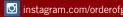# THE ESOTERIC ORDER OF GAMERS
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Game rules summaries, foamcore box plans, articles, interviews, reviews, videos, tutorials, forums – and lots more.

v2

Aug 2015

Game: **MERCHANT OF VENUS (Second Edition)**

Publisher: **Fantasy Flight Games (2012)**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

MERCHANT OF VENUS

SETUP

Return all *Classic Game* components to the box: encounter, culture, factory goods, shield and demand tokens; spaceport and factory deed markers; and ship class sheets.

Place the board on the table with the *Standard Game* side faceup. Shuffle the **First Contact cards** and place 1 card facedown in each system on the board. Separate the **market, goods,** and **racial technology tokens** and group them by culture next to each culture's supply area to the left side of the board. Shuffle the **Encounter, Reward,** and **Mission decks** and place them separately facedown near the board.

Sort the **blue dot/asteroid, cargo hold tokens, drive, fame/ infamy, pirate,** and **telegate tokens** by type and place them in stockpiles near the board. Shuffle all **passenger tokens** and place them facedown in a stockpile near the board.

Each player chooses a color and takes the **dashboard sheet, mission** and **merchant spaceport/drill tokens,** and **plastic merchant ship** of that color. Then each player chooses a **pilot** (Human, Eeepeeep, Whynom, or Qossuth) by taking the 2 corresponding **Pilot cards** and placing the **level 1 pilot** faceup on the Pilot card space of his dashboard sheet.

Deal 1 faceup **Mission card** to each player. If your card has a destination, place your mission token in that system.

Randomly determine a first player and give them the **First Player card**. Sort the **credit tokens** into piles by denomination near the board. Each player takes credits equal to the number of players x 20. Counting clockwise from the first player, give the third player an extra c20 and the fourth player an extra c40. Change may be made at the bank at any time.

Each player sets either his **laser** or **shield dial** to **2**, then sets the other dial to **1**.

Place the **round marker** on the **1** space of the round track. Draw a **passenger token** from the passenger pool and place it on its specified starting location. Each player places his **merchant ship** on the *Galactic Base* space.

If players run out of credit, blue dot/asteroid, or fame/infamy tokens, use substitutes. All other components in the standard game are limited to the amounts in the box.

GAME ROUND

At the start of each **round** (with the exception of the first) the first player advances the round marker 1 space on the game round track and resolves the effect of the round's icon:

Passenger: The first player randomly draws a **passenger token** and places it on the starting culture indicated. If this starting culture has not yet been discovered, place the token in the corresponding culture's supply area to the left of the board.

Drill: Each player retrieves any **drill tokens** he has placed on the board and redeems them for c10 each.

A player's turn consists of 4 **phases**, performed in order. Your turn ends when any of the following occurs: you finish your Merchant Spaceport phase; you fail a hazard check; an Encounter card effect ends your turn; or you end your Move step (or skip your Movement phase) on any space other than a spaceport or a surface city.

When your turn is over, the player to your left begins his turn. When the last player ends his turn, a new round begins.

1. MOVEMENT PHASE

You may skip this phase to remain on your current space and end your turn. If you do so while on a surface city or spaceport, jump to the Transaction phase.

1. Declare Heading

If your ship is on any space *other* than a surface city or spaceport, declare your **heading:** point your ship in the desired direction along a connected path. If you fail to declare a heading before rolling speed dice, you must move along the path in the direction your ship currently faces.

2. Set Speed

Roll 3 speed dice to determine your **movement value:** the maximum number of movement points (MPs) you can spend to move your ship during your Move step.

After rolling, you may be eligible to assign one of your rolled dice to your ship's **throttle** to roll an additional speed die.

You may *never* roll more than 4 speed dice during your turn, even if certain combinations of abilities say you may.

3. Move

Spend your movement value to move along your current path. Moving along a gray (solid or dashed) line costs 1 MP per space, while moving along a solid green line costs 2 MPs per space.

Ships can move past one another without penalty. You cannot backtrack. If you exit a branching space in the same Move step you entered it, declare which of the forward branches is your new heading, then continue your Move step.

