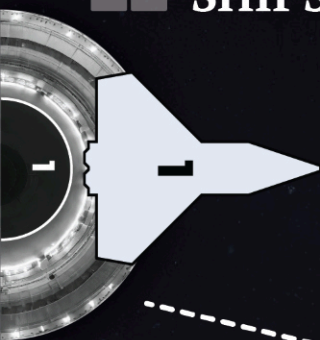# SHIPS

Your spaceship is how you move around the board and carry resources. Start by giving each player a ship and docking it on its home base. Player 1 goes first.

To dock anywhere, you must first move your ship to space. Each move is an action, and each player has **two actions per turn**.

This icon shows you where you can dock. Docks can only hold one ship at a time. You can't dock in another player's home base.

While docked at home, as an action, you may unload and/or load any amount of resources between your ship and storage (located off the board).
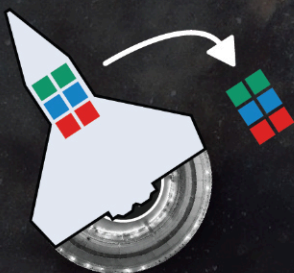
Dockworker cards determine how many resources your ship can carry. If your turn ends with more resources aboard your ship than you can carry, you must jettison extra resources into space until you're at capacity.

3x Dockworkers = 6 capacity

2 OR 3   1
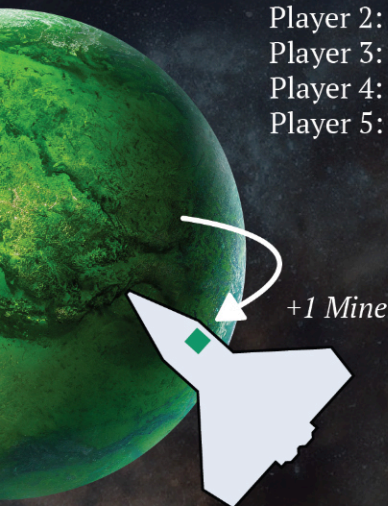
CREW
DOCKWORKER
+2 Ship Capacity

⬛⬛ RESOURCES

Underneath, you'll find the bank of resources. Place this near the board for easy access. Scatter all of the gray cubes (scrap) in space. Then give each player starting gold:

Player 1: 🟨
Player 2: 🟨
Player 3: 🟨🟨
Player 4: 🟨🟨🟨
Player 5: 🟨🟨🟨

Gemstones

💚 = Emerald

🔷 = Sapphire

🟣 = Amethyst

🔺 = Ruby

🟡 = Citrine

🪨 = Scrap

🟨 = Gold

+1 Mine

While docked on a planet, you may mine gemstones of that planet's color by placing them aboard your ship. Note that Amethyst is the only gemstone without a planet.

Miner cards determine how many resources you can mine from a planet per action. One mine equals one gemstone.

2x Miners = 2 Mine / Action

— CREW —
MINER
+1 Mine / Action

Scavenger cards determine how many resources you can pick up (salvage) while in space.

2x Scavengers = 2 Salvage / Action

— CREW —
SCAVENGER
+1 Salvage / Action

The game ends once all gold resources are in players' storage. Each gold counts as one victory point at the end of the game.

▆▆ TRADING & MISSIONS

Underneath, you'll find seven dice, each one representing a type of resource. At the start of the game, set the metallic gold four-sided die to 1 and place it in the center of the trading exchange. Then, randomly roll and place the remaining six-sided dice in the spots marked "D6".

Example of an individual trade

✅ YES	❌ NO
2 🧊 for 4 🔻	4 🧊 for 8 🔻
1 🪙 for 4 🔻	1 🧊 for 2 🔻
1 🪙 for 2 🧊	4 🧊 for 4 🔻
2 🧊 for 1 🪙	4 🧊 for 2 🪙

You may only trade resources that are adjacent to your docking position (the center die is adjacent to all positions). To perform a trade, swap resources from your ship with resources from the bank according to the dice value and color. Note that as an action, you may taxi between the docks at the trading exchange without going into space.

Trader cards determine how many individual trades you can make at the trading exchange per action. +/- means increase or decrease the die value.

— CREW —

TRADER

+1 Trade / Action or
± any adjacent d6 / Action

Missions 6 gold   Missions 8 gold

Finally, separate the mission tiles into two piles based on their reward. Shuffle each pile and place them face up in the mission center.

