SPACE Bureau

GAME RULES

SPACE Bureau

Designer:
Andrey Kolupaev

Game development and editing:
Open Borders Studio

Players: *1–4*
Age: *10+*

Game time:
60 minutes

Counselor Slizens
Make yourself comfortable, Captain! I must say, your resume has impressed the comission, so we're prepared to give you more attractive terms than we usually offer new recruits.

How about your own spaceship? An actual modular, versatile, class 1 astronomical long-range spacecraft! It's not one of those faceless corporate red-and-white trucks that deliver Ares protein bars and Astrocola.

Sign the contract on form A42 and you're done! Yeah, sure, a DNA sample from your tears will suffice.

Now you can travel the galaxy, explore new planets and open kiosks selling parasite and evil robots repellents!

"Space Bureau" is a board game about space exploration in a tiny universe. You'll be the captain of an alien starship traveling through the wormholes of hyperspace.

Your goal is to earn as many credits as possible and possibly receive a prize of galactic proportions from the Spacebureau, a microcosmic trade agency whose creation 100 years ago opened an era of interplanetary trade relations!

To do this, you'll have to travel the small universe to discover new planets, bring trade representatives there, establish galactic corporate offices, and collect samples of alien products.

Maybe you'll earn enough to become captain of the millennium and have your picture on the bar wall of some dusty planet. Or at least scrape by for employee of the month. Godspeed!

COMPONENTS

6 captain ability tiles

4 spaceship cabin tiles

Bureau board

4 spaceship boards

20 office tokens
(5 tokens of each of 4 colors)

Active player token

4 double-sided credit tokens
(40+ on one side, 80+ on the other side)

62 trade agent tiles
(12 starting, 16 orange, 13 blue, 10 purple and 11 inspector tiles)

28 space hexes
(including 4 starting space hexes)

8 storage limiter tiles

4 credit marker
(1 in each of 4 colors)

Bag for trade agent tiles

4 fuel markers

72 sample tokens
(24 of each of 3 colors)

4 bureau markers
(1 in each of 4 player colors)

4 spaceship wooden figures
(1 in each of 4 player colors)

Game rules

Duct tape is better than an engineer!
Not everything can be fixed with an engineer, but everything can be fixed with duct tape! And it doesn't need to be persuaded.
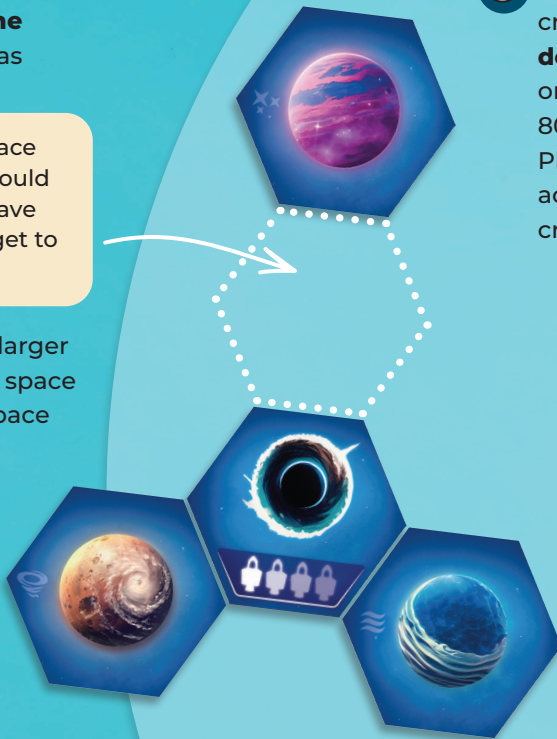
GENERAL PREPARATION FOR THE GAME

1 Create a small universe by placing **4 starting space hexes with the special back** ⊞ on the table, as shown in the picture.
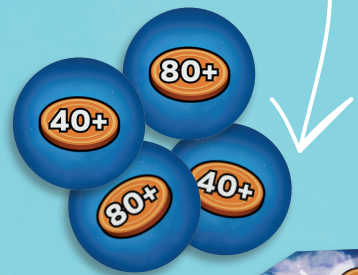
> ⚠️ *Note:* Between the central space hex and the purple planet hex should be a distance of one hex — you have to explore space before you can get to that planet.

