



GALACTIC CRUISE

OFFICIAL EMPLOYEE
ONBOARDING DOCUMENTATION
v1.2.5

TRAINING MANUAL



COMPONENTS

MAIN BOARD SETUP STEP NUMBER # PLAYER SETUP STEP NUMBER

 RULEBOOK X1	 MAIN BOARD X1	 MARKETING BOARD X1	 AGENDA CARDS X36	 PROGRESS TRACK TILES X9
 NEUTRAL CUBES X3	 ACTION TILES X12	 EXPERT WORKER TILES X6	 COMPANY GOAL TILES X6	 COMPANY GOAL TRACKERS X3
 TECHNOLOGY TILES X8	 NEUTRAL DEVELOPMENTS X3	 44 ONES, 20 FIVES MONEY X64	 32 ONES, 16 THREES ADS X48	 BLUEPRINT TILES X48
 SMALL RESOURCE TRACKERS X3	 COCKPIT TILES X15	 ENGINE TILES X15	 GUEST BONUS TOKENS X5	 MARKETING BOARD OVERLAYS X2
 CRUISE TILES X18	 12 OF EACH COLOR GUESTS X36	 FIRST PLAYER MARKER X1	 REFERENCE BOOK X1	

PLAYER COMPONENTS

 PLAYER AID X4	 LARGE RESOURCE TRACKERS (4 SETS) X12	 UPGRADE TOKENS (4 SETS) X32	 STARTING COCKPIT TILE X4	 STARTING ENGINE TILE X4
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SOLO COMPONENTS

 PLAYER BOARD X4	 WORKERS (2 IN EACH COLOR) X8	 EXPERT WORKERS (2 IN EACH COLOR) X8	 DEVELOPMENTS (9 IN EACH COLOR) X36	 SOLO CARDS X13
 PROGRESS CUBES (12 IN EACH COLOR) X48	 REPUTATION TRACKER (1 IN EACH COLOR) X4	 VP TRACKER (1 IN EACH COLOR) X4	 CRUISE CONSULTANT (1 IN EACH COLOR) X4	 SOLO TOKENS X3

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GAME OVERVIEW

Hello, and welcome to Galactic Cruise. Here, we offer our guests something special: the comfort of a luxury cruise with the innovation of space travel.

As a supervisor of this company, you'll be expected to not only build shuttles and satisfy our guests, but also help the company thrive by enhancing our company network, invent new technologies, and grow our workforce.

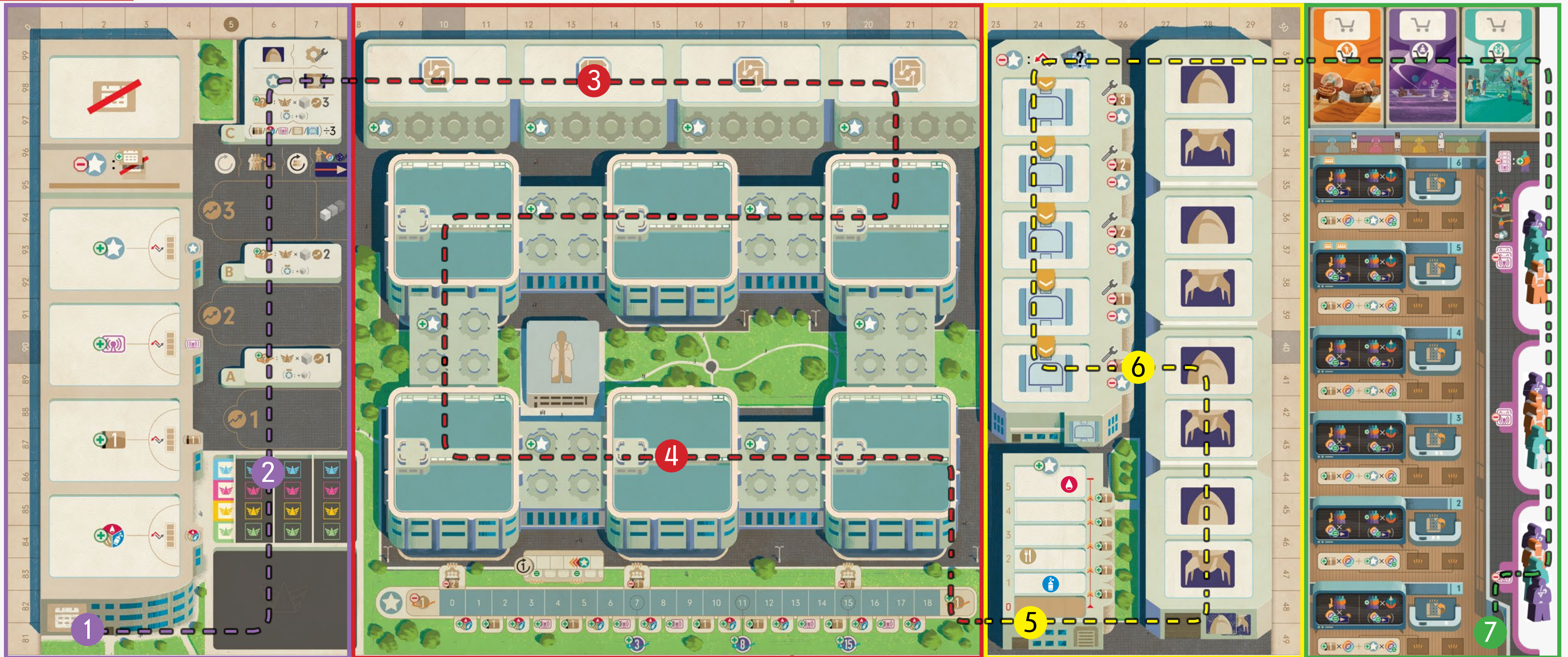
Our founder and CEO, Travis E. Preston, is retiring in three years and is looking for his successor. Will it be you?

Throughout the game, you and the other players will be placing workers to take actions that will enable you to construct shuttles, schedule cruises, and build developments within the company's network. Each of these actions will help you to more efficiently accomplish your goal of launching shuttles to different destinations while trying to satisfy the desires of the guests.

You will earn Victory Points (VP) for taking guests on cruises, as well as completing other company goals. Each time you launch or accomplish a company goal, a cube is added to the Progress Track. When the Progress Track is full, the end of the game is triggered and the player with the most VP wins and becomes CEO.



Want to watch instead of read?



PLANNING AND STRATEGY

- 1** Hey, everyone! I'm Zoe, and I'll be showing you around today. If you look to your left, you'll see our Planning and Strategy Department, where our board members have their regular meetings.

Here, the Board of Directors will clue you in to their agendas and give you some guidance. They always have an ear out for fresh new ideas, too, so if you have any, you may get rewarded for some agendas of your own. A word to the wise: flattering the board will take you a long way.

- 2** This is also where the board will be keeping track of your progress. As you can imagine, they are always interested in launching cruises, but they also have other goals in mind for the next three years.

It goes without saying that you should not ignore what the board is looking for. And, please, don't be caught slacking off because every supervisor's progress is broadcasted here for all to see.

HEADQUARTERS

- 3** Just over here, we have the main part of the company: the Headquarters. On the north side of the HQ campus, you'll be working alongside our team of scientists to invent and develop technologies.


- 4** In the central area you'll find six locations where the workers under your purview will be spending a lot of their time. These departments are dedicated to hiring new workers, drawing up blueprints, constructing those blueprints and installing them into shuttles, and acquiring necessary resources.

You can even stand to make some extra money for your team... if you play your cards right. As you're working here, remember to get along with your colleagues. A good reputation will get you more than a few favors.

Now feels like a good time for me to mention that I've taken the liberty to add a few helpful tips to your Training Manual and Employee Handbook. Be on the lookout for my highlighted notes, like this one.

MANUFACTURING

- 5** Just outside of the HQ campus, we have our Manufacturing Department, where our Storage Silo is housed. Here, you'll be able to take the resources you need to launch. You're also welcome to replenish the resources; the board likes selfless stuff like that!
- 6** You'll also notice our architects are hard at work drafting blueprints and our builders are transforming metal and glass into something extraordinary. After you get settled in, you'll want to come by and take a look at the new shuttles that are being built.

This icon  means there is a change to the rules when playing a 2-Player game. (See page 30 for details.)

Travis, our founder, has marked a few **KEY CONCEPTS** that absolutely are must reads and cannot be missed.

MARKETING

- 7** Now, over here is our Marketing Department—this is where the magic happens. Here is where we broadcast upcoming trips and sell tickets to our valued guests.

As you'll soon see, there will be a queue forming outside. And guess what? That line will never die down. As soon as one cruise departs, another gets announced and the people will just keep flocking to us.

Some of these folks will take a little more convincing than others, but they're all very excited to fly with us, and it's an honor to accommodate them.

Heck of a whirlwind tour, isn't it?

Well, luckily for you, you have this Training Manual and your Employee Handbook to peruse. Take your time, but don't dawdle too long.

The stars wait for no one, and there's lots of work to be done.

-Zoe ☺

MAIN BOARD SETUP

INTRO GAME SETUP

Use Side B of the board and only follow pink steps. (● and ●)

The Intro Game is highly recommended for your first game.

STANDARD GAME SETUP

Use Side A of the Board and only follow blue steps. (● and ●)

- 1 Place the Main Board in the center of the playing area and the Marketing Board to the right of it.
- 2 Shuffle the Agenda Cards and place them facedown beside the Main Board. Then reveal 4 cards from the top of the deck and place them faceup onto the indicated spaces on the Main Board from bottom to top.
- 3 Place the Progress Track Tiles, labeled with the correct player count (4-player / 3-player / 2-player / 1-player) on the matching indicated spaces (1 / 2 / 3) on the Main Board. Return the others to the box.

4 Place 1 Neutral Cube into the bottom left space of each Progress Track Tile.

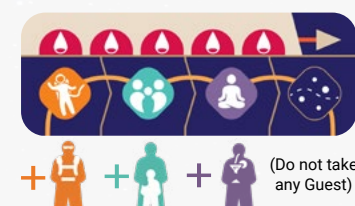
: Place 1 Neutral Cube into the bottom left space of the 2 Progress track. (do not place any into 1 or 3)
- 5 Shuffle the 12 Action Tiles and place them at random onto the indicated spaces on the Main Board, placing 2 at each location.
- 6 Shuffle the Expert Worker Tiles and place 1 of them at random faceup onto the indicated space on the Main Board. Return the remaining tiles to the box.
- 7 Shuffle the Company Goal Tiles and place 1 of them at random faceup onto the indicated space on the Main Board. Return the remaining tiles to the box.
- 8 Place a Company Goal Tracker into each of the 3 bottom spaces of the Company Goal tile.

: Use middle spaces instead.
- 9 Shuffle the Technology Tiles and place 4 of them at random faceup onto the Technology Tile spaces on the Main Board.
- 10 Place 1 Technology Tile at random facedown next to the Main Board to be used in step 11. Return the rest to the box.

: Leave the rest nearby facedown instead.
- 11 Refer to the printed graphic on the facedown Technology Tile 10 to see where to place the Neutral Development(s) depending on the player count. Place a Neutral Development in each depicted area, covering the Reputation icon, for the corresponding player count. Once the Neutral Development(s) are placed, return that Technology Tile to the box.
- 12 Create a supply of Money and Ads within reach of the players.
- 13 Shuffle the Blueprint Tiles and place them faceup (with the Blueprint side visible) in a stack beside the Main Board. Take the top 5 tiles from the stack and place them faceup on the indicated spaces on the Main Board from bottom to top.

- 14 Place a Small Resource Tracker of each type into the Storage Silo on the "2" space on the Main Board.
- 15 Set aside the Starting Cockpit Tiles and Starting Engine Tiles (denoted with a star in the bottom right corner). These will be used later during Player Setup.
- 16 Shuffle the remaining Cockpit Tiles and place them faceup (with the 5 side visible) in a stack beside the Main Board. Take the top 4 Tiles from the stack and place them faceup on the indicated spaces on the Main Board from bottom to top. Do the same for the Engine Tiles with the Bonus side visible.
- 17 Shuffle the Guest Bonus Tokens and place 1 of them at random faceup onto each of the 3 indicated spaces on the Marketing Board. Return the remaining tiles to the box.
- 18 If playing with fewer than 4 players, use the Marketing Board Overlays to cover the top 1 or 2 spaces of the Marketing Board. Use 1 overlay in a 3-player game and 2 overlays in a 1 or 2-player game.

- 19 Shuffle the Cruise Tiles and place 1 of them at random faceup onto each of the indicated spaces for player count (4/5/6 tiles for 1-2/3/4 players) on the Marketing Board. Place the remaining tiles in a facedown stack nearby.
- 20 Fill the 3 bottom spaces of the Marketing Board with the Cruise Tiles marked with a star on the back of the tile (place them faceup). Shuffle the rest of the Cruise tiles and fill the remaining empty spaces (4/5/6 tiles in total for 1-2/3/4 players). Place the remaining tiles in a facedown stack nearby.
- 21 Place all the Guests beside the Marketing Board creating a supply.
- 22 From the Guest supply, take a matching Guest (see image below) for each Destination listed on the faceup Cruise tiles and set them aside to be used in step 23. If the number of set aside Guests is fewer than 7/9/11 for a 1-2/3/4 player game, add in 1 Guest of each color (repeat if necessary).



- 23 Randomly place all of these set aside Guests, one at a time, in the Queue next to the Marketing Board, placing one in each of the 3 sections bottom to top, (1, 2, 3) then repeating until all these set aside Guests are placed.

All 3 sections of the Queue are used regardless of the number of players.

