

QUICK REFERENCE GUIDE

SETUP

Choose a flight level.

Set up flight board.

- Make 4 adventure card piles: 3 foreseeable piles at the bottom of the board, 1 unknowable pile at the top.
- Each player puts a rocket on the parking lot.

Set up each player's ship board.

- Starting cabin goes on the marked space.
- Planet-landing rocket is placed in upper left corner.

Mix up component tiles face down.

Say "Go!" and start timer on flight board.

BUILDING

Choose and reveal tiles.

Take only one tile at a time, using one hand.

If it was face down, bring it all the way to your board before you reveal it.

Decide what to do with the tile:

- Attach it to your ship. (Your ship must hold together at all times.)
- Reserve it for later. (Only 2 tiles at a time may be kept in reserve.)
- Return it face up to the pile in the center of the table.

Your reserved tiles may be added to your ship, but not returned. (You will be penalized for any tiles still in the reserve at the end of the flight.)

You can change your mind about the last tile you took, until you pick up a new tile or a pile of adventure cards.

Peek at adventure cards.

Any time after you have added at least one tile to your ship, you may look at the piles of adventure cards. (But not the pile at the top of the board.)

Look only at one pile at a time. You cannot add tiles while looking at cards.

Flip the timer.

Once time has run out, anyone may flip the timer to the next space, except ...

To flip the timer to the final space, you must have finished building.

Finish building.

You may finish building at any time. You are not required to fill all squares.

To show you have finished, place your rocket on one of the unclaimed starting spaces on the flight board.

Once you finish building, you cannot add components or look at cards.

If time runs out on the final space, you must stop building and immediately claim your starting space.

PRELAUNCH

Check for mistakes.

- One-pipe connectors must not be adjacent to two-pipe connectors.
- Smooth sides must not be adjacent to connectors.
- An engine must point toward the rear of the ship. It must not have a component on the square behind its exhaust.
- A cannon must not have a component on the square in front of its barrel.
- Your ship must hold together.
- No component may be outside the building area.

All mistakes must be corrected by removing tiles until the ship is legal. Other tiles may fall off. All these tiles, along with any left in your reserve, count as components lost along the way.

Add batteries and crew.

- Each battery component gets the number of battery tokens shown.
- Your starting cabin must get 2 humans.
- Each other cabin gets 2 humans or 1 alien. You can choose an alien only if the cabin is joined to a matching life support module.
- You cannot have more than 1 alien of each color.

The leader shuffles the adventure deck.

The top card must match the level of the flight.

WAYS TO PLAY

Learning flight. Best way to learn the game. Learn by playing as you read pages 4–15.

Level I, level II, or level III flight. The full game. Quick and thrilling. Detailed explanation on pages 16–20. All rules are also covered by this Quick Reference Guide.

Transgalactic Trek. The most epic way to play – three consecutive flights with increasing challenge. Rules on pages 21–24. Key to trucker titles on pages 22 and 23.

Rough Roads. Free downloadable mini-expansion. Makes any flight* harsher, more challenging, and more fun. See cge.as/gterr.

*Okay, maybe not a good idea for the *learning* flight.

FLIGHT

The leader reveals the top adventure card. Players resolve it. Then the leader reveals the next card, and so on. The flight continues until the last card is resolved.

Whenever players act **in order**, that means the order shown by their rockets on the flight board. This order may change during flight.

LOSING COMPONENTS

When cannon fire, sabotage, or meteors **destroy** a component, remove it. Any components no longer connected to your ship **fall off**. Place all these in your discard pile. They are components **lost** along the way. If your ship splits into pieces, you decide which piece to fly. The other components fall off.

GIVING UP

Under any of these conditions, you must give up:

- You have zero engine strength in **Open Space**.
- Your ship has no human crew members.
- The leader is one lap ahead of you.


Check for these conditions only after the current adventure card is fully resolved. You may also choose to give up voluntarily at the end of an adventure, before the next card is revealed.


END OF FLIGHT


Once the last card is resolved, players earn rewards and pay penalties according to the table below:

	Players who finished ...	Players who gave up ...
	get reward for final order.	get no reward.
	compete for Trek titles or best-looking* ship.	are ignored in competition.
	sell goods at full value.	sell goods at half total value, rounded up.
	pay for lost components.	pay for lost components.