Missions are an additional way to earn gold and victory points. While docked at the mission center, you may resolve the mission (as an action) by swapping the required resources aboard your ship with the gold reward from the bank.
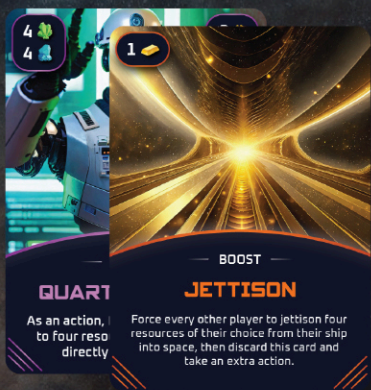
CARDS

Lastly, give each player their starting Crew cards indicated by the ◀ icon in the bottom right corner of the card. This set of Crew cards includes 3 Dockworkers, 1 Miner, 1 Scavenger, and 1 Trader for each player. There are three additional Crew cards you can acquire throughout the game: **Saboteurs**, **Space Mongers**, and **Shapeshifters**.

Saboteurs displace a ship from its dock into space.

Space Mongers let you swap resources with another ship if you are both in space.

Shapeshifters can transform into any crew type.

In addition to crew, there are also **Officers** and **Boosts**. Boosts are one-time use cards that can be played as an action during your turn, while Officers stay with your crew the entire game.

After giving each player their starting Crew cards, shuffle the Officer cards, Boost cards, and remaining Crew cards into a deck and place it face-down in the "Deck" slot at the top of the board. Flip over the first six cards. These cards are available for you to buy during your turn. Once a card is bought, replace it with the next card in the deck face-up.

Victory points are in the top-right

Buying a card is an action and can be done from anywhere, but only with resources from your storage. The purchase cost is in the top left corner of the card.

Once all of the gold is in storage, the game ends. Tally up all victory points from acquired cards, gold, and missions to determine who has the most. They win!

Appendix - FAQ

What happens when the game ends in a tie?
If two or more players tie in victory points, the player with the most
unused Boost cards wins. If there is still a tie, the player with the most
crew wins.

How many officers and crew can I have?
You can have up to six Crew cards of each type, and as many officers
as you want.

Do Boost cards count as victory points at the end of the game?
No, Boost cards do not count towards your victory point total at the
end of the game. They can however influence a tiebreak.

Can gold be jettisoned into space?
Yes, gold and any other resource can be jettisoned into space.

Do gold or scrap count as gemstones?
No, gold or scrap do not count as gemstones. All gemstones, gold, and
scrap are counted as resources.

What happens if the deck runs out of cards?
Nothing. The game continues until all the gold is in storage.

What happens if the bank runs out of a resource?
Nothing. If a resource runs out, then nobody can obtain that resource
until more is added to the bank.

Can I trade with resources in my storage?
No, you may only perform trades while you are at the exchange,
unless a specific card you own tells you otherwise.

Which resources can I use to buy cards?
You may only use resources in your storage to buy cards. Resources
aboard your ship may not be used to buy cards.

What happens to scrap when I use it to trade or buy cards?
Whenever scrap is used to trade or buy cards, it goes back into space.
All scrap in the game should be in space and not in the bank.

Are there any cards that manipulate the trading exchange?
Yes, there are several Boost cards and one Officer card that
manipulate the exchange.

Can resources be loaded and unloaded in the same action?
Yes.

Can the buy zone be refreshed?
No, there is no action to refresh the buy zone. Players may only
choose to purchase the cards currently in the buy zone.

Can you trade with other players?
No.

Appendix - Boosts

Pay Dirt: While docked on a planet, mine gemstones once at your current capacity level instead of your current mining level, then discard this card and take an extra action.

Hacker: Until your next turn, set any two dice on the Trading Exchange to any values. Discard this card now and take an extra action. At the start of your next turn set those two dice to one.

Freeze: Until your next turn, other players may perform only mine, salvage, or trade actions. Discard this card now and take an extra action.

Jettison: Force every other player to jettison four resources of their choice from their ship into space, then discard this card and take an extra action.

Windfall: Add three gemstones to your storage, then discard this card and take an extra action.

Offload: From any location, unload your ship and place those resources into your storage, then discard this card and take an extra action.

Teleport: Move your ship anywhere on the board, with the exception of another player's home base, then discard this card and take an extra action.

