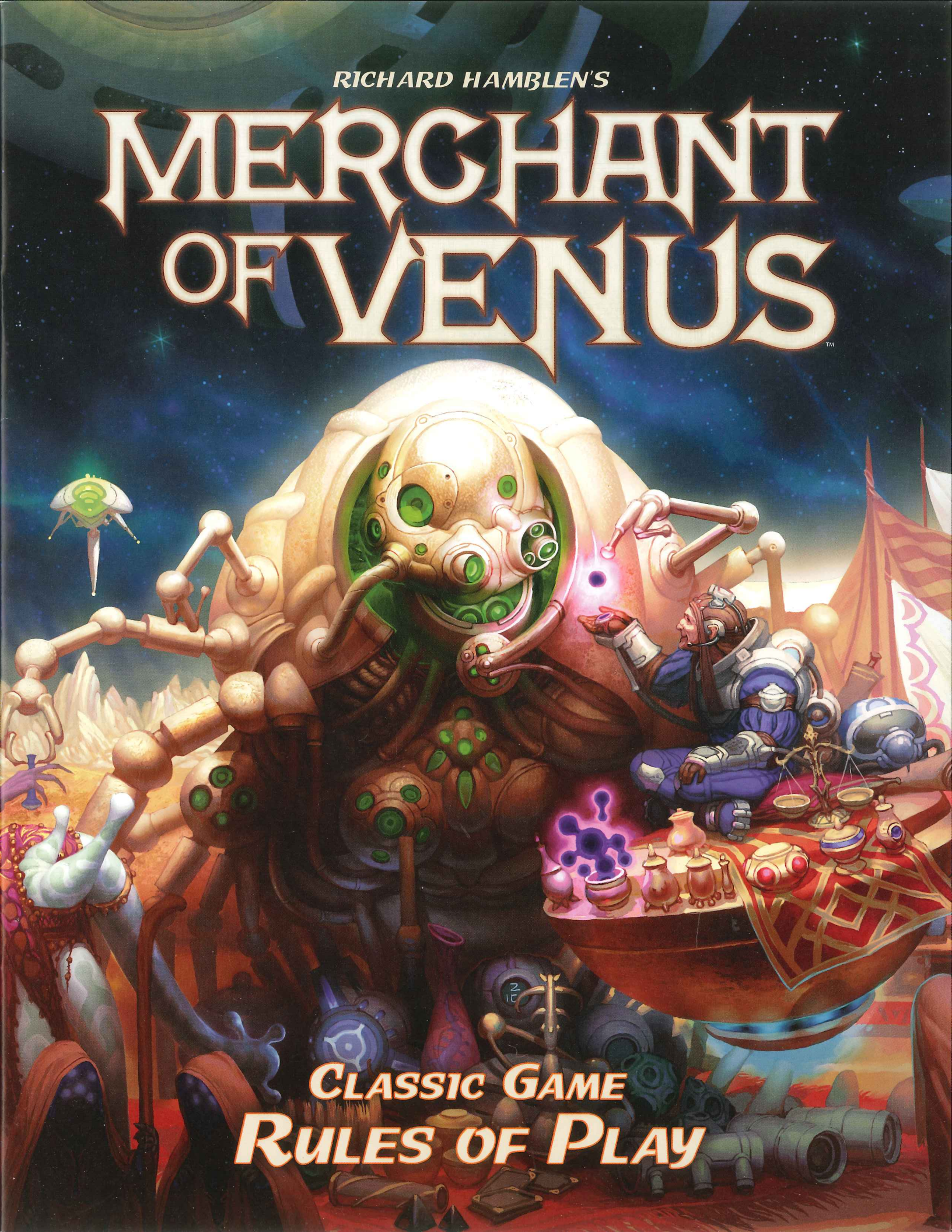
RICHARD HAMBLEN'S

MERCHANT OF VENUS™



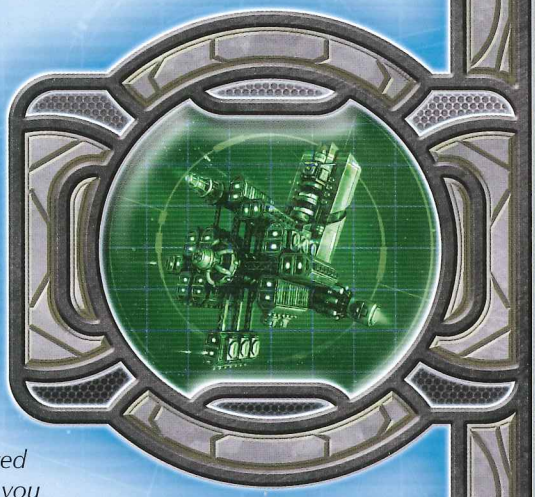
CLASSIC GAME
RULES OF PLAY

BEGIN TRANSMISSION.

AUTHORIZATION: A1JDK-5632

MESSAGE: Cluster 5632 requesting removal of Rastur sanction protocols and immediate construction of galactic base. Rebuilding of war-torn sectors has begun. Whereabouts of friendly civilizations unknown. Need aid in establishing trade routes between isolated cultures. Repeat: Rastur invasion has been put down. Cluster is ready for trade.

END TRANSMISSION.



G'Ranoc finishes reading the communiqué and turns to the Trade Guild Overseer who stands staring out of the port side observation deck, hands behind his back. He is silent until the nearby telegate suddenly comes to life, allowing what appears to be a Dell cruiser to jump from the far reaches of space to the Galactic Trade Hub.

After a small sigh, the TGO turns and speaks.

"G'Ranoc, you are immediately promoted. Galactic Base 1013 has been recommissioned. Take control of her and start repairing the damage those blasted Rastur caused in Cluster 5632. We don't have many supplies so the merchants you take there will have to be self-sufficient. Humans are adaptable. You will need the Whynoms for quick construction and Eeepeeep to deal with technological problems. Finally, the Qossuth could be useful in case of a Rastur resurgence. Invite a merchant from each race and suggest they spur trade activity in Cluster 5632. Tell them there are credits to be made!"

GAME OVERVIEW

Merchant of Venus is a game of interstellar trade and exploration for two to four players. Each player represents a fledgling merchant eager to make a name for himself by exploring a galactic cluster recently opened for trade after a devastating alien attack.

It is up to each player to find the most profitable trade routes in order to deliver goods, transport passengers, and build spaceports and factories.

Let the best merchant win!

OBJECT OF THE GAME

The object of the game is to be the first player to reach a total **NET WORTH** of 2000 credits (money).

TWO GAMES IN ONE BOX!

This edition of *Merchant of Venus* contains two distinct games. The first game, hereafter referred to as the **STANDARD GAME,** is a redeveloped and reimagined version of the original *Merchant of Venus*.

The second game, hereafter referred to as the **CLASSIC GAME**, is our implementation of Richard Hamblen's original game design.

This rulebook contains the rules for the classic game.

Unless otherwise noted, references to *Merchant of Venus* within this rulebook refer to the classic game.

COMPONENT OVERVIEW

For a complete component list, refer to page 3 of the standard game rulebook. The following entries describe the components of the *Merchant of Venus* classic game in detail.

MERCHANT SHIPS

These plastic ships represent the trade vessels each player controls on the game board.

GAME BOARD

This double-sided game board depicts an unexplored galactic cluster ripe for trade. One side is used for the standard game and the other for the classic game.

SHIP CLASS SHEETS

These sheets represent the class of a player's ship. Each player keeps his cargo and equipment on or beside his ship class sheet.

FIRST CONTACT CARDS

These cards represent the cultures of the galactic cluster.

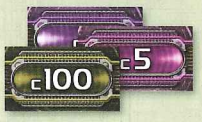
FIRST PLAYER CARD

This card indicates who is the first player.

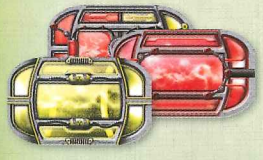
BLUE DOT/ ASTEROID TOKENS

Players place these tokens on the board after resolving certain encounters.

CREDIT TOKENS



These tokens are the currency of *Merchant of Venus*.



DRIVE TOKENS

These tokens represent the latest in space travel technology allowing ships to move faster.

WHY CLASSIC RULES?

Since its release in 1988, Richard Hamblen's *Merchant of Venus* has become a board game classic. Its light-hearted humor, clever design, and elegant gameplay have made it a favorite among casual and competitive gamers alike and have earned it universal acclaim over the years.

In the two decades since its original release, demand for the game soared as the original version became uncommonly difficult to find. While this edition of *Merchant of Venus* features FFG's new re-imagined "standard game," we are proud to also include the rules and components required to play Richard Hamblen's original design.

DIFFERENCES FROM THE ORIGINAL RULES

For practical reasons there are a few minor differences between the classic rules described in this book and the original *Merchant of Venus*. The following entries describe these differences in detail.

- In the original rules, the cultures were numbered 1–10, with 1, 4, 7, and 9 split into "a" and "b" subcultures. Our updated rules simply number the cultures 1–14.
- In the original rules, goods from "a" subcultures could not be sold to "b" subcultures. Because of the new numbering system listed above, the corresponding culture's goods are now sold to the subsequent cultures in the numbering sequence.
- Factory goods in the original game were a completely separate good. In our classic game, factories instead produce a more profitable version of regular goods. In addition, some of the regular goods from the original game were named for their factory good counterpart as a stylistic choice. Lastly, factory goods can now fulfill demand tokens.
- The original release of *Merchant of Venus* did not include the navigation space in the Colony World that connects to the outer trade route. Due to its widespread popularity, this navigation space is included in our version of the game.
- In the original game, passengers (fares) had a small number of differences from this version, including the amount of credits received for dropping off a passenger. Our version also gives each passenger a unique title.
- Due to component restrictions, our classic game is limited to four players.

GOODS TOKENS

These tokens represent the commodities that are traded throughout the cluster.

SHIELD TOKENS

These tokens represent shields that protect a player's ship from hazards.

DICE

There are four white **SPEED DICE** that players roll to move their ships around the board.

CULTURE TOKENS

These tokens identify a culture within a system and its science.

MERCHANT SPACEPORT/ FACTORY TOKENS

These double-sided tokens represent player-built spaceports and factories.

MERCHANT SHIP ASSEMBLY

Each merchant ship should be attached to its base as shown in the diagram to the right.

PASSENGER TOKENS

Passenger tokens represent Very Important Aliens who need transportation from one location to another.

DEMAND TOKENS

These tokens represent a culture's demand for certain goods.

ENCOUNTER TOKENS

These tokens represent the various fortunes and follies that can befall a player during his travels throughout the cluster.

FACTORY DEED TOKENS

These tokens mark locations where players can build factories.

FACTORY GOODS TOKENS

These purple tokens represent special goods produced at a particular factory.

SPACEPORT DEED TOKENS

These tokens mark locations where a merchant spaceport can be built.

THE GALACTIC CLUSTER

The board depicts the large and diverse galactic cluster 5632 where players seek to make their mercantile fortunes. This section describes the various elements of the board in detail.

SPACES

The primary features of the board are the interconnected **SPACES** on which player's spaceships move through the galactic cluster. Each type of space is illustrated below (their individual effects are described later):

Blue Space

Asteroid

Yellow Space

Encounter

Red Space

Navigation Space

Red Hazard

Orbit Space

Yellow Hazard

Surface City

Blue Hazard

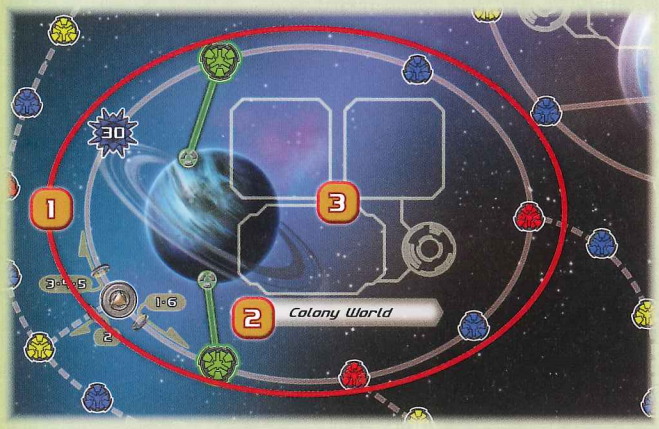
Neutral Spaceport

Galactic Base

SYSTEMS AND ROUTES

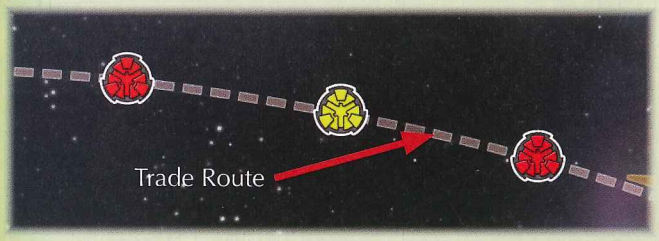
The galactic cluster consists of 14 **SYSTEMS** each connected by one or more **TRADE ROUTES**.

A **SYSTEM** is defined as all spaces connected by a solid contiguous line (gray or green) and a **MARKET**.



1. System
2. System Name
3. Market

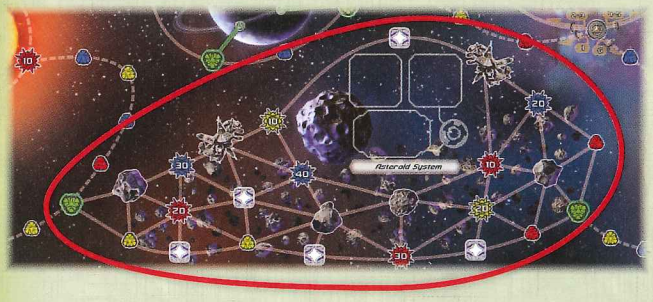
Trade routes are consecutive spaces connected by dashed lines. They constitute paths players use to travel from one system to another.



If a space is connected to both a solid and a dashed line, the space is considered part of the connected system.

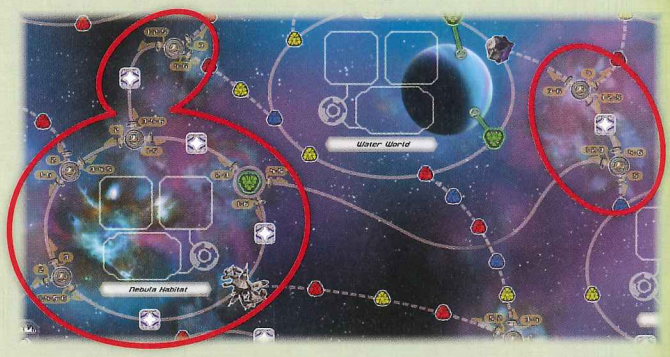
THE ASTEROID SYSTEM

The Asteroid System is composed of a web rather than an elliptical path of spaces. These spaces, being connected by contiguous solid lines, are all considered part of the Asteroid System, including the two orbit spaces at either end of the system.



THE NEBULA HABITAT

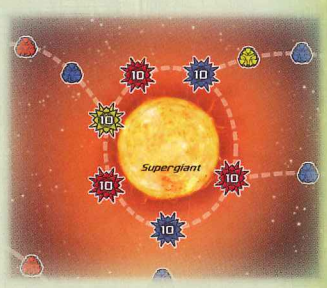
The Nebula Habitat is an amorphous system whose orbit paths are constantly in flux. In addition, the primary elliptical portion of the system has long tendrils that wind through the cluster, making the system hard to navigate. A player can still establish a merchant spaceport in one of the Nebula Habitat's navigation spaces (see "Buying a Merchant Spaceport Deed" on page 14).



ANOMALIES

The Supernova and the Supergiant anomalies are **not** systems and the spaces surrounding them (being connected by dashed lines) are trade routes.

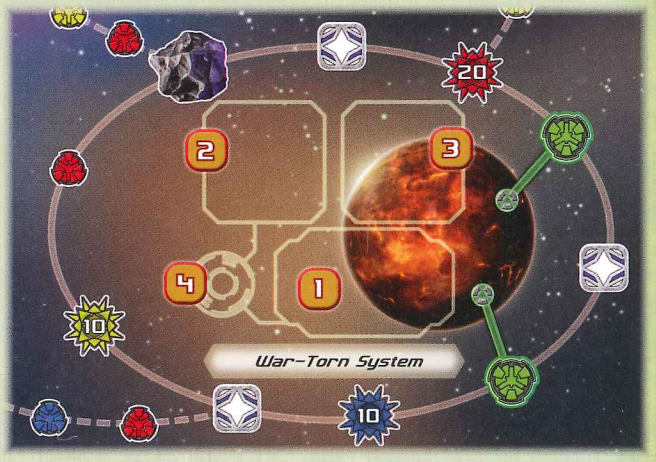
Supernova



Supergiant

MARKETS

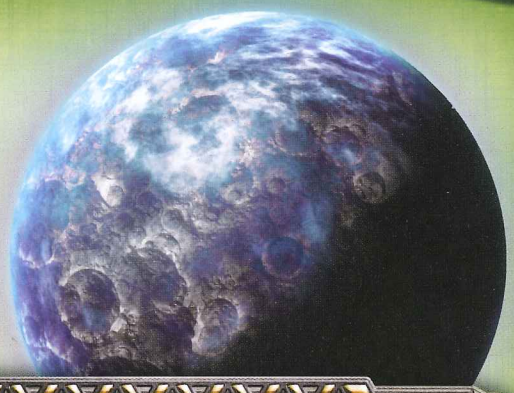
Each system contains a **MARKET** composed of several different areas, indicated below:



1. Culture Token Area
2. Factory Goods Token Area
3. Goods Token Area
4. Factory Deed Token Area

GALACTIC BASE

Galactic Base is not a system but acts as a neutral spaceport where players can purchase unwanted relics and new ship classes (rules for both are discussed later). Galactic Base also acts as the starting space for players at the start of the game.