The created universe will grow larger by adding more hexes, so leave space around the originally laid out space hexes for future discoveries.
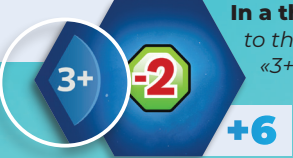
2 Among the remaining space hexes, select the ones that correspond to the number of game players. Mix the selected hexes to create **a pile of space hexes**. Place it with the back side up next to the universe you've already created.

2👤 **In a two-player game**, *use hexes without the player count mark (12 hexes).* **-2** **12**

**3**👤 **In a three-player game**, *add to them hexes with the mark «3+» (18 hexes in total).* 3+ **-2** **+6**

4👤 **In a four-player game** *use all 24 space hexes.* 4+ **-2** **+6**

3 Place **the bureau board** next to the created Universe. Next to it place the **double-sided credit tokens** (on the one side 40+ credits, on the other 80+) for the number of game players. Players take these tokens when they accumulate more than 40 and 80 credits correspondingly.

80+ 40+ 80+ 40+

How the bureau board works

The Space Bureau is an inter-corporate entity that regulates intergalactic exploration and the opening of new markets. We offer you right now a brief tour of how things work at the Space Bureau headquarters!
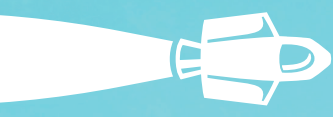
4 Make a **general reserve of sample tokens** (by sorting the samples by 3 colors).

5 Separate from the trade agent tiles **12 starting trade agent tiles** (you can distinguish them by the symbol ▓), you will need them later — during the player set up.

From the remaining trade agent tiles create **a general reserve of trade agents** — place these tiles in a bag depending on the number of players:

2	**In a two-player game**, *add to the bag 28 random trade agents;*	**28**
3	**In a three-player game**, *add to the bag 38 random trade agents;*	**38**
4	**In a four-player game**, *put in the bag all 50 trade agent tiles.*	**50**

Put the extra tiles in the game box — you don't need them in this game.

Place the **bag** next to the bureau board and shuffle trade agent tiles you just put inside.

6 Take 3 trade agent tiles out of the bag and place them to the right of the bureau track, creating **a queue of trade agents** that you can use to replenish your personal reserve of trade agents.

AGENT DRIVE

HYPERDRIVE

Bureau track.
This is where the player markers move through the offices of the Space Bureau.

Queue of trade agents:
From here, players take trade agent tiles for their personal reserve.

Credit track,
where the players mark the received credits.

Taking care of the ship is the captain's first duty! Remember that nothing is more important to us than ~~the cargo, those priceless little crates of expensive and high quality goods~~ the crew's lives! That's why checking the ship's readiness for flight and the fullness of its cargo holds is the first thing.

1 Each player creates their **spaceship board**. To do this, place the spaceship cabin and the rest of the board in front of you and put them together. The color of the spaceship cabin indicates the color of the game player and determines the color of components that the participant takes.

In the first game, use the «00» side of your board.

In next games each player chooses the side of their spaceship. Side «00» of all spaceship boards is the same. The reverse sides of all spaceship boards are different.

3 Each player places **a spaceship wooden figure** of their color on the central space hex with the symbol.

4 Each player places **5 office tokens** of their color in a special cell of the spaceship.

2 Each player places **a fuel marker** on the «2» of the fuel track on their spaceship board. Then the player places **two storage limiter tiles**: the first one must cover values 10, 11, 12, the second must cover values 13, 14 and 15.

5 Each player receives **a set of 3 starting trade agent tiles** (purple, blue and orange colors), marked with the symbol, — this is a personal reserve of trade agents, ready to fly on your spaceship at the start of the game. If there are less than 4 game players, put the remaining sets of starter tokens in the box, you don't need them in this game.

Trade agent tiles are placed in front of the player — it's an open information for all game players.

Each player has the same starting trade agent tiles.

Your spaceship — your rules!

6 Each player places their **credit marker** on the starting square of the credit track with the symbol 🟠.

7 Each player places their **bureau track markers** on the Space Bureau's starting office.

8 The active player is someone who's recently read something about space. If there is no such player, then select an active player at random. The active player receives **an active player token**.

9 To introduce asymmetry between players, you can add **captain ability tiles** to the game. To do this, at the beginning of the game, each player receives 1 captain ability tile at random or by agreement. This tile is placed in the spaceship cabin in a special place for the captain ability tile.

The captain abilities significantly affect the nature of the players' tactics. A description of the captain' abilities is on p. 19.

Put the remaining captain ability tiles in the game box — you don't need them in this game.

