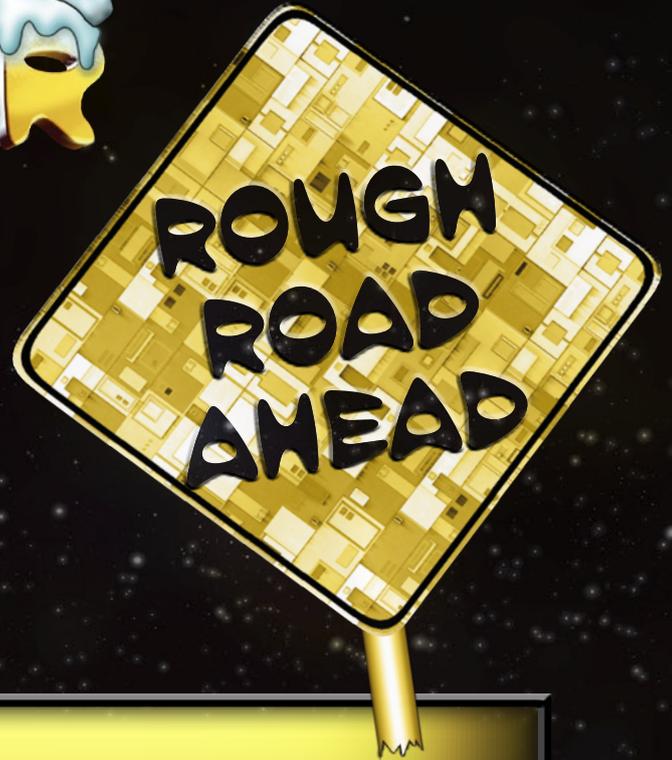


# GALAXY TRUCKER



To our players:

As a Christmas present to you, we have prepared this mini-expansion for the game Galaxy Trucker. Christmas is traditionally a time of peace and calm – which seems unfair to those who cannot be with their loved ones. That's right. We're talking about the brave Truckers who face the remorseless universe and the shady practices of the competition. So we have decided to bring a bit of their cold, bleak hopelessness into your cozy homes.

CGE wishes you hours of relentless entertainment

## BEFORE YOU BEGIN

**This expansion is designed for experienced Truckers.** If you routinely build ships that overcome every obstacle and arrive nearly unscathed, if you shed a nostalgic tear recalling your first flights when your ships were smashed to pieces and you arrived with only a few sad fragments, then **this expansion is for you.** This expansion puts the kick back into space travel, and it kicks so hard that the tears will be in your eyes once again.

On the other hand, if you don't think it's funny when your ship breaks into two pieces, **this expansion is not for you.**

If you have only played a few games of Galaxy Trucker and your ships often fall apart en route, **we recommend you do not use this expansion yet.** This expansion, like the universe, is unfair. Save it for later, when you begin to feel that the game is too simple.

But most importantly: **Do not use this expansion when introducing new players to the game.**

Company policy forbids the exposure of new Galaxy Trucker recruits to holographic, video, or even audio recordings (often filled with screams and expletives) from the harsher regions of the galaxy.



# HOW TO USE THIS EXPANSION

Well, it looks like our warnings didn't turn you away. Let's get truckin'.

Before you begin, the players should agree on a difficulty level. **We recommend level 2 or 3.** Everyone must agree. If you can't get everyone to agree, play at the lowest suggested difficulty level. Of course, it's possible that one of the less courageous players will insist that you play without this expansion (or that you toss it into the wastepaper basket) and you will have to play the basic game (or play concentration with the spaceship components).

Shuffle the Rough Road cards. At the beginning of each round, before you begin building, draw a number of Rough Road cards equal to the chosen difficulty level. Place these cards face up where everyone can see them. They describe special rules that will apply for that round's voyage.

Draw new cards at the beginning of each round (discarding those from the previous round). Players know about the special rules even before they begin building and have some chance to prepare their ships for the upcoming flight (and prepare themselves psychologically for the fact that they might be taking a loss this round).

Note: It might not be the best idea to combine Rough Road Ahead with ships of Class IIIa, but we'll leave that up to you. If you do try it – don't let us scare you or discourage you – don't forget about the rules for voluntarily giving up before the next adventure card is revealed.

## ROUGH ROAD CARDS

The text is usually self-explanatory. If a card seems unusually harsh to you, that means you understood it correctly. Cards that can affect your ship's components (such as Cosmic Psychosis, Panic, and Metal Fatigue) can also affect your starting component. If a Rough Road card says that something happens "after each adventure card" that means that you resolve the adventure card first, then deal with Rough Road card's special effect before drawing the next adventure card.

Here are a few card-specific clarifications:

### PARANOIA

After everyone decides whether to land, the first player to land rolls dice to determine the location of the heavy cannon fire for everyone.

### PANIC

Check for panic when crew are first added to the ship as well as each time a player loses a component.

### COSMIC PSYCHOSIS, METAL FATIGUE

Roll for coordinates as with the Sabotage card, but only once. And yes, if you roll 7-7, the card affects your starting component.

In Trucker lingo, crew members affected by Cosmic Psychosis are said to have "spaced away".

### ROUGH TRIP

In Round 1, you add 2 level III cards. In Round 2, you add 3 level III cards. In Round 3, you add 4 level III cards.

### REMORSELESS FATE

Sabotage, for example, will affect everyone except the player with the biggest crew. (In case of ties, the one flying farthest behind is the only one not affected.) In a Combat Zone, each shot location is rolled once for all affected players. The three Sabotage rolls are also done for all affected players at once, but once sabotaged, a player ignores the following rolls.

### LIGHT-FINGERED CREW

Players decide in order, starting with the leader.

### STIFF COMPETITION, ENGINE ENVY

The hit location dice are rolled by the players doing the shooting, not by the affected player. If the player who is supposed to be doing the shooting has no forward-pointing simple cannon and does not spend a battery token to power a forward-pointing double cannon, then that shot is not fired.

When the Stiff Competition card is in play, players wait to decide whether to spend battery tokens to make themselves stronger until after a player has decided to use the Abandoned Station or Spaceship.

### PIERCING PROJECTILES

The projectiles only hit a component in the square immediately behind the component that was hit. If that square is empty, then no additional components are hit.

### EXPLOSIVE GOODS, EXPLOSIVE BATTERIES

The eight neighboring squares include the 4 adjacent squares and the 4 squares on the diagonals.

This card applies to components which are destroyed by cannon fire, meteors or explosions. It does not apply to components which simply fall off after becoming disconnected from the ship, or which are lost because of Star Dust when Remorseless Fate card is in play, or because of Metal Fatigue card.

Note that the Explosive Goods card applies to components "with goods" not just those with hazardous goods.

These two cards in combination can produce spectacular effects in the night sky. When watching for exploding spaceships, choose a clear night with no moon and be sure to dress warmly.