CLASSIC GAME SETUP DIAGRAM

1. Board
2. First Contact Card
3. Culture Supply Areas
4. Encounter Tokens
5. Blue Dot/Asteroid Tokens
6. Drive Tokens
7. Spaceport Deed Tokens
8. Shield Tokens
9. Demand and Passenger Tokens (in a cup)
10. Ship Class Sheet
11. Spaceport/Factory Tokens
12. Merchant Ships
13. Bank
14. First Player Card

SETUP

To prepare a classic game of *Merchant of Venus*, carefully follow the steps below.

1. **Remove Standard Game Components:** Return all of the following components to the game box: dashboard sheets, Challenge cards, Encounter cards, Reward cards, Pilot cards, Mission cards, market tokens, cargo hold indicator tokens, fame/infamy tokens, mission tokens, pirate tokens, production tokens, racial technology tokens, telegate tokens, the round marker, and the purple effect die. Then remove all passenger tokens marked with fame/infamy icons, including "Diva," "Ambassador," "Caterer," "Politician," and "Invader." These components are not used in the classic game (see "Removing Standard Game Components" on page 24 for a visual guide).
2. **Place Game Board:** Unfold the board and place it centrally on the table, ensuring the "Classic Game" side (see lower left corner) is faceup.
3. **Prepare Cluster:** Shuffle the First Contact cards. Then place one First Contact card facedown in each system on the board.
4. **Prepare Encounters:** Shuffle the encounter tokens facedown. Then randomly place one encounter token facedown on each encounter space on the board. Return unused encounter tokens to the game box.
5. **Prepare Culture Supply Areas:** Separate the culture tokens, goods tokens, factory deed tokens, and factory goods tokens. Then group the tokens by culture next to each culture's supply area to the left side of the board.

Culture Identifiers

Each culture is identified by a symbol and a number. For example, the graphic to the right represents the Zum culture.

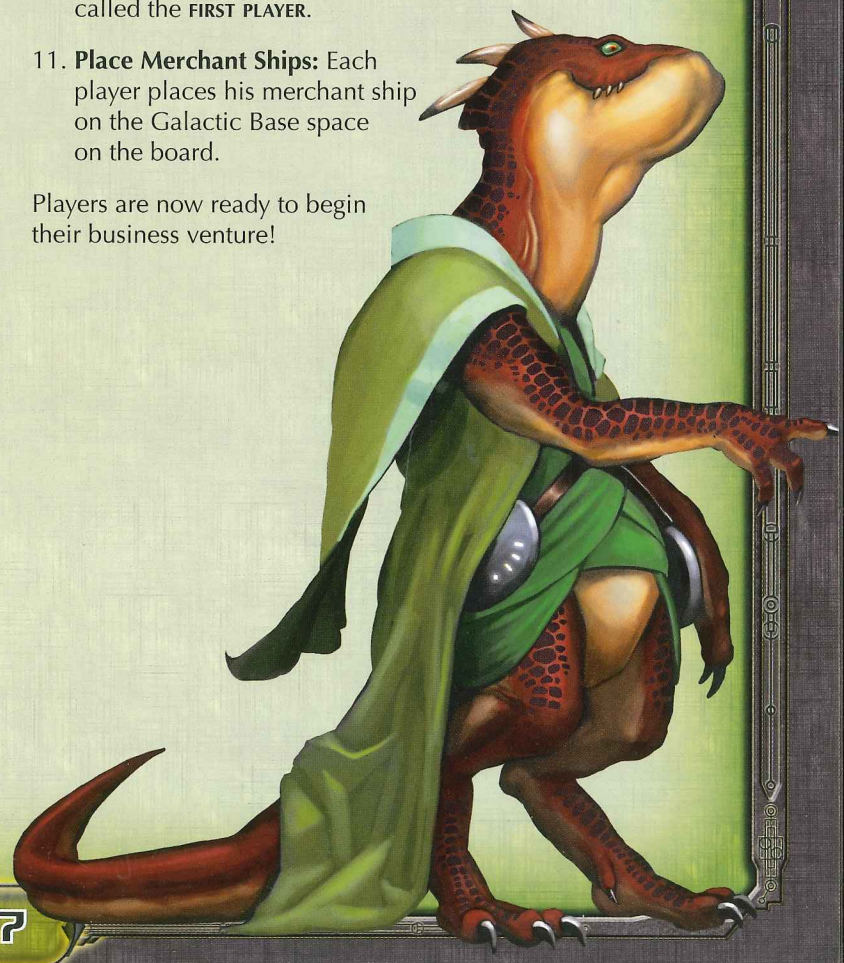
6. **Prepare Token Stockpiles:** Sort the blue dot/asteroid tokens, drive tokens, shield tokens, and spaceport deed tokens by type and place them in stockpiles near the board.
7. **Prepare Bonus Cup:** Place the passenger tokens and demand tokens in an opaque container from which they can be drawn at random, such as a bag or a cup.
8. **Select Race:** *Merchant of Venus* offers four playable races: Humans, Eeepeeep, Whynoms, and Qossuth. Each player chooses one of these four races (if players cannot agree, choose randomly) and takes the ship class sheets, merchant spaceport/factory tokens, and plastic ship corresponding to the color of that race. Each player then places his ship class sheets in a stack with the scout class ship faceup.
9. **Prepare the Bank and Starting Funds:** Sort the credit tokens into piles by denomination and place them near the board. Give each player an amount of credits equal to the number of players multiplied by 20.

SHIP CLASS SHEET ANATOMY

1. Ship Class Name
2. Speed Number
3. Navigation Die Box
4. Race Image
5. Home Culture
6. Science Type
7. Ship Cost
8. Trade-in Value
9. Reference Area
10. Hull Shield Space
11. Cargo Holds

10. **Determine First Player:** Randomly select a player. That player receives the First Player card and is hereafter called the **FIRST PLAYER**.
11. **Place Merchant Ships:** Each player places his merchant ship on the Galactic Base space on the board.

Players are now ready to begin their business venture!



PLAYING THE GAME

Merchant of Venus is played over a series of turns beginning with the first player and proceeding clockwise. Each turn, a player may explore the galactic cluster, buy and sell goods, and buy better ships. The game is played until a player has a net worth of at least c2000 at the end of his turn. That player is declared the winner.

PLAYER TURNS

After setup, the game proceeds to player turns starting with the first player and proceeding clockwise around the table. Players continue to take turns until a player has a net worth of at least c2000 at the end of his current turn.

A player's turn consists of three phases, performed in the following order:

1. Movement Phase
2. First Contact Phase
3. Transaction Phase

After a player completes his Transaction phase, his turn ends and the next player's turn begins.

MOVEMENT PHASE

A player's Movement phase consists of four steps, performed in the following order:

1. Declare Heading
2. Set Speed
3. Move
4. End Movement

A player may choose to skip his Movement phase to remain on his ship's current space and end his turn. If the player skips his Movement phase while on a surface city or spaceport, his turn proceeds directly to the Transaction phase (see "Transaction Phase" on page 11).

1. DECLARE HEADING

At the start of the Movement phase, the current player must declare his heading and point his ship towards the next space he wishes to travel to. If the player fails to declare a heading before rolling his speed dice (see "Set Speed" below), he must declare a heading and reroll his speed dice and accept the new result.

2. SET SPEED

After the current player declares his heading, he rolls a number of speed dice equal to his ship's SPEED NUMBER and totals the results. This sum is his MOVEMENT VALUE, representing the maximum number of MOVEMENT POINTS he can spend to move his ship during his Move step.

After rolling his speed dice, the current player may assign one of those dice to his ship's navigation in preparation for any navigation spaces or telegates he may face during his move step (see "Navigation" on page 9).

After a player rolls his speed dice, he is committed to moving his ship and must proceed to the Move step.

3. MOVE

After the current player sets his speed, he spends his movement value to move through the galactic cluster. Moving from one space to the next along a gray line (solid or dashed) costs the player one movement point, while moving along a solid green line costs him two movement points.

During this step, the current player can come across navigation spaces, hazards, telegates, and other surprises that can divert, interrupt, or even end his Movement phase. The finer points of moving through the galaxy are found in "Bumps Along the Way" on page 16.

4. END MOVEMENT

The current player ends his Movement phase by either LANDING his ship or spending his entire movement value.

A player may only land on a surface city, spaceport, or asteroid. If a player lands his ship on a surface city or a spaceport, his Movement phase ends and his turn proceeds to the First Contact phase (see "First Contact Phase" on page 10). If he lands his ship on an asteroid, his turn immediately ends.

If a player chooses not to land his ship, or if he is not stopped by other game effects, he **must** spend his entire movement value. After he spends his last movement point, his turn immediately ends, unless he wishes to trade with another player whose ship is on the same space (see "Player Trading" on page 21).

ADDITIONAL MOVEMENT RULES

Players should observe the following additional rules during the Movement phase:

- A player can never roll more than four speed dice during his turn.
- Ships can move past one another without movement penalty.
- Multiple ships can occupy the same space.
- After a ship departs from a space, it cannot immediately turn around and return to that space. That is, players cannot backtrack during a Move step.

NAVIGATION

In order to move through navigation spaces and telegates, a player must **ASSIGN** a die to his navigation. To do so, the player simply takes any one of his rolled speed dice and places it in the navigation die box of his ship class sheet. The value of this assigned die is his **NAVIGATION VALUE** for that turn.

A player can only assign a die to navigation during the Set Speed step of his Movement phase or immediately before exiting a navigation space or a telegate.

If a player is about to exit a navigation space or a telegate and he has not yet assigned a speed die to navigation, he must do so before exiting the space.

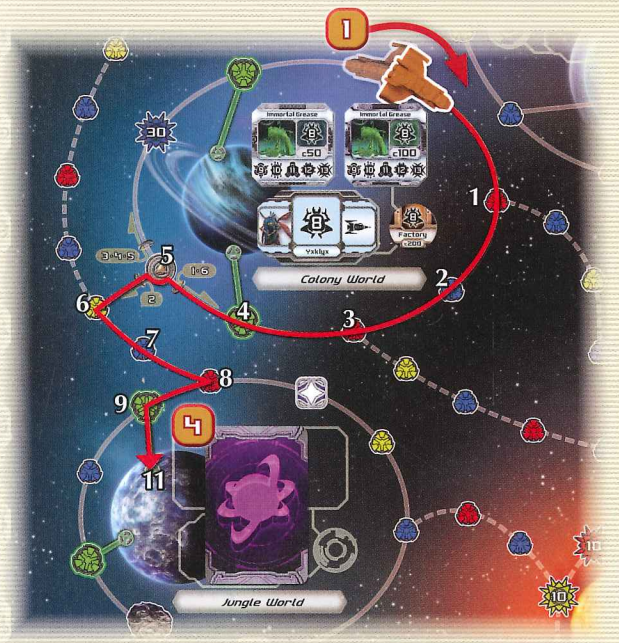
A speed die **always** contributes its result to the player's movement value, even while assigned to navigation. Players cannot change the value of a die when assigning it. After a player assigns a die to navigation, that die cannot be removed for the rest of the player's turn.

Under no circumstances can a player assign more than one die to the navigation die box on his ship class sheet.

OBSERVING A CULTURE

When a player enters any orbit space of a system containing an undiscovered culture, he may pause his Movement phase to secretly look at the First Contact card placed in that system. He then returns the First Contact card facedown to its previous place on the board and continues his Movement phase as normal.

MOVEMENT EXAMPLE



The Qossuth player wishes to move to the Jungle World.

1. At the start of his Movement phase, he declares a heading and points his ship toward the space he wishes to travel to.

2. Next he rolls three speed dice with results of 6, 3, and 2. This gives him a movement value of 11—just enough to reach the Jungle World.

3. Before he exits the navigation space, he must assign a die to his navigation by placing the 2-result die on the navigation die box of his ship class sheet (see "Navigation Spaces" on page 16).

4. When the player's ship reaches the orbit space (space 9), he observes the culture by secretly looking at the First Contact card. He then returns the card facedown and continues his movement to the surface city of the Jungle World.

Reminder: Moving along a green line costs two movement points (such as between the orbit space and the surface city in this example).

FIRST CONTACT PHASE

At the beginning of each *Merchant of Venus* game, every system is unexplored and each culture's location in the cluster is unknown. Undiscovered cultures are represented by a facedown First Contact card.

If the current player ends his Movement phase on a surface city or spaceport of a system containing a First Contact card, he performs the following steps:

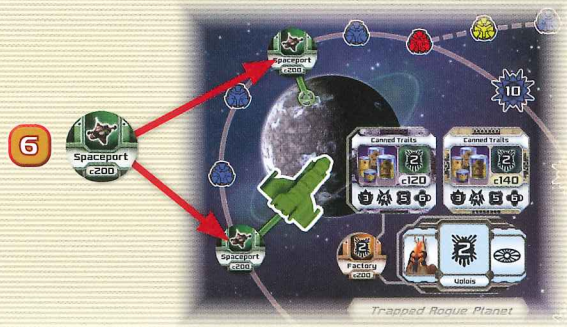
1. He flips the First Contact card faceup, revealing which culture inhabits this system.
2. He takes the culture token of the revealed culture and places it on that system's culture token space. If there are any passenger or demand tokens in this culture's supply area, he places them near the system's culture token area.
3. He places the revealed culture's goods tokens and factory goods token in their respective spaces with their cost values faceup.
4. He places the revealed culture's factory deed token in the factory deed space of that system.
5. He places a spaceport deed token on each orbit space in that system.

FIRST CONTACT CARD ANATOMY

1. Name
2. Culture Identifier
3. IOU Value
4. Flavor Text

FIRST CONTACT EXAMPLE

1. The Whynom player is first to land on the surface city of the Trapped Rogue Planet. He flips its First Contact card faceup, revealing the Volois culture.
2. He then takes the Volois culture token from the Volois supply area and places it in the culture token area.
3. Next he takes all of the Volois goods tokens, placing them in the goods token space.
4. He then takes the factory deed token and places it in the factory deed token space.
5. He takes the factory goods token and places it in the factory goods token space.
6. Finally he places a spaceport deed token on each orbit space in the system and takes the First Contact card.



6. He takes the First Contact card and places it in his play area. The card gives the player first contact credits he can spend at the discovered culture's market (see "Using First Contact Credits" on page 14).

The culture is now open for trade with any player who lands in its system, including the player who just discovered it.

TRANSACTION PHASE

A player at a surface city or spaceport may trade with the system's culture during his Transaction phase. This includes buying goods, equipment, factories, factory goods, and spaceports from the culture, as well as selling goods to the culture and transporting passengers to and from the system.

A player may take the following actions during his Transaction phase:

- Buy
- Sell
- Pick Up a Passenger
- Drop Off a Passenger

There is no limit to the number of such actions a player may take during his Transaction phase, and he may take the actions any order.

Important Exception: If the current player lands on a system's surface city or neutral spaceport **during the Movement phase of the same turn**, he can perform only **one** buy action and **one** sell action in the subsequent Transaction phase. He may still pick up or drop off an unlimited number of passengers. This limitation does not apply to merchant spaceports or open spaceports (see "Spaceports" on page 18).

BUY ACTIONS

When trading with a culture, the current player may perform a buy action to purchase one of the following from that culture:

- Goods
- Factory Deed
- Factory Good
- Piece of Equipment or a Ship
- Spaceport Deed

Each purchase type is described in detail below.

Buying Goods

Each culture sells one type of good, represented by the goods tokens in its market.

To buy a good, a player pays an amount of credits to the bank equal to the good's cost (see "Goods Token Anatomy" to the right). He then takes the goods token from the culture's market, placing it in an eligible cargo hold below his ship class sheet (see "Capacity" on page 19).

After purchasing a goods token, it is placed in an available cargo hold.

If the player has no cargo hold space, he cannot buy goods unless he makes room in his ship (see "Making Room in a Ship" on page 21).

GOODS TOKEN ANATOMY

FRONT BACK

1. Name
2. Culture selling this good
3. Cost
4. Resale value (see "Sell Actions" on page 14)
5. Cultures buying this good
6. Capacity requirement (see "Capacity" on page 19)

Grades (color) of Goods

The GRADE of a good is indicated by the color of its token. There are three grades of goods: basic, premium, and luxury. The higher a good's grade, the more expensive it is.

BASIC	PREMIUM	LUXURY
c10 - c40	c50 - c110	c120 - c200
(Copper)	(Silver)	(Gold)

Example: *The Eeepeeep player lands on a surface city of the Jungle World where the Nillis reside. Because he just landed, he may only perform one buy action and one sell action. He does not have enough credits to make a purchase, so he decides to take his sell action first to raise some funds.*

First he sells one Designer Genes token for c120, constituting his sell action for this Transaction phase.

