

TRUCKER'S GUIDE TO THE GALAXY

Corporation Incorporated is an interplanetary construction firm that builds sewer systems and low-income housing on the less-developed planets of the Galaxy. For years, Corp Inc. has tottered on the brink of bankruptcy: transporting building materials to the edge of the Galaxy, where the need for their services is greatest, is a risky business.

The company was saved by a few visionaries on the board of directors. Instead of shipping materials to the Periphery, they reasoned, why not build the materials into spacecraft and let them ship themselves? Furthermore, why hire pilots if there are nut-cases who will do it for free?

That's where you come in. Just sign the contract, and you gain unrestricted access to a Corp Inc. Warehouse. Build your own space ship from the available prefabricated components, and fly it to the Periphery. Of course, you may have to eat a loss, but any profits you make along the way are yours to keep, and Corporation Incorporated will pay you a bonus for quick delivery.

It's possible that you will end up with an insurmountable debt and finish your days panhandling on the streets of Deneb III, but if Lady Luck should smile upon you, you just might find yourself among the 10 billion richest people in the Galaxy!

COURSE OF THE GAME

The game consists of three rounds. In each round, the players begin by rummaging through the Warehouse, trying to grab the best components and build the best space ship. Once the ships are under way, the players try to avoid snares and obstacles, while grasping financial opportunities, each hoping to be the first to finish with an undamaged ship.

In Round 1, players build Class I ships and fly them on a safe short hop. In Round 2, they build larger Class II ships to take on a more daring journey. In Round 3, they build gigantic Class III ships and set out for the farthest, most dangerous corners of the Galaxy.

Longer journeys offer greater rewards, but also present greater dangers. For these contracts, Corp Inc. only accepts experienced applicants with a strong credit rating (and a net worth ensuring that, if need be, Corp Inc. can collect any debts from the contractor's estate).

The goal of the game is to have the most cosmic credits at the end of Round 3.

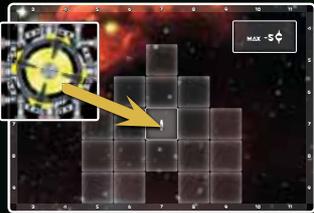


YOUR FIRST SHIP

You can play Round 1 without reading all the rules beforehand. Read the section on building ships – and build one. Read the section on preparing for launch – and prepare for it. Read the section on test flights – and take the test flight. Only then do you need to read the rest of the rules so you can play Rounds 2 and 3.

Remember the words of Wild Andy, the famous multimillionaire-adventurer: “The best way to learn to fly a space craft is to fly one.” Of course, Andy uttered these words just before crashing his rocketplane into Sirius, but we’re willing to give him the benefit of the doubt.

SETUP



Each player takes a space ship board labeled “1”. Place your **starting component** on the square with this “1”. It represents your pilot cabin. There are four of these, each in a different color. For fewer than four players, leave the extra ones in the box.



Turn the other components face down and mix them up in a pile in the center of the table where everyone can reach them. This pile is the Warehouse.

Near this pile, place the tiles numbered “1” through “4” (“1” through “3” for three players or “1” and “2” for two players) in a row.

For now, you can leave the **other** game pieces in the box.

GRABBING COMPONENTS

When everyone is ready, the boldest player says, “Go!” Everyone grabs a (face-down) component from the pile in the middle of the table. You can only take one at a time. Place it on your space ship board and turn it face up.

Now you have two possibilities: either add it to your space ship or **return it face up** to the center of the table. Thus, face-up components will appear on the table. Players can take these or grab a face-down component, hoping for something better.

Players do not take turns. You play as fast as you can grab, with the following rules:

- You can only grab with **one hand**. The other hand has to stay above your space ship board.
- You can't turn up a face-down component and look at it on the table. You have to keep it face down until it is **above your space ship board**.
- Until you add the component to your space ship or return it to the center of the table, you cannot grab another one.
- You can't move a component once it has been added to your space ship, but you can move your newest component around while deciding whether to add it and where. Until you grab another component, you can change your mind about where to put your newest component or whether to keep it at all.

BUILDING SHIPS

You start with one starting component and add new ones as you go. Each new component must be placed on an empty square **next to one already placed**. Components can only be placed on the indicated squares.

Each component has a functional part and 1 to 4 connectors. Connectors can be **simple**, **double**, or **universal**.

universal connector



simple connector

double connector

smooth side

Any connector can join with another of the same type, and a universal connector can join with any type. **A simple connector cannot join with a double connector.** Sides with no connectors are called smooth sides. **Smooth sides cannot join with any connectors.**



Each component you place must join with the rest of your space ship. If it touches the ship on multiple sides, all connectors must legally join. Two smooth sides may sit next to each other as long as the piece being added makes a legal connection on another side. **Your ship must hold together at all times.**



COMPONENTS

The starting component represents your pilot cabin. It has 4 universal connectors, making it easy to build on to. The Warehouse is full of other components you will want on your space ship.

Cabins...

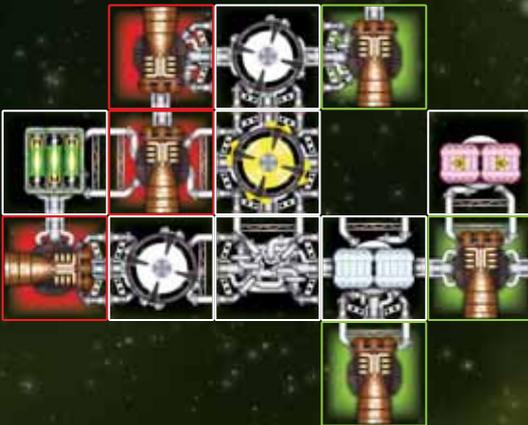


You can add additional cabins to your ship, allowing you to have a bigger crew. Bigger crews are better so you want to have **as many cabins as possible**.

Engines...



Engines have special limitations: the exhaust pipe must point **to the rear** of the space ship (toward the player) and **no component can sit on the square behind the engine**. This means that the exhaust pipe either opens into an empty square or the edge of the building zone.