In the 3-player game shown in the image below, there are 7 destinations across all 5 Cruise Tiles. 3 Relaxing, 2 Adventurous, and 2 Family Guests were set aside. This did not meet the threshold of 9 guests in a 3-player game so 1 Guest of each color was added to make 10 Guests total.

ADDITIONAL SETUP FOR A 1 OR 2-PLAYER GAME
See page 29 for additional 2-Player Game setup instructions and rules.



PLAYER SETUP

Each player chooses a player color and then takes a Player Board, all components in that color, as well as a Resource Tracker of each type, then places them as shown.

- 1 2 Workers
- 2 2 Expert Workers
- 3 9 Developments
- 4 3 Large Resource Trackers (one of each type
- 5 8 Upgrade Tokens. Place the 4 brown Upgrade Tokens with the hand icon onto the top 4 spaces, matching the bonus type. Place the remaining 4 gray Upgrade Tokens into the bottom in any configuration.
- 6 Take 1 Starting Cockpit Tile and 1 Starting Engine Tile, placing them faceup (as shown), to the left of your Player Board.
- 7 Take your starting Supplies: 10 Money and 2 Ads from the supply, and 1 Agenda Card from the top of the Agenda Deck. As a reminder, these are listed on the back of your starting Engine Tile. (Reputation will be gained in Step 12.)
- 8 Place 3 of your Progress Cubes above the Company Goal tile in the spaces matching your player color on the Main Board. Do not place any cubes in the leftmost column. Place the remaining cubes near your Player Board.
- 9 Place your VP Tracker at "5" and your Reputation Marker at "0" on their respective tracks on the Main Board.
- 10 Place your Cruise Consultant onto the Marketing Board.
- 11 The player who most recently went on a cruise (or vacation) will be first player and takes the First Player Token.
- 12 In clockwise order starting with the first player, set your starting Reputation: 0/1/2/3.

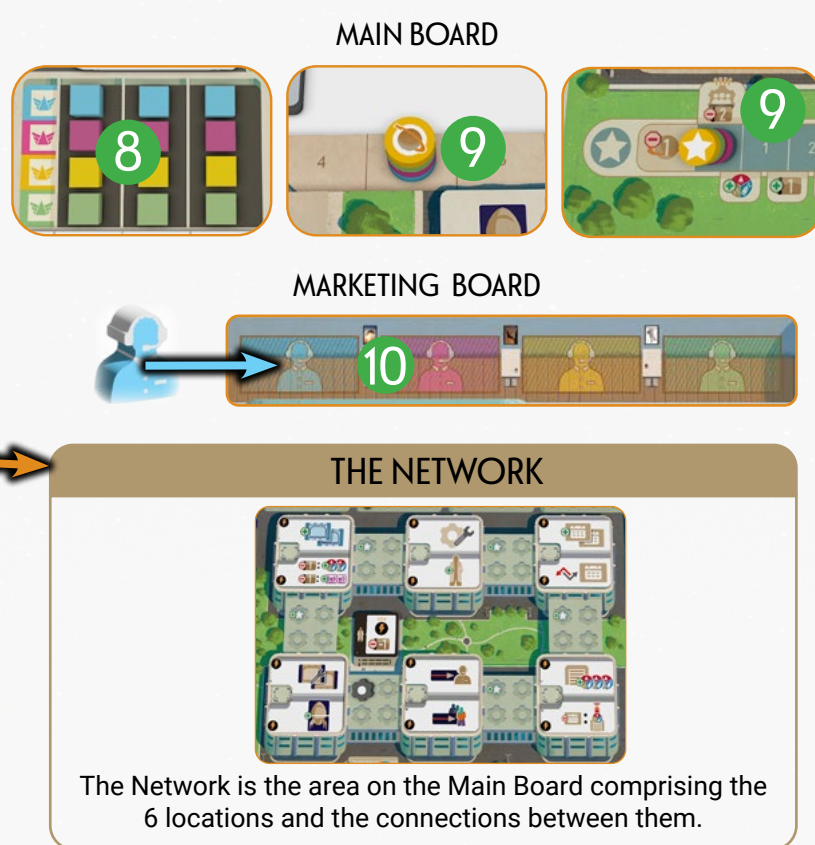


Example: In a 4-player game the first player will stay at 0 Reputation, the next player starts with 1 Reputation, the next player starts with 2 Reputation and the last player starts with 3 Reputation.

- 13 In reverse turn order, you will do both **13a** and **13b**:
 - 13a Place 1 Development (at no cost) from the left column of Developments on your Player Board onto the Main Board in an area where no Development is currently present (i.e., covering a Reputation icon and gaining that Reputation).

This Development must be placed in The Network.

Don't overthink it: this is a learning experience and any location will be valuable throughout the game.



- 13b Take a Blueprint Tile from the Main Board and place it beside your Player Board in one of the indicated spaces. You do not pay when taking Blueprints, only when building them into your Shuttles.
- 14 After all players have taken a Blueprint, slide all remaining Blueprints to the bottommost available space(s), then refill from bottom to top from the Blueprint stack.

PLAYER BOARD ANATOMY

- A BREAK ROOM** This area is the place where your Workers and Experts stay when they are not working. (i.e. placed on the Main Board or piloting a shuttle)
- B RESOURCES** Food, Oxygen, and Fuel are stored here, and you will track the amount of each using Resource Trackers. As you gain and spend these resources, you will move the trackers right and left accordingly.
- C DEVELOPMENTS** Developments are kept here until built. They limit how many resources can be stored on your Player Board.
- D LAUNCH TOWER** The Launch Tower is comprised of 8 Upgrade Tokens split between 2 sections. Throughout the game, these tokens will be triggered for bonuses, flipped, and removed.
- E UPGRADES** Across the top of the Player Board are the 3 different Destinations: the Adventurous destination, the Relaxation destination, and the Family destination. Each destination has 3 different Upgrades that can be activated throughout the game by visiting it.
- F LAUNCH ELEVATOR** This is an elevator your Worker rides to board the shuttle when launching. It represents a 5-second countdown and lists the 5 steps performed during a launch.

TURN STRUCTURE

Galactic Cruise is played over a variable number of rounds. Starting with the first player, each player will take a turn, followed by the next player in clockwise order. This continues around the table until the game end is triggered (See "Game End" on Page 27).

On each of your turns, you will (1) Advance Shuttles | (2) Do one of the following: (2a) Assign a Worker, (2b) Launch a Shuttle, or (2c) Call a Meeting | (3) Accomplish a Company Goal.

Each player will usually get about 20 turns.

1. ADVANCE SHUTTLES

Throughout the game, you will be launching shuttles that will advance to different stops until they return back to Earth. If, at the start of your turn, you have a shuttle in space, you will advance the worker on the Cruise to the next stop (See "Advance Shuttles" on Page 24).

2A. ASSIGN A WORKER

Take 1 of the Workers from the Break Room on your Player Board, and place it onto 1 of the 6 Locations in The Network on the Main Board (except where you already have a Worker) and then take up to 2 actions you have access to.

Before moving on, read the boxes on the right to learn some of the game's key concepts.

2B. LAUNCH A SHUTTLE

Place a Worker onto the bottom space of the Launch Elevator to Launch. (See "Launch a Shuttle" on Page 22).

2C. CALL A MEETING

You may Call a Meeting no matter how many Workers are in your Break Room, however, **if at the start of Step 2 of your turn, you do not have any workers in your Break Room, you MUST call a meeting.**

To Call a Meeting, first you will recall all your Workers from the Main Board and place them back into your Break Room, gaining a Funding Bonus for each covered.

Gaining a Funding bonus does not remove or flip tokens from the Launch Tower; you simply gain a visible bonus for each worker returned.

After gaining your Funding Bonus(es), you may take one action from a location that has at least one of your Developments connected to it.

(See "Call A Meeting" on Page 26).

3. ACCOMPLISH COMPANY GOAL

Each game there are 3 Company Goals, shown on the Company Goal Tile. At the end of your turn, if you have accomplished a Company Goal, you remove your Progress Cube from above that goal on the Main Board and place it onto the Progress Track (See "Progress Track" on Page 27).

Then, you increase the Company Goal Tracker for that goal which may make it harder for the next player to also accomplish that goal. (See "Accomplish Company Goal" on Page 26).

WORKER BUMPING

Your workers may be placed on an empty location or a location containing another player's worker.

If the location contains another player's worker, that worker is bumped (removed) from the location and returned to that player's Break Room. The player whose worker is bumped, immediately gains a Funding Bonus.

You cannot bump your own worker.

FUNDING BONUS

A funding bonus is gained any time you place a worker onto the Break Room of your Player Board and cover the Funding Bonus icon.

There are 4 different funding bonus options, listed in the top area of the Launch Tower on your Player Board. (See example to the right.)

When gaining a funding bonus, you choose one of your available options. You might gain more than one funding bonus at the same time. When this occurs, you may choose the same bonus more than once.

ACTION SELECTION

After placing a worker on a location, you may take up to 2 actions with that worker, choosing from all actions that worker has access to.

A worker always has access to the 2 actions on the location where it is placed. If there is at least one Development connecting them to an adjacent location, the worker may also access the actions on it. The worker may use your Developments for free, or, if you do not own one, you may pay to use other players' Developments (see Reputation below).

Actions may be repeated and may be taken in any order.

REPUTATION

Throughout the game, you will gain Reputation and may use it during your turn in two ways:

1. You may pay to use other players' Developments in The Network or on a Technology. The Development(s) are usable for your entire turn.

To do this, you must pay money to **every** other player (or the supply for Neutral Developments) that has a Development in that area. The amount paid is based on your Reputation. If you have a Reputation of 0-6, the cost is 2 Money; if it is 7-14, 1 Money; and if your Reputation is 15 or higher, you can use The Network connection or Technology for free.

2. Once per turn at any time, you may use your Reputation to gain the bonuses depicted below the Reputation track.

To do this, you reduce your Reputation Tracker as far as you would like and then gain all the bonuses of **one** type that you cross over.



It's **Yellow's** turn. They can place their worker on any location except where they already have a worker.

They decide to place their worker on the bottom middle location. **Blue** already has a worker there, so that worker is bumped, and **Blue** takes it back and places it in their Break Room.

This triggers a Funding Bonus which **Blue** can take while **Yellow** finishes their turn.

Blue returns their worker to their Break Room and covers a which triggers a Funding Bonus.

Blue chooses from any of the four visible funding icons in their Launch Tower:

- A Gain 1 Money
- B Gain 1 Ad
- C Gain 1 VP
- D Gain 1 Resource

Gaining a Funding Bonus does not remove or flip the tokens in the Launch Tower (this occurs at other times during the game).

Yellow may now take 2 Actions, choosing from all its worker has access to.

Yellow can freely access the actions of the location where it has placed its worker as well the adjacent location to the right that is connected through **Yellow's** Development. **It does not matter that Green also has a Development here.**

Yellow may choose to use the connection to the left but must pay all players with a Development there. In this example, **Yellow** must pay **Pink** and the supply, to borrow the **Pink** and **Neutral** (grey) Developments for this turn if they wanted access to the actions at the location to the left.

Yellow takes its first action, Refill Silo, to gain some money which it then uses to pay **Pink** and the supply to use the Developments and then performs the Build Shuttle Segments action. **You do not need to perform any actions where you place your worker.**



The cost to pay **Pink** (and the supply) is based on **Yellow's** current Reputation. **Yellow** currently has 6 Reputation which isn't quite enough to reach the next threshold so **Yellow** would need to pay both the supply and **Pink** 2 Money (A) to use those Developments for the turn.

Yellow decides not to use the Developments for now and instead takes its first action, Refill Silo, (1) which will give **Yellow** 1 Reputation. Now **Yellow** only needs to pay the supply and **Pink** 1 Money as it has reached the next threshold (B). **Yellow** pays **Pink** and the supply 1 Money each and takes its second action (2) using the Developments.



Finally, before ending their turn, **Yellow** decides to use their Reputation to gain Ads that they will need on their next turn. They drop their Reputation from 7 to 3 and collect 2 Ads. They are only allowed to gain the bonuses of one type so they ignore the other two icons passed.

This can only be done once per turn.

ADVANCE SHUTTLES

Every cruise has an exciting itinerary to follow. Our guests will get to experience our state-of-the-art galactic destinations and resorts, and they'll also have ample opportunities to enjoy the many amenities aboard the ship as you navigate them from destination to destination.

Step 1 of your turn is Advancing Shuttles.

I recommend skipping this section for now. Come back after you've learned how to Launch a Shuttle.

Before placing/recalling workers in Step 2, if you have a shuttle on a Cruise, advance it to the next Stop by moving the Pilot 1 space forward on the Cruise. If you have more than 1 shuttle in space at the same time, you may advance the shuttles in any order, completing each one fully before moving on to the next.

There are 3 types of Stops:
 Destinations, Days in Space, and Returning to Earth.

DESTINATION

Lifting off was just the beginning. Our luxurious cruises are full of "out of this world" excursions, artfully crafted to satisfy our guests. Ensure that you advertise properly at the debarkation doors so that the guests are well aware of all the things we offer! The company is always upgrading the array of features, and we don't want our guests to miss out.

When your Pilot lands on a Destination, you may choose an Upgrade and/or score Guests.

CHOOSE AN UPGRADE

If you have an Upgrade Token on the Engine, you may place it onto 1 of the Upgrades on the Destination your Pilot is currently on, unlocking that specific Upgrade (See page 7 of your Employee Handbook for a list of the Upgrades). If there is another Destination on the same Cruise, you may wait until you arrive at that Destination to drop off the Upgrade Token.

You cannot have more than 3 Upgrade Tokens on a single Destination. If a Destination already has 3 Upgrade Tokens on it, and you do not have another Destination on the Cruise, discard the Upgrade Token instead of placing it.

