface or the colony track. Put this planet card back in the box, it is out of play for the remainder of the game. Draw a new planet off the top of the deck to replace it.

Discard inactive dice – This action can only be performed **on your turn**. These dice cannot be activated on this turn, so remove them from the play area.

Displace 1 of your orbiting ships, acquire [energy] / [culture] = ship's level – Choose one of your ships on a colonization track and note the number that it is on. Acquire that number of energy or culture (your choice, you cannot combine) and move your ship back to your Galaxy Mat.

Enemies must pay 2 [culture] per follow this turn – This action can only be performed **on your turn**. If players follow before you utilize this action then their follows are at the normal cost of 1 [culture].

If you are followed on this turn, acquire 1 ([energy] / [culture]) per follow – Each type of this action can be performed **ONLY ONCE on your turn**. You must announce that you are utilizing this action. For every payment of culture that other players use to follow, you acquire 1 of the noted resource. "Follows" in the turn that occur before you utilize this action do not grant you acquired resources.

If your empire level is the lowest, upgrade your empire for 1 less [energy] / [culture] – If your level on the empire track is the least (NOT tied for the least), immediately perform your Galaxy Mat's action with a discount of 1 [energy] or 1 [culture].

Move 1 of your ships to another colony track at an equal level – Choose one of your orbiting ships on a colony track and note the number that it is on. Move your ship to the exact number on a different planet's colony track that does not have one of your ships on it. If that number is greater than the available spots on a colony track, you cannot move to it.

Pay 1 ([energy] / [culture]) to a player to use one of his/her colonized planet's actions – Choose one player with colonized planets. To "pay," decrease your resource by one and add it to his/her resource track. Then immediately take the action of any one of his/her colonized planets once.

Regress an enemy ship – Immediately choose another player's ship on a colonization track and move it down the track the noted number of spaces. Ships cannot be regressed beyond the starting ([ship]) space on the track.

Reroll any number of your inactive die – This action can only be performed **on your turn**. You may reroll any number of your dice that have not yet been activated. This is a free reroll; you do not need to spend 1 [energy].

Set 1 inactive die to a face of your choice – This action can only be performed **on your turn**. You may set to "Utilize Colony" and perform this action again.

Spend 1 ([energy] / [culture]) to move 2 of your ships – If a ship was moved to trigger this action, that ship may be moved as part of the action. You cannot move 1 ship twice.

Steal from another player – This action can only be performed **once in a turn**. Choose one player and decrease their *resource* by one and add it to your resource track. If a player has none of the *resource* then this action cannot happen.