> ***For the first game,***
> *we recommend playing without the captain ability tiles.*

✦ How spaceship board works
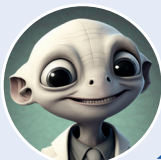
Now come this way — it's your brand new starship! As you fly around, you'll surely figure out how and what works here!

*Place for the **captain ability tile***

Spaceship cabin
(determines the player color)

*A place for **office tokens** on the ship*

Storage
(for fuel and samples)

Fuel track

Spaceship number
(for symmetrical and asymmetric launch)

Cells *for placing trade agents*

Spaceship connectors

Storage limiters

GAME PROGRESS

Starting with the active player and proceeding clockwise, players take 1 turn each. On their turn the player places 1 trade agent tile from his trade agent personal reserve in one of the cells and performs actions from that cell.

At the end of each turn, the player takes 1 trade agent tile from the trade agent queue and places it in his personal reserve. After that, the player replenishes the trade agent queue with a new random tile from the bag and passes the active player token to the player on the left.

If there are no tiles left in the bag, the game comes to an end: all players take one more turn, using one of their personal trade agent tiles, and proceed to counting credits.

A player's turn is divided into three consecutive phases:
- 1. Agent Placement Phase.
- 2. Action phase.
- 3. Refill phase.

1. Agent Placement Phase

In this phase, the player places in an empty cell any trade agent tile from his trade agent personal reserve. The placed tile must be adjacent with its connector to the ship connector or to the connector of a previously placed on the ship trade agent tile. The tile is placed with the face side (with the agent's image) up.

There are trade agent tiles with 2 and 3 connectors, and there is also a special type of trade agent — bureau inspector, which has only 1 connector on the front side and 4 on the back side.

2 connectors   **3 connectors**   **1 connector / 4 connectors**
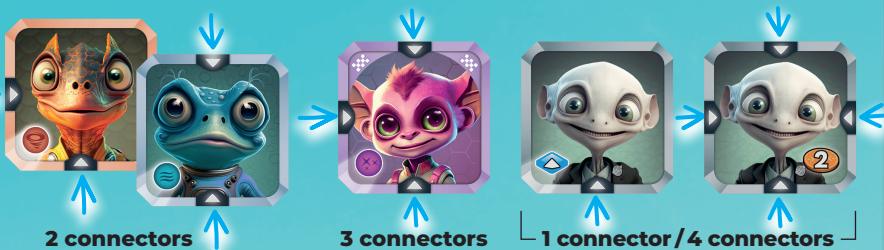
When placing a token, the player is not obliged to extend all possible connectors — one connection with another tile or ship is enought. Thus, there may be situations when any of the connectors of a tile may rest on the edge of the ship or the edge of another tile without connection.

The player can rotate the trade agent tile in any way he likes because the concepts of top and bottom are relative in weightlessness.

Space flights on corporate ships are not the mess of individual spaceflight, it is important to follow the instructions. Your personal manager of accessible algorithms has already prepared a list of 149,597,870,700 items. Take notes!....

Finally, the most important 3 points: place a trade agent, trust him to push some buttons in the compartment — let them see their effects — and get a new agent in the teleporter chamber.

We hereby give notice that the Diversity Division has ordered an inspection of your vessel due to disturbing reports that you are failing to provide temporary crewmembers (hereinafter referred to as «TCMs») adequate opportunities to establish new social contacts. This reflects poorly on the corporate image, so we, with the sole concern for the well-being, have sent a representative officer to your ship.

Due to the high occupancy rate your ship is 4.132E13th in the queue. Expect arrival within the next 10^6 galactic years.

Developer Tip. *When placing the trade agent tile, don't forget that you'll need a connector in the future to place the next tile. Try not to rest the pins too often against the ship's wall — this can lead to the formation of dead ends and make it impossible to make the best move. Note that the action of the upper cells of the spaceship board are much stronger than the lower ones, so try to get to the top of the ship as quickly as possible for a successful game.*

2. Action phase

In this phase, the player performs the actions indicated on the cell in which they placed the trade agent tile.

⚠️ You can only perform the cell action if you have placed a trade agent tile there. Thus, each cell of the ship can be used by a player only once per game.

If there are several actions, the player may perform them in any order. A player may choose not to perform any of the cell actions.

When performing the cell action, you must fully complete the current action before moving on to the next one. The exception is special actions — see p. 12.