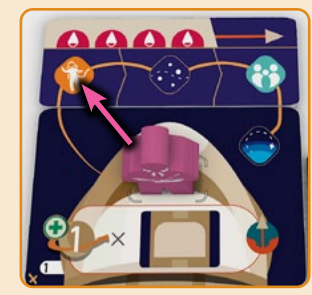
SCORE THE GUESTS

You may score each Guest on board your shuttle once **per Destination** by paying the Guest's associated Ad cost.

If the Destination matches the Guest, you pay 1 Ad to score that Guest. If the Destination does not match the Guest, you pay 2 Ads to score that Guest.

Any number of Guests on board the shuttle may be scored, but each Guest may only be scored once **per Destination**.

The amount of VP each Guest scores is equal to 3 VP, +1 VP for each Upgrade Token on that Destination.



It is **Pink's** turn again. They Launched a Shuttle last turn. Before taking their normal actions (Step 2) they will first Advance all Shuttles they have on a Cruise.

The Pilot is moved forward one space on the Cruise to the next Stop.

The Cruise has arrived at the **Adventurous** Destination.

First, **Pink** must decide if they want to drop off their Upgrade Token now, or later on in the Cruise when they hit the **Family** Destination.

They decide to drop it off now and unlock one of the Upgrades at the **Adventurous** Destination.



Pink may choose any of the 3 Upgrades shown on their Player Board at the matching Destination.

Pink places their Upgrade Token on the Upgrade on the right, unlocking the Shuttle Size ability.

By choosing this Upgrade, **Pink** has increased their maximum Shuttle size from 3 to 4 segments and their maximum fleet size from 3 to 4 Shuttles!



Now **Pink** may score each Guest on board their Shuttle. Since they have two Family Guests and they do not match the current Destination, they will need to spend 2 Ads for each Guest.

Pink only has enough Ads to score 1 of their Guests. They spend 2 Ads and score 4VP (3VP base value +1VP for the Upgrade just dropped off).

Later on, when the Cruise reaches the **Family** Destination, they will go through this same process again, although they will skip the Upgrade step since they have already dropped off the Upgrade Token.

Once at the **Family** Destination, **Pink** will be able to score 3VP per Guest by spending 1 Ad per Guest. **Pink** should make sure to grab a few more Ads before then!

DAY IN SPACE

In between destinations, you may have one or more days in space. This is a great time for our honored guests to explore the ship and enjoy all the amenities it has to offer. And remember: the more favorable the experience is for your guests in space, the more favorable the outcome will be for you here on earth.

When a Pilot lands on a Day in Space, you will gain bonuses based on the Guests and their matching segment type.

For each Guest, gain one matching bonus (listed on the Marketing Board) for each matching icon in the shuttle.



- In this example:
- each Adventurous Guest will give you 1 Money for every Adventurous Segment in your Shuttle.
 - each Relaxing Guest will give you 1 Resource for every Relaxing Segment in your Shuttle.
 - each Family Guest will give you 1 Ad for every Family Segment in your Shuttle.

Don't forget that the Bonus tokens are placed randomly during setup, so each game the Guests will reward you differently!

RETURNING TO EARTH

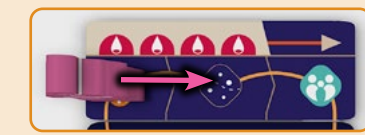
Due to rapid-rejuvenation technology (RRT), our pilots are able to get back to work as soon as the ship returns. Also, the invention of preservation-coating means that shuttles won't burn as they re-enter the atmosphere, so your shuttle is ready to launch again as soon as you'd like!

When a Pilot lands on the last Stop of a Cruise, the Shuttle and Worker have returned to Earth.

First, place your Worker back into your Break Room and gain 1 Funding Bonus.

Then, the Cruise Tile is returned to the bottom of the Cruise stack and the Guests are returned to the supply.

This Shuttle that has returned is now available to build Shuttle Segments into (following normal size limits), or to be launched again.



Pink's Cruise advances to the Day In Space on their next turn.

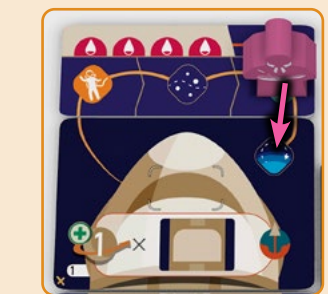


Pink has 2 **Family** Guests onboard the Shuttle and 2 **Family** Segments.

Pink consults the Marketing Board and sees that each **Family** Guest will give them 1 Ad for every **Family** Segment on the Shuttle.

Pink collects 4 Ads from the Supply. (2 Guests x 2 Ads each)

Those Guests are having such a great time, they've told everyone they know about it! Word of mouth advertising is extremely effective.



A few turns later and **Pink** advances the Cruise to its last Stop. It's time to Return to Earth.

Pink returns their Worker back to their Break Room and gains 1 Funding Bonus.

Pink then returns the Cruise Tile to the bottom of the stack and puts the Guests back in the supply.

Another successful trip complete!

Pink's Shuttle is now available to be built in or even Launched again immediately, if **Pink** has taken all the steps needed to do so.

ACTIONS

On Step 2 of your turn, one of the options for placing a worker is placing it onto the Main Board and taking up to 2 actions.

You must always complete all steps of an action before moving onto your next action.

Here is a breakdown of all of the actions organized in the different departments as they appear on the Main Board.



HEADQUARTERS ACTIONS



BUILD A DEVELOPMENT

The value of synergies cannot be overstated. It's paramount to make connections between the various departments to make everyone's job run more smoothly. It's also very important to not find yourself left behind in the swarm of new innovations, so investing in new technologies is vital.

This action allows you to build 1 Development. You will choose one of the leftmost Developments from any resource row on your Player Board and pay the cost listed at the bottom of the column from which it was taken (A). This cost may be paid in either Money and/or the resource associated with the row the Development was on, in any combination (B).



After you have paid the cost for that Development, you remove the Development from your Player Board and may place it in The Network (area connecting the 6 Locations) or below a Technology. If it is the first Development placed in a given area, it is placed on the Reputation icon and you gain 1 Reputation.

You may never build a Development where you already have one.

Removing a development also increases the amount of the associated resource that can be stored on your Player Board by 1.

NETWORK DEVELOPMENTS

Network Developments give you more access to actions (See "Action Selection" on Page 10). You may use your Developments immediately after building them. e.g. You may build a Development for your first action and use it to connect to an adjacent location for your second action.

TECHNOLOGY DEVELOPMENTS

Technology Developments immediately give you ongoing benefits for the remainder of the game (See Reference Book for a list of all the Technologies).

The first time a Development is placed below a Technology, that Technology is considered Invented. This means that Technology can now be used by all players (for free by players who have a Development below it, or by paying the players who do).



NEUTRAL DEVELOPMENTS

Neutral Developments function identically to player Developments except that you pay the supply to use them, instead of another player.



Pink is building a Development. They want to build their second Development from the Food row (A). **Pink** pays the cost of 6 (B) by paying 1 Food and 5 Money.



Pink removes the Development from their Player Board (increasing their Food storage capacity to 4) and places it under the Space Elevator technology (C).

This is the first time a Development was placed here which triggers two effects:

1. The Technology is now **Invented** and **Pink** can take advantage of its effects for the rest of the game. Other players may also use this Technology by either building their own Development here or by paying **Pink** and anyone else with a Development under this Technology.

2. **Pink** covered a Reputation icon which increases their Reputation by 1.



HIRE AN EXPERT WORKER

As your workload grows, so must your workforce, and there is no shortage of excellent candidates to choose from. You will find that having an extra pair of hands around will be helpful, but you'll also quickly learn that these new workers are experts in their field, and they are anxious to show you what they can do!

This action allows you to hire 1 Expert Worker. You pay the cost associated with the Expert you are hiring, and then move it to your Break Room, gaining 1 funding bonus. The Expert is now permanently available for use on future turns.

The cost for the rightmost Expert is 2 Money per Development still in the Food and Oxygen rows.

The cost for the leftmost Expert is 3 Money per Upgrade Token that is still in the bottom 4 spaces of the Launch Tower.

Each game, there is a different Expert Worker ability assigned during Set Up (See Reference Book for a list of all the Expert abilities). That ability applies to all players' Expert Workers for that game.

This Expert Worker ability is used in the Intro Setup:

Gain a Funding Bonus when your Expert bumps another Worker.



GAIN SUPPLIES

Shuttles can't fly without the proper resources, and there's no use in flying them if there aren't people to fill the rooms. Luckily, there's a place for you to purchase the necessary resources, as well as pay for advertisements, so that nothing stands in your way when you're ready to blast off.

This action allows you to purchase resources and/or Ads. You may pay 1 Money to the supply to gain 2 resources of your choice and/or pay 1 Money to the supply to gain 2 Ads. Players may do one of these options or both, but only once each, as a single action.



Pink wants to hire an Expert Worker. This will give them an additional Worker with a special ability to use for the rest of the game. **Pink** can hire either Expert from their Player Board.

The leftmost Expert's cost is 3 Money per Upgrade Token in the bottom of the Launch Tower (A). **Pink** removed one of these tokens when they launched their first shuttle. That leaves 3 Tokens remaining for a total cost of 9 Money.

The rightmost Expert's cost is 2 Money per Development still in the Food and Oxygen rows (B). **Pink** has previously built 2 Developments from the Food row. That leaves 4 Developments remaining for a total cost of 8 Money.

Pink has just enough Money left to hire the Expert on the right. They spend 8 Money and move the Expert to their Break Room, gaining a Funding Bonus. They take 1 Money back from the supply (C).

Pink can hire their leftmost Expert by taking this action again in the future. Perhaps they will do so after removing another Upgrade Token from the Launch Tower to further reduce the cost.



Pink takes the Gain Supplies action and spends 1 Money to gain 1 Food and 1 Fuel. **Pink** would like to purchase 2 more resources but they can only do this once per action. They decide to make the most of this action and also spend 1 Money to purchase 2 Ads.

MANUFACTURING ACTIONS

ACQUIRE BLUEPRINTS

Our architects are continuously outdoing themselves. Whether you're seeking to cater to our more adventurous guests—or those who prefer to just relax—they will draw up just what you need.

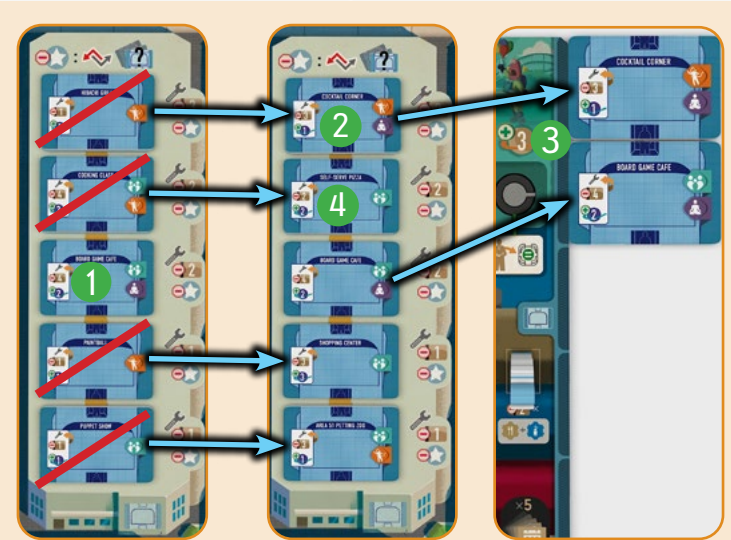
This action allows you to take up to 2 Blueprint Tiles. You may choose from any of the faceup Blueprints in the display on the Main Board. There is no cost associated with this action. Once the Blueprints are taken, you place them beside your Player Board.

At the end of the action, all remaining Blueprints slide as far down in the display as possible, filling any empty spaces. Then, new ones are added to fill empty spaces from bottom to top from the Blueprint stack.

You can hold a maximum of 5 Blueprints beside your player board. If you ever have more than 5, you must discard down to 5 at the end of your turn. Discarded Blueprints go to the bottom of the Blueprint stack.

On your turn at any time, (no action required) you may spend 1 Reputation to reset any number of the faceup Blueprints. This may be done before placing your worker.

The chosen Blueprints are removed and placed at the bottom of the Blueprint stack in any order. Then, new ones are placed in these newly empty spaces from bottom to top from the top of the Blueprint stack (Blueprints do not slide down during this reset). You may do this more than once by paying the Reputation cost each time.



Blue wants 2 Blueprints with the purple Relaxing icon.

Right now the display only has one tile that matches, Board Game Cafe 1.

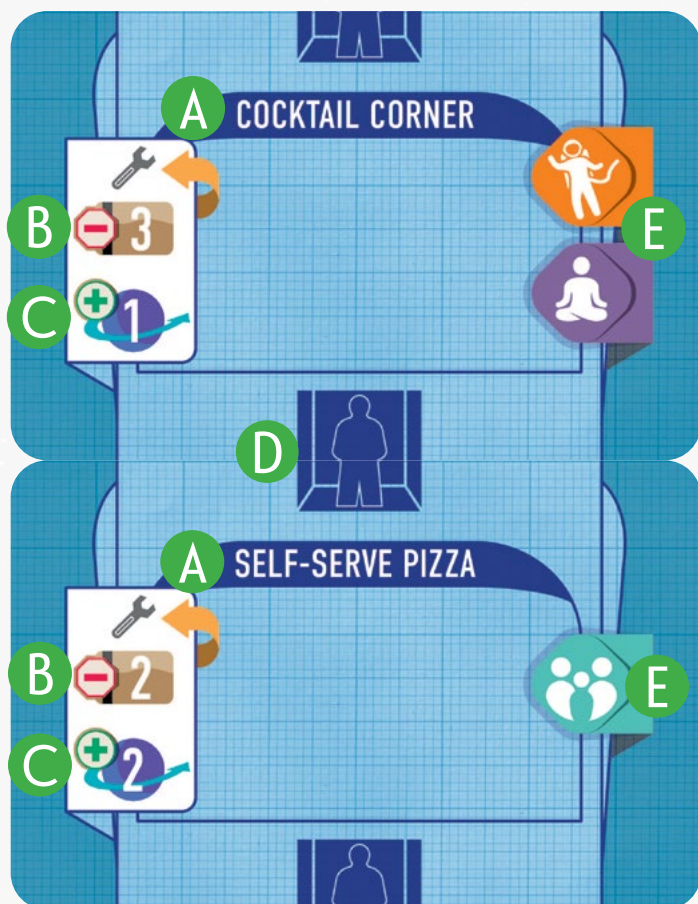
Blue spends 1 Reputation to remove the other 4 Blueprints and refills the display without sliding the Board Game Cafe down.

