

OWN ARMOURY (minus 5 minutes):

Have **extra dice**, give a set to each player.

ACTION BAN (minus 30 minutes):

Remove the Ysaril race before the game starts. Do not receive Action Cards at step 5 in the Status Sequence (in the Status Phase). Put someone in charge of the Action Card deck. He or she can ensure that everyone gets an Action Card when necessary.

POLITICAL MAN (minus 10 minutes):

The Political Card deck could also be assigned to a player for efficiency.

KNOWN UNIVERSE (minus 1 ½ hour):

Gamemaster creates board.

No **"Distant Suns"** rule.

Place the **Planet Cards on the corresponding hexagons** and remove Planet Cards which are not used in the game.

Allow **"honor builds"**. The player announces what he is building and while he is building, the next player takes his turn.

FAST VICTORY (minus 35 minutes):

For a shorter game, drop to **8 Victory Points**. The challenge with using a shorter Victory Point score condition is that the number of rounds is reduced.

Use **"Age of Empire"** option as described in the 2-player variant rules.

SELFISH (minus 10 minutes):

Remove the Hacan race before the game starts. Remove the Trade Strategy Card from the game.

CONQUER-READY!

Each user may exchange one of her/his starting units for **one Carrier** at the start of the game.

Total gain in time = 3 Hours !