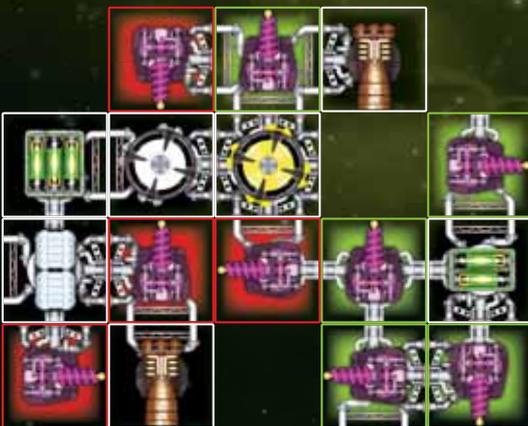


Ships with more engines are faster, so you want **as many engines as possible**.

Cannons...



Cannons can point in any direction, but they are most effective when they point forward (away from the player). **No component can sit on the square in front of the cannon's barrel**.



Many dangers await you on your journey. You may be in combat, or you may need to blow up meteors. That's why you want **as many cannons as possible**, especially forward-pointing ones.

Double Engines and Cannons...



The space ship's exterior limits the number of engines and cannons that can be added, high-powered components have been developed to increase speed and fire power beyond conventional maximums.

Engineers have tinkered with increasing surface area to provide more mounting points. However, most research in this direction has ceased since the Star Ship Möbius exploded and imploded at the same time.

Double engines and cannons follow the same placement rules as simple ones do. They have twice the power, but at the expense of consuming a lot more energy. **These components cannot be used without batteries**.

Batteries...



Energy for double engines and double cannons is stored in size E batteries. (The "E" is for "E-normous.")

A battery component will have 2 or 3 E-cells. Each E-cell stores enough energy to power **one use** of a double engine, a double cannon, or a shield (see below). Batteries can be anywhere on the ship; they do not have to be next to the component they are powering.

With matter-annihilation technology, it was possible to store this much energy in a battery no larger than a good cigar. Today, of course, matter annihilation is illegal thanks to the lobbying efforts of matter rights activists. (And narrowly defeated in the last legislative session was a bill backed by the gentlemen's clubs lobby to ban the use of good cigars in silly comparisons.)

To get the most from your ship, you'll need double cannons and double engines, which means you will want **as many batteries as possible**.



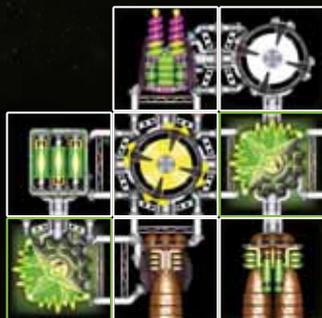
Shield Generators



Shields are there for when things go wrong. They can deflect smaller meteors and typical hits from enemy cannons. They get their power from batteries.

One shield generator can protect the ship on two sides: the ones that are glowing green in the picture. It works from any place on the ship. All that matters is which way it is oriented.

Now you are probably expecting us to say you want as many as possible. Of course not. **You only need two shield generators**, provided they are oriented to cover all four directions. In fact, if you are gutsy (or suicidal) you can fly without any shields at all.



One shield covers the left side and the front of the ship. The other covers the left side and the rear. The right side is unprotected.

Cargo Holds



Cargo holds come with 2 or 3 containers. You can put them anywhere. They can be used to store the goods that you find along the way. Of course, goods translate into profits, which is what this journey is all about, so you want **as many cargo holds as possible**.

Special Cargo Holds



Hazardous materials can only be transported in reinforced containers, which are found in special cargo holds. (These holds only have 1 or 2 containers.) Normal goods can be transported in special holds or normal holds, but hazardous goods can only be transported in special holds.

Of course there are thousands of horror stories illustrating why hazardous goods should not be transported in normal containers. We give only the example of James "Skip" Fairweather, who decided to transport several tons of plutonium in used fruit crates. Upon landing, he lost both arms and one leg to a mob of angry environmentalists.

Hazardous goods are the most valuable, so it is important to have **a lot of special cargo holds**.

Structural Modules



Structural modules don't seem very important because they don't do anything. However, they have a lot of connectors, many of them universal. Structural modules can make your ship more durable so that it doesn't fly apart the first time it gets hit by something.

Odd Bits with Unknown Purpose



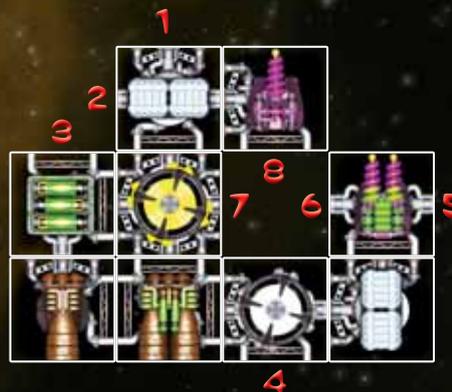
Don't worry about these other components right now. On your first flight, you can treat them just like structural modules.

THE WELL-BUILT SHIP

Above all, your ship must be built according to the rules. In addition, it should be solid, bristling with cannons and engines, full of cabins, batteries, and holds, and completely protected by shields.

Exposed Connectors

Connectors that are not connected, i.e., those not adjacent to another component, are considered to be exposed.



This ship has 8 exposed connectors

Exposed connectors are allowed, but they increase the risk of damage to your ship and in some cases they can slow it down. The ends of exposed pipes get warped in transit, so Corporation Incorporated pays a bonus for ships that arrive with few exposed connectors.

FINISHING YOUR SHIP

Once you are happy with your ship (or once you run out of good places to add on more components) you can finish your ship. You do not have to place a component on every square of your ship board.



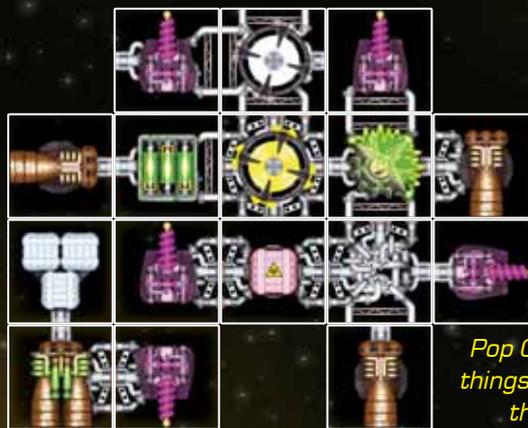
To finish your ship, simply take the number tile with the lowest remaining number. If everyone else finishes before you, you will be left with the highest-numbered tile, but you will have as much time to finish your ship as you want. (In the full game, there is a time limit, but for your first game, we assume that anyone taking an unreasonably long time can be persuaded to finish by gently thumping the box lid against his head.)