Then he purchases one Bionic Perfume goods token for c80, constituting his buy action for this Transaction phase. He places the Bionic Perfume token in an empty cargo hold on his ship.

If the Eeepeeep player skips his next Movement phase, remaining on the surface city, he may perform any number of buy and sell actions with the Nillis during his next Transaction phase.

Buying a Factory Deed

Each culture sells one factory deed, represented by the factory deed token in its market. The cost of a factory deed is either c100 or c200 as listed on its token.

To buy a factory deed (and build its factory) a player pays an amount of credits to the bank equal to the factory's cost. He then takes the factory deed token from the culture's market, placing it near his credits in his play area.

Then the current player takes a factory token in his color from his supply and places it in the now vacant factory deed token area to indicate he has built a factory in this system. **The printed value of the factory deed token is included in the owning player's net worth even if it was purchased at a discount** (see "Home Culture Discounts" on page 21).

Buying Factory Goods

Each culture sells one type of factory good, represented by the factory goods token in its market. A culture's factory goods token is only available after the culture's factory deed has been purchased by a player. If a factory deed token is still present in a market, the factory goods token in that market cannot be purchased.

To buy a factory good, a player pays an amount of credits to the bank equal to the factory good's cost as shown on the face of the factory goods token. He then takes the factory goods token from the culture's market, placing it in an eligible cargo hold below his ship class sheet (see "Capacity" on page 19). The player who owns the factory in that system also receives a 50% commission from the bank (see "Commissions" on page 20).

If the current player has no available cargo holds, he cannot buy factory goods unless he makes room in his ship (see "Making Room in a Ship" on page 21).

BUILDING A FACTORY EXAMPLE

The Human player has landed on the Inhabited Moon. To build a factory, he spends a buy action, then takes the following steps:

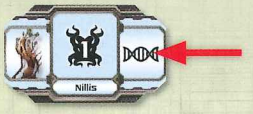
1. The factory deed at this system costs c100, so he pays c100 to the bank.
2. He takes the factory deed token and places it in his play area.

3. He places one of his factory tokens on the factory deed token area.

Buying Equipment or a Ship

Each culture may offer equipment and/or ships for sale.

To determine the equipment and ships (if any) a culture sells, the player looks at the science icon on the culture token and references the chart on his current ship class sheet.



Science Icon

To buy a piece of equipment or a ship, the current player pays an amount of credits to the bank equal to the item's cost (as printed on the player's ship class sheet).

The following entries describe the various equipment and ship types in detail.

Shields

Shields protect a player's ship from various hazards found throughout the cluster.

After a player purchases a shield token, he places it on the hull shield space on his ship class sheet. Any additional shield tokens a player purchases must be placed in an eligible cargo hold (see "Capacity" on page 19).

Each shield token that a player owns reduces the amount of credits the player must pay when exiting a hazard space by c20 (see "Hazards" on page 17), as indicated by the "-c20" on the shield token.

Drives

Drives help ships move more swiftly around the cluster by allowing them to skip certain spaces on the board.

After a player purchases a drive, he places it in an eligible cargo hold below his ship class sheet (see "Capacity" on page 19). **Each drive token has a capacity requirement of one dot.**

After purchasing a drive token, it is placed in an available cargo hold.

There are three kinds of drives: yellow, red, and combo.

- The **YELLOW DRIVE** allows a player to skip over all yellow spaces on the board.

- The **RED DRIVE** allows a player to skip over all red spaces on the board.

- The **COMBO DRIVE** allows a player to skip over all red **and** yellow spaces on the board.

If a player does not wish to use his drive during his Move step, he must announce this during the Declare Heading step of his Movement phase.

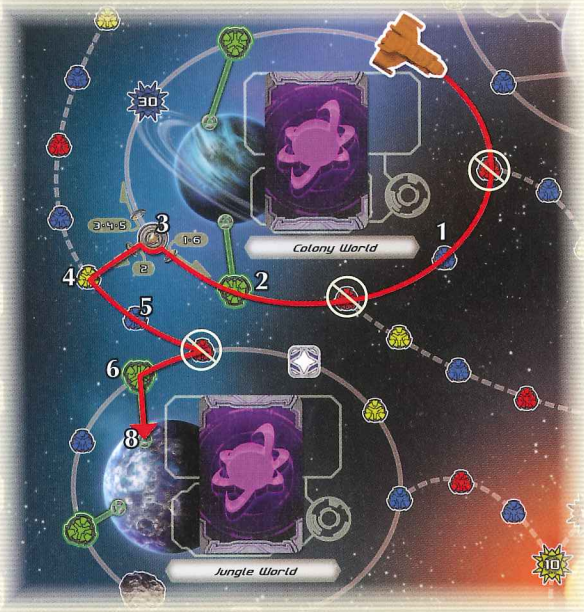
Ships

All players begin the game with a scout class ship. However, certain cultures (and Galactic Base) allow a player to purchase other ship classes.

A player can have only one ship at a time. When the current player buys a new ship, he must trade in his old ship and apply its trade-in value to the purchase of the new ship (see "Bartering" on page 20).

When a player purchases a new ship class, he replaces his current ship class sheet with the ship class sheet of the ship he purchased, transferring all tokens to the new ship class sheet. If the new ship class does not have enough eligible cargo holds, the player must make room in his ship (see "Making Room in a Ship" on page 21).

DRIVE MOVEMENT EXAMPLE



When travelling from a space in the Colony World system to the surface city of the Jungle World system, the Qossuth player's red drive allows him to skip three red spaces along his path, costing him a total of 8 movement points instead of 11.

THE SCIENCE OF A CULTURE

A culture's science determines the equipment and ships that it sells (if any). There are five types of science:

Biotech: Biotech cultures sell shields. They do not sell or barter ship classes.

Industry: Industry cultures sell yellow drives. They sell the transport and freighter ship classes and barter all ship classes.

Technology: Technology cultures sell red drives. They sell the scout and clipper ship classes and barter all ship classes.

Metaphysics: Metaphysics cultures sell combo drives. They do not sell or barter ship classes.

Primitive: Primitive cultures do not sell equipment, nor do they sell or barter ship classes.

GALACTIC BASE

The Galactic Base is not a culture. However, it does sell and barter all ship classes.

Buying a Merchant Spaceport Deed

Systems can contain up to three merchant spaceports. This is represented by the merchant spaceport deed tokens that are placed on orbit spaces when the system's culture is discovered.

To buy a merchant spaceport deed (and build its merchant spaceport), the current player pays c200 to the bank as shown on the merchant spaceport deed token. He takes the merchant spaceport deed token from an orbit space of his choice within his current system, placing it near his credits in his play area.

Then the player takes one of his merchant spaceport tokens from his supply and places it in the now vacant orbit space to indicate he has built a merchant spaceport in this orbit space. **The printed value of the merchant spaceport deed token (c200) is included in the owning player's net worth even if it was purchased at a discount** (see "Home Culture Discounts" on page 21).

Using First Contact Credits

When resolving a buy action with a culture, the player who made first contact with that culture may return that culture's First Contact card to the game box in order to pay for items whose combined value is equal to or less than the IOU value on that culture's First Contact card. If the combined value is greater than the IOU value, the player must pay the balance in credits.

All items completely purchased with the IOU value of a First Contact card do not count as a buy action. However, an item purchased even partially with credits does count as a buy action.

The IOU value on a culture's First Contact card does **not** count toward a player's net worth.

Example 1: *The Eeepeeep player has just made first contact with the Graw culture by landing on a surface city of the Giant Planet. The Graw First Contact card has an IOU value of c90. The player decides to buy three Glorious Junk goods at c30 each for a total of c90. Since this entire purchase is completely paid by the IOU value, it does not count as a buy action and he may still make another purchase.*

Example 2: *The Qossuth player has just made first contact with the Shenna culture by landing on a surface city of the Giant Planet. The Shenna First Contact card has an IOU value of c90. The player decides to buy two Melf Pelt goods at c50 each for a total of c100. This total is c10 more than the IOU value, requiring the player to pay credits to complete the transaction. This purchase counts as one buy action.*

BUILDING A MERCHANT SPACEPORT EXAMPLE

The Whynom player has landed on the Trapped Rogue Planet. To build a factory, he spends a buy action, then takes the following steps:

1. He pays c200 to the bank.
2. He takes the merchant spaceport deed token of his choice and places it in his play area.

3. He places his merchant spaceport token on the orbit space.

SELL ACTIONS

For a player to sell goods, his ship must be on a surface city or spaceport of a culture that buys **that particular type of good**. The cultures to which a good can be sold are listed on each goods token (see "Goods Token Anatomy" on page 11).

Example: *The Bionic Perfume, purchased at the Nillis culture (1), can be sold at the Volois (2), Graw (3), Niks (4), and Dell (5) cultures.*

When a player sells a good, he receives its resale value (listed in the center white box on the back of the goods token) in credits from the bank. **Then he places the goods token immediately in the bonus cup** (see "The Bonus Cup" on page 19). Each sale of a goods token counts as one sell action.

COMPONENT LIMITATIONS

If players run out of credit tokens, blue dot/asteroid tokens, or merchant spaceport tokens, please use suitable substitutes (such as pennies, beads, etc.) to supplement those provided. **All other component types in the classic game are strictly limited to the amounts included in the box.**

SPENDING CREDITS

When a player spends, or is asked to pay, credits, he takes a sufficient amount of credit tokens from his play area and returns them to the bank (unless he is making payments to another player). Change may be made at the bank at any time (i.e. players may break large credit denominations into smaller ones).

Note: The credit values in the green and red boxes on the back of the goods token are ignored (see "Goods Token Anatomy" on page 11).

When a player sells a factory good, he follows the same process described above.

PICKING UP PASSENGERS

Picking up passengers and dropping them off at their destinations is another way for players to earn credits. Passenger tokens are not placed on the game board during setup; instead they come into the game via the bonus cup (see "The Bonus Cup" on page 19).

To pick up a passenger, the current player must be at a surface city or spaceport of a system containing at least one passenger token. During his Transaction phase, he can pick up any number of passengers at that culture by placing the passenger tokens in eligible cargo holds below his ship class sheet.

Passenger tokens have a capacity requirement of one dot (see "Capacity" on page 19).

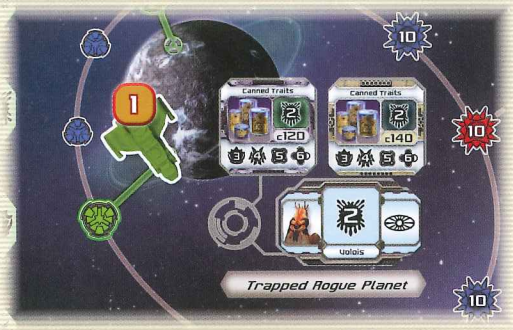
DROPPING OFF PASSENGERS

To drop off a passenger, the current player must end his Move step at a surface city or spaceport of the system designated as the passenger's destination.

First the current player collects the passenger's fare in credits from the bank as specified on the passenger token. Then he places the passenger token in the bonus cup (see "The Bonus Cup" on page 19).

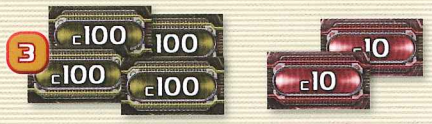
Note: The icon to the right represents Galactic Base. If it appears as the starting location or the destination of a passenger token, that passenger either starts on, or must be dropped off at, Galactic Base.

SELLING GOODS EXAMPLE



1. The Whynom player has decided to skip his Movement phase during his current turn in order to take unlimited buy and sell actions at the surface city.

2. The Whynom player sells his three Bionic Perfumes for the center resale value shown on the Bionic Perfume goods tokens.



3. He collects c140 for each token for a total of c420.

PASSENGER TOKEN ANATOMY

1. Passenger Title
2. Starting Location
3. Destination
4. Fare
5. Capacity Requirement
6. Passenger Icon

END OF TRANSACTION PHASE

After the current player has completed all the actions of his Transaction phase, his turn is over.

ENDING A TURN

A player's turn ends when any of the following occurs:

- He finishes his Transaction phase.
- He is unable to pay, or chooses not to pay, the cost of a hazard space (see "Hazards" on page 17).
- He collects a relic (see "Encounters" on page 18).
- He ends his Move step (or skips his Movement phase) on any space other than a spaceport, surface city, or asteroid.

When a player's turn is over, the player to his left begins his turn.

END OF THE GAME

If a player has a net worth of at least c2000 **at the end of his turn**, that player has won and the game immediately ends.

CALCULATING NET WORTH

Throughout the course of the game, each player must keep track of his net worth. A player's net worth is the sum of the full value of credit tokens, merchant spaceport deed tokens, and factory deed tokens in his play area, regardless of what the player originally paid to build the spaceport or factory.

Example: *At the end of his turn, the Human player has c1,052 in credit tokens. He also has two merchant spaceport deeds worth c200 each, one factory deed worth c100, and another factory deed worth c200. In total, the Human player's net worth is c1,752.*

A player's net worth is common knowledge and should be disclosed any time another player asks for it.

BUMPS ALONG THE WAY

While moving through the galaxy, players will run into many hazards, obstacles, and encounters. Some give the current player precious cargo; others send him hurtling to the opposite end of the galaxy. The following sections describe the various surprises that await players.

NAVIGATION SPACES

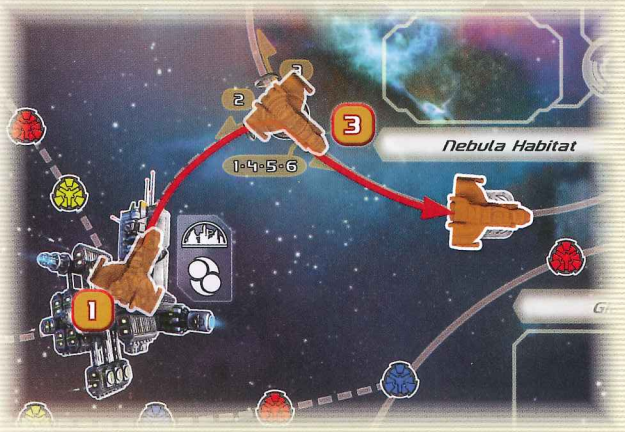
Navigation spaces mark the nebulous routes through the galaxy where careless pilots often find themselves taking a wrong turn.

Navigation Space

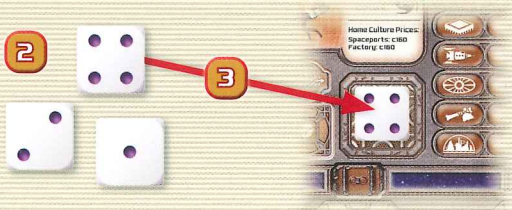
A player's ship must exit a navigation space using the path that matches his navigation value (see "Navigation" on page 9).

A ship can **never** exit a navigation space in the direction from which it entered during **that turn**. Therefore, if a player has a die assigned to navigation that would force him to exit the navigation space in the direction from which he entered that turn, he must end his turn on the navigation space.

NAVIGATION EXAMPLE



1. The Qossuth player begins his turn on Galactic Base and declares a heading towards the Nebula Habitat system.



2. He rolls his speed dice resulting in a 4, 2, and 1.
3. During his Movement phase, he enters a navigation space. Before exiting the navigation space, he assigns the 4-result die to his navigation die box, then continues his move to the adjacent encounter space.

If the current player does not have a die currently assigned to navigation, he **must** assign one to navigation before exiting the navigation space.

Remember that after a speed die has been assigned, it cannot be changed during the current player's turn. Therefore, if the current player travels through multiple navigation spaces during his Movement phase, he must adhere to the same navigation result on each navigation space.

TELEGATES

Telegates are wormholes through space that can instantly transport a player around the galactic cluster. Telegates can be revealed when a player passes over an encounter space (see "Encounters" on page 18).

When a player **exits** a telegate space during his Move step, he immediately resolves the following:

1. He must assign a speed die to his navigation die box if he has not done so already.
2. He immediately moves his ship to the telegate with the number that matches his navigation value (the destination telegate is not resolved).

   If his navigation value matches the telegate number on his current space, or if there is no telegate with that number on the board, his ship remains on its current space and he continues his Move step (skipping the remaining step below).
3. After using the telegate, he declares a new heading and continues his Move step from the new telegate**. Being transported between telegates costs one movement point.**

BRANCHING PATHS

As the current player moves along the path of his declared heading, he may encounter a branch in his path, such as the one depicted to the right.

When the current player exits a branching space in the same Move step he entered it, he must declare which of the forward branches (he cannot reverse direction) is his new heading. Then he continues his Move step.

HAZARDS

When a player enters a hazard space, he pays an amount of credits to the bank equal to the value shown on the hazard space and continues his Move step as normal. If the player is unable (or unwilling) to pay the cost of the hazard space, his turn immediately ends on the hazard space.

The cost of a hazard space is reduced by c20 for each shield token the player has on his ship class sheet.

Drives allow a player to skip over hazard spaces that are the same color as the drive.