* best-looking = fewest exposed connectors. All tied ships get reward.

 **Load goods.** Red blocks can only be loaded in red containers. The other blocks can go in any containers. When loading, you may also discard any goods and rearrange goods in your containers. If the bank does not have enough blocks, unavailable blocks can't be loaded.

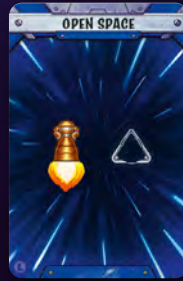
 **Gain credits.** Just take them from the bank. They're yours now.

 **Lose goods.** They take your most valuable goods first. If you run out of goods, they take batteries. If you run out of batteries ... well, nothing else happens.

ADVENTURE CARDS



Planets. In order, each player may select one planet and place their planet-landing rocket there. Once a planet is taken, no one else may land there. Players who landed load goods in order; then they lose flight days in reverse order.



Open Space. In order, each player declares engine strength and immediately moves ahead that many empty spaces. (Skip over and don't count the rockets you overtake.) Then, any player who did not declare a positive engine strength must give up on the flight.



Meteor Swarm. The leader rolls two dice for each meteor, in the order shown on the card. The meteor strikes the first tile it hits in the row or column rolled. All players are affected simultaneously.

A small meteor striking a smooth edge will bounce off.

A small meteor striking an exposed connector will destroy the component unless it is stopped by a shield.



A large meteor will destroy the component it is hurtling toward unless it is shot by a cannon pointing at it.



Forward-pointing cannons can only blow up large meteors in their column.

Sideways- and backward-pointing cannons can blow up large meteors in the same or adjacent row or column.



Lose flight days to gain reward. If you choose to take the adventure's reward, you will lose flight days. Move your rocket back that many empty spaces. (Skip over other rockets.) If multiple players lose flight days on the same card, those farther behind move back first.



Lose flight days penalty. Same as above, except that you have no choice.



Lose crew. You decide whether you give up aliens or astronauts and from which cabins.





Enemies. In order, each player declares cannon strength and compares it to the strength of the enemy.

Enemy wins: The player suffers the penalty. The enemy moves on to the next player. (If the penalty is cannon fire, roll for all affected players simultaneously, once you know who is penalized.)

Tie: The enemy moves on to the next player. (No penalty, no rewards.)

Player wins: The player may choose to lose the flight days to gain the reward. Regardless, the enemy does not move on.



Combat Zone. A *Combat Zone* has three lines, evaluated top to bottom. In each line, players compare one parameter (size of crew, engine strength, cannon strength). When deciding whether to spend batteries, they decide in order.

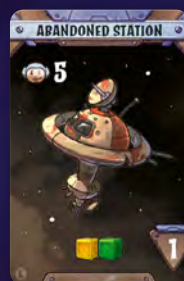
The player who has the lowest value in that parameter suffers the penalty (loss of flight days, loss of crew, cannon fire, or loss of goods). If players are tied for lowest, the one farther ahead is the one who suffers the penalty.

Note that a flight day loss on one line can change the player order for the next lines evaluation.

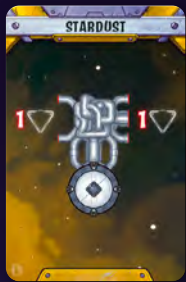
Ignore *Combat Zones* if only one player is left in the flight.



Abandoned Ship. In order, each player who has enough crew decides whether to take the reward. Only one player can take it. That player must give up the specified number of crew members and lose flight days.



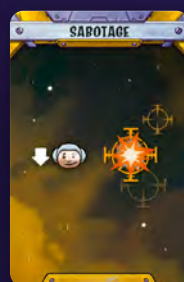
Abandoned Station. In order, each player who has enough crew decides whether to take the reward. Only one player can take it. That player loses flight days (but does not lose crew).



Stardust. In reverse order, each player counts exposed connectors and moves back that many flight days.



