



Strategy Guide

Destination: Neptune is an optimistic envisioning of humanity's next century in space. Players assume the role of a large organization looking to explore and exploit our solar system.

There are many avenues to victory in *Destination: Neptune*, a game that requires you to carefully plan while remaining capable of taking advantage of unexpected opportunities. In *Destination: Neptune*, something can happen for everyone on almost every card play. Be willing to let other players play cards that are of lower interest to you. Having said this, you need to be prepared for your opponent's card play. Having some extra credits and a fuel lying around is usually a good idea. You need to be flexible.

Some Broad Strategies

Go where the victory points are: A Colony-heavy strategy.

The Dirty Fuel Cash Cow: Mineral Factories, hold off on Fusion Power.

Fusion Power with Fame: Fusion Factories, get the Technology in place.

The Fame Game: Win the Fame awards consistently with Tech & Research.

Research and Speed: Control the pace by dominating Research.

There are no purely one-dimensional strategies.

Always anticipate the other players' moves. For example, when you play a Research Mission, you absolutely need to know that you won't be shut out of the build phase, so don't go to too few locations and don't leave yourself with too little cash.

You should be looking to sell a card almost every turn. Not doing so will slow the game down AND you will almost certainly lose. Always look for opportunities where other players are low on fuel or credits. Take advantage of their weakness to play a card that might not seem optimal when just considering your own resources.

About the Cards:

Technology: Technology cards provide consistent Fame benefits.

Attract Investors: Time the play of these cards so you cash out your Fame while forcing the other players to struggle with the decision.

Research Missions: Careful to save for the Build card!

Build: Take a moment to make sure things happen the way you want.

Factories; Produce: Should help you more than opponents when played.

Fuel Broker: Best saved for when everything else seems worse

Scoring: Not lightly do the scoring cards appear on the opportunity track