In addition to the hazard spaces printed on the board, new hazards can come into play during the game as a result of encounters (see "Encounters" on page 18).

TELEGATE EXAMPLES

Example 1: The Whynom player enters the telegate "2" space and chooses to assign a speed die showing a 2 result to his navigation die box. Since this navigation value matches the telegate number in his current space, his ship is unaffected by the telegate and he continues his Move step to the adjacent navigation space.

Example 2: The Whynom player enters the telegate "2" space and chooses to assign a speed die showing a 5 result to his navigation die box. Since this navigation value matches telegate "5" on the board, he must move his ship to that telegate for the cost of one movement point, declare a new heading, and continue his Move step.

SPACEPORTS

In *Merchant of Venus*, there are three types of spaceports: NEUTRAL SPACEPORTS, MERCHANT SPACEPORTS, and OPEN SPACEPORTS. Each of these are described in detail below.

Neutral Spaceports

Several systems contain spaceports printed on the board. These are called neutral spaceports. Galactic Base is also considered a neutral spaceport.

When a player is trading on a neutral spaceport in the same turn he landed on it, he is limited to **one** buy action and **one** sell action. If the player skips his Movement phase while on a neutral spaceport, he can take **unlimited** buy and sell actions.

Merchant Spaceports

Merchant spaceports are built on orbit spaces by the players in order to receive commissions on buy and sell actions conducted there.

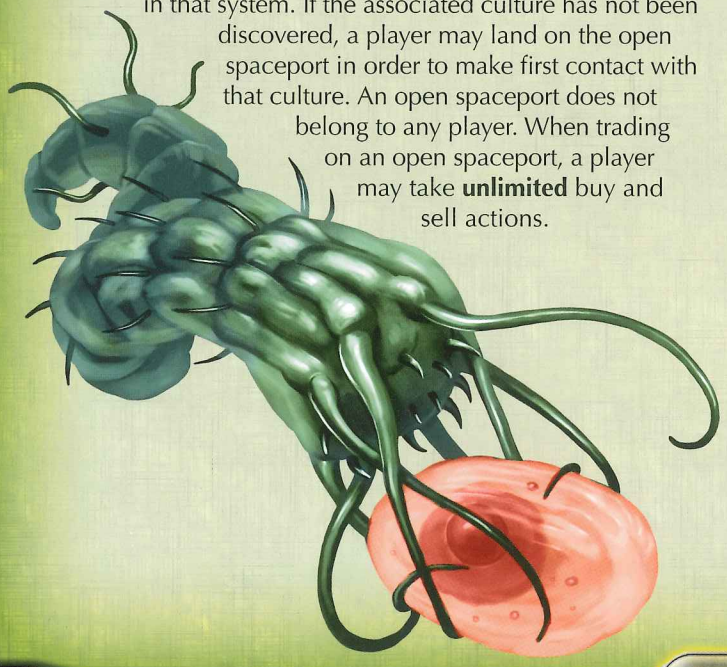
After a merchant spaceport has been built in an orbit space, players can use the merchant spaceport to trade with the culture in that system. When trading on a merchant spaceport, a player may take **unlimited** buy and sell actions.

For each buy action and each sell action any player performs at a merchant spaceport (including transactions made with credits on First Contact cards), the owner of the spaceport receives a 10% commission from the bank (see "Commissions" on page 20).

Open Spaceports

Open spaceports can be revealed when a player enters an encounter space (see "Encounters" to the right).

An open spaceport allows a player to trade with the culture in that system. If the associated culture has not been discovered, a player may land on the open spaceport in order to make first contact with that culture. An open spaceport does not belong to any player. When trading on an open spaceport, a player may take **unlimited** buy and sell actions.



ENCOUNTERS

When a player enters a space with a facedown encounter token, he must pause his turn and flip the encounter token faceup. He then must resolve the encounter token before he continues his turn.

When a player enters a space with a faceup encounter token, he must resolve the encounter token before he continues his turn.

There are four types of encounter tokens: hazards, relics, open spaceports, and telegates.

Hazard: The current player pays an amount of credits to the bank equal to the value shown on the hazard token and continues his Move step as normal. If he is unable (or unwilling) to pay the cost of the hazard token, his turn immediately ends on the hazard space (see "Hazards" on page 17). The hazard remains on the encounter space until the end of the game.

Relic: The current player may collect the relic, placing the token in his play area. He then places an asteroid token on that encounter space and ends his turn. If the player chooses not to collect the relic, he continues his Move step as normal, and the relic token remains on the encounter space. There are several different kinds of relics, each with their own properties (see "Appendix: Relics" on page 22).

Open Spaceport: The open spaceport allows players to interact with the culture in that system (see "Open Spaceports" to the left). The token remains on the encounter space until the end of the game.

Telegate: The current player must resolve the telegate according to the rules on page 17. The telegate remains on the encounter space until the end of the game.

ASTEROIDS

Asteroids are chunks of rock so large that players can land their ships on them. When entering an asteroid space, the current player can choose to end his turn in that space even if he has unspent movement points.

Unclaimed relics are treated as asteroid spaces for the purposes of movement. After a player claims a relic, he replaces the relic token with an asteroid token.

OTHER RULES

The following entries describe other important *Merchant of Venus* rules.

CAPACITY

Freight capacity in *Merchant of Venus* is symbolized by the capacity icon with a number of capacity dots.

Capacity Icon (1 dot)

Capacity Icon (2 dots)

The capacity requirement of goods tokens, factory goods tokens, passenger tokens, and equipment are designated on each token by a capacity icon of one or two dots. For example, the Designer Genes factory goods token has a capacity requirement of two dots.

Each of a player's cargo holds has a capacity of up to two dots. Thus, a single cargo hold can hold either a) one token with a capacity requirement of two dots, or b) one or two tokens with a capacity requirement of one dot each.

THE BONUS CUP

During setup, passenger and demand tokens are placed in an opaque container known as the BONUS CUP. Throughout the game, tokens are placed into and drawn from this cup in order to generate goods, passenger, and demand tokens.

When a player sells a goods token or a factory goods token, drops off a passenger, or fulfills a demand token, he places the token into the bonus cup. **Whenever a token is placed into the bonus cup, the current player performs the following steps:**

1. Mix the contents of the bonus cup.
2. Draw one token at random from the cup.
3. Place the drawn token in the appropriate system:
   - If it is a passenger token, place it in the system containing its starting culture.
   - If it is a goods or factory goods token, place it in the system containing the culture that sells that good.
   - If it is a demand token, place it in the system containing the culture shown on the token.

If the corresponding culture has not been discovered, place the token on the culture's supply area to the left of the board.

CAPACITY EXAMPLE

The Eeepeeep player skips his Move step to remain on a surface city in the Water World system. Doing so gives him an unlimited number of actions during his Transaction phase.

The Water World system's market offers Finest Dust goods tokens and a yellow drive token. In addition, the "Scientist" passenger is available to be picked up in this system.

During his Transaction phase, the Eeepeeep player takes the following actions.

1. With a buy action, he purchases a Finest Dust goods token. This token has a capacity requirement of two dots, meaning it fills a single cargo hold. He pays c10 to the bank and places the Finest Dust goods token in one of his empty cargo holds.
2. With another buy action, he purchases a yellow drive token. He pays c80 to the bank and places the yellow drive, which has a capacity requirement of one dot, in an empty cargo hold.
3. Then, as a pick up passenger action, the Eeepeeep player takes the "Scientist" passenger on board his ship. The passenger has a capacity requirement of one dot, so he places the "Scientist" passenger token in the cargo hold already containing the yellow drive token. With two tokens, each of which has a capacity requirement of one dot, the Eeepeeep player's second cargo hold is now full.

If multiple tokens are placed in the cup at one time, the same number of tokens must immediately be drawn at random from the cup and placed in their appropriate systems on the board.

DEMAND

Demand tokens represent a culture's demand for certain goods. When a player draws a demand token from the bonus cup, he places it in the system of the culture shown on the token. If the culture has not been discovered yet, he places the token in the corresponding culture's supply area to the left of the board. When that culture is later revealed, the demand token is transferred to the discovered system's market along with the rest of the tokens from the culture's supply area.

When a player sells a goods token in a system that contains a demand token for that type of good, he receives an amount of credits from the bank equal to the good's normal resale value **plus** the bonus credits shown on the demand token. After the transaction, the goods token and the demand token are placed in the bonus cup (see "The Bonus Cup" on page 19).

High Demand

If there are multiple demand tokens for the same good at a culture's market, a player who sells such a goods token there receives bonus credits equal to the bonus value of **all the demand tokens combined**. Regardless of how many demand tokens contribute to the bonus, only one of those demand tokens is removed for each goods token sold of that type here.

Example: *A player is trading with a culture who has two demand tokens showing Glorious Junk, each with bonus values of c40. The player sells his first Glorious Junk good for a total of c160 (c80 plus c40 for each demand token). The goods token and one demand token are placed in the bonus cup and two new tokens are drawn. The player then sells his second Glorious Junk good for c120 (c80 plus c40 for the remaining demand token). The goods token and remaining demand token are placed in the bonus cup and two new tokens are drawn once again. Finally, the player sells his last Glorious Junk good for c80, with no additional bonuses. The goods token is placed in the bonus cup and a new token is drawn. This example assumes that no additional Glorious Junk demand tokens were drawn from the bonus cup and placed at this culture.*

COMMISSIONS

A player can earn a commission by owning either a merchant spaceport or a factory. Each type of commission is described below.

Merchant Spaceport Commissions

For each buy action and each sell action that any player performs at a merchant spaceport (including transactions made with credits on First Contact cards), the owner of the spaceport receives 10% of the **total transaction value** from the bank as a commission. He receives this commission after all buy actions and sell actions have been completed. A player receives this commission even if he performs buy and sell actions at his own merchant spaceport.

The total transaction value is determined by adding the amount of credits spent, the amount of credits received, and any bartering values, including equipment, relics, and ship trade-ins (see "Bartering" below). Fares received from dropping off passengers, trades between players, and commissions received from factories do not count towards the total transaction value.

Example: *The Eeepeeep player is trading with the Qossuth culture via a merchant spaceport owned by the Human player. He sells one Pedigree Bolts for c300. He then buys two Psychotic Sculptures for a total of c320. The total transaction value is c620 so the Human player receives c62 from the bank after all the transactions have been completed.*

Factory Commissions

When any player buys a factory goods token, the player who owns the factory in that system immediately receives 50% of the factory good's cost from the bank as a commission. A player receives this commission even if he buys a factory good produced by his own factory.

BARTERING

In addition to selling goods to a culture for credits, a player can **BARTER** relics, shields, drives, and ships for their trade-in value in order to make purchases from that culture. He can spend the trade-in value like credits, but he can spend the trade-in value only on the turn in which he barters the item. At the end of that turn, he loses any part of the trade-in value that remains unspent. Bartering one item counts as **one sell action**.

The trade-in value for a relic is half of the value shown on the relic token. When a player barters a relic, he places the relic token in the market of his current system. That relic immediately becomes available for purchase **at that system** for the full cost shown on the relic token.

The trade-in value for a shield or drive is half the printed cost shown on the ship class sheet. Equipment can be bartered to any culture.

The trade-in value for a ship is listed on its ship class sheet. A ship may only be bartered to a race that sells ships.

Example: *The Human player is trading with the Wollows culture. He wishes to buy a Megalith Paperweight goods token for c160, but he only has c140 in credit tokens. He decides to barter one of his shields for half its cost (c30) and returns the shield token to the stockpile. He then pays the rest of the cost for the good (c130) to the bank and takes the goods token.*

PLAYER TRADING

When a player ends his Movement phase on a surface city, spaceport, or asteroid space, he may initiate a trade with any player whose ship is also on that space. They may exchange any amount of credits, goods, relics, passengers, equipment, or First Contact cards (IOUs) for whatever price they both agree to. **Ships, merchant spaceport deeds, and factory deeds cannot be traded.**

MAKING ROOM IN A SHIP

Occasionally, a player may need to OFFLOAD goods, passengers, or equipment to make room in his ship for more lucrative cargo.

At any time during a player's Transaction phase, if he is located on a surface city or spaceport, he may offload any number of goods, passengers, or equipment.

If a player offloads goods or passengers, he places the tokens into the bonus cup and immediately draws the same number of tokens from the cup at random (see "The Bonus Cup" on page 19). He then places the drawn tokens in their specified places on the board. **If a player offloads equipment, he returns the token to its stockpile.**

Offloading does not count as an action, and players do not receive credits for offloading tokens.

HOME CULTURE DISCOUNTS

Players receive a discount when buying deeds **in the system containing their race's home culture**. When purchasing a factory deed or merchant spaceport deed from his race's home culture, the cost is reduced by 20%.

Example: *The Whynom player is at the system containing the Whynom culture where a merchant spaceport deed is available for purchase. During the his Transaction phase, he conducts a buy action to purchase the merchant spaceport. Normally, the spaceport deed would cost him c200; because he his at his home culture, the cost is reduced by 20%. The Whynom player's final price for the merchant spaceport is c160.*

OPTIONAL RULES

This section describes two optional rules that players can use with the *Merchant of Venus* classic rules.

VARIABLE GAME LENGTH

For a longer or shorter game, players can choose from the following win conditions:

	Approximate Game Length	Net Worth
Apprentice	90 minutes	c1000
Journeyman	120 minutes	c2000
Master	150 minutes	c3000
Trade Baron	180 minutes	c4000

SMALL BANK

Players who wish to play a longer game can restrict the bank to a total of c12,000.

When the bank is reduced to zero credits, the game ends immediately and the player with the highest net worth wins. If there is a tie, the first tied player to the first player's right is the winner.

FAST PLAY VARIANT

Experienced players looking to engage with *Merchant of Venus* in a completely new way can explore the following variant.

Instead of placing the goods tokens beside the board in step 5 of setup, place all of the goods tokens in the bonus cup. Then draw 20 tokens at random from the cup and place each token on the corresponding culture's supply area to the left of the board.

During the game, when a new culture is discovered, draw four tokens at random from the bonus cup and place each of them in the system of the culture shown on the token. If the culture has not been discovered yet, place the token on the corresponding culture's supply area to the left of the board.

APPENDIX: RELICS

Autopilot

"It's a highly sophisticated network that keeps the ship moving forward at a consistent speed."

Before a player with this relic rolls his speed dice, he may set one die to a 4-result. Then, he rolls the rest of his speed dice.

Air Foil

"Finally! I can maneuver through planetary atmospheres without the hull peeling off!"

A player with this relic pays one movement point when moving along green lines instead of two. Additionally, he may move from one surface city to another surface city on the same planet as if they were connected by a gray line.

Spy Eye

"Covertly watching your rivals helps make negotiations go much more smoothly."

When a player with this relic enters or skips over a space on the board that is next to a facedown encounter token, he may secretly look at that encounter token, then place it back in the encounter space. He may also observe a culture from any space in its system instead of just from orbit spaces (see "Observing a Culture" on page 9).

Switch Switch

"We're about to take a hard quantum superposition left turn, so hold on to your electrons."

A player with this relic may switch the speed die that he assigned to navigation with another of his rolled speed dice at any time during his turn. He may do this any number of times, but he cannot change the results of any dice he switches.

Gate Lock

"You know what makes piloting easier? The normal space-time continuum! Not being flung randomly across the galaxy, that helps a lot!"

When a player with this relic enters a telegate space, he may choose to treat that telegate as a blue space instead.

Mulligan Gear

"Just press 'record' and 'rewind' at the same time to send a message to yourself a few minutes in the past."

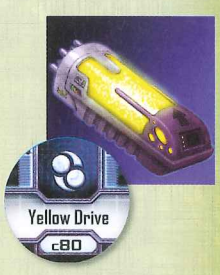
Immediately after a player with this relic rolls his speed dice, but before he assigns a die to navigation, he may reroll one die (including a die set to a 4-result by the autopilot relic). He must use the new result. He cannot activate the autopilot relic as part of his mulligan gear reroll.

Jump Start

"Technically, this will destroy us and our ship and then replace everything elsewhere with exact duplicates from an alternate dimension."

When a player with this relic starts the Declare Heading step of his Movement phase, he chooses a revealed telegate token, and then rolls his speed dice. If one of his speed dice matches the chosen telegate, he must assign that die to navigation and immediately warp to that telegate. If his speed dice do not match his chosen telegate, he must choose one die to assign to navigation and warp to the matching telegate if it is on the board. If his speed dice do not match a telegate on the board, the jump start fails and he proceeds with his Movement phase as normal, moving in the direction of his choice (without declaring a heading).

Yellow Drive



"It's a small device that makes the ship go faster—stop me if this gets too complicated..."

This yellow drive does not take up space in a cargo hold; it functions otherwise identically to a yellow drive.

Shield

"Shields come in all shapes and sizes, but I like the bright pink ones the best!"

This shield does not take up the hull shield space nor space in a cargo hold; it functions otherwise identically to a shield.