4. End Movement

End your Movement phase by landing your ship or spending your entire movement value. Ships can occupy the same space. You may only land on a surface city, spaceport, or asteroid. On a surface city or a spaceport, your Movement phase ends; proceed to the First Contact phase. If you land on an asteroid, your turn ends.

If you do not land your ship, or are not stopped by other game effects, you must spend your entire movement value, after which your turn ends.

Assigning Dice

To use certain abilities, assign any of your rolled speed dice to the appropriate boxes on your dashboard. You can only assign dice during your Movement phase, and only those dice rolled during your Set Speed step.

A speed die always contributes its result to your movement value, even while assigned to an ability. You cannot change the value of a die when assigning it. **The number of dice you can assign is equal to your pilot's level.**

After you assign a die, it cannot be reassigned or removed for the rest of your turn. You may *never* assign more than 1 die to a die box on your dashboard.

Navigation Assigning a die to your navigation die box gives you your **navigation value** for the turn, and determines how your ship moves through a navigation space or a telegate.

Throttle If any of your rolled speed dice show a 1, you may assign that die to your throttle die box to **roll 1 additional speed die**. The sum of the 4 rolled speed dice is your movement value for that turn.

Ship Upgrades Racial technologies that require an assigned speed die to function are called **ship upgrades**. Assign a die to a ship upgrade by placing 1 of your rolled speed dice on the die box next to the upgrade you want to use.

2. FIRST CONTACT PHASE

If you end your Movement phase on a surface city or neutral spaceport of a system with a **First Contact card**:

1. Flip it faceup to reveal which culture inhabits the system.

2. Shuffle the culture's 3 market tokens facedown, and place them in a faceup stack on the system's market token space. Any passenger tokens in this culture's supply area are placed near the system's market token area.

3. Place the culture's goods and racial technology tokens in their respective spaces, cost values faceup.

4. Place credits equal to the culture's IOU value from the bank on top of the First Contact card.

5. You may then immediately take up to 3 **buy actions** and up to 3 **sell actions** with that culture.

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

3. TRANSACTION PHASE

A player at a surface city or spaceport may **trade** with the system's culture. You may perform the following actions: **Buy; Sell; Pick Up a Passenger** and **Drop Off a Passenger.** You may take any number of these actions, and in any order.

If you land on a system's surface city during the Movement phase of the same turn, you can perform only 1 buy action and 1 sell action in the subsequent Transaction phase. You may still pick up or drop off an unlimited number of passengers. This limitation does not apply to spaceports.

The *Nebula Habitat*, the *Asteroid System*, and the *Multi-Generational Ship* do not have surface cities, only spaceports on which you must land to conduct your Transaction phase.

a. Buy Actions

When trading, perform a **buy** action to purchase 1 of the following from the system's culture:

Goods

Each culture sells 1 type of good (the goods tokens in its system's market). Buy a good by paying credits to the bank equal to its cost, taking the token from the culture's market, and placing it in an eligible cargo hold below your dashboard. If you have no cargo hold space, you cannot buy goods unless you make room in your ship.

When buying goods and racial technologies from a culture, you may purchase *any* of the goods and technology tokens in that system (you may look at the token backs at any time).

Equipment

Each culture has 2 pieces of equipment (**lasers, shields, cargo holds,** or **drives**) for sale as indicated by its market token. Buy a piece of equipment by paying credits to the bank equal to its cost (shown on the culture's market token).

Lasers & Shields Increase the appropriate dial by 1 point on your dashboard sheet.

Cargo Holds You start the game with 2 (green) cargo holds and may purchase 2 additional cargo holds during the game. After you buy an additional hold, place a cargo hold indicator token above the leftmost available cargo hold on your dashboard to show it is now available to hold cargo.

Drives Place a new drive on the drive token space on your dashboard, discarding any old drive. The **yellow** drive allows you to skip all yellow spaces on the board; the **red** drive allows you to skip all red spaces; and the **combo** drive allows you to skip all red *and* yellow spaces. If you do not wish to use your drive, announce this when declaring your heading.

Buying Racial Technologies

There are 4 types of racial technology and each culture sells 1 type.

You cannot have 2 or more of the same racial technology tokens at the same time (except the *Data Probe*).