Success! One of the new tiles added is Cocktail Corner 2.

Blue takes the Acquire Blueprints action and takes the Board Game Cafe and Cocktail Corner Blueprints and places them next to their Player Board in the designated area 3.

At the end of the action, Self-Serve Pizza 4 slides down and two new Blueprints are added to fill the empty spaces.

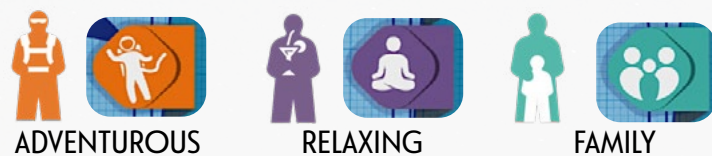
BLUEPRINT / SHUTTLE SEGMENT ANATOMY



The other side of a Blueprint shows the built Shuttle Segment. A Blueprint becomes a Shuttle Segment by building it into a shuttle and flipping it over.

- A Title** - The name of the segment you'll be adding to your shuttle once built.
- B Cost** - The cost to build the segment into one of your shuttles. (See Build Shuttle Segments on the next page)
- C VP** - The blue VP Icon designates VP scored during End Game Scoring. Do **not** score this when built.
- D Cabin** - When two segments are built into the same shuttle it forms a Cabin which holds **one** cruise Guest.
- E Type** - The types of Guests who will enjoy visiting this shuttle segment during a Day In Space.

GUESTS



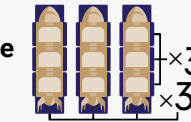
(See more about Guests and Days In Space on Page 25.)

BUILD SHUTTLE SEGMENTS

Blueprints are like "ideas"—they are useless unless they're further implemented. Typically, the segments you install will be constructed from blueprints in your inventory. However, you may also implore the Manufacturing Department for a rush job. Just be prepared to pay a little extra for the trouble...

This action allows you to build up to 2 Shuttle Segments. These are built from Blueprints (flipping them to their built side) and then placed into your shuttle(s).

You may only have up to 3 Shuttles and each Shuttle may only contain up to 3 Shuttle Segments.



You may build the 2 Shuttle Segments into the same shuttle or multiple shuttles and may build them from two areas:

- 1. Beside your Player Board:** You must pay the cost listed in the top left of the Blueprint.
- 2. The Main Board:** You may build Shuttle Segments directly from the faceup Blueprint display on the Main Board, by paying the listed cost on the Blueprint AND by paying the ADDITIONAL Reputation and Money cost listed beside the Blueprint.

Costs can be reduced to 0 but not below 0 by playing Agenda Cards or using Technologies.

Once you have paid the cost, flip the Blueprint over to its built side, and then you may place it into any available shuttle (between the cockpit and engine) you have beside your Player Board. You may not build Segments into Shuttles that are currently on a cruise. **Once a Segment is built, it cannot be removed or replaced.**

The VP on the Segments is not scored immediately but will be scored at the end of the game.

At the end of the action, if Shuttle Segments were built directly from the Blueprint display, the remaining Blueprints slide down and are replaced from the top of the Blueprint stack.

CABINS

The top and bottom of a Segment has half of a Cabin on it. When two segments are built into the same shuttle it forms a complete Cabin which can hold **one** cruise Guest. Each segment added after the first two will add one additional Cabin.

The example shuttle to the right can hold a total of one Guest. If a third Shuttle Segment was built into it, it would hold a total of two Guests.



Blue is Building Shuttle Segments. They want to build the Board Game Cafe 1 using the Blueprint beside their Player Board and the Interactive Theatre 2 directly from the Blueprint Display.

Blue pays the cost listed on each Blueprint (4+5) PLUS an additional 2 Money and 1 Reputation 3 because they are building directly from the Blueprint display. This saves an action of Acquiring Blueprints but Blue sure is paying extra for that privilege! Blue pays a total of 11 Money and 1 Reputation.

Blue flips the Blueprint tiles over onto their Shuttle Segment sides and places them into Blue's shuttles. Blue only has room for one segment in their first shuttle 4 so Blue places the Board Game Cafe 5 in another shuttle.

The Blueprints in the display slide down and a new Tile fills the empty space.

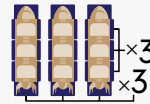
ACQUIRE NEW SHUTTLE

The company wants to grow, and they are willing to provide you with new cockpits and engines to put to good use. They'll even provide you with some start-up supplies. Just ensure that you don't squander the company's good will and leave shuttles unlaunched, or there will be consequences.

This action allows you to take a new Cockpit and Engine set.

Choose 1 paired Cockpit and Engine Tile set from the display on the Main Board. The new Cockpit and Engine are placed beside your Player Board next to your other shuttle(s), and you immediately gain the bonus printed on the Engine and then flip it over.

You may only have up to 3 Shuttles and each Shuttle may only contain up to 3 Shuttle Segments.

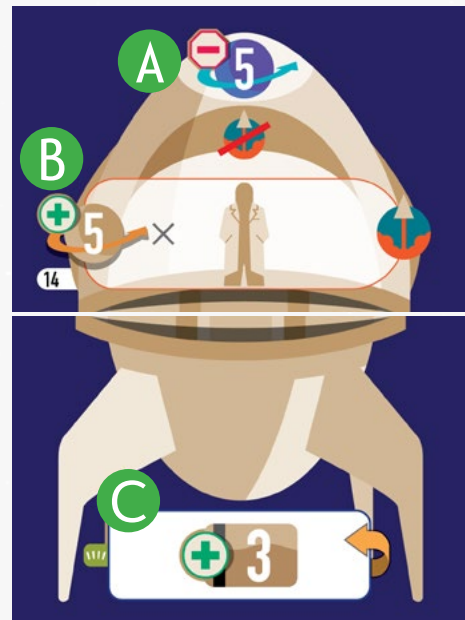


At the end of the action, refill any empty spaces in the display on the Main Board from the top of the Cockpit and Engine stacks (remaining ones do not slide and new ones are simply added into the empty spaces).

When refilling the display, make sure the Cockpits are placed with the icon side up and the Engines are placed bonus side up.

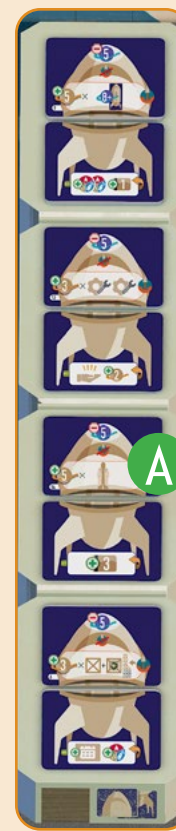
(See page 4 of your Employee Handbook for a list of all Cockpits' scoring criteria).

COCKPIT AND ENGINE ANATOMY



- A Penalty** - Lose 5 VP at the end of the game if this Shuttle has not been launched.
- B Scoring Criteria** - Score this each time the Shuttle is launched and at the end of the game.
- C Immediate Bonus** - Gain the bonus immediately when taken, and then flip over the tile.

Cockpits and Engines are not considered Shuttle Segments.



Blue is taking the Acquire New Shuttle action.

They could really use some cash so they are eyeing the third Cockpit and Engine pair **A**.

The Engine will give **Blue** an immediate bonus of 3 Money. The Cockpit will score, when launched and at the end of the game, 5VP for each Expert Worker **Blue** has hired.

Blue has already hired an Expert so this works out well for them. **Blue** takes their new Cockpit and Engine and places it next to their first shuttle.

Blue collects 3 Money from the supply and then flips the Engine over.

Blue draws a new Cockpit and Engine pair and refills the display.

GAIN RESOURCES

"Free fits the budget," a wise woman once said, and it's absolutely true. While outsourcing resources for a cost is sometimes necessary, the company's storage silo is free to access as long as the resources are available.

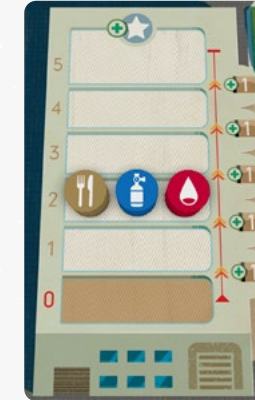
This action allows you to take up to 3 resources from the Storage Silo.

This may be any combination of different resources as long as they are available to take.

Reduce the level of the chosen Resource Tracker(s) in the Silo accordingly, and then increase the respective Resource Tracker(s) on your Player Board.

You may only take resources that you can store (not blocked by a Development).

THE STORAGE SILO



This icon means you take resources from the Storage Silo. Any other time you gain Resources without this icon, they do not come from the Storage Silo.

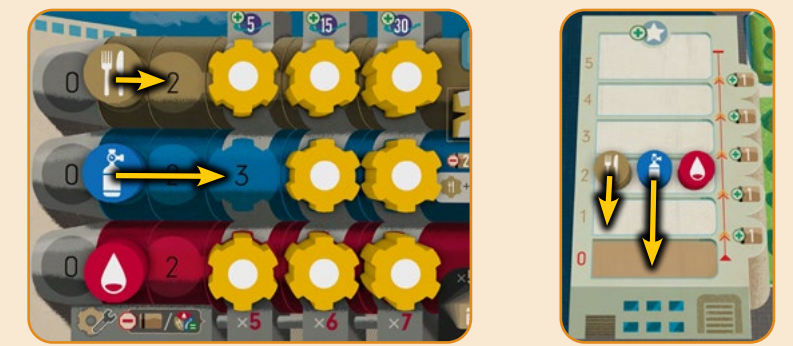
REFILL SILO

While the Board of Directors is always keen to see their agendas fulfilled, they are also adamant about keeping the resource supply in-house as much as possible. By utilizing the agendas handed down by the Board, you can refill supplies in the Silo and earn some money for your team.

This action allows you to refill 1 resource in the Silo and gain Money and Reputation.

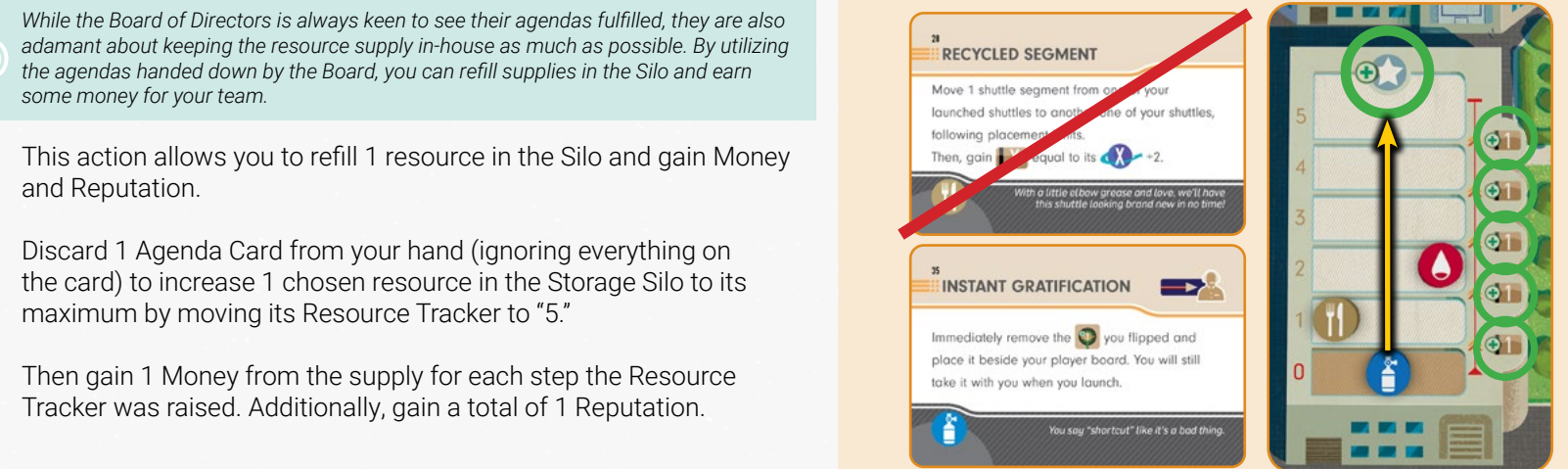
Discard 1 Agenda Card from your hand (ignoring everything on the card) to increase 1 chosen resource in the Storage Silo to its maximum by moving its Resource Tracker to "5."

Then gain 1 Money from the supply for each step the Resource Tracker was raised. Additionally, gain a total of 1 Reputation.



Yellow takes the Gain Resources action. They may only take what they have room for on their Player Board and what is available in the Storage Silo.

Yellow takes 1 Food and 2 Oxygen moving the Resource Trackers down in the Silo and increasing the Resource Trackers to the right on their Player Board.



Now that Oxygen is at 0 in the Silo, **Yellow** takes the Refill Silo action. They discard 1 Agenda Card. The resource on the card does not need to match the resource being increased and any ability on the card is ignored.