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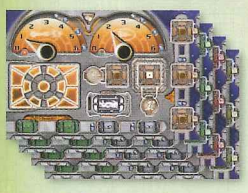
QUICK REFERENCE

Removing Standard Game Components

When setting up a classic game, players will need to remove the components used only in the standard game. Below is a visual guide to the components which should be removed before starting play:


Dashboard Sheets

Challenge Cards

Encounter Cards

Mission Cards

Pilot Cards

Reward Cards

Market Tokens

Racial Technology Tokens

Cargo Hold Indicator Tokens

Fame Tokens

Mission Tokens

Pirate Tokens

Production Tokens

Round Marker

Telegate Tokens

Purple Effect Die

"Diva"

"Ambassador"

"Caterer"

"Politician"

"Invader"

Passenger Tokens

GAME BOARD LEGEND

Blue Space

Asteroid

Yellow Space

Encounter

Red Space

Navigation Space

Red Hazard

Orbit Space

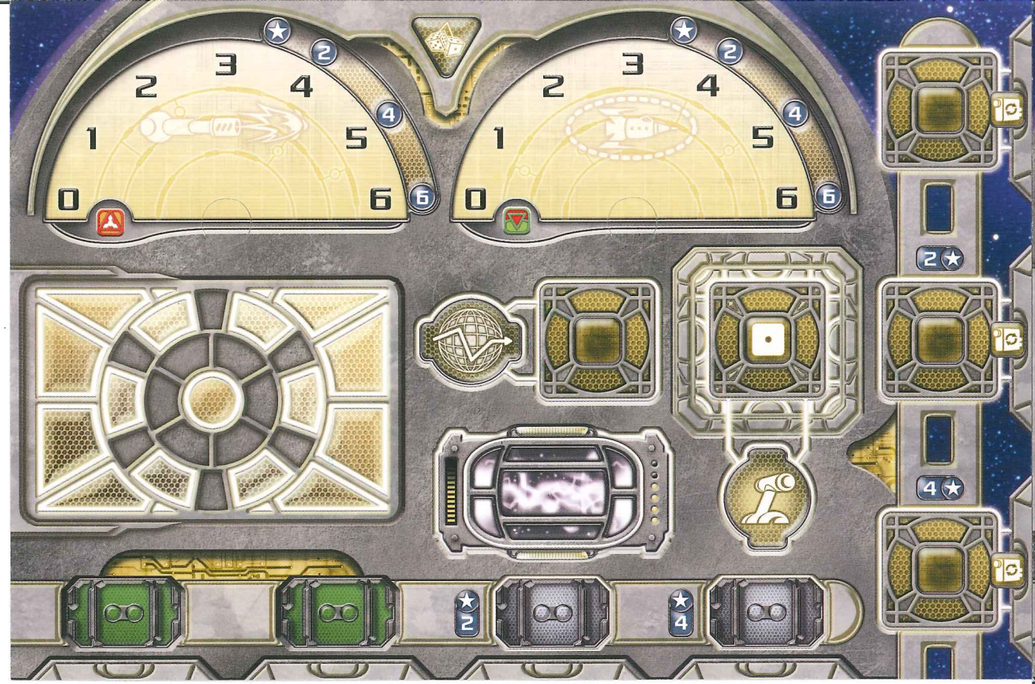
Yellow Hazard

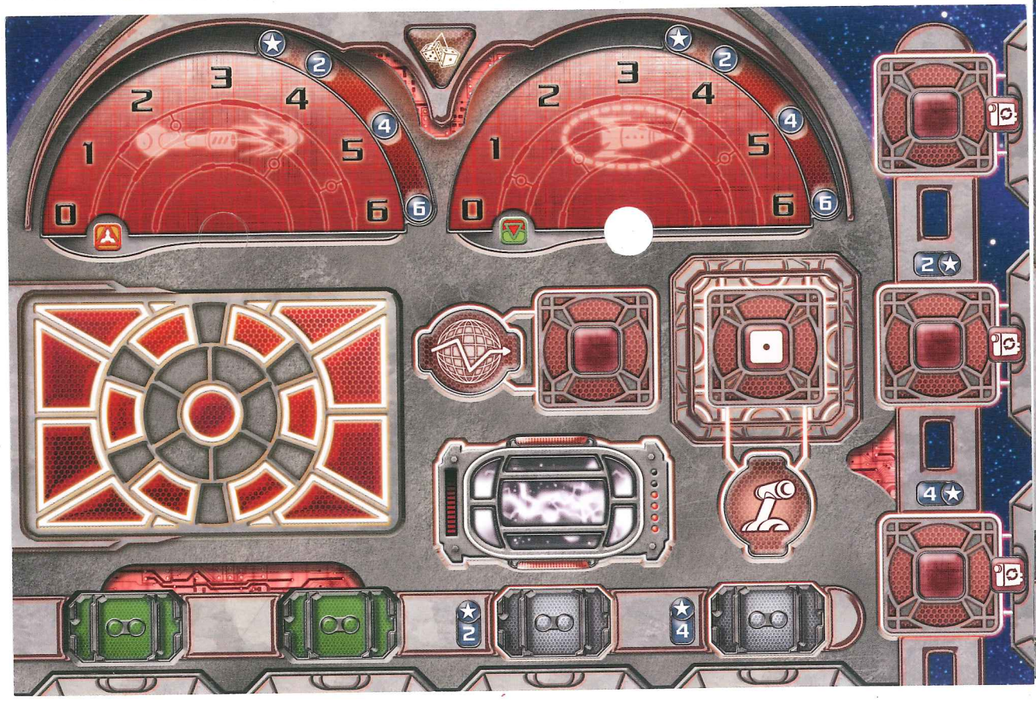
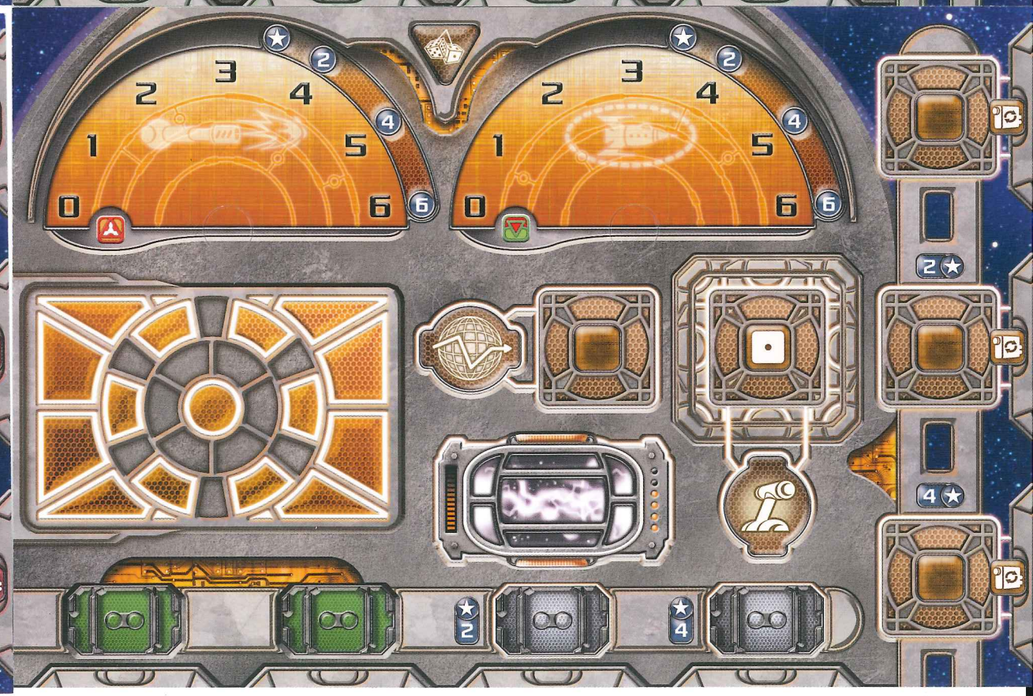
Surface City

Blue Hazard

Neutral Spaceport

Galactic Base



TRANSPORT

Science: | Cost: c240 | Trade in: c120

Qossuth

Home Culture: 14

Home Culture Prices:
Spaceports: c160
Factory: c160

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	Transport: c240 Freighter: c300
	Red Drive: c120	Scout: c60 Clipper: c120
	Combo Drive: c300	---
	---	---
	---	All Ships

FREIGHTER

Science: | Cost: c300 | Trade in: c150

Qossuth

Home Culture: 14

Home Culture Prices:
Spaceports: c160
Factory: c160

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	Transport: c240 Freighter: c300
	Red Drive: c120	Scout: c60 Clipper: c120
	Combo Drive: c300	---
	---	---
	---	All Ships

CLIPPER

Science: | Cost: c120 | Trade in: c60

Qossuth

Home Culture: 14

Home Culture Prices:
Spaceports: c160
Factory: c160

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	Transport: c240 Freighter: c300
	Red Drive: c120	Scout: c60 Clipper: c120
	Combo Drive: c300	---
	---	---
	---	All Ships

SCOUT

Science: | Cost: c60 | Trade in: c30

Qossuth

Home Culture: 14

Home Culture Prices:
Spaceports: c160
Factory: c160

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	Transport: c240 Freighter: c300
	Red Drive: c120	Scout: c60 Clipper: c120
	Combo Drive: c300	---
	---	---
	---	All Ships

TRANSPORT

Science: | Cost: c240 | Trade in: c120

Human

Home Culture: 6

Home Culture Prices:
Spaceports: c160
Factory: c80

SPEED 3

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	Transport: c240 Freighter: c300
	Red Drive: c120	Scout: c60 Clipper: c120
	Combo Drive: c300	---
	---	---
	---	All Ships

FREIGHTER

Science: | Cost: c300 | Trade in: c150

Human

Home Culture: 6

Home Culture Prices:
Spaceports: c160
Factory: c80

SPEED 2

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	Transport: c240 Freighter: c300
	Red Drive: c120	Scout: c60 Clipper: c120
	Combo Drive: c300	---
	---	---
	---	All Ships

CLIPPER

Science: | Cost: c120 | Trade in: c60

Human

Home Culture: 6

Home Culture Prices:
Spaceports: c160
Factory: c80

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	Transport: c240 Freighter: c300
	Red Drive: c120	Scout: c60 Clipper: c120
	Combo Drive: c300	---
	---	---
	---	All Ships

SCOUT

Science: | Cost: c60 | Trade in: c30

Human

Home Culture: 6

Home Culture Prices:
Spaceports: c160
Factory: c80

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	Transport: c240 Freighter: c300
	Red Drive: c120	Scout: c60 Clipper: c120
	Combo Drive: c300	---
	---	---
	---	All Ships

TRANSPORT

Science: | Cost: c240 | Trade in: c120

Whynom

Home Culture: 11

Home Culture Prices:
Spaceports: c160
Factory: c80

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	Transport: c240 Freighter: c300
	Red Drive: c120	Scout: c60 Clipper: c120
	Combo Drive: c300	---
	---	---
	---	All Ships

SPEED 3

FREIGHTER

Science: | Cost: c300 | Trade in: c150

Whynom

Home Culture: 11

Home Culture Prices:
Spaceports: c160
Factory: c80

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	Transport: c240 Freighter: c300
	Red Drive: c120	Scout: c60 Clipper: c120
	Combo Drive: c300	---
	---	---
	---	All Ships

SPEED 2

CLIPPER

Science: | Cost: c120 | Trade in: c60

Whynom

Home Culture: 11

Home Culture Prices:
Spaceports: c160
Factory: c80

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	Transport: c240 Freighter: c300
	Red Drive: c120	Scout: c60 Clipper: c120
	Combo Drive: c300	---
	---	---
	---	All Ships

SPEED 4

SCOUT

Science: | Cost: c60 | Trade in: c30

Whynom

Home Culture: 11

Home Culture Prices:
Spaceports: c160
Factory: c80

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	Transport: c240 Freighter: c300
	Red Drive: c120	Scout: c60 Clipper: c120
	Combo Drive: c300	---
	---	---
	---	All Ships

SPEED 3

TRANSPORT

Science: | Cost: c240 | Trade in: c120

Eeepeeep

Home Culture: 10

Home Culture Prices:
Spaceports: c160
Factory: c80

SPEED 3

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	Transport: c240 Freighter: c300
	Red Drive: c120	Scout: c60 Clipper: c120
	Combo Drive: c300	---
	---	---
	---	All Ships

FREIGHTER

Science: | Cost: c300 | Trade in: c150

Eeepeeep

Home Culture: 10

Home Culture Prices:
Spaceports: c160
Factory: c80

SPEED 2

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	Transport: c240 Freighter: c300
	Red Drive: c120	Scout: c60 Clipper: c120
	Combo Drive: c300	---
	---	---
	---	All Ships

CLIPPER

Science: | Cost: c120 | Trade in: c60

Eeepeeep

Home Culture: 10

Home Culture Prices:
Spaceports: c160
Factory: c80

SPEED 4

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	Transport: c240 Freighter: c300
	Red Drive: c120	Scout: c60 Clipper: c120
	Combo Drive: c300	---
	---	---
	---	All Ships

SCOUT

Science: | Cost: c60 | Trade in: c30

Eeepeeep*

Home Culture: 10

Home Culture Prices:
Spaceports: c160
Factory: c80

* A single member of this culture is an "Eeep"

SPEED 3

Science	Equipment / Cost	Ships / Cost
	Shield: c60	---
	Yellow Drive: c80	Transport: c240 Freighter: c300
	Red Drive: c120	Scout: c60 Clipper: c120
	Combo Drive: c300	---
	---	---
	---	All Ships

Volois	Yxklyx	Zum	Graw	Humans
Volois	Yxklyx	Zum	Graw	Humans
Volois	Yxklyx	Zum	Graw	Humans
Nillis	Shenna	Niks	Cholos	Dell
Nillis	Shenna	Niks	Cholos	Dell
Wollow	Wollow	Qossuth	Qossuth	Qossuth
Wollow				

c500 c500 c500

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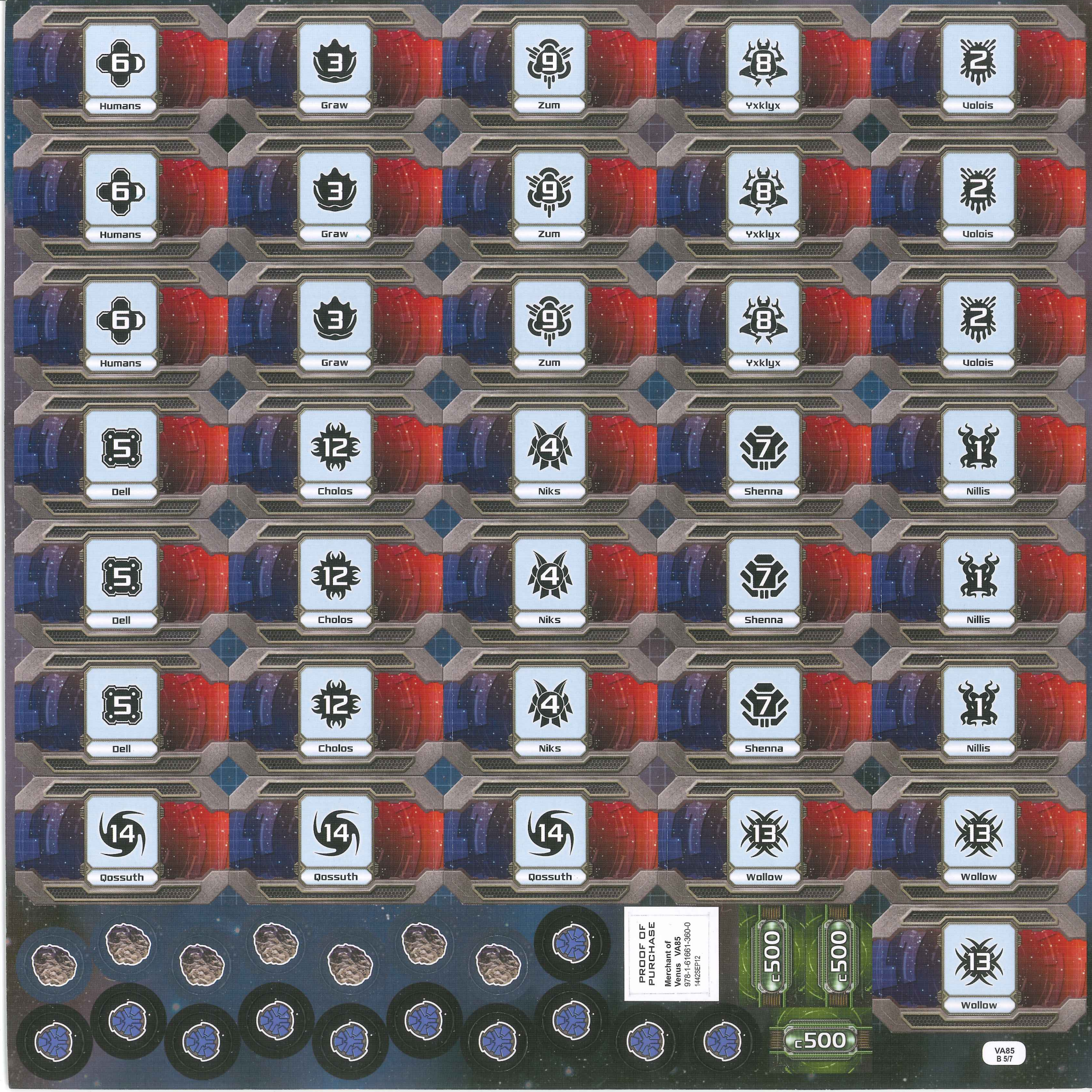
6
Humans
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Switch Switch ₵100
Jump Start ₵120
Air Foil ₵80
Mulligan Gear ₵120
Spy Eye ₵100
Gate Lock ₵100
Factory ₵200
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Shield ₵60
Yellow Drive ₵80
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Bionic Perfume 1 c80 2 3 4 5	Bionic Perfume 1 c80 2 3 4 5	Bionic Perfume 1 c80 2 3 4 5	Bionic Perfume 1 c80 2 3 4 5	Bionic Perfume 1 c80 2 3 4 5	Canned Traits 2 c140 3 4 5 6	Canned Traits 2 c140 3 4 5 6
Rock Videos 6 c120 7 8 9 10	Rock Videos 6 c120 7 8 9 10	Rock Videos 6 c120 7 8 9 10	Rock Videos 6 c120 7 8 9 10	Rock Videos 6 c120 7 8 9 10	Canned Traits 2 c140 3 4 5 6	Canned Traits 2 c140 3 4 5 6
Megalith Paperweight 13 c90 14 1 2 3	Megalith Paperweight 13 c90 14 1 2 3	Megalith Paperweight 13 c90 14 1 2 3	Megalith Paperweight 13 c90 14 1 2 3	Megalith Paperweight 13 c90 14 1 2 3	Canned Traits 2 c140 3 4 5 6	Canned Traits 2 c140 3 4 5 6
Glorious Junk 3 30 4 5 6 7	Glorious Junk 3 c30 4 5 6 7	Glorious Junk 3 c30 4 5 6 7	Glorious Junk 3 c30 4 5 6 7	Glorious Junk 3 c30 4 5 6 7	Glorious Junk 3 c30 4 5 6 7	Pedigree Bolts 10 c200 11 12 13 14
Living Toys 4 20 5 6 7 8	Living Toys 4 c20 5 6 7 8	Living Toys 4 c20 5 6 7 8	Living Toys 4 c20 5 6 7 8	Living Toys 4 c20 5 6 7 8	Living Toys 4 c20 5 6 7 8	Pedigree Bolts 10 c200 11 12 13 14
Immortal Grease 8 c50 9 10 11 12 13	Immortal Grease 8 c50 9 10 11 12 13	Immortal Grease 8 c50 9 10 11 12 13	Immortal Grease 8 c50 9 10 11 12 13	Immortal Grease 8 c50 9 10 11 12 13	Immortal Grease 8 c50 9 10 11 12 13	Pedigree Bolts 10 c200 11 12 13 14
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1 3 4 6

