

Communication

Secret communications between players are not allowed.
Players may not show each other hidden things.

5. Game End

At game end, the Prime Anomaly player gets 15 DP per opposing STS player.

Winner

After all players have calculated their individual scores, the team determines their combined score as follows: Take their lowest score and

multiply it with 3/4 (rounded down). Finally, add their highest score to that.

Note: Only two scores are used, all others are ignored.

If Prime Anomaly player's score is higher than the team's combined score, then that player wins, otherwise all the team players win.

Note: In case of a tie the team wins.

Example: Ellen is playing the Prime Anomaly and has a score of 97. James, Dana and Dave are on the opposing team and have scores of 47, 52 and 64. Their combined score is $(47 \times 3/4) + 64 = 99$, so they win the game.



Credits

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SALOMALIA

A GALACTIC ERA EXPANSION



The Prime Anomaly is a highly intelligent, subatomic life-form from a different universe, who has invaded this one to take it over and shape it into its own idea of order. It has recently spread to a new galaxy, whose inhabitants have formed an alliance to oppose this strange threat.



1. Overview

In this mini-expansion for 3-5 players, one takes the role of the Prime Anomaly against the rest (the "team"). One way the Prime Anomaly player can win is by corrupting the team players.

2. Contents

- ◇ Prime Anomaly star people tile
- ◇ 16 corruption markers
- ◇ 4 Team player aids
- ◇ Rulebook

3. Setup

Set up the game based on the number of players as follows:

Players	Setup
3	Use the 2-player variant (with passive automa).
4	as a regular game with 3 players
5	as a regular game with 4 players

Choose a player to play as the Prime Anomaly. That player sets up as an additional player but gets the Prime Anomaly star people tile (otherwise all components like a normal player) and with the differences as below.

Components to Remove

Remove the Diplomatic domination card from the game, and if with 5 players also the Cooperation galactic goal.

Prime Anomaly

Starting Sector:

The Prime Anomaly player starts in the center sector and gets its starting bonus.

After completing the normal setup for the center sector, reveal and remove the star counter from the center hex from the game (it does not count towards the Discovery galactic goal). The Prime Anomaly player also reveals and gets the effect of the ancient relic in the center hex: The effect of an Ancient Technology relic is applied after getting any technology level from the sector starting bonus and may exceed level 2.

Additional Ships:

The Prime Anomaly player gets two additional ships at start for each opposing player. If there are not enough ship miniatures, then the player creates a fleet for all the ships.

Technology Levels:

During the "Individual Choices" part of setup the Prime Anomaly player chooses one technology level for each opposing player. These levels can be added to any technology fields and may exceed level 2 (also adding multiple levels to one field). The Prime Anomaly player may not start with any technology level number above the number of players though.

Example: With 5 players, no technology may start above level 5.

Deterministic Setup

If playing with the Deterministic Setup variant, the Prime Anomaly player chooses the center sector (and its rotation) at the start.

4. Play

Corruption Markers

The team players can get corruption markers during the game (see below), up to a **maximum of four** each.

Additional Growth Action:

STS team players who have less than four corruption markers may get one additional growth action per Growth Phase (in the selection step) by taking a corruption marker.

Locking in STS:

STS team players who have **three** or more corruption markers cannot switch alignment by using their Switch Alignment counter.

Losing Corruption:

Players lose a corruption marker for every level in Spirituality they gain from **Research** (other means of gaining Spirituality do not count).

Prime Anomaly

Switch Alignment:

The Prime Anomaly player is always STS (cannot switch alignment) and cannot have Spirituality higher than level 4.

Invoke Animosity:

The Switch Alignment counter of that player triggers the following action instead when played (apply all below):

- ◇ All Switch Alignment actions by STS players are prevented.
- ◇ In the Era of Darkness, all STO players with a corruption marker must switch their alignment.
- ◇ Every STS player gets a corruption marker (including all players switching from STO this round).

This happens immediately when all growth action counters are revealed, and does not require nor result in being "at war" with the affected players.

Conquer by Prime Anomaly:

Whenever the Prime Anomaly player conquers a star from an STS player they get all the population (similar to "ilberate").

Gain Star from Prime Anomaly:

Whenever players gain a star from the Prime Anomaly they get a corruption marker (unless they already have four).

Stealing Technology (5 players):

With 5 players, the Prime Anomaly has the special effect of STS Greys to gain a technology level in the trading phase (see table 11.1 in rulebook, STS Greys: second paragraph).

Spirituality 5/6 Primacy

The effects of Spirituality levels 5 and 6 take precedence over all the effects in this rulebook.

Note: A corrupted STO player at Spirituality 5 or 6 would not switch to STS when the Prime Anomaly player plays Invoke Animosity.

Alignment Domination Card

All Switch Alignment counters played count for the immediate effect regardless if prevented or whatever their effect was.

2-Player Variant

The automa does not belong to the team and does not count as an opposing player to the Prime Anomaly. Wherever "opposing player" is mentioned in the rules, this means the opposing side, so either the Prime Anomaly player or the team.

Team Peace

The team players may not declare war on each other.