Yellow moves the Oxygen Resource Tracker to its maximum of 5 and gains 1 Reputation and 5 Money from the supply (1 Money for each space it moved up the track).

MARKETING ACTIONS

SCHEDULE A CRUISE

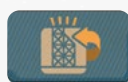
The company is always announcing new and exciting cruises, and it's up to you to schedule them. Once the cruises are scheduled, the fun begins: prepare the launch tower!

This action allows you to schedule a Cruise.

You may only have 1 Cruise scheduled at a time. You may not switch Cruises once scheduled.

First, take your Cruise Consultant from the top of the Marketing Board, and place it beside a Cruise that has not already been scheduled.

Then choose 1 Upgrade Token in the Launch Tower on your Player Board, gain the bonus printed on it, (see top right) and then flip it over, but do not remove it.



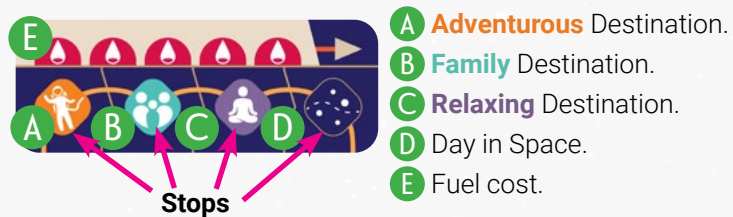
When a Funding Bonus Upgrade token is flipped it can no longer be chosen as a Funding Bonus until it is removed.

The top 4 Upgrade Tokens give a smaller one-time bonus. Once removed they double that Funding Bonus from 1 to 2.

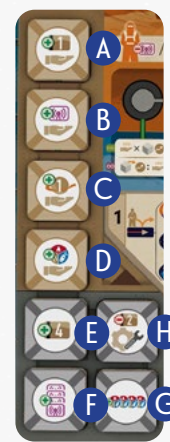
The bottom 4 Upgrade Tokens give a larger one-time bonus. Once removed, the leftmost Expert Worker is cheaper.

Upgrade Tokens are removed when you Launch a Shuttle.

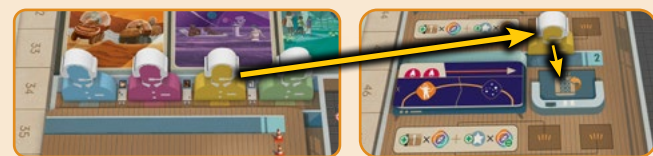
CRUISE TILE ANATOMY



UPGRADE TOKEN BONUSES



- A Gain 1 Money
- B Gain 1 Ad
- C Gain 1 VP
- D Gain 1 Resource
- E Gain 4 Money
- F Gain 4 Ads
- G Gain 4 Resources
- H Build a Development for 2 Money (instead of the usual cost)



Yellow Schedules the Cruise shown above. They place their Cruise Consultant on the indicated space.

They now get to choose one of their Upgrade Tokens to gain the printed bonus and then flip it over, but leaving it in place.

Yellow chooses to flip the **A** token and gains 1 Money from the supply.

Now that the token is flipped we can see it no longer has a hand underneath it to indicate a Funding Bonus **1**. **Yellow** will not be able to choose Money as a Funding Bonus until they Launch a Shuttle and the token is removed, revealing a Funding Bonus of 2 Money **1**.



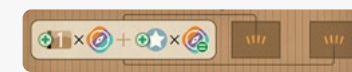
ADVERTISE FOR A CRUISE

That queue outside is not getting any shorter, and some of those people are just one advertisement away from buying that ticket! Everyone is willing to fly, but sending guests to the places they want to go the most will pay out handsomely!

This action allows you to choose 1 Cruise with 1 or 2 empty Guest spaces and advertise for it. The Cruise may be unscheduled or one that you have scheduled. You may not advertise to a Cruise scheduled by another player.

You may advertise to 1 or 2 Guests. You may choose Guests from the Queue, paying the Ad cost associated with the section they are taken from, **1 2 3** and/or you may choose any Guest type from the supply by paying 4 Ads per Guest **4**.

The chosen Guests are placed by the Cruise that is being advertised.



For each Guest placed, you gain:

- 1 Money per Destination on that Cruise.
- 1 Reputation if the Cruise includes their preferred destination.

A Day in Space is NOT a Destination.



- Adventurous
- Relaxing
- Family

Yellow Advertises for the Cruise it scheduled **1**. They add 2 Guests from the first section of the Queue spending 1 Ad each. The **Adventurous** Guest gains **Yellow** 1 Money for 1 Destination and 1 Reputation for including their preferred Destination. The **Relaxing** Guest gains **Yellow** 1 Money.

Had **Yellow** advertised to the other Cruise instead **2**, they would've received a total of 4 Money and 2 Reputation.

PLANNING & STRATEGY ACTIONS

DRAW AGENDA CARDS

The Board of Directors is always busy at their corkboard, making plans and posting ideas. Visiting them can clue you in to their wishes, granting you an advantage over your fellow supervisors.

This action allows you to draw 2 Agenda Cards to your hand.

Any time you draw Agenda Cards you may draw from the faceup cards in the display or spend 1 Reputation to draw from the top of the discard pile.

You may not draw from the facedown Agenda Deck or draw a card from the discard pile that you played this turn.

Agenda Cards in the discard pile are public information and may be examined at any time.

Agenda Cards are not refilled automatically (See "Refill Agenda Cards" action on the next page).

PLAYING AGENDA CARDS

Agenda Cards may be played in one of two ways:

A For its **Text Ability**: You may play an Agenda Card to immediately gain the benefit/effect/action, following all restrictions listed (**C**) OR

B For its **Resource**: You may play an Agenda card to immediately gain the resource. If it is being immediately spent, you do not need to have room for it on your Player Board.

After an Agenda Card is played, it is placed on top of the Agenda Card discard pile.

An Agenda Card's # **D** and Title **E** are used to refer to that particular card but have no other effect. Flavor Text **F** has no game effect but may induce an occasional chuckle.

RESTRICTIONS - WHEN CAN I PLAY AN AGENDA CARD?

An Agenda Card played for its Resource can be played at any time on your turn and does not count as an action.

An Agenda Card played for its Text Ability can only be played while taking the action or performing the step shown in the top right of the card **C**.

If there is no icon shown, then the text of the card will tell you when it can be played. Some cards may even be played during another player's turn **H**.

Some cards have no restrictions whatsoever and can be played at any time on your turn and do not count as an action **I**.

Green takes the Draw Agenda Cards action. There are currently two cards **1+2** visible in the display. **Green** may choose from these cards or from the top of the discard pile **3**.

Green decides to draw the top card from the discard pile, spending 1 Reputation (🗳️).

Green may now draw the next card from the discard pile by spending another Reputation, but instead decides to draw the first card from the display **1**.

The cards taken are not automatically refilled leaving the card display with only one card **2** remaining for the time being.

AGENDA CARD ANATOMY

Card # **D** is **E** **HIRING BONUS** **C** Restriction

Text Ability **A** Pay 4 fewer when hiring an

Resource **B** It might have taken a while, but hiring the right person is well worth the wait! **F** Flavor Text

Hiring Bonus may be used during a Hire an Expert Worker action **C** to reduce the action's cost by 4 **A**. Or, it may be used at any time to instead gain 1 Oxygen **B**.

Last-Minute Purchase G can only be played when performing Launch a Shuttle because of the icon shown in the top right.

Helping Hand H can only be played when another player bumps one of your workers as noted in the text of the card.

Marketing Blitz I has no restrictions listed in the top right or in the text so it can be played at any time during your turn.

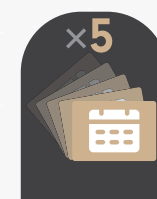
PLAYING MULTIPLE AGENDA CARDS

Multiple Agenda Cards may be played at the same time as long as they are all applicable (following all restrictions).

Agenda Cards always compound with other benefits and effects. **Costs can be reduced to 0 but not below 0.**

Any number of Agenda Cards can be discarded for their resource at the same time. If the resources are being spent immediately, such as when paying for a Development or when Launching a Shuttle, you do not need to have room to store the resources being spent.

There is no limit to the number of cards that can be played in a single turn. However, **the hand limit for Agenda Cards is 5**. If you have more than 5 at the end of your turn and are unable to play them, you must discard down to 5, discarding in any order and gaining the resource on them, if able.



AGENDA CARDS SUPERSEDE NORMAL RULES

Any time an Agenda Card's effects conflict with the normal rules, the Agenda Card takes precedence and allows a rule to be broken as part of the card being played.

REFILL AGENDA CARDS

Sometimes, when the company is firing on all cylinders, the Board needs a little inspiration. Inspiring new ideas from the Board of Directors will not only yield some fresh new agendas, but also will reward you for your inspiring efforts.

This action allows you to gain bonuses and refill the Agenda Card display.

First you will gain any bonus(es) associated with the empty card spaces in the display. Then, you will discard (in any order) all remaining Agenda Cards and refill the spaces (bottom to top) with 4 new cards from the Agenda Card deck.

Any time you need to draw from the Agenda Card deck and it is empty, shuffle the discard pile to create a new deck.

Green is taking the Build Shuttle Segments action with their Expert Worker. They play two Agenda Cards: Double Duty and Financial Loophole. These cards both apply to the Build Shuttle Segments action so they can be played during the same action allowing **Green** to build up to 4 Segments with each Segment's cost reduced by 2.

Green also has a Development under the Automated Systems Technology which combines with Financial Loophole to reduce the cost of each Shuttle Segment built by 3. To add a final flourish to this amazing action: **Green's** Expert Worker's ability kicks in and reduces the total cost of the action by 1!

Green builds all four Blueprints they have beside their Player Board for a total cost of 2 Money. Incredible! (Zero Gravity Deck and Internet Cafe costs reduced to 0, Grand Hall cost reduced to 2, Comedy Club cost reduced to 1. The Expert reduces the action cost by 1 for a final cost of 2.)

Green takes the Refill Agenda Cards action.

First they gain all visible bonuses: 1 Rep **A**, 1 Ad **B**, and 1 Resource **C**.

Next, they discard the remaining card.

Finally, they refill the display with 4 new Agenda Cards.

Had Earnings Boost been taken previously, the refill action would've given **Green** 1 Money **D** as well.

LAUNCH A SHUTTLE

This is it. It's the moment we've all been waiting for. Once the cruise is scheduled, the tickets are sold, and the resources are in order, all that's left is to begin that countdown: 10...9...8...7...6...

On Step 2 of your turn, one of the options for placing a Worker is Launch A Shuttle. To initiate a Launch, place your Worker into the bottom of the Launch Elevator on your Player Board. Launching is your full turn, and you do not take any actions on the Main Board.

Before Launch, you'll want to make sure you're prepared. Here's a Preflight Checklist of everything you'll need:

- Cruise scheduled.
- Available Shuttle with 1+ Cabin.
- Access to Resources to launch.
- Guest pre-sold or Last Minute Sale.

There are 5 steps to launching and they are listed on your Player Board. They represent a 5-second countdown, starting at 5 and ending at 0.

5. ASSIGN AND BOARD

First, choose which of your shuttles (with at least 1 Cabin and not already on a Cruise) you would like to launch and then take your scheduled Cruise and place it above that shuttle.

Second, return your Cruise Consultant to its office on the Marketing Board.

Then, place your Guest(s) into the Cabin(s). You must take at least 1 Guest. Each Cabin can hold a maximum of 1 Guest, and it does not matter which Guest goes in which Cabin. The Guests can come from 3 areas:

1. **Next to the Cruise being launched.** These Guests have been presold the tickets during an Advertise for a Cruise action and are free to board.
2. **The Queue.** These Guests will buy their tickets in a Last Minute Sale. You must pay the Guest's Ad cost, but you do not gain any Money or Reputation.
3. **The Supply.** During a Last Minute Sale, Guests may also be taken from the supply paying the usual 4 Ads. You do not gain any Money or Reputation.

NOT ENOUGH ROOM

If a Guest has been presold a ticket but you do not have room to take them, lose 2 Reputation and move the Guest to the top (3 Ads) section of the Queue.

4. PLACE PROGRESS CUBE

Take a Progress Cube from your supply and place it onto the next available space on the Progress Track (See "Progress Track" on Page 27).

Pink wants to launch and consults their preflight checklist:

- Cruise scheduled.
- Available Shuttle with 1+ Cabin.
- Access to Resources to launch.*
- Guest pre-sold or Last Minute Sale.

*Resources can come from **Pink's** Player Board, Agenda Cards, and/or Reputation if need be.

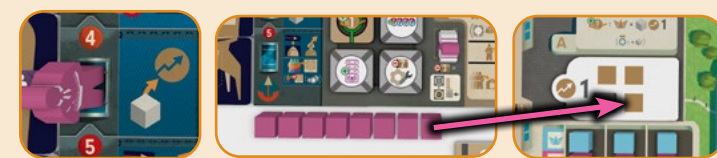


Pink is ready to launch! **Pink** places their worker into the Launch Tower Elevator to initiate the Launch.



5. **Pink** takes the scheduled Cruise Tile and places it above their Shuttle and returns their Cruise Consultant to its office. They have one **Family** Guest with a presold ticket so they are placed into a Cabin at no cost.

Pink has room for another Guest so they decide to do a Last Minute Sale. They pay 2 Ads to take another **Family** Guest from the Queue and place it in their Shuttle's bottom Cabin.



4. **Pink** places their Progress Cube onto the Progress Track.

3. PAY RESOURCES

You must pay the needed resources in order to launch.

RESOURCE COSTS:

- Food:** 1 Food per Guest in the Shuttle +1 (for your Pilot).
- Oxygen:** 1 Oxygen per Shuttle Segment in the Shuttle.
- Fuel:** 1 Fuel per Fuel icon listed on the Cruise Tile.