Buy a racial technology by paying credits to the bank equal to its cost. You may use the racial technology's ability (described on the back of the token) with the exception of ship upgrades, which require the assignment of a speed die.

Ship Upgrades Place the token to the right of the topmost available ship upgrade slot on your dashboard. If you have no available ship upgrade slots, you cannot buy another ship upgrade unless you make room. In order to use a ship upgrade ability, you must assign a rolled speed die to its corresponding die box during your Movement phase.

Structural Techs Place the token in an eligible cargo hold. The icon also represents the tech's capacity requirement (1 dot) you need in order to equip the tech. If you have no available room in your cargo holds, you cannot buy a structural tech unless you make room.

Special Techs There are 2 special techs: a *Throttle Boost* is placed facedown in the throttle die box; a *Fuzzy Dice* token facedown above your dashboard sheet.

Utility Techs Place the token to the left of your dashboard. Utility techs cannot be jettisoned or offloaded.

Using First Contact Credits

When buying from a culture, the player who established first contact may use the IOU credits placed on its First Contact card. These are normal credits, but can only be spent with that culture.

b. Sell Actions

To sell goods, your ship must be on a surface city or spaceport of a culture that buys that particular type of good. The cultures to which a good can be sold are listed on each of its goods tokens.

When selling goods, look at the token on top of the culture's market token stack to see the **market condition**, and determine which price you receive for selling the eligible goods token to that culture.

Low Market: The token is sold at its lowest resale value.

High Market: The token is sold at its highest resale value.

Active Market: The token is sold at its center resale value.

The resale values of tokens are listed on their reverse side. When you sell a good, receive its value in credits from the bank, then return the goods token to the culture's supply area (not to the culture's market). **Each sale of a goods token counts as 1 sell action.**

Whenever you perform at least 1 sell action in a culture's market, a **market shift** occurs: after completing all your sell actions, take the culture's top market token and place it at the bottom of its market token stack. If this reveals an **active market**, that culture produces 1 goods token.

c. Picking Up Passengers

To pick up a passenger, you must be at a surface city or spaceport of a system containing at least 1 passenger token.

During your Transaction phase, you can pick up any number of passengers at that culture by placing the passenger tokens in eligible cargo holds below your dashboard.

Most passenger tokens have a capacity requirement of 1 dot; the *Diva* and *Caterer* passenger tokens have a capacity requirement of 2 dots.

c. Dropping Off Passengers

To drop off a passenger, you must be at a surface city or spaceport of the passenger's destination system. Collect the passenger's fare in credits from the bank, plus any fame or infamy tokens specified on the passenger token. Then remove the token from play by returning it to the game box.

If the *Galactic Base* icon appears as the starting location or the destination of a passenger token, that passenger either starts on, or must be dropped off at, *Galactic Base*.

4. MERCHANT SPACEPORT PHASE

Spaceports printed on the board are **neutral**. You can build your own **merchant** spaceports at systems on an empty orbit space. If you performed 1 or more buy actions during your First Contact phase or your Transaction phase, you cannot build a merchant spaceport that turn.

To build a merchant spaceport in a system, you must be on one of its surface cities and pay c200 to the bank. Place a **merchant spaceport token** of your color on an empty orbit space connected by a single green line to the surface city on which you are located. Then move your ship onto the new merchant spaceport token and end your turn. If there is no empty orbit space adjacent to a surface city, no merchant spaceport can be built there.

To build a merchant spaceport in the *Asteroid System*, you must be on one of the system's neutral spaceports and pay c200 to the bank. Place a **merchant spaceport token** of your color on the orbit space connected to the neutral spaceport by 3 contiguous green lines. Then move your ship onto the new merchant spaceport token, place an asteroid token on the (now bankrupt) connected neutral spaceport, and end your turn.

Merchant spaceports are worth c200 at the end of the game, even if they were purchased at a discount.

After you have or have not built a merchant spaceport, your turn is over. You cannot build more than 1 merchant spaceport in a single turn.

Trading on Merchant Spaceports

After a merchant spaceport has been built, players can no longer move from the orbit space containing the merchant spaceport to the connected surface city. If all of a system's orbit spaces contain merchant spaceports, players can no longer access that system's surface cities and must conduct their Transaction phases on its merchant spaceports.