The tiles determine the order in which the space ships will launch. It is not enough to build a perfect space ship with lots of everything and no exposed connectors. **You want to be the first.**

But, before taking that tile, double-check to be sure your ship is built according to the rules. In your first game, we can be lenient. If you see a mistake, just remove a component so that it no longer violates the rule, and play on.

Typical mistakes include:

- A simple connector adjacent to a double.
- Any type of connector adjacent to a smooth edge.
- An engine not pointing toward the rear.
- A component placed immediately behind an engine.
- A component placed immediately in front of a cannon's barrel.
- A component outside the indicated building area.
- A component or part of the ship not attached to the rest.



**RIGHT NOW, YOU DO NOT NEED TO READ ON.
GO BUILD YOUR FIRST SHIP.**

PREPARING FOR LAUNCH

SPOT CHECK

Check everyone else's ship to be sure they are all built according to the rules. Anyone found to have violated a ship building rule must return his or her number tile and fix the mistake. Redistribute the number tiles among those with legal ships so that the highest numbers are left for those who are re-building.

BANK

Now you can take the sack and dump out all the figures, blocks, markers, and dice. This is the bank. You want to keep these things accessible but out of the way.

THE FLIGHT BOARD

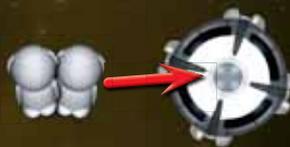


Remove all the remaining components from the center of the table and lay down the flight board. In the center of the flight board is a price list and a graphical summary of the rules for Round 1.

Around these information boxes is a circle of triangular shapes. These are the spaces of the game board which will indicate the relative position of your ships. Each space represents one day of flight.

Take the two space ship markers in your color. Set one in front of you and put the other one on the flight board. The rules summary depicts the initial separation between your space ships: The player with tile number 1 puts his or her ship on the indicated starting space and the player with tile number 2 puts his or her ship 2 spaces behind it. (That is, with one empty space between, as shown in the diagram on the game board.) The other players go behind the first two with the same amount of separation. You can set the number tiles aside now. Your figures on the flight board represent your order of flight, which can change during the course of the game. The player in front will be referred to as the leader.

PREPARING YOUR SHIP



In each cabin, place 2 white figures. These are humans in white space suits. (The ones in the other colors are aliens, but you don't have to worry about them right now.)



On each battery component, place 2 or 3 green tokens (depending on how many E-cells are depicted).

ADVENTURE CARDS



The adventure cards represent various dangers and opportunities that you may encounter on your journey.

From the deck labeled "I", take the eight cards marked with an asterisk in the lower left corner. Shuffle these eight cards and set them near the flight board.

COSMIC CREDITS



And now the best part: take the cosmic credits and place them in neat stacks near the bank. On your journey, you can look at them from time to time and anticipate just how much money you are going to make.



Far more important than money, of course, is the thrill of adventure. And fame. And glory. And honor... Oh who are we kidding? With enough money, you can buy adventure, fame, glory, and honor and still have enough left over for dinner at a fancy restaurant.

When you earn cosmic credits, you set them in front of you face down to keep your total hidden.

THE FLIGHT

The test flight shows who built the best ship. It consists of 8 adventure cards. (In the full game, these cards will be chosen at random, but for your first flight, we use the 8 with asterisks to ensure that you will meet with every type of event.) The adventure cards have various effects.

WHAT CAN HAPPEN TO YOU

Hits to Your Ship...

A box in the corner of the game board depicts the possible dangers your ship might face. Each threat comes from a certain direction in a specific row or column. This will be explained in greater detail later, but here is a summary:



You can protect your ship from **small meteors** by building it well (they just bounce off unless they hit an exposed connector) or by using a shield (which will cost you 1 battery token).



You can protect your ship from **large meteors** by shooting them with a cannon.



You can protect your ship from **light cannon fire** with a shield (which will cost you 1 battery token).



Nothing protects your ship from **heavy cannon fire**.

If your ship is hit (because you can't or won't protect it) the component that was hit must be removed. This might cause some other components to become disconnected. Remove them as well. If your ship is broken into two pieces, you decide which piece you will pilot to your destination and which piece will be lost.



Lost components are **placed in your discard pile**, on the right side of your ship board. When you reach your destination, you will have to forfeit 1 cosmic credit for each lost component. Any playing pieces (crew, battery tokens, goods) on lost components are returned to the bank.

Don't worry about the crew members in those cabins that were blasted away. Should the cabin experience a loss of pressure, stasis cocoons will drop from overhead compartments and wrap them up safely until they are rescued. They are the lucky ones, really. Think of the thousands of years of interest that will have accumulated in their bank accounts by the time someone finds them.

Gaining and Losing Flight Days...



Some cards have a number in the lower right corner. This tells how many days you will lose if you use the card. Whenever you lose flight days, voluntarily or not, move your marker back that many **empty spaces**.



If Blue loses 3 flight days, he will end up in the space just in front of Red.

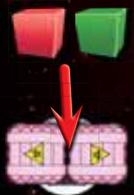
Similarly, when you gain flight days, move your marker that many **empty spaces** forward. There can never be two markers on the same space.

Getting Goods...

When a card enables you to load goods onto your ship, take the indicated colored blocks from the bank and place them in your cargo containers. (Each cargo hold has 1 to 3 containers.) Each container can only hold 1 block. Excess goods have to be dumped into space (returned to the bank). The price list will help you decide what to keep and what to dump.



Red blocks are the most valuable, but they are hazardous materials and must be kept in the reinforced containers found in special cargo holds. If you don't have enough reinforced containers, you have to discard excess red blocks.



As long as you have enough space, you should take everything you can get – even if you have to put cheap goods in special cargo holds. When you load new goods, **you can always re-arrange or discard any amount of cargo**.

Dumping goods into space is a violation of anti-littering laws, punishable by fines and imprisonment. Under no circumstances should you ever tell the authorities that we were the ones who recommended that you do this.

Loss of Goods or Crew...



If a card requires you to give up goods, you must return the **most valuable** goods to the bank. If you don't have enough goods to cover the indicated loss, you must give up green battery tokens to make up the difference. Once you are out of goods and battery tokens, they can't take any more from you.