These resources can come from 3 sources: (1) your Player Board and/or (2) Agenda Cards and/or (3) spending Reputation. The resource costs can be paid in any order and can come from any combination of sources. You do not need to have space on your Player Board to accommodate resources coming from Agenda Cards or Reputation.

2. SCORE COCKPIT

First, score VP based on the criteria listed on the Cockpit of the Shuttle you are launching (See page 4 of your Employee Handbook for a list of all Cockpits' scoring criteria).

Then, if this is the first time you have launched this particular shuttle, flip the Cockpit over to remove the -5VP listed at the top. (The -5VP is subtracted from the Cockpit's scoring at the end of the game if you have not launched that shuttle at least once during the game).

1. LOAD UP

Remove the Upgrade Token that was flipped when the Cruise was scheduled and place it onto the Engine of the shuttle that is being launched.

0. LIFT OFF!

Place your Worker, which now becomes a Pilot, into the Cockpit of the shuttle.

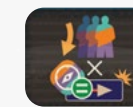
ADD A NEW CRUISE

After you launch, a new Cruise Tile is added and Guests advance and arrive in the Queue.

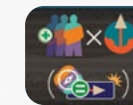
First, take a new Cruise from the Cruise stack and place it faceup onto the empty space on the Marketing Board.



Then, for each Destination on the new Cruise, move all matching Guests in the Queue down one section. If they are already in the bottom section, they do not move.



Lastly, add a number of new Guests from the supply to the top section of the Queue equal to the number of Guests that boarded the Cruise that was launched this turn. The type of Guest(s) added are based on the new Cruise that was added to the Marketing Board. Add 1 matching Guest per Destination on the Cruise (starting with the leftmost Destination, moving right, repeating if necessary) until all needed Guests have been added.



Guests are limited. If a type is needed and not available, add a different Guest of your choice.

Now that you've learned about launching Shuttles, you can go back to learn about Step 1, Advance Shuttles on page T12.



- 1 Food per Guest + 1 Food for Pilot
- 1 Oxygen per Shuttle Segment
- 1 Fuel per Fuel icon on Cruise Tile:

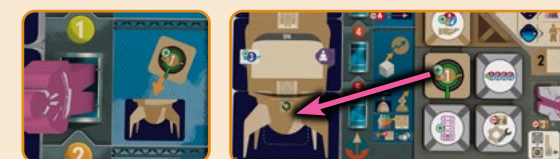
3. **Pink** calculates their Resource costs: They will need 3 Food for their 2 Guests plus 1 for the Pilot. They will need 3 Oxygen for the 3 Shuttle Segments. They will need 4 Fuel as indicated on their Cruise Tile.

Pink pays 2 Food, 2 Oxygen and 3 Fuel from their Player Board. **Pink's** Technology reduces the Fuel cost to 3. **Pink** discards an Agenda Card for its Food icon for the 3rd Food. Finally, they spend one Reputation to cross over a Resource bonus for the last Oxygen needed!

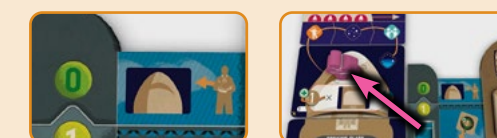


2. **Pink** scores their Cockpit: 1VP for each Shuttle Segment built across all of their Shuttles. They only have this Shuttle with 3 Segments for a total of 3VP.

Pink flips the Cockpit over, removing the -5VP icon and revealing the space where the Pilot is placed.



1. **Pink** loads the Upgrade Token they flipped when the Cruise was scheduled.



0. **Lift off!** **Pink** places their worker, now Pilot, into the shuttle.

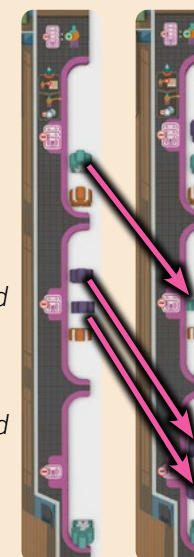
Pink places a new Cruise tile onto the empty space on the Marketing Board:



Pink moves all **Family** and **Relaxing** Guests down one section.

Now, **Pink** adds new Guests following the Cruise Tile. They add a **Family** Guest and a **Relaxing** Guest to the top section of the Queue.

Had a third Guest been launched, they would ignore the Day in Space and start back over at the left adding a second **Family** Guest.



CALL A MEETING

Calling a meeting for the employees under your immediate supervision is a great way to regroup, consider the allocation of resources, and make some plans for moving forward. And don't worry about work grinding to a halt—our 24/7/365 Network will ensure that the cogs of industry keep turning, even if no one is out on the HQ campus.

You may Call a Meeting no matter how many Workers are in your Break Room. However, **if at the start of Step 2 of your turn, you do not have any workers in your Break Room, you MUST call a meeting.**

To Call a Meeting, first you will recall all your Workers from the Main Board and place them back into your Break Room, gaining a Funding Bonus for each covered.

Throughout the game, you will have Workers in space piloting Shuttles. These Workers remain in space when a meeting is called.

After gaining your Funding Bonus(es), you may take one action from a location that has at least one of your Developments connected to it.

No workers are placed for this action and you may not pay to use other players' Developments.

Try to position your Developments so you have access to the action you want when you Call a Meeting!

ACCOMPLISH COMPANY GOAL

Launching shuttles and sending our guests on luxurious space vacations is, of course, the board's chief goal. However, they also have some secondary goals for you to work toward. Be the supervisor who achieves the board's vision and you'll be celebrated for years to come! But the longer you wait, the more you'll have to impress them if you want your name etched into the annals of Galactic Cruise history.

Each game, there are 3 different Company Goals, as shown on the Company Goal Tile.

Step 3 of your turn is Accomplish Company Goal. To Accomplish a Company Goal, you must match or exceed the current requirement as indicated by the Company Goal Tracker for that goal. (See page 5 of your Employee Handbook for a list of all Company Goals.)

When you have accomplished one of the goals, remove your Progress Cube from above the goal that was accomplished and place it on the next available space on the Progress Track. This will reveal a Wings icon of your color. (See "Progress Track" on Page 27)

Then, advance the Company Goal Tracker for that goal 1 step higher. This will increase that Goal's threshold for all other players. If the Company Goal is already at its topmost position, the Tracker does not move. You may only accomplish each goal once during the game.

In a 4-player game, both the 3rd and 4th players are allowed to accomplish the top level of a Company Goal.



Blue does not have any Workers available in their Break Room **1** at the start of Step 2 on their turn. They must Call a Meeting.

First, they recall all Workers from the Main Board to their Break Room leaving any Workers currently Piloting a Shuttle.

Blue brings back 2 Workers and collects 2 Funding Bonuses. When collecting multiple Funding Bonuses at the same time they may choose the same Bonus multiple times or different ones. **Blue** takes 1 Resource twice.

Now **Blue** may take 1 action from a location with one of their Developments connected to it. **Blue** has 3 Developments in the Network and is connected to every location except for **2**. This means they may take any action except for Schedule a Cruise and Advertise for a Cruise.

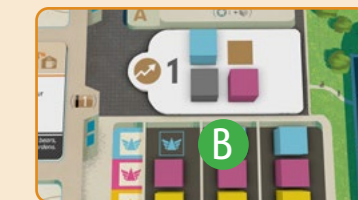
Blue takes the Acquire Blueprints action.



Blue builds their 5th Development during Step 2 of their turn.

During Step 3, they check and see that they have accomplished the leftmost Company Goal for building at least 5 Developments.

Blue moves their cube from the column above the Goal they accomplished and puts it into the next available space on the Progress Track **A**. This uncovers a **Blue** Wings icon **B**.



They then increase the Goal's threshold to its next value **C**. The board will need something extra to be impressed next time!

PROGRESS TRACK & GAME END

As you launch shuttles and seek to satisfy the goals put forth by the company, the company will celebrate you for all eyes to see! Every year at the Galactic Cruise Annual General Meeting (AGM), the supervisors will be assessed and be given accolades appropriate to their progress.

The Progress Track is the timer for the game. Progress Cubes are added to this track when you Launch a Shuttle or Accomplish a Company Goal. Whenever you add a cube to the Progress Track, it is placed to the bottommost empty space on the track. In other words, you will fill Section 1 before moving on to Section 2 and so on.

There are 3 sections of the Progress Track (1/2/3). Section 1 and 2 are scored during the game and Section 3 is scored at the end of the game.

SECTION 1 & 2

At the end of the turn in which the final cube is placed in section 1 or 2, an **Annual General Meeting** (AGM) occurs. (See AGM A/B - Progress Scoring below).

AGM A/B - PROGRESS SCORING

Score VP equal to the number of Progress Cubes you have in the given section (Section 1 during AGM A and Section 2 during AGM B) multiplied by the number of Wings in your color that have been revealed. Each player starts the game with 1 Wings revealed and each additional Wings is revealed when a Company Goal is accomplished.

Additionally, the player who has the most Reputation at this moment is considered to have 1 extra cube for scoring purposes (no cube is actually added). If tied for most Reputation, all tied players are considered to have the extra cube.

SECTION 3

The end of the game is triggered when the final cube is placed in Section 3. Play continues with players finishing out the current round and then performing the Final Round as detailed below. During this time, additional cubes may be added to the Progress Track in the overflow area.

FINAL ROUND

For the final round, before taking your final turn, you and all other players simultaneously retrieve your workers from the Main Board and gain a Funding Bonus for each.

This is not Calling a Meeting, so you will not take an action.

Then, in turn order, take 1 final turn, executing this turn as normal.

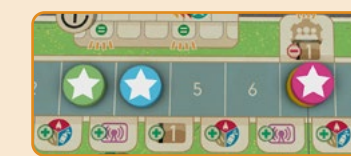
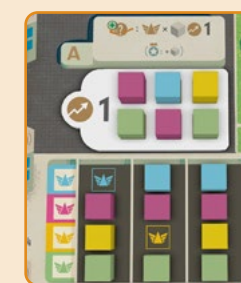
Finally, in turn order, advance all shuttles you have on Cruises one final time, advancing to ANY remaining Stop on the Cruise, and then complete the steps of that Stop as usual.

Once that is complete, it is time for the third, and final, AGM.



Green launched a Shuttle on their turn, and adds the final cube to Section 1 **1** on the Progress Track. This will trigger an AGM at the end of the turn.

It may not look like it, but the first AGM is typically the half-way point of the game. Now that you have some Developments and Shuttles built and maybe an Upgrade or two unlocked, the remaining Sections will fill quicker than you'd think!



Yellow and **Pink** are tied for most Reputation. Both are considered to have an extra cube when scoring.

Blue scores 1 cube x 2 Wings for 2VP.
Pink scores 3 cubes x 1 Wings for 3VP.
Yellow scores 2 cubes x 2 Wings for 4VP.
Green scores 2 cubes x 1 Wings for 2VP.

Remember when scoring Sections 2 and 3 you will only ever score the cubes in that Section. Your Wings multiplier will stay uncovered for the entire game though, so try and complete the Company Goals as early as you can!

When the final cube is placed in Section 3, the End of the Game is triggered instead. See **Final Round** below.



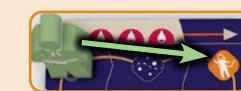
Yellow places the final cube in Section 3. This triggers the end of the game.

First, the players finish out the round so everybody gets an equal number of turns. **Yellow** was the 3rd player so **Green** will take a turn before the Final Round.

Next, the players take all their Workers from the Main Board and return them to their Break Rooms, gaining Funding for each one as usual.

All players take their final turn starting with the first player, **Blue**. This turn is played as usual.

Finally, all players Advance their Shuttles.



Green advances straight to the Adventurous Destination and completes that Stop as usual.

AGM C - FINAL SCORING

After thirty-six months of hard work, we've finally made it: the final Annual General Meeting of what folks are already calling "the Preston era." Mr. Preston is stepping down and one of you will take his place as CEO and become our fearless leader.

The game is now over and it's time for the third and final Annual General Meeting to determine the new CEO.

Each player scores the following:



- A Supplies:** 1 VP per 3 leftover supplies (any combination): Resources, Money, Ads, Agenda Cards, Blueprint Tiles
- B Progress Scoring** for Section 3 (including all cubes in the overflow area)
- C Reputation:** VP based on the highest VP threshold reached on the Reputation Track
- D Shuttle Segments:** VP on each Shuttle Segment in your shuttles
- E Developments:** VP of the rightmost empty column in the Development area on your Player Board
- F Cockpits:** VP based on the criteria of each Cockpit of your shuttles (-5 VP to a Cockpit's score if it hasn't been launched) (See page 4 of your Employee Handbook for a list of all Cockpits' scoring criteria).

The player with the most VP wins and becomes the new CEO of Galactic Cruise!

If there is a tie, the player with the most Progress Cubes on the Progress Track wins. If there is still a tie, the player with the most Reputation wins. If there is still a tie, the player with the most VP from Cockpits wins. If there's still a tie, the tied player who is later in turn order wins.

CLARIFICATIONS & EDGE CASES

WHAT HAPPENS WHEN I CALL A MEETING AND ALL MY WORKERS ARE IN SPACE?

You will gain no Funding Bonuses and recall no Workers. You will still get to take an action connected to one of your Developments.

In the unlikely case that you also do not have a Development in the Network, you will not get an action, but instead, learn a very valuable lesson.

WHAT HAPPENS WHEN I GAIN A REPUTATION WHEN AT 18 OR LOSE A REPUTATION WHEN AT 0?

As the iconography on the Reputation Track indicates, you will lose 1 VP for every Reputation lost while at 0 and Gain 1 VP for every Reputation gained while at 18.