A player that conducts a buy or sell action at a merchant spaceport must pay the spaceport's owner c10 for each buy or sell action. If you are unable to pay the c10 fee after the transaction, you cannot make the buy or sell action.

For each buy or sell action you conduct at your own merchant spaceport, receive c10 from the bank instead of paying a fee.

END OF THE GAME AND WINNING

The game ends when the last player ends his turn in round 30. Each player then determines his final score:

1. **Sell Merchant Spaceports:** Remove all your merchant spaceports from the board, collecting c200 from the bank for each spaceport you remove.

2. **Count Fame:** Total all fame tokens in your play area, and add the fame from your Reward cards, completed Mission cards, and your dashboard (for ship upgrades, additional cargo holds, and your laser and shield levels).

Ship upgrades and cargo holds cumulatively provide fame points for each upgrade; lasers and shields provide only the fame indicated by the current positions of their dials.

If you have the *Fuzzy Dice* racial technology, roll 2 dice and gain fame equal to the total result.

All players then **lose** 1 point of fame for each point of **infamy** they accumulated. A player with less than 0 fame cannot win the game and is disqualified at this point.

3. **Award Bonus Credits:** Receive credits equal to your total fame x10. If your *Fuzzy Dice* roll had the same result on both dice, instead receive credits equal to your fame x20.

4. **Determine Final Score:** Total the value of all credit tokens in your play area to find your final score. Unspent credits on First Contact cards do not contribute to your final score.

The player with the highest score at the end of the game wins. On a tie, the tied player with the highest total fame is the winner. On a further tie, the tying players share the win.

HAZARDS, PIRATES AND ENCOUNTERS

Navigation Spaces

Your ship must exit a navigation space using the path that matches your navigation value. A ship can never exit a navigation space in the direction from which it entered during *the same turn*. If you have a die assigned to navigation that would force you to do so, instead end your turn there (this does not apply if you start your turn on a navigation space).

If you cannot, or do not, assign a die to navigation before exiting a navigation space, the player to your left chooses your exit path (except the path you entered from *that turn*).

Telegates

Being transported between telegates does not cost MPs. Only a player who **enters** a telegate space with a normal (non-telegate) during his Move step is affected by it:

1. Assign a speed die to your navigation die box if you have not done so already.

2. If you have assigned a speed die, move your ship to the telegate with the number that matches your navigation value. If your navigation value matches the telegate number on your space, or if there is no telegate with that number on your space, remain on your current space; continue your Move step.

3. If you do not have a die assigned, **roll the purple effect die** and place your ship on the telegate with a matching number. If the result matches the telegate number on your space, or if there is no telegate with that number on your space, remain on your current space; continue your Move step.

4. After using a telegate, declare a new heading and continue your Move step from the destination telegate.

Hazards

When you enter a hazard space, make a **hazard check** by rolling the purple effect die and comparing its result to the corresponding attribute on your dashboard or pilot card.

Laser Checks *Result less than your laser value:* continue Move step. *Result equal to or greater than your laser value:* either end your turn on that hazard space or decrease your laser value by 1 and continue your Move step (treating laser hazards for the rest of your turn as blue spaces).

Shield Checks *Result less than your shield value:* continue Move step. *Result equal to or greater than your shield value:* either end your turn on that hazard space or decrease your shield value by 1 and continue your Move step (treating shield hazards for the rest of your turn as blue spaces).

Piloting Checks *Result less than the pilot skill value on your Pilot card:* continue Move step. *Result equal to or greater than the pilot skill value on your Pilot card:* immediately end your turn on that hazard space.

Pirates

When you enter a pirate token space during your Move step:

1. If you entered the area by using your last MP, you are **ambushed**. You automatically **lose** the engagement; skip the remaining steps.

2. Choose an attribute (lasers, shields, or pilot skill).

3. Roll the purple effect die and modify the result by the pirate token value.

4. If the result is less than the chosen attribute, you **win** the engagement. If the result is equal to or greater than the chosen attribute, you **lose**.

Winning:

Rolled vs pilot attribute: You may add MPs up to that of your pilot's level to your movement value. Continue your Move step, leaving the pirate token on its space.