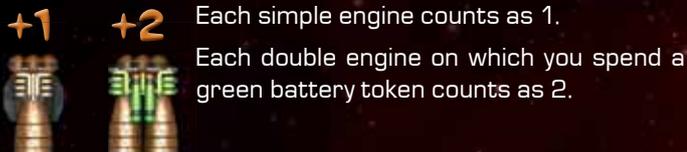
If a card requires you to give up crew, return that many figures to the bank. If you don't have enough, just give up all you have. (In the full game, not having enough crew to meet the card's requirement would be a bigger problem.)

PARAMETERS OF YOUR SHIP

Sometimes you have to count up the strength of your engines or cannons.

Double engines and double cannons need power. Each time you have to calculate the strength of your engines or cannons, you must decide which double engines or cannons you will power and spend batteries for them.

Engine Strength...



Cannon Strength...



ADVENTURE CARDS

The leader (initially, the player with tile number 1) turns up the first adventure card. This card is dealt with as described below or on the following pages. (Each adventure will come up once, so you can read about them one-at-a-time as the cards are turned up.) Next, the leader (which may be a different player if the adventure mixed up the order) turns up the next card, and so on, until all eight adventures have occurred.

OPEN SPACE



Open Space is like a wide open drag strip. **The leader** announces the strength of his or her engines. (See Parameters of Your Ship above.) The leader must decide whether or not to spend battery tokens on any double engines. Then the leader moves his or her marker ahead a number of spaces equal to the engine strength.

In order, each player decides which engines to power, announces strength, and moves his or her ship forward that many **empty spaces**. Any player overtaking another will pass him or her because occupied spaces are not counted. (See What Can Happen to You – Gaining and Losing Flight Days, above.)

PLANETS



A Planets card has 2 to 4 rows of goods representing planets where you can land to pick up goods. Landing on a planet will cost you the number of flight days indicated in the lower right corner. If you want to land, place your marker (the extra one that is sitting in front of you) on the planet you choose. **Only one player's marker is allowed per row.**

The leader chooses first, followed by the other players in order. No player is required to land. In fact, if there are few planets, the players in the lead may occupy all of them, preventing the others from landing at all.

The players who chose to land load the indicated goods on their ships. Goods can be **re-arranged or discarded** at this time. (See What Can Happen to You – Gaining Goods, above.) It is legal to land just to take the opportunity away from other players, even if you can't take any of the goods (but be sure it is worth the loss of flight days).

You are paying for these goods, not stealing them, but it is hard to tell the difference. The cost to you is only an insignificant fraction of a credit. The natives are willing to accept any artifacts of civilization in trade – glass beads, carbonated beverages, a video chip with a copy of the latest installment of their favorite soap opera.

Once everyone has decided whether to land, those who landed move their markers back that many empty spaces with **the player who is farthest behind moving first**. (See What Can Happen to You – Gaining and Losing Flight Days, above.)



ABANDONED SHIP



If you find an abandoned ship, you're in gravy! There is some sort of protocol for reporting these things, but what the heck. Surely some of your crew are sick of you by now and have been saving for a ship of their own. Fix up the abandoned ship and sell it to them for a fair price.

Only one player can use this opportunity.

The leader decides first. He or she can return **the specified number of crew figures** to the bank and take the indicated number of cosmic credits. This also costs a certain number of flight days. (See What Can Happen to You – Gaining and Losing Flight Days, above.)

If the leader chooses not to take advantage of the opportunity, it falls to the next player in line, and so on. Once someone decides to fix up the space ship, the remaining players are out of luck.

Sometimes you'll find a ship that you'll be tempted to keep for yourself. Don't be greedy. Let the crew have it. There's probably a reason that ship was abandoned.



ABANDONED STATION



When fleeing the tragic disaster that befell this space station, the inhabitants probably left behind some good loot. It will take a big crew to search for it, though. To use this opportunity, you must have at least as many crew on board as required by the card.

Only one player can use this opportunity.

The leader decides first. If the leader has enough crew, he or she can dock and get to work. If the leader can't or won't, the opportunity falls to the next person in line, and so on. Once someone decides to dock, the others are out of luck.

When you dock with a space station, take the indicated goods and place them on your ship. (You can re-arrange or discard goods. See What Can Happen to You – Gaining Goods.) Move your marker back the indicated number of empty spaces. (See What Can Happen to You – Gaining and Losing Flight Days.)

Note that on an abandoned space station **you lose no crew.** (The crew symbol does not have a minus sign, as it does on an abandoned ship.)

METEORIC SWARM



A meteoric swarm can really mess with your paint job. This card depicts several large and/or small meteors and the directions they come from. Meteors are dealt with one at a time. They affect every player simultaneously.

For each meteor, **the leader** rolls two dice.

The roll determines which row or column the meteor can impact (rows for meteors with left or right arrows, columns for meteors with up or down arrows). The row and column numbers are given on the edge of your ship board. Each player checks to see which component is threatened by the meteor. For some die rolls, it could miss your ship entirely. If it does not, proceed as follows:



A **small meteor** will harmlessly bounce off of a well built ship. It is only a problem if it hits an exposed connector (pipes pointing out in the direction from which the meteor is coming). In this case, you can still avoid damage by powering up a shield if you have one **that protects that side.** You must pay **1 green battery token** to do this. If you can't or won't avoid the impact, the component the meteor hits is removed from your ship. (See What Can Happen to You – Getting Hit, above.)



A **large meteor** is, of course, even more dangerous. It will damage even a well built ship and shields cannot stop it. **Your only hope is to blast it.** You can only shoot it if you have a cannon pointed at it **in the same column.** If it is a double cannon, you will have to pay 1 green battery token to use it. Large meteors tend to come from in front of you, which is why we recommended you pay special attention to cannons pointing forward.

If you don't shoot a large meteor, the component it hits is removed from your ship. (See What Can Happen to You – Getting Hit, above.)

ENEMIES (SMUGGLERS, SLAVERS, PIRATES)



Enemies pose a threat to everyone, but they attack the players' ships in order. First, they attack the leader. If they win, they attack the next player in line, and so on, until they have attacked everyone or until someone defeats them.

These cards are divided into two parts. In the darker top half is shown what happens to you if you lose. (If you lose to the smugglers, you must give up 2 goods – the most valuable ones.) In the lighter bottom half is shown what you get if you win. (If you defeat smugglers, you win the indicated goods.)