c1 c1 c1 c1 c1 c1 c1 c1 c1 c1

c5 c5 c5 c5 c5 c1 c1 c1 c1 c1 c1 c1 c1

+4

VA85
A 1/7

1

3

4

6

c1

c1

c1

c1

c1

c1

c1

c1

c1

Canned Traits	Canned Traits	Bionic Perfume	Bionic Perfume	Bionic Perfume	Bionic Perfume	Bionic Perfume
c250 c220 c190 ∞	c250 c220 c190 ∞	c160 c140 c120 ∞	c160 c140 c120 ∞	c160 c140 c120 ∞	c160 c140 c120 ∞	c160 c140 c120 ∞
3 4 5 6	3 4 5 6	2 3 4 5	2 3 4 5	2 3 4 5	2 3 4 5	2 3 4 5
Canned Traits	**Canned Traits**	**Rock Videos**	**Rock Videos**	**Rock Videos**	**Rock Videos**	**Rock Videos**
c250 c220 c190 ∞	c250 c220 c190 ∞	c230 c200 c170 ∞	c230 c200 c170 ∞	c230 c200 c170 ∞	c230 c200 c170 ∞	c230 c200 c170 ∞
3 4 5 6	3 4 5 6	7 8 9 10	7 8 9 10	7 8 9 10	7 8 9 10	7 8 9 10
Canned Traits	**Canned Traits**	**Megalith Paperweight**	**Megalith Paperweight**	**Megalith Paperweight**	**Megalith Paperweight**	**Megalith Paperweight**
c250 c220 c190 ∞	c250 c220 c190 ∞	c180 c160 c140 ∞	c180 c160 c140 ∞	c180 c160 c140 ∞	c180 c160 c140 ∞	c180 c160 c140 ∞
3 4 5 6	3 4 5 6	14 1 2 3	14 1 2 3	14 1 2 3	14 1 2 3	14 1 2 3
Pedigree Bolts	**Glorious Junk**	**Glorious Junk**	**Glorious Junk**	**Glorious Junk**	**Glorious Junk**	**Glorious Junk**
c330 c300 c270 ∞	c90 c80 c70 ∞	c90 c80 c70 ∞	c90 c80 c70 ∞	c90 c80 c70 ∞	c90 c80 c70 ∞	c90 c80 c70 ∞
11 12 13 14	4 5 6 7	4 5 6 7	4 5 6 7	4 5 6 7	4 5 6 7	4 5 6 7
Pedigree Bolts	**Living Toys**	**Living Toys**	**Living Toys**	**Living Toys**	**Living Toys**	**Living Toys**
c330 c300 c270 ∞	c70 c60 c50 ∞	c70 c60 c50 ∞	c70 c60 c50 ∞	c70 c60 c50 ∞	c70 c60 c50 ∞	c70 c60 c50 ∞
11 12 13 14	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8	5 6 7 8
Pedigree Bolts	**Immortal Grease**	**Immortal Grease**	**Immortal Grease**	**Immortal Grease**	**Immortal Grease**	**Immortal Grease**
c330 c300 c270 ∞	c120 c100 c80 ∞	c120 c100 c80 ∞	c120 c100 c80 ∞	c120 c100 c80 ∞	c120 c100 c80 ∞	c120 c100 c80 ∞
11 12 13 14	9 10 11 12 13	9 10 11 12 13	9 10 11 12 13	9 10 11 12 13	9 10 11 12 13	9 10 11 12 13
Pedigree Bolts	**Designer Genes**	**Designer Genes**	**Designer Genes**	**Designer Genes**	**Designer Genes**	**Designer Genes**
c330 c300 c270 ∞	c140 c120 c100 ∞	c140 c120 c100 ∞	c140 c120 c100 ∞	c140 c120 c100 ∞	c140 c120 c100 ∞	c140 c120 c100 ∞
11 12 13 14	13 14 1 2	13 14 1 2	13 14 1 2	13 14 1 2	13 14 1 2	13 14 1 2

c1 c1 c1 c1 c1 c1 c1 c1 c5 c5 c5 c5 c5

VA85
B 1/7

Psychotic Sculpture
14
c160
1 2 3 4

Finest Dust
5
c10
6 7 8 9

Finest Dust
5
c10
6 7 8 9

Finest Dust
5
c10
6 7 8 9

Finest Dust
5
c10
6 7 8 9

Finest Dust
5
c10
6 7 8 9

Finest Dust
5
c10
6 7 8 9

c50

Psychotic Sculpture
14
c160
1 2 3 4

Melf Pelts
7
c50
8 9 10 11

Melf Pelts
7
c50
8 9 10 11

Melf Pelts
7
c50
8 9 10 11

Melf Pelts
7
c50
8 9 10 11

Melf Pelts
7
c50
8 9 10 11

Melf Pelts
7
c50
8 9 10 11

c50

Psychotic Sculpture
14
c160
1 2 3 4

Chicle Liquor
9
c40
10 11 12 13

Chicle Liquor
9
c40
10 11 12 13

Chicle Liquor
9
c40
10 11 12 13

Chicle Liquor
9
c40
10 11 12 13

Chicle Liquor
9
c40
10 11 12 13

Chicle Liquor
9
c40
10 11 12 13

c50

Psychotic Sculpture
14
c160
1 2 3 4

Impossible Furniture
11
c110
12 13 14 1 2

Impossible Furniture
11
c110
12 13 14 1 2

Impossible Furniture
11
c110
12 13 14 1 2

Impossible Furniture
11
c110
12 13 14 1 2

Impossible Furniture
11
c110
12 13 14 1 2

1

Caterer
c300

c50

Politician
c150
13 4

Invader
c180
12

Optometrist
c180
6

Salesman
c120
3 14

Philosopher
c150
7

Census Taker
c120
8 6

Toaster
c120
5

c50

Ambassador
c120

Specimen
c120

Diva
c240

Arms Dealer
c120

Spy
c150

Scientist
c120

Tax Collector
c150

c10

Market Flux
2
c90

Market Flux
2
c90

License to Drill
5
c60

License to Drill
5
c60

License to Drill
5
c60

Stasis Tanks
8
c60

Stasis Tanks
8
c60

c10

c10 c10 c10 c10 c10 c10 c10 c10 c10 c10 c10 c10 c10 c10

c10

VA85
A 2/7

Finest Dust	Finest Dust	Finest Dust	Finest Dust	Finest Dust	Finest Dust	Psychotic Sculpture
c60 c50 c40	c60 c50 c40	c60 c50 c40	c60 c50 c40	c60 c50 c40	c60 c50 c40	c280 c250 c220
5 ∞	5 ∞	5 ∞	5 ∞	5 ∞	5 ∞	14 ∞
6 7 8 9	6 7 8 9	6 7 8 9	6 7 8 9	6 7 8 9	6 7 8 9	1 2 3 4
Melf Pelts	Melf Pelts	Melf Pelts	Melf Pelts	Melf Pelts	Melf Pelts	Psychotic Sculpture
c130 c110 c90	c130 c110 c90	c130 c110 c90	c130 c110 c90	c130 c110 c90	c130 c110 c90	c280 c250 c220
7 ∞	7 ∞	7 ∞	7 ∞	7 ∞	7 ∞	14 ∞
8 9 10 11	8 9 10 11	8 9 10 11	8 9 10 11	8 9 10 11	8 9 10 11	1 2 3 4
Chicle Liquor	Chicle Liquor	Chicle Liquor	Chicle Liquor	Chicle Liquor	Chicle Liquor	Psychotic Sculpture
c100 c90 c80	c100 c90 c80	c100 c90 c80	c100 c90 c80	c100 c90 c80	c100 c90 c80	c280 c250 c220
9 ∞	9 ∞	9 ∞	9 ∞	9 ∞	9 ∞	14 ∞
10 11 12 13	10 11 12 13	10 11 12 13	10 11 12 13	10 11 12 13	10 11 12 13	1 2 3 4
	Impossible Furniture	Impossible Furniture	Impossible Furniture	Impossible Furniture	Impossible Furniture	Psychotic Sculpture
	c200 c180 c160	c200 c180 c160	c200 c180 c160	c200 c180 c160	c200 c180 c160	c280 c250 c220
	11 ∞	11 ∞	11 ∞	11 ∞	11 ∞	14 ∞
	12 13 14 1 2	12 13 14 1 2	12 13 14 1 2	12 13 14 1 2	12 13 14 1 2	1 2 3 4

Stasis Tanks	**Stasis Tanks**	**License to Drill**	**License to Drill**	**License to Drill**	**Market Flux**	**Market Flux**
A cargo hold with this token can hold an unlimited number of passengers.	A cargo hold with this token can hold an unlimited number of passengers.	You may place a drill token on each eligible asteroid that you pass over or land on.	You may place a drill token on each eligible asteroid that you pass over or land on.	You may place a drill token on each eligible asteroid that you pass over or land on.	Immediately perform a market shift in the system of your choice.	Immediately perform a market shift in the system of your choice.

c50 c50 c50 c50 c50 c50 c50 c50 c50 c50 c10 c10 c10 c10 c10 c10 c10

c10 c10 c10 c10 c10 c10 c10 c10 c10 c10 c10 c10 c10 c10

VA85
B 2/7

Fancy Spoiler 1 ₵60	Less Fancy Spoiler 1 ₵30	Hard Burn 3 ₵30	Hard Burn 3 ₵30	Hard Burn 3 ₵30	Stealth Field 4 ₵60	Stealth Field 4 ₵60
Zen Paint Job 13 ₵30	Shuttle 6 ₵60	Shuttle 6 ₵60	Data Probe 10 ₵30	Throttle Boost 7 ₵30	Throttle Boost 7 ₵30	Throttle Boost 7 ₵30
Zen Paint Job 13 ₵30	Wave Emitter 9 ₵30	Wave Emitter 9 ₵30	Data Probe 10 ₵30	Fuzzy Dice 11 ₵30	Fuzzy Dice 11 ₵30	Fuzzy Dice 11 ₵30
Zen Paint Job 13 ₵30	Variable Shield 12 ₵90	Variable Shield 12 ₵90	Data Probe 10 ₵30	Variable Laser 14 ₵90	Variable Laser 14 ₵90	Psychotic Sculpture 3 + ₵90
Designer Genes 2 + ₵40	Designer Genes 2 + ₵40	Bionic Perfume 4 + ₵60	Bionic Perfume 4 + ₵60	Canned Traits 4 + ₵60	Glorious Junk 4 + ₵60	Glorious Junk 4 + ₵60
Living Toys 5 + ₵60	Living Toys 5 + ₵60	Glorious Junk 6 + ₵40	Glorious Junk 6 + ₵40	Glorious Junk 6 + ₵40	Glorious Junk 6 + ₵40	Bionic Perfume 5 + ₵60
Finest Dust 7 + ₵50	Finest Dust 7 + ₵50	Living Toys 7 + ₵40	Living Toys 7 + ₵40	Finest Dust 9 + ₵50	Finest Dust 9 + ₵50	Finest Dust 9 + ₵50

₵50 ₵50 ₵50 ₵50 ₵50 ₵50 ₵50 ₵50 ₵50 ₵100 ₵100 ₵100 ₵100

₵100 ₵100 ₵100 ₵100 ₵100 ₵100 ₵100 ₵100 ₵100 ₵100 ₵100 ₵100 ₵100 ₵100

VA85
A 3/7

c50

c50

c50

c50

c50

c50

c50

c50

c50

c100

c100

c100

Chicle Liquor 12 + ₵60

Chicle Liquor 12 + ₵60

Immortal Grease 12 + ₵50

Immortal Grease 12 + ₵50

Designer Genes 14 + ₵60

Designer Genes 14 + ₵60

Living Toys 7 + ₵40

Impossible Furniture 13 + ₵70

Chicle Liquor 11 + ₵60

Finest Dust 6 + ₵50

Finest Dust 6 + ₵50

Immortal Grease 10 + ₵50

Immortal Grease 10 + ₵50

Immortal Grease 10 + ₵50

Melf Pelts 8 + ₵50

Melf Pelts 8 + ₵50

Bionic Perfume 1 ₵60 — 2 3 4 5

Canned Traits 2 ₵120 — 3 4 5 6

Glorious Junk 3 ₵100 — 4 5 6 7

Living Toys 4 ₵80 — 5 6 7 8

Finest Dust 5 ₵120 — 6 7 8 9

Rock Videos 6 ₵60 — 7 8 9 10

Melf Pelts 7 ₵80 — 8 9 10 11

Immortal Grease 8 ₵100 — 9 10 11 12 13

Chicle Liquor 9 ₵140 — 10 11 12 13

Pedigree Bolts 10 ₵100 — 11 12 13 14

Impossible Furniture 11 ₵80 — 12 13 14 1 2

Designer Genes 12 ₵160 — 13 14 1 2

Megalith Paperweight 13 ₵80 — 14 1 2 3

Psychotic Sculpture 14 ₵120 — 1 2 3 4

-₵20

-₵20

-₵20

-₵20

-₵20

-₵20

-₵20

-₵20

10 ₵40 ₵300 Eeepeeep

10 ₵40 ₵300 Eeepeeep

₵40 ₵80 Whynoms

₵40 ₵80 Whynoms

₵40 ₵80 Whynoms

Eeepeeep 10 ₵300 ₵40

₵1000

₵1000

₵1000

₵1000

₵1000

VA85
A 4/7

Finest Dust
c200 5
6 7 8 9

Living Toys
c180 4
5 6 7 8

Glorious Junk
c200 3
4 5 6 7

Canned Traits
c240 2
3 4 5 6

Bionic Perfume
c140 1
2 3 4 5

Designer Genes
c240 12
13 14 1 2

Impossible Furniture
c160 11
12 13 14 1 2

Pedigree Bolts
c200 10
11 12 13 14

Chicle Liquor
c220 9
10 11 12 13

Immortal Grease
c200 8
9 10 11 12 13

Melf Pelts
c150 7
8 9 10 11

Rock Videos
c160 6
7 8 9 10

-c20
-c20
-c20
-c20
-c20

Psychotic Sculpture
c250 14
1 2 3 4

Megalith Paperweight
c160 13
14 1 2 3

-c20
-c20
-c20

Whynoms 1
Whynoms 1
Whynoms 1
Eeepeeep 6
Eeepeeep 6

c1000
c1000
c1000
c1000
c1000

10
Eeepeeep

VA85
B 4/7

Spaceport
c200

Dell 5
Niks 4
Graw 3
Uolois 2
Nillis 1

Cholos 12
Whynoms 11
Eeepeeep 10
Zum 9
Yxklyx 8

Shenna 7
Humans 6
Qossuth 14
Wollow 13

VA85
B 777

1 Nillis

2 Volois

3 Graw

4 Niks

5 Dell

8 Yxklyx

9 Zum

10 Eeepeeep

11 Whynoms

12 Cholos

13 Wollow

14 Qossuth

6 Humans

7 Shenna

Spaceport c200

VA85
A'777

TITLE

Infamous

Place this card beside the round track. At the beginning of each game round, the player with the most infamy (if tied, determine randomly) takes this card (from the side of the round track, or from the player who currently possesses it).