Rolled vs shield attribute: Receive 2 fame. Continue your Move step, leaving the pirate token on its space.

Rolled vs laser attribute: Collect c20 for every infamy token under the pirate token; then convert them to fame by flipping them to their fame side. Flip the pirate token to its asteroid side, draw a Reward card, and end your Move step.

Losing:

If transporting 1 or more goods tokens with a color matching the pirate token, return 1 such goods token (your choice) to its culture's supply area. If you have no matching goods token, pay c20 to the bank. If you cannot pay c20, pay all your remaining credits instead. Then end your Move step and place an **infamy token** beneath the pirate token.

Encounters

When you enter an encounter space, draw and resolve an **Encounter card**, then discard it and resume your Move step unless otherwise instructed. Tokens placed on the encounter space stay there for the rest of the game, replacing the space.

When an Encounter card with **production and culture icons** is drawn, in addition to the card's other effects, take all of the goods tokens from the indicated culture's supply area and return them to the market in that culture's system (if the culture is not yet discovered, nothing happens).

Title cards remain in play and can change hands. **Intel cards** are typically placed beside the round track and can be purchased by paying the card's price and meeting its conditions. When used, they are usually returned to beside the track, again eligible for purchase.

Asteroids

When entering a space containing an asteroid, you may end your turn in that space even if you have unspent MPs. If your ship is equipped with the *License to Drill* racial technology, you can place 1 of your drill tokens on an asteroid space as your ship passes over or lands on the space. Only 1 drill token can be present on an asteroid space at a time.

If you have placed all of your drill tokens on asteroids, you cannot purchase a merchant spaceport until you have recovered your drills. If you have used all your tokens as merchant spaceports, you cannot place drill tokens.

MARKET PRODUCTION

When a culture's market reveals a market token with a **production icon** (also known as an active market), the culture immediately produces another goods token, if able.

If there are any goods tokens belonging to the culture in that culture's supply area, the current player takes 1 such goods token from the culture's supply area and places it in the goods token area of that culture's system.

If there are no goods tokens in a culture's supply area, the active market produces nothing. Goods are also produced when certain Encounter cards are resolved.

MAKING ROOM IN A SHIP

Freight capacity is symbolized by the **capacity icon** and a number of capacity dots. Goods tokens, passenger tokens, and some racial technology tokens have a capacity requirement of 1 or 2 dots. Each of a player's cargo holds has a capacity of up to 2 dots.

Reorganizing You may shift cargo (i.e. goods, passenger, and structural tech tokens) between cargo holds at any time if you do not exceed the capacity of any cargo hold while doing so.

Offloading At any time during your Transaction phase, if you are located on a surface city or spaceport, you may offload any number of goods, racial technologies, or passengers.

Remove the tokens from your cargo holds and place them in your current system's market. The offloaded tokens immediately become available for purchase or pickup. This makes it possible for markets to contain goods, technologies, and passengers that originated in other systems.

Offloading does not count as an action, and you do not receive credits for offloading tokens. Goods and racial technologies cannot be offloaded at *Galactic Base* but passengers can be.

Jettisoning When you end your Move step on any space other than a surface city or spaceport, you may jettison any number of goods, racial technologies, or passengers.

Goods or technology tokens are placed in their originating culture's supply area at the side of the board. A passenger token is removed from the game; then roll 2 dice and take infamy tokens equal to the higher result.

When you offload or jettison a ship upgrade tech, shift other equipped ship upgrade techs upwards on your dashboard so that available ship upgrade slots are always at the bottom.

PILOTS

You begin the game with a level 1 pilot on your dashboard. A pilot's level is indicated by the level icon on his Pilot card.

Upgrade to level 2: During your Move step, you may upgrade your pilot from level 1 to 2 by landing at *Galactic Base* and paying c60 to the bank; flip your Pilot card to its level 2 side.

Upgrade to level 3: During your Move step, you may upgrade your pilot from level 2 to 3 by landing on a surface city or spaceport in the system containing your home culture and paying c60 to the bank. This cost is not reduced by your home culture discount.