The strength of the enemy is given by the number next to the cannon symbol. (These smugglers have strength 4.)

The leader counts the strength of his or her ship (paying for any double cannons used). If this strength is greater than the enemy's, the player wins and claims the reward. This costs a certain number of flight days specified in the lower right corner. (See What Can Happen to You – Gaining and Losing Flight Days.) If a player wins, the enemies go away and the remaining players are not attacked.

If the player loses (has a lower strength than the enemy), he or she pays the penalty specified in the upper half of the card.

In case of a tie (when the player has strength equal to the enemy's) nothing happens to the player. In either of these last two cases, the undefeated enemy moves on to attack the next player in line, according to the same rules.



Red is the leader. He could have a strength of 5 (2 for simple cannons, 2 for the double cannon pointing forward, 1 for the double cannon pointing to the side) but this would cost 2 battery tokens and he only has 1. He decides to use it, giving him a strength of 4, which matches the smugglers. The result is a tie and nothing happens to red.



Green is next in line. By paying 2 battery tokens, she has strength 4 1/2. This is enough to defeat the smugglers and take 2 of their goods. (She discards the blue block because she can't fit it on her ship.) She also moves her ship back 1 empty space.



Blue is lucky to have been flying last. He can't make his strength go higher than 3, so if no one ahead of him had defeated the smugglers, he would have lost his goods.

COMBAT ZONE



The true test of any space ship is to fly it through a combat zone. The Combat Zone card has 3 lines which are evaluated in succession. Each line gives a criterion and a penalty for the player who is weakest in that area. (If multiple players are tied for being weakest, the one who is farthest ahead pays the penalty.)

The only remaining combat zones are in the barbarous regions of the Periphery. War-time activities that harm thinking creatures or machines have been outlawed by the New New New Geneva Convention, so war has lost a lot of its punch. And really, it has always been more effective to fill the enemy's economy with cheap goods than to fill his sky with battleships.

First, the player with the fewest crew figures loses 3 flight days. (See What Can Happen to You – Gaining and Losing Flight Days.)

Next, the player with the weakest engines (see Parameters of Your Ship – Engine Strength) loses two crew members. Players count up their engine strength in order, starting with the leader, deciding whether or not to spend battery tokens on double engines.



Yellow has engine strength 3. He has no double engines, so he has no decisions to make.



Green can have engine strength 1, 3, or 5, depending on whether she spends 0, 1, or 2 battery tokens.

Yellow is ahead, so if they are tied for strength, Yellow will have to pay the penalty and green player will not. Green only needs to spend 1 battery token.

Finally, the player with the weakest cannons (see Parameters of Your Ship – Cannon Strength) is threatened by light cannon fire from behind and heavy cannon fire from behind. Again, players decide in order, starting with the leader, which double cannons they will pay for.

Hits from cannon fire work like hits from meteors (see Meteoric Swarm) except they are more difficult to defend against. Each hit has a direction. The player rolls two dice to determine which row or column the hit is coming from, thus determining which component of the ship (if any) is in danger.



The **only** way to defend against light cannon fire is with a **shield that protects against hits from that direction**. This can be powered at the cost of **1 green battery token**. Otherwise, the component is destroyed. (See What Can Happen to You – Hits to Your Ship.)



There is **no way** to defend against heavy cannon fire. Your only hope against it is to roll high enough or low enough that it misses your ship entirely. Otherwise, the component it hits is destroyed. (See What Can Happen to You – Hits to Your Ship.)

SPECIAL EVENT: STARDUST



Yellow cards are special events. Their effect is written on the card.

The Stardust event says that every player loses 1 flight day for every exposed connector. (Each exposed connector only counts once, regardless of whether it is simple, double, or universal.) Starting with the **last player**, each player counts his or her exposed connectors and moves his or her marker back that many **empty spaces**. (See What Can Happen to You – Gaining and Losing Flight Days.)

JOURNEY'S END

Your trip is over once the last of the eight adventure cards has been dealt with.

REWARDS AND PENALTIES

The information in the center of the flight board depicts the rewards and penalties you receive at the end of your flight. You should deal with these in order from left to right: first bonuses, then sale of goods, and finally penalties.



Bonuses

The rules box in the center of the game board depicts the bonuses available for Round 1.

4-3-2-1¢

The numbers separated by dashes tell how many credits you get based on the order in which you land at your destination. So, after the last adventure card has been dealt with, the leader gets 4 cosmic credits, the second place finisher gets 3, and so on.

[+2¢]

The number in square brackets gives the bonus for the player who lands with the best-looking ship. Count up the number of exposed connectors on your ships. (Each exposed connector only counts once, regardless of whether it is simple, double, or universal.) Whoever has the fewest gets the indicated bonus. (If there is a tie for the fewest, all those players receive the bonus.)



Goods

Return all your goods to the bank, and take the number of cosmic credits indicated by the price list.



Losses

Now you have to deliver the components of your ship to Corporation Incorporated. **For each component you lost along the way you lose 1 cosmic credit.** (When you lost components, you placed them in the discard pile on your space ship board, so it is easy to keep track of how many you lost.)



Fortunately, the Department of Stellar Vehicles requires every space ship to be insured, so there is a limit to how much you can lose. This maximum is given in the discard area of your ship board. (For Class I ships, the limit is 5 cosmic credits.) **Even if you lost more components than this, you only have to pay this many cosmic credits.** Pangalactic Insurance Company will pay the difference to Corp Inc. just as soon as they can get a claims adjuster out to the edge of the Galaxy.



However, **if you lose over twice this many components ...** well, then you still just pay the maximum. But Corporation Incorporated will fire the guy who signed you up for this job. How you assuage your guilty conscience is up to you.

It is well known that matter warps space. Less well advertised is that documents warp truth. A Pangalactic Insurance policy, which takes into consideration such factors as time dilation, the Fitzgerald contraction, and the Doppler effect, is the legal equivalent of a black hole: everyone's money gets sucked in, and none of it ever comes back out.

THE END OF THE ROUND

Congratulations on completing your first flight. Return all tokens, blocks, and figures to the bank. Take all your space ship components **except your pilot cabin** and put them in the Warehouse pile in the center of the table. The adventure cards can be returned to the box: in the next rounds you will be using different cards.

Keep your cosmic credits. You should stack them in a tidy pile face down in front of you so that no one else can see them. (The other players should be trying to make their own money, not staring longingly at yours.)