If you are at 0 VP and 0 Reputation, you cannot perform an action that would cause you to lose Reputation. You start the game at 5 VP for this reason so this should be extremely unlikely.

WHEN CAN I SPEND REPUTATION TO GAIN THE BONUSES ON THE REPUTATION TRACK?

You can do this at ANY time on your turn. (Limit once per turn.) This includes doing this in the middle of an action.

Example: During your Advertise to Cruise action you spend Ads to add a Guest to a Cruise which gives you a Reputation, passing an Ad icon. You may immediately spend 1 Reputation to gain that Ad and use it to pay for a second Guest.

WHEN CAN I PAY TO USE OTHER PLAYERS' DEVELOPMENTS?

You can do this at ANY time on your turn. Once paid, you will have access to the Development(s) for the remainder of the turn.

Example: You may pay 1 Money to use someone's Development at the start of your turn and then later in the turn spend Reputation dropping below the Reputation threshold. Had you waited, you'd need to spend 2 Money instead.

Example: Your reputation is 6 and it currently costs 2 Money to use other players' Developments. You Advertise for a Cruise and increase your Reputation by 2. Now you pay only 1 Money to use other Developments and you will have access to the Development(s) for the remainder of the turn.

WHEN LAUNCHING, CAN I TAKE GUESTS FROM THE QUEUE IN A LAST MINUTE SALE INSTEAD OF TAKING GUESTS THAT ARE PRESOLD?

Yes. You must follow the usual "Not Enough Room" rule and lose 2 reputation for each Guest presold that you don't take and move those Guests to the top section of the Queue.

HOW DOES THE "BOARD GAME CRUISE" AGENDA CARD WORK?

This card simply increases one Cabin's capacity to 3 allowing you to take additional Guests on the Cruise. Remember that only up to 2 Guests can be presold tickets, so you still need to pay Ads for any Guests taken from the Queue or Supply during a Last Minute Sale as usual. Make sure you have enough Food to feed everyone as well.

CAN I PLAY THE "FAMILY VACATION" AGENDA CARD AT THE END OF THE GAME?

Yes, you may play Family Vacation when visiting a Destination during the final step before AGM C.

CAN I USE THE "FLIGHT TARGET INDICATOR" TECHNOLOGY AT THE END OF THE GAME?

No, this technology may only be used during Step 1 of your turn.

CAN I USE THE "PRODUCTIVE MEETING" AGENDA CARD WHEN ALL PLAYERS RETRIEVE WORKERS DURING THE FINAL ROUND?

Yes.

WHAT HAPPENS IF I RUN OUT OF...?

COCKPITS AND ENGINES

While it is not possible to run out of Cockpits and Engines it is possible that there is not enough to refill the display. In this case you will leave those spots empty as the components are limited.

BLUEPRINTS

It is unlikely, but possible to run out of Blueprints. In this case they are limited and no more can be built.

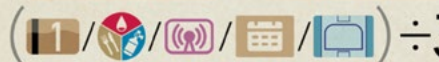
UPGRADE TOKENS

In the unlikely event that you have already removed all of your Upgrade Tokens, you may still Schedule a Cruise and Launch, but no Upgrade Token is flipped or removed.

MONEY AND ADS






These components are not meant to be limited, so you can use any suitable replacement.

Yellow calculates their AGM C/Final Scoring:


SUPPLIES:  ÷ 3

First, they add up all of the supplies they have at the end of the game.

Yellow has 4 Money, 5 Resources, 1 Ad, 0 Agenda Cards and 1 Blueprint for a total of 11. 1 VP for every 3 supplies gives a total of 3 VP.

PROGRESS SCORING:  :  ×  **3**
( : + )



Yellow has the most reputation and will score a bonus cube. **Yellow** scores 4 cubes x 4 Wings  for 16 VP.

REPUTATION: 

Yellow has 16 Reputation which scores 15 VP.

SHUTTLE SEGMENTS: 


Yellow has 2 Shuttles with 3 Segments and 1 Shuttle with 2 Segments. **Yellow** adds up all the blue VP icons across all of their Shuttle Segments for a total of 17 VP.

DEVELOPMENTS: 

Yellow has built every Development from the first column for 5 VP.

(Had they built the second Food Development instead of the last Fuel Development they would've scored 15 VP instead of 5 VP)




COCKPITS: 

Yellow scores each of their cockpits for a total of 20 VP.



2-PLAYER RULES

SETUP:

- Take 6 Developments, 2 Workers and 2 Expert Workers of a Non-Player Color (NPC).
- Place the 2 Workers onto the Main Board, 1 in each location clockwise from the neutral developments.
- Place the Developments and Expert Workers off to the side for use later.
- Place the Company Goal Trackers on the middle space of each Goal, instead of at the bottom.
- If playing the Intro Game, only place a single Neutral Cube into the  2 Progress Track Tile.

WORKER BUMPING:

When placing one of your Workers onto a location occupied by an NPC Worker, you bump that Worker onto the next location clockwise:

If that location is empty:

The NPC Worker will stay there until bumped again in the future.

If that location is occupied by your opponent's Worker:

The NPC Worker bumps the Worker occupying that location. This will cause your opponent's Worker to get bumped back to their Break Room, the same as if your Worker had bumped them.

If that location is occupied by an NPC Worker:

The NPC Worker will skip over this location and go to the next location clockwise.

If that location is occupied by one of your own Workers: The NPC Worker will not bump your Worker, unless you have the ability to bump yourself. The NPC Worker will instead skip to the next location clockwise without one of your Workers.

EXPERT WORKER BUMPING

Throughout the game the NPC Workers will become Experts. (See Hire NPC Expert)

NPC Expert Workers function the same as NPC Workers except when bumped, they skip over empty locations unless there is no other possible location.

Pink places here and bumps the NPC Worker clockwise. The NPC Worker skips over the location with Pink's Worker and ends up on the next location occupied by Blue. This bumps Blue's Worker back to their board and they gain a funding bonus as normal.

Pink places here and bumps the NPC Expert clockwise. An NPC Worker would normally stop at the next location because it is empty, but this is an Expert so it skips all empty spaces and continues until it bumps Blue.

AGM A/B - PROGRESS SCORING:

BUILD NPC DEVELOPMENTS +3

After the Progress Scoring, shuffle the remaining Technology Tiles that were set aside during setup and reveal one facedown.

Refer to the printed graphic on the tile and place 1 Development (from the NPC Developments that were set aside during setup) in each depicted area for a 2-player game, covering the Reputation icon if able. If there is already a Development of that color in the depicted area, skip that placement and discard that NPC Development from the game.

Return the Technology Tile that was used to the box.

HIRE NPC EXPERT

After AGM A, replace 1 NPC Worker with 1 NPC Expert Worker. Replace the NPC Worker closest to the top middle location going clockwise. Return the NPC Worker to the box.

After AGM B, replace the other NPC Worker with an NPC Expert Worker. Return the NPC Worker to the box.

SOLO RULES

The board of directors of Galactic Cruise are considering an unconventional hire for the CEO position—someone with a track record for outperforming her peers and making her rivals tremble. Her name is Rachel, and she just so happens to be Travis E. Preston's niece, who has spent the last decade working at the Moon-Base. Now that she's back on Earth, she's ready to take you on for the right to run the company. Be warned: she's her uncle's favorite, so some things will come very easily to her. That's not fair, you say? Well Rachel says, "Fair comes to town once a year, bucko." Good luck.

SETUP

1. Set up the game for a 2-player game.
2. Rachel receives a player board and all the usual pieces that a player would use. She does NOT need resource trackers. Set up her player board as usual.
3. She will be the 2nd player, so place her Reputation tracker on the "1" space of the Reputation Track.
4. Shuffle the 12 Solo Action Cards and place them in a deck beside her player board so that the numbers and worker/location grid are faceup.
5. Place the Solo Company Goal Reminder Tokens onto the appropriate spaces depending on your chosen difficulty level:
 - » For an Easy Game, place the Segment Token around the area where Rachel's 7th segment would be built, the Development Token onto the 3rd Food Development (this will be the 7th one that she builds), and the Launch Token above her shuttle building area.
 - » For a Medium Game, place the Segment Token around the area where Rachel's 6th segment would be built, the Development Token onto the 2nd Fuel Development (this will be the 6th one that she builds), and the Launch Token above her shuttle building area.
 - » For a Hard Game, place the Segment Token around the area where Rachel's 5th segment would be built, the Development Token onto the 2nd Oxygen Development (this will be the 5th one that she builds), and the Launch Token above her shuttle building area.
6. Optional: Place the Solo Worker Card next to the Action Cards (this will help you ensure you don't flip an Action Card if she has no workers). If you choose to use this card, place her Workers here instead of on her player board.
7. Rachel places her first Development (from the Food row) in the Network based on the Number System (see The Number System in Key Concepts below). This placement must be in an area with no other developments as usual.
8. She then discards a Blueprint based on the Number System.

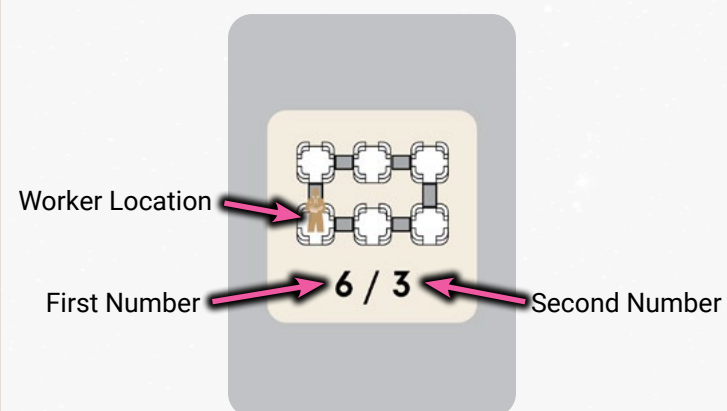
KEY CONCEPTS

THE NUMBER SYSTEM

These are the two numbers listed on the back of each card in the solo action card deck. Throughout the game as Rachel makes decisions (chooses items, discards things, etc.) these numbers will determine her choices.

When making her choices, you will reference the back of the top card of the deck and use the first number printed unless it would never work (i.e., because it is a "5" or "6" and there are only 4 choices), in which case you will use the second printed number.

If that item is unavailable (or if multiple items are targeted), begin with that number and work top-to-bottom / left-to-right / clockwise until the action is satisfied.



NORMAL RULES APPLY

Unless otherwise stated, all rules from the multiplayer game are still applicable.

For example, Rachel may only build 1 Development into a given area, she may still bump you and/or the NPCs, she may only build 3 shuttles with 3 segments in each, etc.

RACHEL'S SUPPLIES

Rachel does not ever gain Resources, Money, or Ads.

She DOES gain VP and Reputation.

RACHEL'S FUNDING BONUSES

When Rachel gains a Funding Bonus, Rachel always takes VP because she never gains/spends money, ads, or resources.

RACHEL'S TURN

Rachel's turns function just like yours do. She will advance Cruises, place workers and take actions, and accomplish Company Goals.

1. If she has a Cruise in space, she advances it to the next stop, gaining rewards:

- a. **Day in Space:** Rachel gains 1 Reputation for each Guest on the Cruise.
- b. **Destination:** If it's the first Destination of the Cruise, she drops off her Launch Tower token on the leftmost empty space on the Destination. Then, regardless if it is the first Destination or not, she scores all of her Guests at the Destination. Reminder: Rachel does not gain/spend Ads to do this.

In the rare case that Rachel would visit the same first Destination four times, she will place the Token on the next Destination on that same Cruise. If there are no other Destinations on that Cruise, the token is simply discarded.

2. **If Rachel has available workers**, reveal the top card of the Solo Action Card deck, and place one of Rachel's workers onto the main board (the location is determined by the worker on the back of the top card of the deck). If she already occupies that space, she will go to the first available (not containing one of her workers) space clockwise.

If the revealed card is the last card in the deck, flip all the previously revealed cards back over, and then use the back of the top card to determine the placement location. After resolving the action, shuffle **all** the Solo Action Cards into a new draw deck.

After placing her worker, resolve the first possible action from top to bottom on the revealed card (for a full breakdown of all her actions, see "Rachel's Actions" below). When choosing something for Rachel to gain / discard, you will use the Number System. If Rachel cannot perform either action, discard the card and draw the next card instead.

After completing the action, if Rachel's worker is at a location that contains the action she took (in Easy/Medium/Hard Mode) or is connected to that action by one or more Developments (in Medium/Hard modes only), she will resolve an additional Action Card; she will pay you Money based on her Reputation level to use your Developments for this access if she has none of her own. She can utilize neutral Developments as normal by paying the bank, but because she does not gain/spend money, this transaction does not happen between her and the bank.

If Rachel does not have available workers, she Calls a Meeting, gaining VP for each worker recalled based on her VP Funding Bonus. In Easy/Medium mode, her turn is then over. In Hard mode, she will also resolve a single action by revealing a new solo action card as detailed above.

3. If, at the end of her turn, she has accomplished one of her company goals, she moves the corresponding cube to the Progress Track. Rachel has three static Company Goals that are the same every game.

1. Build X Segments (Easy: 7, Medium: 6, Hard: 5)
2. Build X Developments (Easy: 7, Medium: 6, Hard: 5)
3. Launch X Different Shuttles (Easy: 3, Medium/Hard: 2)

The X changes depending on difficulty.

Each of these goals correspond to your company goals. #1 to your leftmost goal, #2 to your middle goal, #3 to your rightmost goal. Whenever she completes a Company Goal, she removes her cube from above that corresponding goal and places it onto the Progress Track, and the corresponding Company Goal Tracker raises to the top level, if it isn't already there.