Then choose which level 3 pilot ability you would like to use and place that side of the level 3 pilot card faceup on the pilot space of your dashboard, discarding the previous pilot card. You are then unable to use the other level 3 upgrade for the rest of the game.

If you are on *Galactic Base* or a surface city or spaceport of your home culture but skip your Movement phase, you may still upgrade your pilot immediately before starting your Transaction phase.

You receive a discount to all buy actions made in the system containing your pilot's home culture. A level 1 pilot provides a c10 discount; a level 2 pilot provides a c20 discount; and a level 3 pilot provides a c30 discount. This discount can never cause a price to be negative. The discount applies to all buy actions performed at your pilot's home culture, and also applies to merchant spaceports.

MERCHANT OF VENUS

GAME ROUND

Advance the round marker and resolve the icon:

Passenger: Place a passenger token on its starting culture. If the culture is undiscovered, place the token in the culture's supply area.

Drill: Each player retrieves any drill tokens he has on the board and redeems them for c10 each.

1. MOVEMENT PHASE

You may choose to skip this phase.

1. Declare Heading
On any space other than a surface city or spaceport, declare your **heading**.

2. Set Speed
Roll 3 speed dice for your **movement value.** Assign a number of dice up to your pilot level to your dashboard as appropriate.

3. Move
Gray line:1 MP per space; solid green line: 2 MPs.

4. End Movement
Either land your ship or spend your entire movement value. If you land on a surface city/spaceport, your Movement phase ends. If you land on an asteroid, your turn ends.

2. FIRST CONTACT PHASE

On a surface city/neutral spaceport of a system containing a **First Contact card**:

1. Flip the card faceup to see the system's culture.
2. Shuffle and place the culture's 3 market tokens in a faceup stack on the system's market token space. Place any passenger tokens in the culture's supply area near the system's market token area.
3. Place the culture's goods and racial technology tokens cost faceup in their spaces.
4. Place credits equal to the culture's IOU value from the bank on top of the First Contact card.
5. You may then immediately take up to 3 **buy actions** and up to 3 **sell actions** with that culture.

The culture is now open for trade.

3. TRANSACTION PHASE

At a surface city/spaceport you may perform the following actions, any number and in any order:

Buy; **Sell**; **Pick Up a Passenger** and **Drop Off a Passenger**.

a. Buy Actions

Purchase one of the following:

Goods Pay credits equal to the good's cost and place the token in an eligible cargo hold.

Equipment Each culture offers 2 pieces of equipment (**lasers**, **shields**, **cargo holds**, or **drives**). Pay credits equal to the equipment's cost:

Lasers & Shields Increase your dashboard dial.

Cargo Holds Place a cargo hold indicator token on your dashboard.

Drives Place on the drive token space on your dashboard, discarding any previous drive. **Yellow and red** drives allow you to skip the respective spaces; a **combo** drive allows you to skip all red *and* yellow spaces.

Buying Racial Technologies

Each culture sells 1 type of racial technology token. Buy it by paying credits equal to its cost.

You cannot have 2 or more of the same tokens at the same time (except the *Data Probe*).

Ship Upgrades Place the token to the right of the topmost available ship upgrade slot on your dashboard. To use it, assign a rolled speed die to its die box during the Movement phase.

Structural Techs Place the token in an eligible cargo hold. Note the capacity requirement.

Special Techs A *Throttle Boost* is placed facedown in the throttle die box; a *Fuzzy Dice* token facedown above your dashboard.

Utility Techs Place to the left of your dashboard. Utility techs cannot be jettisoned or offloaded.

Using First Contact Credits

The player who established first contact with a culture may use the IOU credits placed on its First Contact card with that culture.

b. Sell Actions

Sell goods at a culture's surface city/spaceport that buys that particular type of good.

Find the **culture's market condition** by looking at the top market token.

Low Market: Sold at lowest resale value.
High Market: Sold at highest resale value.
Active Market: Sold at center resale value.

Receive the good's resale value in credits and return the token to its culture's supply area.

Each sale of a goods token counts as 1 sell action.