Now you can read the full rules and either play Rounds 2 and 3 or start a new game from the beginning.

FULL RULES

The following text assumes that you have already made your first flight. This section gives only the additional rules that are used in the full game. Use these rules for Rounds 2 and 3 in your first game. In later games, you use these rules in Round 1 as well.

SET UP

In each round, use the ship boards with the corresponding number. (In Round 3, use board III, not IIIa.)



The shape requirements for ships of classes I, II, and III were established by the Aldebaran Accord, which resolved several decades of conflict between the Union of Trans-Galactic Engineers and the Science Fiction Writers Association.



Before you start building your ships, get out the flight board and set it near the Warehouse. If this is the start of Round 2 or Round 3, find the appropriate rules card and place it on the board over top of the rules for Round 1.

ADVENTURE CARDS

In the full game, you may take advantage of Corporation Incorporated's prognostics division and look at the adventure cards while you are building your ship.

Before everyone starts grabbing for components, make three piles of adventure cards, chosen at random, and place them on the indicated squares on the flight board. Each pile should contain the cards depicted in the lower left corner of the rules card. Each pile contains 2 cards from the deck corresponding to the current round and 1 card from each lower-numbered deck.



Looking at Cards...

If you have added at least one component to your ship, you can take a break from building and pick up any one of the three piles to look through those cards. When you return them, you can resume building or look through another pile. You can look at a pile for as long as you like, and you can pick it up as often as you like. Be sure to return each pile to the place where you picked it up to make it easier for everyone to tell which piles they have seen already.

Of course, looking at the cards takes up time that could be spent grabbing components, but the information on what you might encounter in that part of the Galaxy can be very helpful. (For example, if you see a lot of planets, you might want more cargo holds.)

Preparing the Adventure Cards

When everyone is done building, you add a pile of cards that no one has seen yet. Make a fourth pile of cards the same way you made the other three. Put all four piles together and shuffle thoroughly. If the number on the top card does not match the number of the round, keep shuffling until it does. (This won't be an issue in Round 1, of course.)

It is theoretically possible to predict everything that happens to you, but it is forbidden by the Department of Antiperfectionism's "Preservation of Suspense on Space Flights" regulations.

In Round 1, you will have three piles of two cards each. When you mix in the fourth pile, you will have 8 cards, just as you did in the test flight. In later rounds, you will have more cards because they are longer flights.

THE TIMER

Saying "Go!"



In Round 1, the boldest player says "Go!" In Rounds 2 and 3, this role falls to the player who landed first in the previous round. In addition to saying "Go!" this player must start the timer and put it in the circle on the flight board that corresponds to the round number.

Turning Over the Timer

The timer measures how much time is left for building ships. When time runs out, any player may turn the timer over and place it on the next circle (from a higher number to a lower). Usually, this is done by someone who is progressing well and doesn't want to give the others a chance to catch up.

The Last Flip...



When the time runs out on the timer sitting in circle number 1, it can be flipped over one last time and set in the circle marked "Start". However, only a player who has finished building and taken a numbered tile may do this.

The last flip measures how much time the rest of the players have to complete their ships. When that time runs out, no one can add another component. Everyone stops building and takes a numbered tile. (The lowest numbered remaining tile goes to whoever grabs it first.)

In Round 1 of a full game, the situation is as follows: the boldest player sets the timer on circle 1 while saying "Go!" The first player to finish building takes tile number 1. By this time, the timer has probably run out, so the player turns it over and sets it on the circle labeled "Start", thus giving the other players their final countdown. (If it is still running, of course, the player has to wait until it is done.)

In Round 2, the timer starts on circle 2. When it runs out, anyone can turn it over and place it on circle 1. You can't flip it over from circle 2 directly to the "Start" circle, not even if you have finished building and taken a numbered tile. You have to let it run out in circle 1 first.

SETTING COMPONENTS ASIDE



While building, you can have up to two components set aside. These go in the upper right corner of your ship board (i.e., your discard pile). No one can take these from you, but you cannot return them to the Warehouse. The only thing you can do with them is add them to your ship. When you add one of them, you have room to set a new component aside, but you can never have more than two set aside at one time. If you set aside a component and then fail to add it to your ship, you leave it in your discard pile. **It counts against you at the end of your trip** as a component lost along the way.

No one cares that the components are still lying there at the launch site, nor that this junk is only worth a fraction of the penalty Corp Inc. charges you for losing it. A contract is a contract.

ALIENS

Life Support Components...



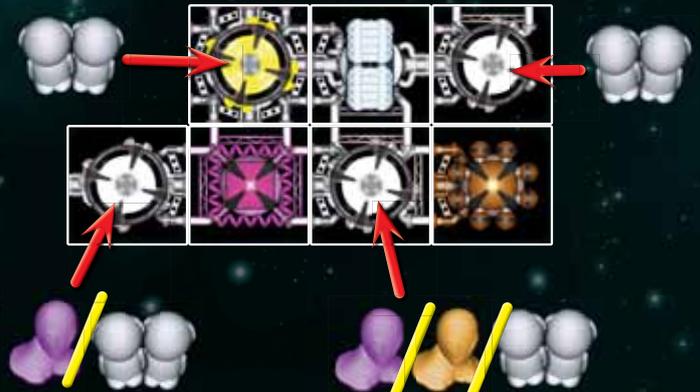
So what are those funny components that we refused to explain earlier? The orange and purple components are life support systems for aliens.

In order for the life support system to have any effect, it must join with a cabin. This makes the cabin inhabitable by aliens of the corresponding color. (But you can't put an alien in your starting component, the pilot cabin.) Humans, in white space suits, don't need any special life support components, and can go in any cabin.

Placing the Crew...

Crew figures are placed according to the following rules:

- The pilot cabin gets **2 humans**. (Neither of these is "you". But they will be your close roommates on a long voyage, so after a while you might start thinking they are you.)
- A cabin that is not joined to a life support system gets **2 humans**.
- A cabin joined to a life support system gets **2 humans** or **1 alien of the corresponding color**.
- A cabin joined to one life support system of each color gets either **2 humans** or **1 purple alien** or **1 orange alien**.
- Your ship can have **no more than 1 alien of each color**.



Possibilities for placing crew.

Players decide how to place their crew one at a time, starting with the player with tile 1.