◆ Cell actions

Gain Fuel. A player moves his fuel marker by the specified number of <u>divisions</u> on the fuel track on their spaceship board. If there is nowhere to move the token, the extra fuel is burned. The restriction for movement of the fuel marker is a storage limiter tile or a sample token. An action with the symbol 🔄 allows the player to move the fuel marker to the rightmost free <u>division</u> of the fuel track, thus filling the fuel tank completely, as far as possible.

EXAMPLE A player has no fuel and performs an action 🔄 since there is one limiter and one sample in the storage, he moves the fuel marker to the far rightmost available <u>division</u> of the track, so he now has 11 fuel.

Gain a sample from a planet or megamall. To perform this action, the player's spaceship wooden figure must be on a space hex with a planet or megamall. The planets in the game are blue, orange and purple (they correspond to colors of trade agents and samples), as well as on some space hex you will see megamalls — the trading giants of the small Universe.

Players can get samples on both planets and megamalls.

By taking the action «Gain a sample from a planet or megamall, the player takes a sample, that matches the color of the planet where the player's spaceship wooden figure is. If the ship is on a <u>hex</u> with a megamall, a player may take a sample of any color. If the ship is on a <u>hex</u> with two objects (a planet and a megamall), the player may take a sample of any color (since the megamall allows any sample).

If the player's spaceship wooden figure is not on a planet or megamall hex (e.g., the spaceship wooden figure is on a starting wormhole <u>hex</u>), it is not possible to get a sample.

The received sample is placed in **the rightmost free storage slot**. The sample token can not in any way be to the left of the fuel marker, because everything to the left of that marker is filled up in the storage with fuel for your flights. If all storage slots are full, the player can lose 1 fuel by moving the fuel marker on the fuel track <u>one division</u> to the left to place a sample.

EXAMPLE A player has 9 fuel and receives a purple sample. He has nowhere to place it, so he loses 1 fuel to place the sample in the rightmost empty storage slot.

⚠️ The player can refuse to receive a sample, but the player cannot drop a sample already placed in storage to make room for fuel or another sample, as all items placed on the ship are immediately entered into the Space Bureau's list of registered samples.

> *Captain, our bureau is firmly rooted in the principles of recognizing the diversity and uniqueness and respect for each planet's unique path. But the universe is infinite, and valuable commodities are not. If on one desert planet, a sandy salmon hinting at sandy caviar, then on another sandy planet, that caviar will be bought for a lot of money to make life-extending coffee. That's why it's so important to collect samples of potential sales hits on every planet you visit — so that trade agents during their stay on your ship can become better acquainted with the goods that they may have to sell!*

Gain any sample. A player gains a sample of any color and places it in the storage slot according to the rules above.

Increase storage capacity. A player removes the left-most storage limiter tile from their storage and puts it in the box. If a player has already removed both storage limiter tiles from his board in previous turns, he does not perform this action (this does not prevent him from performing other actions on the cell, if any).

⚠ When you increase your storage capacity, you must move all of your samples to the right-most slots of the available storage space. This is to your own advantage — this way your ship can hold more fuel!
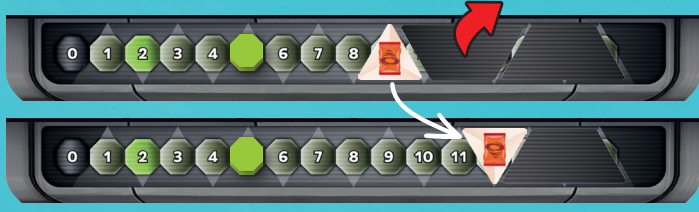
EXAMPLE *A player takes the «Increase Storage Capacity» cell action. They remove the left-most storage limiter tile and move the orange sample they have to the right-most available cell.*

Place an office. To perform this action a player's spaceship wooden figure must be located on a planet hex that **does not already have an office**. The player places the office token that matches the symbol on the corresponding planet (offices cannot be placed on megamalls).

Initially, the player has 5 offices on the ship's tablet. Two of them (with the special symbol 🔵 on the token) can be placed on any planets, the others on the blue, orange and pink planets correspondingly. If there are no suitable offices left on a player's ship for the current planet, he cannot place an office on it.

Placing an office on a planet will earn you as many credits as indicated on the placed token.

EXAMPLE *A yellow player places an office with a symbol ⊗ on a purple planet and receives 8 credits. Instead, the player could have placed an office with a special symbol 🔵 on this planet — but such an office would only bring 4 credits (instead of 8 credits for an office with ⊗). Once a player has placed an office on this planet, no more offices can be placed on this space hex.*

Move bureau marker on the bureau track. A player moves a marker of their color to the specified number of rooms on the bureau track.