You ignore all pirate tokens.

If you are on Galactic Base, you may skip your Movement phase to remove half your infamy (round up).

At the end of the game, before scoring, you must double your total infamy.

Whenever I feel upset about my bad reputation, I take comfort in my enormous piles of money.

INTEL

Confirmed Location

When drawn, place this card to the side of the round track. Except for the player(s) who has the most infamy, a player may purchase this card for c30 at the start of his turn.

If you end your Move step in the same space as a player who has more infamy than you, choose one of the following:

a) gain c100, b) gain 1 Reward card, or c) lose 5 Infamy. Then return this card to the side of the round track.

If, at any time, you have (or tie for) the most infamy, immediately return this card to the side of the round track.

Anyone having information concerning the whereabouts of said individual will be aptly rewarded by the authorities.

INTEL

Star Maps

When drawn, place this card to the side of the round track. A player may purchase this card for c30 at the start of his turn.

Immediately before your Move step, you may return this card to the side of the round track to gain the following benefits for the remainder of your turn:

- Treat all navigation spaces, pirates, encounter spaces, hazards, and telegates as blue spaces.
- Every passenger you drop off provides a bonus of 1d6 times c10 in addition to the passenger's normal fare.

"You said the understudy for 'Merchant of Venus' lives in the next supernova, right?"
"No, BY the next superGIANT."
"Uh oh..."

TITLE

Slaver

Place this card beside the round track. At the start of each game round, the player with the most merchant spaceports on the board takes this card (if tied, this card stays where it is).

Immediately after a passenger token is placed on the game board, you may do the following:

Enslave any passenger tokens of your choice located in systems in which you own a merchant spaceport. Then receive a third of each enslaved passenger's normal fare, plus 1 infamy per enslaved passenger. Return all enslaved passengers to the game box.

How are you confused? Work for me for the next 10 cycles and I will invest your money for you. Of course, you must stay here or my men will shoot you.

TITLE

Archeologist

Place this card beside the round track. At the start of each game round, the player who has the most Reward cards with a relic icon takes this card (if tied, this card remains where it is).

When you would draw a Reward card, instead draw 3 Reward cards. After inspecting the 3 cards, choose 1 to keep and place the other 2 facedown at the bottom of the Reward deck.

At the end of the game, before scoring, gain 3 additional fame for each of your Reward cards with a relic icon.

Of course this belongs in a museum. I'm sure whoever I sell this to will feel the same way.

TITLE

Drill Baron

Place this card beside the round track. Immediately before resolving a game round drill icon, the player with the most drill tokens currently on the board takes this card (if tied, this card remains where it is).

When resolving a game round drill icon, you get c20 for each of your drill tokens on the board instead of the usual c10.

At the end of the game, before scoring, gain two fame for each of your drill tokens on the board at the end of the game.

All hail the Drill Baron! Keeping the galaxy free of precious resources!

Xeno Trade

Place an asteroid token on your current space.

You may end your turn here and decrease your laser value by 1 to take a premium (silver) goods token from any culture not yet discovered.

If all cultures have been discovered, you receive no goods token.

If anybody asks who gave you this gun, shoot them.

3

Emergency Landing

Place a blue dot token on your current space.

Roll the purple effect die. Move each passenger on the board, and on culture supply areas, X number of cultures **lower** than its current culture, where X is the die result. Do not move passengers who are at Galactic Base or in player cargo holds.

For the purposes of this card, culture 14 follows culture 1.

If a passenger token moves to its destination as a result of this card, return it to the game box.

The ship is about to make an unscheduled stop — a very sudden unscheduled stop.

2

Connecting Flight

Place an asteroid token on your current space.

Roll the purple effect die. Move each passenger on the board, and on culture supply areas, X number of cultures **higher** than its current culture, where X is the die result. Do not move passengers who are at Galactic Base or in player cargo holds.

For the purposes of this card, culture 1 follows culture 14.

If a passenger token moves to its destination as a result of this card, return it to the game box.

Please keep your hands, feet, claws, tentacles, apparatuses, antennae, and incorporeal limbs inside the vessel until it comes to a complete stop.

1

Illegal Armaments

Place a blue dot token on your current space.

Choose an opponent to receive an amount of infamy equal to his laser value.

Why is the ability to destroy another starship, no matter the cause, illegal? Isn't this supposed to be a free cluster?

6

Illegal Armaments

Place an asteroid token on your current space.

Choose an opponent to receive an amount of infamy equal to his laser value.

Of course those aren't guns mounted on my hull. Stand there in the front and I'll fire her up to show you.

5

Xeno Trade

Place a blue dot token on your current space.

You may end your turn here and decrease your laser value by 1 to take a premium (silver) goods token from any culture not yet discovered.

If all cultures have been discovered, you receive no goods token.

Firepower is the one type of currency that is accepted across the entire galaxy.

4

Mercenary Raiders

Place an asteroid token on your current space.

Choose any goods token on an opponent's ship.

If you have at least c100, and you have sufficient cargo capacity for the chosen good, you may force the opponent to make a piloting check.

If he fails the piloting check, purchase the chosen goods token by paying half its normal price (round down) to the bank, after which you receive 4 infamy.

Why pay full price for goods when you can buy them off thieves for half the cost? Honesty? What kind of a reason is that!?

9

Magnetic Mines

Place a blue dot token on your current space.

You may choose an opponent to make a laser check.

If he fails the check, roll 1 die. If the die result is an odd number, your opponent loses 1 shield. If the die result is an even number, he loses 2 shields. You then receive 2 infamy.

I sent you some presents. I hope you enjoy them.

8

Magnetic Mines

Place an asteroid token on your current space.

You may choose an opponent to make a laser check.

If he fails the check, roll 1 die. If the die result is an odd number, your opponent loses 1 shield. If the die result is an even number, he loses 2 shields. You then receive 2 infamy.

Don't worry, these shouldn't pose any threat so long as you don't have metal in your ship…or in your pockets.

7

Telegate 3

Place the telegate "3" token on this encounter space.

Resolve the telegate as if you just entered its space.

After traveling through a telegate, do a quick check of your appendages and internal organs to see if you lost some, or gained any extras.

3

12

Telegate 1

Place the telegate "1" token on this encounter space.

Resolve the telegate as if you just entered its space.

If you don't mind that they make you dizzy, nauseous, and hopelessly lost, telegates are a great way to travel.

1

11

Mercenary Raiders

Place a blue dot token on your current space.

Choose any goods token on an opponent's ship.

If you have at least c100, and you have sufficient cargo capacity for the chosen good, you may force the opponent to make a piloting check.

If he fails the piloting check, purchase the chosen goods token by paying half its normal price (round down) to the bank, after which you receive 4 infamy.

How do they justify stealing your cargo? Because they have a willing buyer…me!

10

Piloting Hazard

Make a piloting check.

Pass: Continue your Movement phase as normal.

Fail: Immediately end your turn.

The ship may get some scratches and dents but we'll get where we're going in time.

30

1

Telegate 6

Place the telegate "6" token on this encounter space.

Resolve the telegate as if you just entered its space.

Leave it to the Whynoms to take a perfectly convenient invention and turn it into something weird and dangerous.

6

14

Telegate 4

Place the telegate "4" token on this encounter space.

Resolve the telegate as if you just entered its space.

A pilot of sufficient skill should be able to navigate through the telegates without any undue time anomalies or paradoxes.

4

13

Shield Hazard

Make a shield check.

Pass: Continue your Movement phase as normal.

Fail: Immediately end your turn.

Isn't space supposed to be big and empty? What is all this garbage and why does it keep hitting our ship?

30

4

Shield Hazard

Make a shield check.

Pass: Continue your Movement phase as normal.

Fail: Immediately end your turn.

You know, the only thing stopping that space debris from tearing our ship apart is an infinitely thin film of theoretical particles. It's something to think about.

30

3

Piloting Hazard

Make a piloting check.

Pass: Continue your Movement phase as normal.

Fail: Immediately end your turn.

Only the most skilled trader pilots are able to make it to their destination without a few bumps, and even they tend to cheat a little.

30

2

Trade – Basic

You may end your turn here to buy 1 good from, or sell 1 good to, any discovered culture that produces a basic (copper) good. Market shift occurs as normal.

Funny coincidence; I think I just happen to have one of those.

30

7

Laser Hazard

Make a laser check.

Pass: Continue your Movement phase as normal.

Fail: Immediately end your turn.

I tend to shoot first and ask questions later. Actually, I don't ask questions.

30

6

Laser Hazard

Make a laser check.

Pass: Continue your Movement phase as normal.

Fail: Immediately end your turn.

There are amazing creatures that miraculously spend their entire lives in space. They are friendly and curious, which makes shooting them easier.

30

5

Bad Press

You may end your turn here to choose an opponent. Then, roll 2 dice. The chosen opponent receives an amount of infamy equal to the total result of the rolled dice. Then, you gain 3 infamy.

It's shameful the way some merchants I could name use underhanded tactics to...oh, you're a journalist? I hadn't realized.

30

10

Trade – Luxury

You may end your turn here to buy 1 good from, or sell 1 good to, any discovered culture that produces a luxury (gold) good. Market shift occurs as normal.

This is a once-in-a-lifetime opportunity. Buy now or spend the rest of your days regretting it.

30

9

Trade – Premium

You may end your turn here to buy 1 good from, or sell 1 good to, any discovered culture that produces a premium (silver) good. Market shift occurs as normal.

Sure, you could buy a generic brand, but wouldn't you rather have one with feathers?

30

8

Laser Improvement

You may end your turn here to increase your laser value by up to 3, paying c10 to the bank for each increase.

The bigger your guns, the less breath you'll have to waste on haggling.

30

13

Pilot Training

You may end your turn here to upgrade your pilot as if you were at Galactic Base or your pilot's home culture.

Please remove the training wheels before takeoff.

30

12

Bad Press

You may end your turn here to choose an opponent. Then, roll 2 dice. The chosen opponent receives an amount of infamy equal to the total result of the rolled dice. Then, you gain 3 infamy.

I don't care what it does to my reputation; everyone is going to know what a rotten, selfish scoundrel you are!

30

11

Pirates!

Place the "-1" pirate token on this space.

Resolve the pirate token as if you just entered its space.

You don't scare me. Do your worst, pirate scum!

-1

Pirates!

Place the "-2" pirate token on this space.

Resolve the pirate token as if you just entered its space.

Melf pirates?! Are you sure? I feel a little bad for them.

-2

Shield Improvement

You may end your turn here to increase your shield value by up to 3, paying c10 to the bank for each increase.

You can never have enough protection against the vacuum of space...or the greed of your rivals.

30

14

Pirates!

Place a "+0" pirate token on this space.

Resolve the pirate token as if you just entered its space.

I am too busy to waste my time dealing with pirates! There's money out there waiting for me.

+0

Pirates!

Place a "+0" pirate token on this space.

Resolve the pirate token as if you just entered its space.

How dare you opportunistic parasites take advantage of an honest hard-working merchant like myself!

+0

Pirates!

Place a "+0" pirate token on this space.

Resolve the pirate token as if you just entered its space.

I don't care how dangerous they are! This is my money we're talking about!

+0

Pirates!

Place the "+6" pirate token on this space.

Resolve the pirate token as if you just entered its space.

"Warworm Amynthas! Wasn't he the Rastur overlord during the invasion? What do we do?!"

"I make it a policy to not argue with twelve-foot long armored worms. Retreat!"

+6

Pirates!

Place the "+4" pirate token on this space.

Resolve the pirate token as if you just entered its space.

There's no reason to feel ashamed about running away. Not that I am running away. But if I were to run away, I wouldn't need to feel bad about it.

+4

Pirates!

Place the "+2" pirate token on this space.

Resolve the pirate token as if you just entered its space.

They're despicable, vulgar, no-good pirates with without any redeeming qualities. Worse, I think I owe them money.

+2

Want to see a trick? I saw a pilot do this once and I think I know how it works...

Upgrade Pilot Level: During your Move step, pay c60 at a surface city or spaceport in the system containing the Whynom (11) culture.

Before rolling your speed dice, roll the purple effect die. You may choose to begin your Movement phase at the telegate of the same number as the die result (if present on the board).

Your version of Pilot is outdated. Would you like to update to Pilot version 2.2?

Upgrade Pilot Level: During your Move step, pay c60 at a surface city or spaceport in the system containing the Eeepeeep (10) culture.

If you are on a spaceport, you may choose to keep any or all of your drill tokens on the board after receiving credits when resolving a game round drill icon.

Yezzzz, I knowz where to go...in the endz we allzz go to the zzame plazze...

Upgrade Pilot Level: During your Move step, pay c60 at a surface city or spaceport in the system containing the Qossuth (14) culture.

During a sell action, pass a laser check to sell that good for its high market price.

Limit once per turn.

If you assign a die with an odd-numbered result to navigation during your Move step, you may skip all blue spaces this turn.

You're going to hear a lot of alarms in a second, but we're making really good time.

Upgrade Pilot Level: During your Move step, pay c60 at a surface city or spaceport in the system containing the Human (6) culture.

1
3
0
I disconnected the navigational controls. It was just too much stuff coming at me all at once, you know?
Upgrade Pilot Level: During your Move step, pay c60 at Galactic Base.
Discount: -c10
11

3
6
3
During your Set Speed step, roll 1 additional speed die.
When another player enters a telegate space, he must pay you c10. If he cannot, he must end his turn immediately.
Discount: -c30
11

1
3
0
10 FLY SHIP
20 IF AT DESTINATION, GOTO 40
30 GOTO 10
40 END
Upgrade Pilot Level: During your Move step, pay c60 at Galactic Base.
Discount: -c10
10

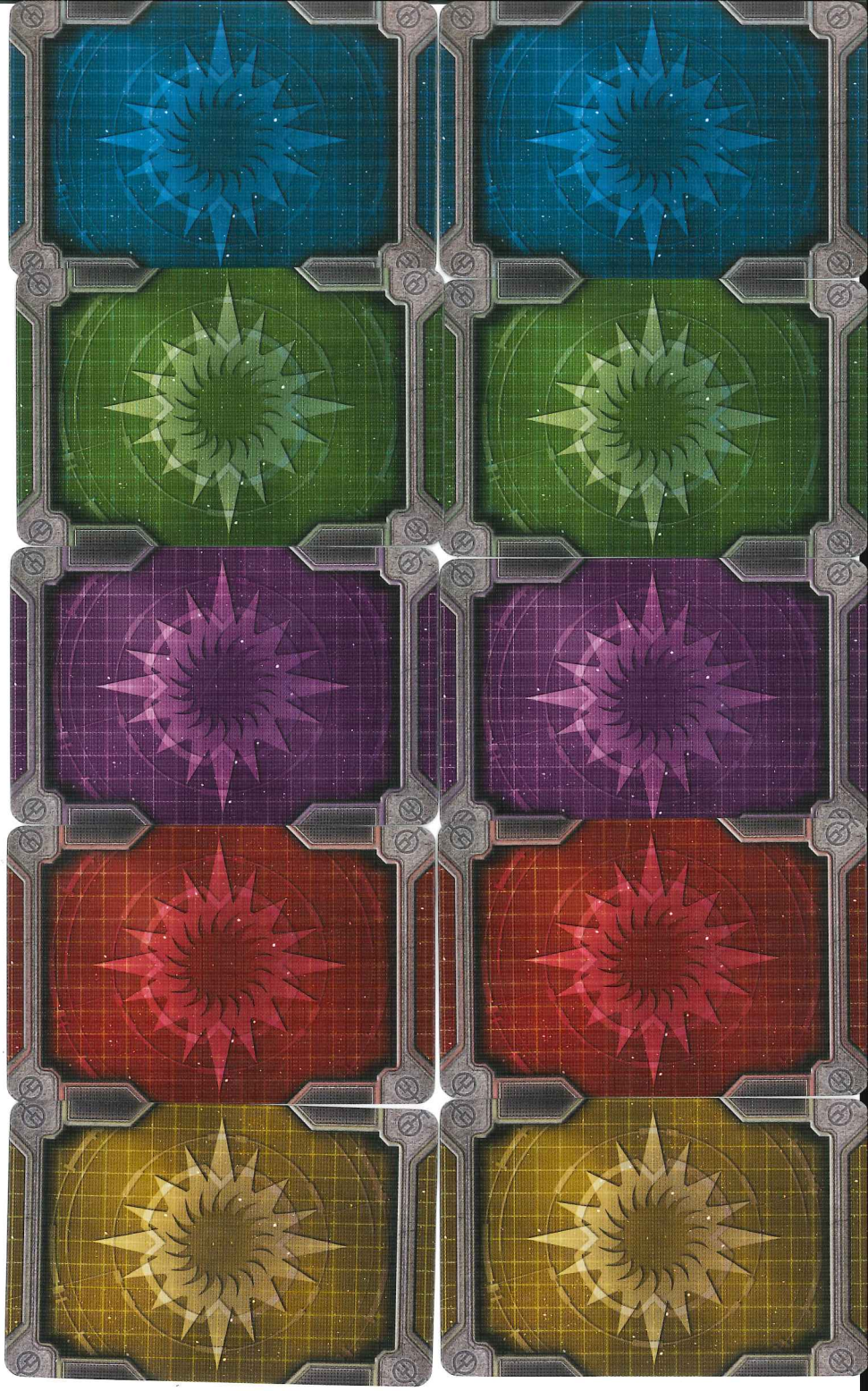
3
6
3
During your Set Speed step, roll 1 additional speed die.
For each of your even-numbered speed die results, you may add 2 to your movement value.
Discount: -c30
10

1
3
0
So many buttonzzezz to puzzzsh! Wantz to puzzzsh them allzzzzz!
Upgrade Pilot Level: During your Move step, pay c60 at Galactic Base.
Discount: -c10
14

3
6
3
During your Set Speed step, roll 1 additional speed die.
When making a laser check, or during a pirate engagement, add your navigation value to your laser value.
Discount: -c30
14

3
6
3
During your Set Speed step, roll 1 additional speed die.
Any of your speed dice with a result of 1, 2, or 3 can be rerolled once before your Move step.
Discount: -c30
6

1
3
0
The dial on the left shows how fast we're going, right?
Upgrade Pilot Level: During your Move step, pay c60 at Galactic Base.
Discount: -c10
6



7

Charity Case

Challenge: You have at least 250 unspent credits on First Contact cards in your play area.