Alien Abilities

Aliens are crew members and are counted as such in a Combat Zone or an Abandoned Station. You can send them away on an Abandoned Ship or give them up to Slavers.

The disadvantage of taking an alien on board is that it takes up the space of two humans. But, of course, there are some advantages.



Purple aliens are a war-like species. If you have a purple alien, you get **+2 to cannon strength**. (If your cannon strength without the alien is 0, you don't get this bonus. It's not going to fight a space battle with its bare teeth.)



Orange aliens are good mechanics. If you have an orange alien, you get **+2 to engine strength**. (If your engine strength without the alien is 0, you don't get this bonus. It's not going to get out and push.)

Hits on Life Support Systems

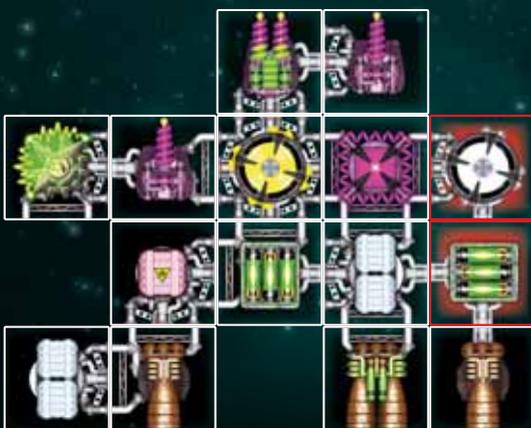
If your ship loses a life support system and this leaves an alien in a cabin that can no longer support it, return the alien to the bank. (It leaves in an emergency escape pod, of course.)

SHIP BUILDING MISTAKES

If you find that you have added a piece illegally, there is nothing you can do (unless you just put it there and have not picked up a new one). The problem will be dealt with during the spot check, before launch.

Spot Check

The penalty for an illegal ship is much harsher in the full game. During the spot check, make sure that your ship is built according to the rules. If your ship is in violation, you have to **remove one or more components** so that the result conforms to the rules. This does not count as extra building (you keep your number tile) but you can't add any new components. The removed pieces are placed **in the pile of components lost along the way**. You will have to pay a penalty for them when you reach your destination.



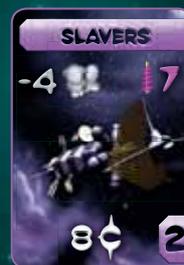
This ship has a mistake. To fix it, the player must remove either the cabin or the battery. He wants to put an alien in the cabin, so he removes the battery. When he does so, he also loses one of the engines. Both components are placed in his discard pile on his ship board.

Flaws Discovered During Flight

If someone discovers that your ship is illegal in flight (any time after the first adventure card has been revealed) you must immediately correct the mistake as described above and pay 1 cosmic credit to the bank for violating the laws of physics.

ADVANCED ENEMIES

In the full game, you will also encounter Pirates and Slavers. When you defeat them you don't gain goods; you gain cold, hard cosmic credits. Move your ship back the indicated number of empty spaces and take the credits from the bank. If you don't want to lose flight days, you can choose not to take the credits (or goods in the case of Smugglers) and leave your ship where it is. Either way, no other player may collect the reward once the enemy has been defeated.



If the Slavers defeat you, they force you to give up some of your crew. You choose which humans or aliens to surrender in exchange for your own freedom.



If the Pirates defeat you, your ship gets shot at. (The card indicates the size and direction of the cannon fire.) Keep track of all the players who were defeated and then have the first defeated player roll two dice to determine the row or column of each shot. This roll applies to all defeated players. **Light cannon fire can only be stopped by a shield** oriented in the correct direction and powered by a battery. **Heavy cannon fire cannot be stopped.** (See Combat Zone.)

METEORIC SWARM



In later rounds, meteors can come at your ship from the left or right. Large meteors coming from in front of you can only be blown up by a forward-pointing cannon in the column from which they are approaching, but **large meteors from the side** can be blown up by a cannon pointing toward that side **in the same row or in an adjacent row**. (The ship accelerates or decelerates just enough to shoot the meteor.) This doesn't apply to small meteors, which are too small to be hit by cannon fire.

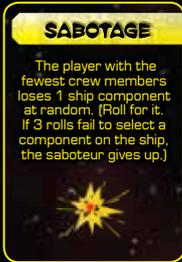
Most space craft are protected from meteors by autotargeting gun turrets, self-guided missiles, or disintegration fields. Yours is protected by cannons made from sewer drills.

SPECIAL EVENTS



An Epidemic can strike in Round 2 or 3. This adventure card makes you remove 1 crew member (human or alien) from every occupied cabin that is joined to another occupied cabin. The safe thing to do is to build your ship so that no two cabins are joined. If you do have connected cabins, you can try to empty one of them before the epidemic strikes. (It is very helpful to know if

Epidemic is among the adventure cards for that round.)



Sabotage can occur in Round 3. This adventure card blows up a random component on the ship with the smallest crew. (If multiple ships are tied for smallest crew, the one in front is sabotaged.) To select the component, the affected player rolls 2 dice to determine the column and 2 dice to determine the row. If there is no component at those coordinates, roll again

for new coordinates. If there is no component there, roll again. If three sets of coordinates are rolled without hitting a component, the saboteurs give up and nothing happens.

If the saboteurs blow up a component, it is set aside as lost in flight, as are any others that fall off as a result of this loss. A hit to the center of the ship can be devastating.

GIVING UP

In the full game, you might have to give up before you reach your destination. Sometimes you might even choose to give up. Fortunately, you can always find a Corp Inc. warehouse nearby.

If you give up:

- Remove your marker from the game board. You are just a spectator for the rest of the round and none of the cards can affect you.
- You don't get any bonuses for the order in which you finished (because you didn't finish, obviously). When giving bonuses for the ship with the fewest exposed connectors, your ship does not count.
- You **do** get to sell your goods, but only at **half the total price**. Add up the total full sale price of all your goods and take half that many credits. (Round up.)

- You have to pay the penalty for the components you lost along the way. (Anything you haven't lost yet can be returned to Corp Inc. without penalty, so only pay for those in your discard pile. Don't forget that there is a limit to how big your penalty can be.)

If you are the only one left after everyone else has given up, you can keep going and try to go through the remaining adventures by yourself. In this case, ignore the Combat Zone and Sabotage adventures (which penalize the player with the fewest engines, cannons, or crew members).