Consignment: Carry up to 12 resources aboard your ship until your next unload action. Discard this card now and take an extra action.

Payday: While in space, salvage once at your current capacity level instead of your current salvage level, then discard this card and take an extra action.

Alchemy: Convert resources aboard your ship using the following rates: 1 gemstone = 1 gemstone, 2 gemstones = 1 gold, 3 scrap = 1 gold. Do this any number of times this turn, then discard this card and take an extra action.

Manipulate: Swap the positions of any two dice at the Trading Exchange, then discard this card and take an extra action.

Broker: Inrement or decrement any two dice at the Trading Exchange by one, then discard this card and take an extra action.

Cyberpunk: Roll any three dice at the Trading Exchange, then discard this card and take an extra action.

Storm: Jettison all resources from all ships currently in space, then discard this card and take an extra action.

Ballast: Add six of any resource in space to your ship, then discard this card and take an extra action.

Cash-Flow: Increment or decrement the D4 at the Trading Exchange by two, then discard this card and take an extra action.

Big Take: While in space, steal up to four resources from any ship also in space, then discard this card and take an extra action.

Swap: While in space, swap any number of resources aboard your ship with up to the same number of resources from another ship also in space, then discard this card and take an extra action.

Appendix - Trading Examples

Below is an example trading exchange. Keep in mind that the position and value of the D6 dice changes at the start of each game based on random chance. The trading exchange below is for example purposes only.

Example of an individual trade

✅ YES   ❌ NO

1 🪨 for 5 🟣   3 🪨 for 5 🟣

1 🪨 for 1 🥇   1 🪨 for 1 🟣

               1 🪨 for 1 🟢

               1 🪨 for 3 🟡

Players can dock their ship in these spots

Example of an individual trade

✅ YES   ❌ NO

2 🧊 for 4 🔴   4 🧊 for 8 🔴

1 🥇 for 4 🔴   1 🧊 for 2 🔴

1 🥇 for 2 🧊   4 🧊 for 4 🔴

2 🧊 for 1 🥇   4 🧊 for 2 🥇

Appendix - Officers & Crew

Quartermaster: As an action, from space, unload up to four resources from your ship directly to your storage.

Alchemist: As an action, you may convert resources aboard your ship, any number of times, using the following rates:
1 gemstone = 1 gemstone, 2 gemstones = 1 gold, or 3 scrap = 1 gold.

Engineer: As an action, you may move anywhere on the board, with the exception of another player's home base.

Marketeer: As an action, while docked at the Trading Exchange, swap the positions of any two dice, then trade.

Port Captain: Whenever another player docks at the Trading Exchange or Mission Control, they must pay you one resource of your choice from their ship. Place this resource aboard your ship.

Dockworker: Your Dockworker cards control how many resources you can hold on your ship at the end of your turn. For example, if you have four Dockworkers, then you can hold up to eight resources aboard your ship. At the end of your turn, if you have more than eight resources, you must jettison resources into space at your discretion until you are down to eight (remove them from your ship and place them in space).

Scavenger: Your Scavenger cards control how many resources you can salvage from space. For example, if you have two scavengers, you can salvage two resources from space in one action. Any resource in space, including gold, can be salvaged.

Miner: Your Miner cards control how many resources you can mine from a planet. For example, if you have two Miners and you're docked on the blue (Sapphire) planet, you may use an action to place two blue (Sapphire) gemstones aboard your ship.

Trader: Your Trader cards control how many trades you get. A trade is choosing to either make a trade at the trading exchange, or increment or decrement a six-sided dice. For example, if you have three Traders, you could increment a D6 twice, then perform a trade, all in one action.

Saboteur: Your Saboteur cards control how many ships you can displace. Displacing refers to removing a ship from its dock back into space. For example, if you have two Saboteurs, you can displace an opponent's ship from a planet, and displace your own ship from your home base, all in one action.

Space Monger: Your Space Monger cards determine how many resources you can swap with other players. Swapping refers to exchanging resources aboard your ship with the equivalent amount aboard an opponent's ship (you must both be in space). A swap action may not be countered. For example, if you have two Space Mongers, you may swap four resources from your ship in space with four resources of another ship also in space. You choose the resources to swap.

Shapeshifter: Your Shapeshifter cards can be declared as any crew type at the beginning of your turn, including crew types that you don't yet have, such as Saboteurs and Space Mongers. This only applies for the current turn and resets at the beginning of your next turn.