Effect: Reduce your total movement value by 3.

-c30

1

Pathfinder

Challenge: Move through (i.e. both enter and exit) at least 4 navigation spaces in 1 turn.

Effect: Moving along a green path costs 1 additional movement point.

-c10

13

Here and There

Challenge: Be transported by telegates twice in the same turn.

Effect: Double the costs of all equipment.

-c50

25

Jack of All Trades

Challenge: Enter all 3 types of hazard spaces (shield, laser, and piloting) and pass their hazard checks in one turn.

Irreversible Effect: Reveal all First Contact cards on the board and place all tokens from the culture supply area into their respective culture's system. Then discard the First Contact cards just revealed.

-c200

19

Fare Weather

Challenge: You have 3 passengers in your cargo holds.

Effect: The capacity requirement of each passenger is doubled (jettison or, if able, offload any passenger exceeding the capacity of any of your cargo holds).

-c100

7

Lead Foot

Challenge: Spend 24 or more movement points during 1 turn.

Effect: Reduce your total movement value by 3.

-c30

1

Homesick

Challenge: Skip your Movement phase while on a spaceport or surface city in the system of your pilot's home culture.

Effect: Moving along a green path costs 1 additional movement point.

-c10

13

Wholesaler

Challenge: Sell 4 identical goods in the same Transaction phase.

Effect: Double the costs of all equipment.

-c50

25

Private Deal

Challenge: Sell 2 luxury (gold) goods at high market conditions during the same Transaction phase.

Irreversible Effect: Reveal all First Contact cards on the board and place all tokens from the culture supply area into their respective culture's system. Then discard the First Contact cards just revealed.

-c200

19

Do-Gooder

Challenge: You have 4 completed Mission cards in your play area.

Effect: The capacity requirement of each passenger is doubled (jettison or, if able, offload any passenger exceeding the capacity of any of your cargo holds).

-c100

Transmission SHD-3

Destination: Desert Planet

Objective: Have a shield value of 3 or greater while at a surface city or spaceport in this system.

An under-equipped ship is vulnerable to the intense heat of this world, and to the nomadic bands of sand raiders.

Transmission GD-2

Destination: Trapped Rogue Planet

Objective: While at a surface city or spaceport in this system, have at least 2 goods capable of being sold to that system's culture.

A typical month includes snow, hurricanes, earthquakes, and volcanoes. They need a lot of supplies.

Transmission UP-GRD

Destination: None

Objective: Activate 2 ship upgrade techs in the same turn.

Looking to add some features to your ship? Consult your local dealer for incentives from the manufacturer!

Transmission LZR-3

Destination: Water World

Objective: Have a laser value of 3 or greater while at a surface city or spaceport in this system.

The annual Shootin' Fish in a Cryo-tank Festival is approaching! Come with your guns blazing!

Transmission SHD-4

Destination: Colony World

Objective: Have a shield value of 4 or greater while at a surface city or spaceport in this system.

Someday this world is going to be the economic center of the galaxy. Until then, the terraforming machines explode sometimes.

Transmission LZR-4

Destination: Interstellar Biosphere

Objective: Have a laser value of 4 or greater while at a surface city or spaceport in this system.

Horrible star-spawn beasts have been seen near the Biosphere! The Galactic Guard is paying top dollar for crack shots to fend off the pests.

Transmission PLT-2C

Destination: Multi-Generation Ship

Objective: Have a level 2 or level 3 pilot while at the spaceport in this system.

Pilots often get their crafts trapped in the same gravity well as the Multi-Generation Ship. They'll offer anything for help escaping.

Transmission PLT-2B

Destination: Nebula Habitat

Objective: Have a level 2 or level 3 pilot while at the spaceport in this system.

Since the Nebula interferes with navigational equipment, pilots who can safely fly through the area get perks from insurance companies.

Transmission PLT-2

Destination: Inhabited Moon

Objective: Have a level 2 or level 3 pilot while at a surface city or spaceport in this system.

With so little sunlight reaching this moon, its population is very grateful to pilots who can navigate in the dark.

Transmission LZR-2

Destination: Asteroid System

Objective: Have a laser value of 2 or greater while a spaceport in this system.

Looking for work with that itchy trigger finger? Head to the asteroid belt and shoot down some flight hazards!

Transmission SHD-3B

Destination: Polluted Planet

Objective: Have a shield value of 3 or greater while at a surface city or spaceport in this system.

There's a lot of hidden treasures if you're willing to wade through highly toxic piles of muck.

Transmission PLT-2D

Destination: Giant Planet

Objective: Have a level 2 or level 3 pilot while at a surface city or spaceport in this system.

This giant planet can be surprisingly hard to find, especially if you've got an inexperienced rookie behind the wheel.

Transmission GD-2B

Destination: Ice World

Objective: While at a surface city or spaceport in this system, have at least 2 goods capable of being sold to that system's culture.

These folks have very liberal definitions of what constitutes "blankets" and "firewood."

Transmission LZR-3B

Destination: Jungle World

Objective: Have a laser value of 3 or greater while at a surface city or spaceport in this system.

Many jungle tribes are known to worship space vessels that can cause severe damage. So don't shoot down any of their altars.

Transmission SHD-2

Destination: War-Torn System

Objective: Have a shield value of 2 or greater while at a surface city or spaceport in this system.

Theoretically, if we were absorbing huge amounts of radiation right now, how long do you think it would be before we died?

Transmission CGO-4

2

Destination: None

Objective: Have at least 1 good or passenger in each of 4 different cargo holds.

Investors never call unless business is booming.

Transmission TXI-1

2

Destination: See Objective

Objective: Drop off a passenger worth at least 1 fame at its destination, then receive c150 in addition to the passenger's normal fare.

I know a shortcut that will get you there twice as fast.

Transmission PLT-3

2

Destination: None

Objective: Upgrade your pilot to level 3, then receive c100.

Being associated with a renowned pilot has benefits.

Transmission CH-SHD

2

Destination: Supergiant

Objective: Pass a shield hazard check on a shield hazard space in this system.

A lot of derelict ships end up in this system. We can salvage a fortune if we're not pulled into the sun!

Transmission CH-LZR

2

Destination: Supernova

Objective: Pass a laser hazard check on a laser hazard space in this system.

Small, mineral-rich asteroids abound for the brave souls willing to engage in a little laser mining.

Graw

These degenerate, fish-like creatures are all that remain of the once proud race that ruled over the entire galaxy. Once highly advanced, they are now just primitive, superstitious brutes who worship their former students, the Qossuth.

Uolois

These slug-like creatures comprise a collective intelligence that tends to be friendly, yet enigmatic. The laws of time and space appear to bend wildly in their presence and it's unclear if they actually manipulate reality or if it's just a projected illusion.

Nillis

These tranquil beings are masters of long-term cross-pollination. Young Nillis sprouts are virtually mindless, but as they grow, they become highly intelligent thinkers. Ancient Nillis can spend years immobile, meditating on the mysteries of life.

Qossuth

Upon discovering the nature of the universe, the Qossuth evolved into amorphous masses of fog and lightning. Their behavior grew erratic, sometimes despondent, sometimes cruelly ambitious. Still, their profoundly disturbing art fetches a high price.

Shenna

These aggressive beings can be identified by the tail-like protuberances at the backs of their heads. They live and hunt in small clans and make excellent soldiers. Without external enemies to engage them, they tend to fight amongst themselves.

Humans

Humans are unusually flexible beings, adapting to any environment they occupy with an uncanny knack for inventing and using tools. While not particularly intelligent, Humans can be potentially hazardous if left unsupervised too long.

Dell

The Dell are identified by their multiple eyes and tentacular mandibles. The Rastur invasion brought financial ruin to the Dell and they regressed to an industrial state. They seek to acquire valuables at little or no expense to themselves.

Niks

Small in stature and gregarious in demeanor, the Niks are impish creatures who chatter endlessly on all manner of topics. While they prefer living in rustic tree villages, they are by no means simple and are uniquely attuned to the natural world.

Whynoms

These practical creatures are renowned for their dry wit. They are rumored to be descendents of irate, uncomfortable horses on a desperate quest to find a comfortable way to sit down. Their hoof-crafted goods are treasured throughout the galaxy.

Eeepeeep

The origin of the Eeepeeep is a mystery. One explanation is that they are descendents of a single orphaned kitchen appliance from a long-lost galaxy. They are known for their friendly, logical natures and incredible insight into advanced technology.

Zum

Zum society is peculiar in that it has no formal structures of government or commerce. Each of these large hive insects acts in perfect harmony with its brethren, all seemingly experiencing the exact same thoughts, preferences, and impulses.

Yxklyx

These asocial, crab-like creatures are brilliant biochemists, capable of fusing machinery and organic materials in revolutionary ways. They are often avoided, due in no small part to their tendency to view other races as potential test subjects.

Cholos

These microscopic bacteria are ingenious bio-engineers who excel at cellular manipulation. They can be difficult to communicate with given that they "speak" by inflicting precise symptoms upon their host, making it sneeze in a specific rhythm.

Wollow

These imposing giant lizards follow a philosophy of peace and love. They seek to spread their harmonious message throughout the galaxy. Given their terrifying stature, most beings are inclined to agree with whatever the Wollow are saying.

Barter System

Immediately return one of your racial technologies to its originating culture, then receive a racial technology of the same grade (color) from any culture at no cost.

"How great is this? I give up this treasured item handed down from generation to generation. In return you give me all of these things you almost never use!"

c50

Top Shelf Mechanic

Before determining your final score at the end of the game, gain an additional c10 for each point of fame awarded by your lasers, shields, cargo holds, and ship upgrades.

"We made the cover of Fancy Merchant Ship Holo-Magazine!"

c50

Air Foil

3

You may spend 1 movement point instead of 2 when moving along green paths. Additionally, you may move from a surface city to another surface city in the same system for 1 movement point.

"Finally! I can maneuver through planetary atmospheres without the hull peeling off!"

Peace Offering

When purchasing a basic (copper) goods token, you may discard this card to reduce the cost of that goods token to zero **and** receive another identical goods token, if available at your current system, at no cost.

"It would be rude to refuse these gifts that I fully intend to resell for pure profit."

c50

Bestowing Gifts

When purchasing a premium (silver) goods token, you may discard this card to reduce the cost of that goods token to zero.

"It's all about who you know. It's also all about what stuff those people can give you."

c50

Show of Support

When purchasing a luxury (gold) goods token, you may discard this card to reduce the cost of that goods token to zero.

"I'm practically one of you! I speak your language! I eat the same protein-based paste that you do!"

c50

Back to Work!!!

Discard this card immediately after receiving credits when resolving a game round drill icon. Keep any or all of your drill tokens on the board.

"If we just get rid of all these safety protocols, we'll have plenty of time to extract the ore."

c50

Limo Service

You may add 3 to the value of the die assigned to your "Shuttle" ship upgrade. This is only for purposes of using the shuttle (i.e. it does not add to your movement value).

"If you're going to launch yourself into the cold, merciless vacuum of space, you might as well do it in style."

c50

Power Broker

When using a "Market Flux" ship upgrade, you may choose which market token to place on top of the market stack. Keep the other two market tokens in their original order.

"If we were actually talking to each other right now, this information would be highly illegal. Luckily, I'm talking to no one in particular."

c50

Adept Crew

The number of dice you may assign during your Movement phase is equal to your pilot's level plus 1.

"You were working…on your own time… without being micromanaged? This galaxy is filled with miracles…"

c50

Free Sample

When purchasing a racial technology, you may discard this card to reduce the cost of that racial technology token to zero.

"I got it straight from the manufacturer. It's not tested yet, but it was free!"

c50

Secret Compartment

This card functions as a cargo hold with a capacity of one dot.

"Of course we can smuggle you in. You don't mind sleeping standing up, right?"

c50

Bribe

When you receive this card, immediately receive c100 from the bank. Then discard this card.

"Good heavens! Someone left this envelope full of money on my desk! How could this have happened?"

Refund

When you receive this card, immediately receive c150 from the bank. Then discard this card.

"I bought this six years ago and it's the wrong size now. No, I don't have a receipt."

For the Hassle

When you receive this card, immediately receive c200 from the bank. Then discard this card.

"I'd feel a lot better about this whole horrible experience if I was holding a heaping fistful of money."

Yellow Engine

3

You may skip over all yellow spaces during your Move step. If you do not wish to use this card's ability, you must announce this during the Declare Heading step of your Movement phase.

"It's a small device that makes the ship go faster — stop me if this gets too complicated..."

Lost Change

When you receive this card, immediately receive c100 from the bank. Then discard this card.

"Tell the crew to dig through their seat cushions and bring me what they find."

Hidden Stash

When you receive this card, immediately receive c100 from the bank. Then discard this card.

"Desperate times call for desperate measures. It's time to dip into the cookie jar."

Power Link

3

After rolling your speed dice, you may assign a die with a result of 5 or 6 to this card. If you do, you may add up to 5 points to your movement value.

"It comes with adapters for whatever sort of plug-in you happen to be using while stealing power."

Spy Eye

3

When you would draw any card, draw two cards instead, keep one card (if an Encounter card, resolve it), and place the other card facedown at the bottom of the appropriate deck.

"Covertly watching your rivals helps make negotiations go much more smoothly."

Switch Switch

3

At any time during your turn, you may switch the die currently assigned to navigation with an unassigned speed die (one that was rolled during your Set Speed step). You may do this any number of times.

"We're about to take a hard quantum superposition left turn, so hold on to your electrons."

Gate Lock

3

When you enter a telegate space, you may choose to treat it as a blue space instead.

"You know what makes piloting easier? The normal space-time continuum! Not being flung randomly across the galaxy, that helps a lot!"

Jump Start

3

Before rolling your speed dice, declare you are using Jump Start. If the result of any one of your rolled speed dice matches the number of a telegate on the board, you must select that die and assign it to navigation. Then immediately move your ship to the matching telegate.

"Technically, this will destroy us and our ship and then replace everything elsewhere with exact duplicates from an alternate dimension."

Mulligan Gear

3

Immediately after rolling your speed dice, you may reroll 1 die of your choice. You must keep the new result (it may not be re-rolled by any other effect this turn).

"Just press 'record' and 'rewind' at the same time to send a message to yourself a few minutes in the past."

Autopilot

3

After rolling your speed dice, you may choose one die with an odd result and change it to a 4.

"It's a highly sophisticated network that keeps the ship moving forward at a consistent speed."

8

9

10

11

12

13

14

3·4·5

1·6

2

Colony World

Jungle World

10

10

10

10

10

Supergiant

Ice World

Classic Game

2

1·4·5·6

Nebula Habitat

Giant Planet

10

30

10

40

Asteroid System

10

20

30

20

Polluted Planet

5·2

3·4

1

6

20

Multi-Generational Ship

2·3

4·5

1

6

20

20

10

20

10

10

War-Torn System

30

30

Inhabited Moon

4

3·6

1·2·5

1·2·3

4·6

5

World

5·2

3·4

Polluted Planet

Supernova

30

30

30

30

30

Desert World

ere

1·2·5

3

4·6

3·4·6

2

1·5

2

1·6

3·4·5

2·3

4·5

1·6

3

2

1·4·5·6

Water World

Nebula Habitat

1

2

3

4

10

10

10

Trapped Rogue Planet

Interstellar Biosphere

5

6

30

7

3·4·5

1·6

2

Colony World