Note: While her achievements of Goals affect you, yours do not affect her. In other words, if you accomplish your leftmost Company Goal before she accomplishes her goal #1, her required number of segments built does not change.

RACHEL'S ACTIONS

BUILD SHUTTLE SEGMENTS



Rachel takes 2 Blueprints from the main board display and places them into her shuttle(s). The first Blueprint she takes is the one that is indicated by the Number System. The second Blueprint she takes will be the one below the first one she took in the display (wrapping around to the top if necessary). These 2 Blueprints are free for her and she does not lose reputation. They are immediately built into her shuttle(s).

If she reaches the 3-segment maximum in a shuttle, she immediately takes a cockpit and engine from the main board display (again, using the Number System) and continues building into it (note: if the engine grants Reputation or VP she gains it; if it grants an Agenda Card, she discards one from the display, using the Number System).

Rachel may only have 3 shuttles with 3 segments each. Once she has 8 segments built, her final build action will result in only 1 segment being built.

DRAW AGENDA CARDS



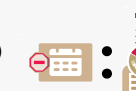
Rachel will use the Number System to target an Agenda Card and the Agenda Card below it (wrapping around if necessary). Both cards go to the Agenda Card discard. If there are 0-1 Agenda Cards in the column, Rachel will not take this action.

REFILL AGENDA CARDS



Rachel discards all the Agenda Cards in the column and adds 4 new ones. If Reputation was visible before this, she gains the Reputation.

REFILL SILO



She will refill the first resource that she was unable to take during the Take Resources from Silo action. This action only occurs as a backup to the "Gain Resources" action.

GAIN RESOURCES



Using the Number System, she targets an Agenda Card from the display and reduces the resource listed on it in the Silo by 1. She then moves to the next card (top-to-bottom, wrapping around if necessary) and does the same thing, and then does so with a third card (note: she can loop back to the same card over and over). If there are no cards in the column, she will attempt to take 3 of whichever resource is listed on the top card of the Agenda discard. If she cannot reduce all 3 indicated resources, she will not take this action.

ADVERTISE FOR A CRUISE



She will select a Cruise using the Number System and add 2 Guests to that Cruise. If that Cruise already has 1 or more Guests on it, she will move to the next available Cruise. First she will search the queue for matching Guests that cost 1 Ad, starting with the first destination printed on the Cruise, then will check for the second destination, etc.; if more Guests are needed, she will repeat this pattern with the Guests that cost 2 Ads; and so forth.

BUILD A DEVELOPMENT (NETWORK)



She will build a Development in the Network, using the Number System and working clockwise, prioritizing spaces in the Network that grant a Reputation over those that do not. She builds her Developments top to bottom, left to right. So she will build all of the Developments in the first column before moving on to the second. For example, if the Number System indicates #4, but there is already a Development there, she will move clockwise, searching for a space where a Development has not yet been built. If all locations have 1+ Developments, she will begin again at #4, moving clockwise until she reaches a Network space where she has not yet built a Development.

BUILD A DEVELOPMENT (TECHNOLOGY)



She will build a Development on a Technology, using the Number System and working left to right, prioritizing Technologies that grant a Reputation over those that do not. She builds her Developments top to bottom, left to right. So she will build all of the Developments in the first column before moving on to the second. For example, if the Number System indicates #1, but Rachel already has a Development there, she will move left to right, first searching for a Technology where no one has built, and then, if that's not possible, searching for a Technology where she has not yet built.

HIRE AN EXPERT WORKER



If either of her Expert workers would cost 6 Money or less to hire, she hires an Expert, adds that Expert to her break room, and gains a VP Funding. If both Experts would cost 6 Money or less, she hires the leftmost Expert (the one associated with the Launch Tower) first.

On Easy mode, Rachel's Expert Workers have no special ability and function exactly like a normal Worker.

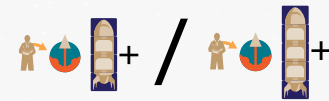
On Medium and Hard modes, Rachel's Experts gain an additional funding bonus when returned to her Break Room.

REFRESH THE BLUEPRINTS



Discard all Blueprints from the display on the main board to the bottom of the Blueprint stack and add 5 new Blueprints from the top of the Blueprint stack.

LAUNCH A SHUTTLE



There are two launch cards, one that requires a shuttle with 2+ segments and one that requires 3 segments. If Rachel has an available shuttle that fits the criteria, she will choose a shuttle to launch prioritizing the following:

1. A Shuttle that hasn't been launched.
2. A Shuttle that will score the most VP.
3. The Rightmost Shuttle.

1. Assign and Board: She chooses the Cruise based on the Number System and places it above that shuttle. She then takes Guests (the assigned ones if they were pre-sold a ticket to the Cruise) and adds them to her Cruise; if no Guests were pre-sold tickets to the Cruise, she will sell last minute tickets to matching Guests from the queue to fill up her cabins (following the rules from the advertise to a cruise action).

If she only has 1 cabin but takes 2 Guests because they were pre-sold tickets, she returns 1 randomly to the back of the queue (3 Ad cost) and loses 2 Reputation (like a human player would).

2. Place Progress Cube: She adds a Progress Cube from her supply to the Progress Track.

3. Pay Resources: Compare the printed Fuel cost of the Cruise to Rachel's Fuel row on her player board. The largest visible number in her Fuel row is her Fuel capacity. If the Cruise's Fuel cost is higher than Rachel's Fuel capacity, she will spend Reputation to supplement the Fuel cost, reducing her Reputation tracker past the required number of resource icons. (If her Reputation tracker is at "0," she will still launch, but she loses 1 VP per extra Fuel needed.)

4. Score Cockpit: Rachel scores Cockpits by adding the VP listed on the Cockpit to all the printed VP on segments in that shuttle. If this is the first time that shuttle is launched, the Cockpit is flipped over, removing the -5 VP at the top.

For example, if she is launching her starting shuttle and has 2 segments each with 2 VP on them, she will score 1 VP for the cockpit and 4 VP for the segments for 5 VP total.

5. Load Up: She adds a Launch Tower token to her Engine. She will add tokens from her bottom 4 in any order (making her Expert cheaper) until that Expert is hired, whereupon she will remove her 1 VP token to reveal the 2 VP Funding, and then she will continue removing from her bottom 4. If she were to launch a 6th, 7th, or 8th time, choose any of the 3 remaining upper tokens (these will not affect her Funding).

6. Lift Off: Place one of her available workers into the cockpit of the shuttle and then add a new Cruise to the Marketing Board as usual. If launching as the second action of the turn, take the Worker from the board that was used for the first action.

SCORING

AGM A/B - PROGRESS SCORING

Rachel scores the usual way during the AGM scorings, by multiplying her revealed wings by her number of cubes in that section (plus an extra cube if she has the most reputation).

FINAL ROUND

Rachel will pull her Workers back and take her final turn as normal. When advancing to any Stop on a Cruise, Rachel chooses the Stop that will score her the most VP.

AGM C - FINAL SCORING

- A. Supplies: She does not score this.
- B. Progress Scoring for Section 3 as usual.
- C. Reputation as usual.
- D. Shuttle Segments as usual.
- E. Developments as usual.
- F. Cockpits: She scores the VP printed on each cockpit, plus the VP on each segment, minus 5 VP for any unlaunched shuttles.

ADJUSTING DIFFICULTY

Above, a standard Easy, Medium, and Hard mode have been outlined. However, you can further tailor the difficulty by mixing and matching elements from each difficulty level. Here are the breakdowns of how each difficulty is typically played.

COMPANY GOALS

EASY:

7 Developments built, 7 Segments built, 3 different shuttles launched.

MEDIUM:

6 Developments built, 6 Segments built, 2 different shuttles launched.

HARD:

5 Developments built, 5 Segments built, 2 different shuttles launched.

SECOND ACTION CARD REVEALED

EASY:

Only when her worker is placed directly on the location with the matching action.

MEDIUM / HARD:

When placed directly on the location with the matching action or connected to the matching action via 1+ Developments.

CALLING MEETINGS

EASY / MEDIUM:

Gain a Funding Bonus for each worker returned.

HARD:

Gain a Funding Bonus for each worker returned, and then resolve an Action card. Unlike in the multiplayer game, Rachel may Launch a Shuttle as her action.

EXPERT WORKER ABILITY

EASY:

Experts have no special ability and function just like a normal Worker.

MEDIUM / HARD:

Experts gain an additional funding bonus when returned to Rachel's Break Room.

3-PLAYER GAME WITH NPC



When playing a 3-Player game you can use an NPC to increase the amount of bumping, simulating a 4-Player game.

SETUP:

Take 1 Worker and 1 Expert Worker of a Non-Player Color (NPC). Place the Worker onto the Main Board in the location clockwise from the neutral development. Place the Expert nearby.

WORKER BUMPING:

Refer to the rules on NPC Workers found in the 2-Player Worker Bumping Section (see page 30).

HIRE NPC EXPERT:

The Worker will become an NPC Expert Worker after AGM A. See more info on NPC Experts on Page 30.

START WITH TECHNOLOGY



In general, I'd still recommend building your first development in the Network, but feel free to experiment once you know the game a bit better.

When using this variant you may build your first development (during Setup) under a Technology instead of in The Network as usual.

If you do not have any Developments in the Network when you Call a Meeting you will not get an action. This is why it is still a company best practice to build your first Development in the Network.

SHORT GAME



This mode allows you to play a shorter game if you are tight for time, or prefer a faster game.

During Setup, place a Neutral Cube into each section of the Progress Track.

EPIC GAME



This mode allows you to play a longer game where only Launching adds cubes to the Progress Track.

When you Accomplish a Company Goal, instead of adding the cube to the Progress Track, place it beside the track in an overflow area, like in Section 3.

These cubes will be scored with the current section but they do not push the end game forward.

MEAN BOARD OF DIRECTORS



Try this mode if you want the Board of Directors to give harsher penalties for not Launching a Shuttle you've built.

At the end of the game, you will NOT score any Shuttles that have not been launched. On top of this, you will still lose the 5 VP as normal.

This variant really prioritises careful planning. Watch out for players trying to end the game quickly to punish those who have bit off more than they can chew.



Since I wrote this whole section, I won't need to highlight anything more on this page. Plus, these tips could be helpful even to more experienced players!

REMINDERS

FLIPPING THE TOKEN

As a new supervisor you may forget to flip one of Upgrade Tokens when taking the Schedule a Cruise action. Don't miss out on this very important and powerful step! You can use it to get exactly what you need at this very moment, or to setup better funding in the long term.

If you do happen to find yourself without a token flipped during a Launch, go ahead and flip one and take the bonus then. Just don't forget next time, as some supervisors can be sticklers when it comes to the company's rules.

REFILLING THE STORAGE SILO

Another common thing that new supervisors forget is that they need to discard an Agenda Card from their hand to refill the Storage Silo. I get it, I've tried to get things done on my own too, but you won't get very far without going through the proper channels.

ADDING A NEW CRUISE

Due to all the excitement surrounding a launch, sometimes our marketing department gets a little distracted and doesn't announce any new Cruises. Make sure to keep on them and get those new Cruises coming out and get that Queue moving!

TARGETED ADVERTISING

When Advertising for a Cruise, our Ads are very specifically tailored to that particular Cruise so you can only add Guests to a single Cruise. If you want to advertise to another one, you'll have to take another action to do so.

TIPS

GENERAL

- Keep an eye on the available Agenda Cards; they may give you just what you need. I've been known to spend an entire turn picking up 4 of them!
- Only flip one of your Funding Bonus Upgrade Tokens if you plan on Launching next turn or the turn after. You'll lock yourself out of that type of Funding until you Launch.

IF YOU WANT A SPEEDY LAUNCH

- Schedule a 2 or 3 stop Cruise. Not only does this save Fuel, but it also decreases the time your Worker is out in space.
- Launch a 2-Segment Shuttle. It will save you an action and money compared to a 3-segment Shuttle, and you'll need fewer Ads, Food and Oxygen to Launch.
- Only Advertise to 1 Guest as that's all the room you'll have. If you want to launch even faster, try skipping this step to save an action and do a Last Minute Sale as you Launch. You'll still need the Ads though!
- It's possible to Launch after your first few turns if you plan your actions correctly. Refer to the Preflight Checklist if needed.

IF YOU WANT TO IMPRESS THE BOARD

- Keep an eye on the Company Goals and get those cubes out early! Try to be the first player to accomplish at least one of the goals.
- Be very particular about the Segments you build; make sure they help you to achieve the Segment-based Company Goal efficiently. Don't be afraid to spend a Rep to cycle through the available Blueprints if needed.
- Keep in mind that Launching always puts a cube out. Also, one of the Company Goals will be related to Launches so make sure you are consistently working towards the next Launch.

IF YOU WANT TO BUILD DEVELOPMENTS

- Building Developments in the Network can really improve your action efficiency and allow you to avoid bumping other players.
- Spread out your Developments so you have more options when Calling a Meeting.
- Use Resources to help pay for Developments and save some Money.
- Don't forget about Technologies! Investing in one or two key Techs can really pay off throughout the game.
- A word of warning: Developments are great, but don't get carried away and build them too fast. If you run out of Money before building any Shuttle Segments it might take you a bit of time to get going again.

IF YOU WANT TO LAUNCH A BIG SHUTTLE

- Launching a big Shuttle requires a lot of resources, but don't forget you can use Agenda Cards and Reputation to get around your storage limits without having to build Developments.
- If you want your Launches to really count, you can tailor them to a type of Guest. Bringing 2 Guests in a Shuttle with 3 matching icons gets you 6 Guest Bonuses for each Day in Space!
- Cruises with multiple Guests and several Destinations can generate a lot of VP, as long as you have enough Ads.
- While your Shuttle is out in space, start building another Shuttle that caters to a different type of Guest.

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