

VLAADA CHVÁTIL

GALAXY TRUCKER

DEMO SHEET

SETUP

- 1 Give each player a level I ship board while a cabine of their player color that is placed in the center of their board.
- 2 Remove all Shield, Alien Life Support, Batteries, and Double Cannons and Engines.
- 3 Give each player one rocket in their player color.

Leave all cards in the box. Just use the two we've printed on the back of this sheet!

You will also use the below pieces in this demo, leave the rest of the components in the box.



astronaut figures
(2 go in each cabin)



goods blocks
(obtained from planets)



dice
(for meteors)

To get started, set up the game with the explanation below then begin building your ship!



Don't worry too much about building a perfect ship or filling in every space. Just follow the rules, have fun, and only take a few minutes!



OBJECTIVE

In Galaxy Trucker there are TWO major parts of the game. First, and probably most important, players will race to build their ships in real time using the tiles from the center of the table. This is called **Ship Building**.

Next, after players silultaneously build their ship, they will go on **The Flight!**

SHIP BUILDING

On the reverse side of the sheet, is a ship building guide that explains how each of the space ship components work. Go throught the guide with players and make it available to reference as needed.

When you build, each component added to your ship must be placed on an empty square next to a component that is already part of your ship. It must join to your ship using one of threee types of connectors shown to the right.

While adding a component, you can move it around to see where it fits. However, it becomes welded to your ship as soon as you pick up a new component. You can't move a component once it has been welded to your ship.

WELDING CONNECTORS

universal connector

one-pipe connector

two-pipe connector



smooth side (not a connector)

Any type of connector will join with another of the same type. **A one-pipe connector cannot be adjacent to a two-pipe connector.**



A connector with three pipes is universal. **Universal connectors can join with any type of connector.**



Sides with no connectors are called smooth sides. **Smooth sides cannot be adjacent to connectors.**



SPACE SHIP COMPONENTS

CREW CABIN



Before launch, load each crew cabin with 2 astronauts.

STARTING CABIN



Your starting cabin is just like a regular crew cabin in all respects.

CANNONS



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

Cannons can 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.

CARGO HOLDS



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

STRUCTURAL MODULES



These have no effect except to hold your ship together.

THE FLIGHT

Now that everyone is finished building their ships, it is time to go on an adventure across space! Unfortunately we're running out of space on this sheet of paper, so we're only going to encounter two adventure cards in this demo. So, what are you waiting for? We've printed two here so you can see what happens!

PLANETS

Each player may land on a planet if one is available, starting with the player who first finished building their ship. Only one ship can land on each planet. Players will gain the indicated goods blocks and add them to their cargo holds, if they have cargo holds available.



METEOR SWARM

Three large meteors are coming your way! Have a player roll the dice for each meteor to see what column they will come from for all players. These meteors will all come from the top of the player board. Large meteors can be destroyed if there is a cannon in the same column. If a meteor is not destroyed, the component they hit will be destroyed along with all components no longer attached to the ship!



END

You made it to the end of the demo! In a full flight you'll encounter Open Space to test your ship's speed, hostile ships to test your ship's strength, and many other dangers! At the end of the flight you'll gain cosmic credits for cargo you've picked up, being the first to finish, and other various objective – or lose cosmic credits for damage to your ship!