After completing all your sell actions, place the culture's top market token at the bottom of the stack. If this reveals an **active market**, that culture produces 1 goods token.

c. Picking Up Passengers

Pick up any number of passengers by placing the tokens in eligible cargo holds below your dashboard. Note their capacity requirement.

c. Dropping Off Passengers

Drop off a passenger at a surface city/spaceport of the designated system and collect the fare in credits, plus any specified fame or infamy tokens. Remove the passenger token from play.

4. MERCHANT SPACEPORT PHASE

Spaceports printed on the board are **neutral**. Player-constructed spaceports are **merchant** spaceports.

You cannot build a merchant spaceport in the same turn you performed buy actions, and you cannot build more than per turn.

To build a merchant spaceport, be on one of its surface cities, pay c200, and place your **merchant spaceport token** on an empty orbit space connected by a single green line; then move your ship onto the new token.

To build a merchant spaceport in the *Asteroid System*, be on one of the system's neutral spaceports, pay c200, and place your merchant spaceport token on the orbit space connected to the neutral spaceport by 3 contiguous green lines. Then move your ship onto the new token and place an asteroid token on the (now bankrupt) connected neutral spaceport.

A player conducting a buy or sell action at a merchant spaceport must pay the spaceport's owner c10 for each action. If you own the spaceport, receive c10 from the bank instead.

FAME

Cargo Holds: If you purchase 1 additional cargo hold, receive 2 fame at game end. If you purchase 2 additional holds (the maximum allowed), receive 6 fame (2 for the first and 4 for the second).

Ship Upgrades: If you own 2 ship upgrades, receive 2 fame at game end. If you own 3 ship upgrades, receive 6 fame (2 for the second and 4 for the third).

Lasers & Shields: You receive fame equal to the fame number at your current laser dial position, and the fame number at your current shield dial position.

REWARDS

Earn Reward cards by defeating pirates and completing missions. When you draw one, place it faceup in your play area; you may use its ability as long as the card remains there.

Reward cards with a **relic icon** provide fame at the end of the game and interact with the *Archeologist* Encounter card.

Reward cards with a **trade-in icon** may be exchanged for c50 when drawn instead of being kept (decide immediately). Reward cards exchanged for c50 are placed beside the board and become immediately available for purchase at Galactic Base for c60 and 1 buy action.

MISSIONS

There is no limit to how many mission tokens may be in a system. To complete a mission, land on a surface city, spaceport, or other indicated space in the designated system and fulfill the Mission card's requirements. If the card's destination is *None*, only the Mission card's objective must be fulfilled.

After completing a mission, place the Mission card facedown in your play area and draw a Reward card. Then draw another Mission card, relocating your mission token to the new destination system (if any).

You may purchase a second mission by landing your ship at *Galactic Base* and paying c60 to the bank during your Movement phase. Draw a Mission card and place it to the left of your dashboard below your first. You also receive 5 fame. You can complete either of your missions in any order. Draw a new Mission card to replace completed missions.

If you are on *Galactic Base* but skip your Movement phase, you may still purchase a second mission immediately prior to starting your Transaction phase.