Epidemic. Remove 1 crew member (human or alien) from each cabin that is joined to another occupied cabin.



Sabotage. The player with the fewest crew members is sabotaged. Among players tied for fewest, only the one farther ahead is sabotaged.

The sabotaged player rolls 2 dice to determine a column and then 2 dice to determine a row. The component at that location is destroyed.

If the first try misses, roll again. If the second misses, roll again. If the third misses, there is no effect.

Ignore *Sabotage* if only one player is left in the flight.

Count crew. Don't forget that aliens are crew.

Count cannon strength. Single cannons count +1 pointing forward or +½ if not. Double cannons count +2 pointing forward or +1 if not, and you must spend a battery. Purple aliens count +2, but only if strength is already above 0.

Count engine strength. Single engines count +1. Double engines count +2 if you spend a battery. Brown aliens count +2, but only if strength is already above 0.

Note: You cannot choose to not use aliens, single cannons, and single engines.

Compare a parameter. In order, players count and declare crew, cannon strength, or engine strength. Whoever has the lowest value is penalized. Among players tied for lowest, the one farther ahead is the only one penalized.

Small Meteors. Bounce off smooth sides, can be blocked by a shield.

Big Meteors. The only defense is to shoot them with a cannon. (See facing page.)

Light cannon fire. Can be blocked by a shield.

Heavy cannon fire. No defense possible.

SPACE SHIP COMPONENTS

CREW CABIN



Before launch, load each crew cabin with 2 astronauts or 1 alien. An alien can only be added if a life support module of the appropriate type is joined to the cabin.

STARTING CABIN



Your starting cabin is just like a regular crew cabin in all respects, except that it can never hold an alien.

CANNONS



A cannon must not have a component on the square in front of its barrel.

For cannon strength, forward-pointing single cannons are +1. Forward-pointing double cannons are +2, but consume a battery token. Side- or rear-pointing cannons have half value.

Cannons can also shoot large meteors.

ENGINES



An engine must point toward the rear of the ship. It must not have a component on the square behind its exhaust.

When declaring engine strength, single engines are +1. Double engines are +2, but use up a battery token.

SHIELDS



Shields protect the ship on two sides. They can defend against small meteors and light cannon fire (but you pay a battery token for each use). They do not protect the ship from large meteors or heavy cannon fire.

CARGO HOLDS



Each container can hold 1 block of goods. White containers cannot hold red blocks. Red containers can hold blocks of any color.

When loading goods, all blocks can be rearranged or even discarded to make space. This is the only time they can be rearranged.

BATTERY COMPONENTS



Before launch, load each battery component with the indicated number of batteries. During flight, you must spend 1 battery token whenever you use a shield, a double cannon, or a double engine.

ALIEN LIFE SUPPORT SYSTEMS



When preparing for launch, you can put 1 alien in a cabin instead of 2 human astronauts.

The alien's cabin must be joined to an alien life support system of the same color.

If you lose it, you lose the alien.

Your ship can have at most 1 alien of each color.

You cannot have an alien in your starting cabin.

Aliens count as crew. However, you must give up if your ship loses its last human crew member.

The brown alien gives you +2 engine strength, but only if you already have strength above 0.

The purple alien gives you +2 cannon strength, but only if you already have strength above 0.

STRUCTURAL MODULES



These have no effect except to hold your ship together.

THE TRANSGALACTIC TREK

Setup: Randomly choose as many titles as there are players. Their description is on page 22.

Level I flight: Instead of the best-looking ship award, count up scores for each title. Score only those who finished the flight. All players with the best score earn 2 credits, but the title goes to the one farther ahead. If all players score 0, no one gets credits, but the leader gets the title.

Distribute titles: In order, all players with multiple titles must choose one to keep. Give the others to players with no title,

however you want. Everyone has 1 title, which they keep for the rest of the Trek.

Level II flight: To defend your title, finish the flight with the highest score in your title. (Or tied for highest. Count only players who finished.) Players who defend earn 4 credits and flip title to gold.

Level III flight: Those with silver titles again try to defend as before. Those with gold must fly with the restrictions on page 23. Anyone who defends gets 6 credits for silver or 12 credits for gold.