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among the STARS

FAQ V.1.0

This list includes the latest clarifications about **AtS location cards**. You will find detailed comments on most cards, clarifying issues that may come up during play. If you have a question that is not covered in this document, please let us know by sending an email at info@artipiagames.com with the subject: "Among the Stars FAQ Addition".

Main Game Locations



Alien Temple

It counts itself for the bonus it gives.



Business Offices

You get the bonus Victory Points immediately when you play the card (depending on the number of credits you put on it), not at the end of year when you get your credits back.



Command Centre

It counts itself for the bonus it gives.



Communications Beacon

The bonus is given even if there is another card at the same distance from the Main Reactor as the Communications Beacon. You could even get the bonuses from 2 Communication Beacons if they were built at the same distance from the Main Reactor (and no other location was farther from them).



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Docking Bay

You count only the locations between the Main Reactor and the Docking Bay. A Docking Bay for example built adjacently to the Main Reactor would not grant you any Victory Points from its ability.



Galactic Research Facility

When you build this location, all the other players secretly put up to 3 credits in their hand. They all reveal their hands at the same time and each of them gets as many Victory Points as the number of credits they revealed (they use those credits to pay for the effect). You get as many Victory Points as the player who paid the most, plus 1. So, if players A, B, and C paid, 1, 3, 2 respectively, you would get 4 Victory Points.



Galactic Resort

It counts itself for the bonus it gives.



Life Support System

When counting locations you count any Power Reactors as normal.



Market Place

Essentially you either get 2 credits from a single opponent or 1 credit from each of 2 different opponents.



Opera House

When playing with the Vak race, if Opera House is built adjacent to the Main Reactor, it provides 6 Victory Points to the player.



Restaurant

Restaurant counts itself as a Recreational location when you play it.

When playing with the Vak race, Restaurant always gives the full 5 Victory Points no matter how many other locations have been built in the station (since your Main Reactor counts as all 5 types).



School of Alien Cultures

When you build this location, the other players may secretly put a credit token in their hand. They all reveal their hands at the same time. Those who reveal a credit use it to pay for the card. Those who reveal an empty hand lose 2 Victory Points.



Shield Generator

You declare how many additional energy cubes you spend (apart from the one required) when you play the card. The energy cubes may be from any Power Reactor within range.



Sports Arena

You only count the remaining years when you play the card – not the current one. So if for example you play it during the 2nd year, you will get +2 Victory Points (for the 3rd and 4th year).



Trade Union Headquarters

It counts itself for the bonus it gives.



Transportation Platform

You check the ability after you play the card which means it counts itself for the bonus it gives. So the first Transportation Platform you play will give you 2 Victory Points (1 printed on the card and 1 from the ability)



War Room

It counts itself for the bonus it gives.

Promo Locations



Alien Museum

If you build an Alien Museum next to another Alien Museum you will still only get 1 Victory Point. The ability counts locations, not location types. The same applies when you build it next to a Vak Main Reactor.



Ambassadorial Shuttle

When you play Ambassadorial Shuttle, you pay the cost as normal, you get the 2 Victory Points listed on the card, but you don't build it on your own Station. You put it on another player's Station, following all placement requirements. From that point onward, that location counts as his (for Objectives, the Alien Temple's bonus etc.)



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Galactic Court

If you build Galactic Court next to another Galactic Court you will still only get 1 Victory Point. The ability counts locations, not location types. The same applies when you build it next to a Vak Main Reactor.



Holding Cells

If you build a Holding Cells next to another Holding Cells you will still only get 1 Victory Point. The ability counts locations, not location types. The same applies when you build it next to a Vak Main Reactor.



Hotel

If you build a Hotel next to another Hotel you will still only get 1 Victory Point. The ability counts locations, not location types. The same applies when you build it next to a Vak Main Reactor.



Ship Repair Facility

If you build a Ship Repair Facility next to another Ship Repair Facility you will still only get 1 Victory Point. The ability counts locations, not location types. The same applies when you build it next to a Vak Main Reactor.



Waste Processing Facility

If on the same turn you play this location, the Minireen player decides to use his ability, consult the timing rules on the manual to see who gets to act first. (If the Minireen player ends up using his ability first then there will be no card in the discard pile when the location's ability is checked)

Should you have any comments or questions, please contact us at info@artipiagames.com

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