Losing All Humans

You have to give up if an adventure card leaves you **without any humans** on board. (Aliens can't run the ship by themselves.) This could be due to taking a hit that destroys your last occupied cabin, to losing crew after encountering a Combat Zone or Slavers, or to voluntarily sending your last crew member off on an Abandoned Ship. If this happens in a Combat Zone, you cannot withdraw your ship from the race until all effects of the card have been dealt with.

Open Space without Engines

Thanks to inertia, your ship can finish the journey even without engines **as long as you don't encounter Open Space**. When confronted by an Open Space card, you have to give up if your engine strength is zero (which could be due to having no engines or to having only double engines and no battery power left). Don't forget that the orange alien does not add to your engine strength when you have none to begin with.

Getting Lapped

If the leader laps you (i.e., you are more than 1 full circle behind) you must give up.

Choosing to Give Up

Sometimes, it might be better to give up and cut your losses. You can decide to give up, but you must do so before the next adventure card is revealed. (If you decide to give up after seeing an adventure card, you must suffer through that adventure first.)



THE WINNERS

The game ends after Round 3, once all the rewards have been collected and all the penalties paid. Add up all your cosmic credits. If that number is 1 or more, you win!

Your goal was to make money, and you did.
So what if some other jokers made more?

Of course, the player who has the most credits is a bit more of a winner than everyone else.

VARIANTS

SHORTER GAME

With experienced players, a full game usually takes about an hour. For a shorter game, you can just play one or two rounds. It is up to you whether to leave out the shorter rounds or the longer rounds.

ROUND 3A

Experienced players can make the game longer and more challenging by playing an extra round. The extra round is played according to the Round 3 rules using ships of Class IIIa. (You may have noted that this board has no discard area. You can just keep your discarded components beside your board. These ships are uninsurable, so you must pay for every component you lose. There is no maximum penalty.)

You can also leave out Round 3 and just play 3a.

MORE FORESIGHT

If you have good memories and like planning ahead, use the following rules:

Don't mix up the three stacks of adventure cards. Don't change their order when you look at them during building. Don't shuffle them together once everyone is done building. Instead, just stack them neatly on top of each other and put the fourth stack (with cards no one has seen) on the bottom. Now you know what will happen and when (except for the last set of cards).

TEAM PLAY

After playing several games, you will find yourself becoming much swifter at grabbing tiles and building your ship. This can cause problems when introducing new players to the game. The final timer will run out before they are done building and they will have worse ships than they would have if they were just playing against each other. It's not much fun to fly through

space in a half-built ship. Team play can help fix this problem.

This variant is for four people. The most experienced player should be partnered with the least experienced player, and the remaining two players form the other team. Partners should sit across from each other. The game is played according to the usual rules with two exceptions:

1. Partners keep their cosmic credits together in one pile.
2. After building, you fly your partner's ship.

The beginner will see what it is like to fly a well built ship and you can nostalgically re-live your first space flights, when it was a great accomplishment just to get to the finish. Your partner will get better quickly. The desire to build you a good ship can be better motivation than the struggle to keep up with experienced players in a standard game.

Team Play for Experienced Players...

Team play can be fun for experienced players. It adds new tactical elements, such as deciding whether it is better to use an opportunity yourself or to leave it for your partner.

You can just play as described above or you can use this shared ship building rule: When the timer is moved from one numbered circle to another, the player who does so calls out "switch". Each player must move to the opposite side of the table and build on the ship his or her partner was working on. There is no switch when the timer is moved from circle 1 to the "Start" circle, so you will not switch during building in Round 1. You will switch once in Round 2 and twice in Round 3. After building, you switch one more time to go fly your partner's ship, as you do in standard team play (so you will still get your exercise even in Round 1).

You will have to find your bearings quickly to be able to figure out what your partner was working on and what the ship needs for completion. The resulting ship will truly be a team effort.

FAQ

What if I don't have enough credits to pay my penalty at the end of a round?

Just return all your credits to the bank. You will start the next round (if there is one) with zero.

Yes, we did say you would be up to your ears in debt. That was just to scare you. The truth is that the science of bankruptcy is advancing faster than subquantum physics. Because of the number of ways to hide money in accounts belonging to your children, your spouses, and your clones, there is no way you can ever be in debt.

What if I am the first to finish building, but I don't want to start out in front?

When you are done building, you can take any of the remaining numbers. If the first player to finish does not take tile number 1, it will be there for someone else to take.

Can I decide not to use a simple engine or simple cannon?

No. Simple motors, simple cannons, and bonuses for aliens are always added in. The only thing you can decide is whether to use a double engine or double cannon (and pay 1 battery token for it). (Similarly, you decide whether to use shields.)

Can I shoot a big meteor with a cannon in the middle of my ship?

Yes. Your cannon must be pointed in the right direction and be in the same column as the meteor (against a big meteor coming from ahead) or in the same row or one of the two adjacent rows (against a big meteor coming from the side). Of course, the square in front of the cannon's barrel must be empty; otherwise it is an illegal ship.

What if I have exposed connectors inside my ship?

If your ship has a hole in the middle, connectors adjacent to the hole still count as exposed connectors. They are protected from meteors, however, because the meteor will strike the first component in the given row or column.

Can I decide which block, figure, or token to give up?

Yes. When forced to discard goods, you must discard the most expensive ones first, but when choosing between two of

the same color, you decide. When giving up crew, you decide whether to give up aliens or humans and which cabins they will come from. Similarly, you decide which batteries to use. It is recommended to first use up the parts of the ship you are most likely to lose.

Can I re-arrange goods, crew, and batteries at any time?

No. The only things you can re-arrange are goods, and these can only be re-arranged when you gain new ones.

What if the bank runs out of goods?

If the bank runs out of goods of the type you are supposed to load, you are out of luck. You don't get them. On planets, players should load goods in order, starting with the leader. (If one player discards goods during loading, the discarded goods will be available for the players who load after.)

What if the bank runs out of crew figures or battery tokens?

In this case, look under the table. There should be enough crew figures to fill every cabin and enough battery tokens to fill every battery. (If you find there are not enough aliens to go around, that might be because you forgot that your ship can only have one alien of each type.)

Can I tell you how much I like this game?

Yes. The best place for this is the website <http://www.GalaxyTrucker.com>. You can also go there to find other questions, answers, ideas, and expansions.



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