If a player's marker stops at or passes a bureau bonus room, the player immediately receives that bureau bonus. The player can refuse to receive the bureau bonus. The symbol / means that the player can choose one of two specified bonuses.

⚠ The bureau track is infinite. When reaching level 4, the player can move through the rooms of the final part of the track as many times as they want, receiving bureau bonuses according to the usual rules.

If a player enters a bureau room with a level number and has a bureau inspector tile on his ship, that tile is flipped and the player immediately receives the 2 credits shown on the back side of the agent tile, as well as new connectors to place new trade agent tiles on the ship. The tile is also flipped when returning to a level 4 room. When reaching a level room, a player may only flip one bureau inspector of his choice on his spaceship board.

Unlike other trade agents, the bureau inspector doesn't land on the planet: he's much happier digging through the documentation of the cells, so he stays on the ship. Each bureau inspector tile can only be flipped once per game.

EXAMPLE ***The black player*** *takes the compartment action «Move bureau marker on the bureau track»* ①*. At the start of this action, he is already in a Level 4 bureau room. He moves 4 rooms on the arrows, gaining all bureau bonuses along the way, and returns to the room with level 4* ②*. Since the player entered the room with the level, he may flip the bureau inspector tile* ③*.* ***The black player*** *flips the bureau inspector tile, receiving 2 credits for doing so, and now has new connectors to place the next agents* ④*.*

Start a flight. When starting on a flight, the player moves a spaceship wooden figure across the small Universe. The player can continue the flight as long as he wants and can.

To move across the border between neighboring space hexes, 1 fuel must be spent.

⚠ As you spend fuel, move the fuel marker X <u>divisions</u> to the left. X equals the amount of fuel you have to spend on the flight. For example, if you have 5 fuel and you need to spend 2, you move the fuel marker 2 divisions to the left, and then you will have only 3 fuel left for further actions.

To move between two open space hexes that have a wormhole on them no fuel is needed (no matter what the distance between these tokens is).

When starting a flight, the player cannot stay on the same space hex, but can fly away from it and return within one flight. If the player never leaves the space hex, the «Start a flight» action is not considered completed.

EXAMPLE *When performing the action «Start a flight», the first thing the* **Yellow player** *does is fly to an open neighboring space hex with a wormhole and spend 1 fuel to fly (as he crosses the border between neighboring tokens)* ①.

The **Yellow player** *then flies from the wormhole space hex to an open space hex with a wormhole and does not spend flight fuel* ②.

During flight, instead of moving to an already open space hex, the player can move the ship to an **unexplored space location** — next to the space hex where his spaceship is. In this case, the player must first spend 1 fuel for crossing the border, and then 2 fuel for opening a new space hex (for a total of 3 fuel). Then the player takes the top space hex from the stack in the general storage and places it on the space where his ship flew to (the player's spaceship wooden figure is placed on top of the space hex).

Next, the player immediately receives the exploration bonus indicated at the bottom of the newly opened space hex. **All exploration bonus symbols that may appear on hexes are described on the last page of the rules**. A player may refuse to receive any bonuses. If there are multiple exploration bonuses on a placed hex, the player chooses in which order to receive them.

If you receive a bureau track movement as an exploration bonus, you receive all bonuses of this movement according to the usual rules (see p. 10).

The player does not have to end the flight on the newly opened space hex — he may continue the flight if he wishes, as long as he has the opportunity to do so. If there is a wormhole on a newly opened space hex, the player may immediately use it for a further flight.

EXAMPLE *The* **Yellow player** *wants to open a new space token. To do so, he spends 1 fuel for crossing border* ①, *and then 2 fuel for opening a new space hex* ②. *After flying to the new space hex, the player receives exploration bonuses (any sample and 2* <u>steps</u> *on the bureau track) in any order* ③. *After receiving the bonuses, the player decides to continue the flight and flies to the purple planet, paying 1 fuel for crossing the border* ④, *then completes the flight.*

STARDORADO **HAZE OF CLOUDY PRICES!**

If a player chooses to end the flight by stopping on one of the space hexes, **he can drop off one of his trade agents**, located in any cell. To do this, the player's spaceship figure must be on a planet of the color of the trade agent being landed: for example, an orange trade agent can only be landed on an orange planet. Trade agents cannot be landed on megamalls, wormholes, or in open space. Nor can a bureau inspector be landed on a planet.