Race	Market Goods	Purchasing Cultures	Available Equipment	Racial Tech
1 Nillis	Bionic Perfume — c160 / c140 / c120 / c80	2 3 4 5	c80, c40	**(Less) Fancy Spoiler c30/c60** Adds to movement value if total speed dice result is **odd**.
2 Uolois	Canned Traits — c250 / c220 / c190 / c140	3 4 5 6	c120, c40	**Market Flux c90** When die assigned, perform a market shift in a discovered system.
3 Graw	Glorious Junk — c90 / c80 / c70 / c30	4 5 6 7	c80, c40	**Hard Burn c30** May add 10 to speed total; must return token after use.
4 Niks	Living Toys — c70 / c60 / c50 / c20	5 6 7 8	c80, c40	**Stealth Field c60** Do not pay fees at spaceports; may exploit goods to next race in order.
5 Dell	Finest Dust — c60 / c50 / c40 / c10	6 7 8 9	c120, c40	**Licence to Drill c60** May place a drill token when going past an asteroid.
6 Humans	Rock Videos — c230 / c200 / c170 / c120	7 8 9 10	c120, c40	**Shuttle c60** May pick up/drop off passengers in systems within spaces of assigned die.
7 Shenna	Melf Pelts — c130 / c110 / c90 / c50	8 9 10 11	c120, c40	**Throttle Boost c30** May now use shown dice on token to perform a speed boost.
8 Yxklyx	Immortal Grease — c120 / c100 / c80 / c50	9 10 11 12 13	c80, c40	**Stasis Tank c60** May place unlimited passengers into the Tank rather than cargo holds.
9 Zum	Chicle Liquor — c100 / c90 / c80 / c40	10 11 12 13	c120, c40	**Wave Emitter c30** May force another ship occupying same space to trade a Mission card.
10 EeepEeep	Pedigree Bolts — c330 / c300 / c270 / c200	11 12 13 14	c300, c40	**Data Probe c30** May **scout** 2 facedown First Contact cards (may switch) plus an Encounter card.
11 Whynoms	Impossible Furniture — c200 / c180 / c160 / c110	12 13 14 1 2	c80, c40	**Fuzzy Dice c30** Roll dice at game end to gain **fame** equal to total; doubles means double income.
12 Cholos	Designer Genes — c140 / c120 / c100 / c60	13 14 1 2	c80, c40	**Variable Shield c90** May assign a speed die to boost the ship's **shield** for the rest of the turn.
13 Wollow	Megalith Paperweight — c180 / c160 / c140 / c90	14 1 2 3	c80, c40	**Zen Paint Job c30** When delivering a passenger roll 2 dice; gain bonus (c10 x total) above normal fare.
14 Qossuth	Psychotic Sculpture — c280 / c250 / c220 / c160	1 2 3 4	c80, c40	**Variable Laser c90** May assign a speed die to boost the ship's **laser** for the rest of the turn.

OPTIONAL RULES

Title & Intel Cards in Play

To enhance player interaction, separate these cards from the Encounter deck during setup: *Archeologist, Infamous, Confirmed Location, Slaver, Drill Baron, Star Maps.*

Place these cards faceup beside the round track; they are in play from the start of the game.

Asteroid System Telegate

To ease movement across the Asteroid System, begin the game with the telegate **1** token on the leftmost encounter space of the Asteroid System.

When using this option, the *Telegate 1* Encounter card does not reposition telegate 1; discard the card with no effect if it is drawn.

Maximum Production

To keep goods from becoming scarce, maximize production. When a market shift reveals an active market, that market produces *all* of its available goods tokens from its culture's supply area (as opposed to just one token).

Demand

During setup, shuffle and place all the **demand tokens** from the *Classic Game* facedown next to the passenger tokens. At the start of every odd-numbered game round (including the first round), place a random passenger token as normal; then draw and reveal a random demand token, and place it faceup in the market of the culture indicated on it.

If the token's culture has not yet been discovered, place the demand token in the culture's supply area to the side of the board. When that culture is later revealed, the demand token is transferred to the discovered system's market along with the rest of the tokens from the culture's supply area.

When a player sells a goods token in a system that contains a demand token for that same type of good, he receives an amount of credits from the bank equal to the good's normal resale value (the sell price determined by the low, high, or active market indicator) *plus* the bonus credits shown on the demand token. After the transaction, the goods token is placed in the culture's supply area as normal, and the demand token is removed from the game.

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

Light Speed Game

At setup, each player takes credits equal to the number of players x100, upgrades his Pilot card (flips the card) to level 2 and sets both his laser and shield dials to 3.

Starting with the player to the first player's right and going counterclockwise, choose and reveal 1 First Contact card on the board, then place the revealed card in your play area, add the IOU credit tokens to the card, and place that culture's goods, racial technology, and market tokens in the chosen system's market. Continue until each player has chosen 2 First Contact cards.

Starting with the player to the first player's right and going counterclockwise, perform an unlimited number of buy actions to buy goods from one or both of the cultures you revealed. You cannot use your IOU credits or pilot discounts during this step.

Place the round marker on space 16 of the round track to indicate the starting round of play. Randomly select 5 passenger tokens and place them faceup on their starting cultures as normal.

Starting with the first player and going clockwise, select the starting space for your ship: *Galactic Base* or a surface city or spaceport in the system of one of the cultures for which you hold a First Contact card.

The game then proceeds as normal.