When landing a trade agent on a planet, the player flips that agent's tile on his ship, keeping the location of the connectors on the tile, and receives 2 credits by moving a marker of his color on the credit track. In addition, at this point, the player receives 1 credit for each sample of the same color in his storage as the landed trade agent tile. Each trade agent tile can be flipped once per game (and only at that point does it earn credits).

EXAMPLE *The Yellow player goes on a flight and stops on a tile with an orange planet* **1**. *He decides to end the flight on this tile and land on the orange planet orange trade agent he has on his ship. To do this, he flips the tile with this trade agent* **2**. *The player then receives 2 credits for landing the trade agent and 1 credit for each orange sample in his storage (that is a total of 4 credits)* **3**.

If a player makes multiple flights (e.g., performing the actions of the cell in the picture on the left), he may land 1 trade agent on a suitable planet at the end of each flight according to the usual rules.

During a player's single turn, several trade agents cannot be landed on the same planet (even if the player makes several flights). However, in subsequent turns, players may again land trade agents on the same planets.

◆ Payment actions

Some cell actions require payment in the form of fuel or sample. If a player cannot pay for an action, he must refuse to perform that action. A player may place an agent in a cell even if they cannot pay for any action of that cell.

-1 ▷ — spend 1 fuel to take a one-time action after the arrow.

? ▷ — drop any sample to take a one-time action after the arrow.

EXAMPLE *A player can drop a sample to get 5 fuel.*

EXAMPLE *The player has no fuel to pay for the office placement, so he cannot take this cell action.*

◆ Special actions

Some cell actions can be performed more than once — these are **special actions**, the number of times they can be performed depends on your bureau level or on the number of offices placed.

The first type of special actions depends on the bureau level a player has reached. Initially each player's bureau level is zero, but over the game the players move their markers along the bureau track and can reach a maximum of level 4.

If your bureau level becomes higher during the performance of such a special action, you have the opportunity to perform the action as many additional times as your bureau level increased.

EXAMPLE *If a player's marker on the bureau track passed the room of the 3rd level, but did not reach level 4, then the player can perform 3 actions "Start a Flight".*

The second type of special actions depends on how many offices the player has set up on the planets.

If there is a ⟋ **symbol in the special actions**, the player may choose any of the action options for each office or bureau level he have.

If there are other actions next to a special action in a ship cell, the player **can** interrupt special action with it.

EXAMPLE If a player has 2 offices on planets, he can get 1 credit twice by advancing his marker on the credit track by 2.

EXAMPLE If a player's bureau level is 2, he can either get 2 fuel twice, or take the "Start a Flight" action twice, or get 2 fuel once and start a flight once.

EXAMPLE A player has 2 offices on planets. He can first get 2 fuel by filling up his storage slots ①, then start a flight (and spend some fuel to free up his storage slots) ②, and then get 2 fuel again after completing the flight ③.

3. Refill phase

In this phase, the player selects one trade agent from the boarding queue and adds it to his personal reserve.

If there are 3 trade agent tokens of the same type in the boarding queue when selecting an agent, the player selecting the agent may place all the trade agent tokens from the bureau tablet in a bag and place a new queue of tiles from the bag before replenishing his personal reserve. If in this case there are 3 tiles of the same type in the queue again, the player takes one of them to his personal reserve.

Developer Tip. To get more possible connections to different cells on the ship, choose tiles with 3 connectors (purple) and bureau inspector tiles (which will flip over to become tiles with 4 connectors when you gain a level in the bureau).

The player then replenishes the trade agent queue with a new tile from the bag and passes the active player token to the player on the left.

If there are no tiles in the bag, players have one last turn. After that, go to the rules for ending the game and determining the winner (see p. 17).

⚠ When taking their last turn, players do not replenish the trade agent queue on the bureau board (but pass the active player token as usual).

Re!#:Re%*:R!e: Crew replenishment problems after visiting a quarantined planet!*

Captain, we've installed the newest 85-91 series transporter on your ship. You now have uninterrupted communication with headquarters, so we'll send a new trade agent every day. All corporate employees licensed by the Spacebureau not only have a black belt in perky trading, but also spaceship maintenance skills. Use them wisely!

YOU SHOULD MEET YOUR HEROES!?

DETAILED EXAMPLE OF A PLAYER TURN

(EXAMPLE) The **Yellow player** places the inspector tile into the cell, placing the connector to the previous tile ①. There are three actions in the cell — two "Start a Flight" actions and one special "Get Fuel" action.
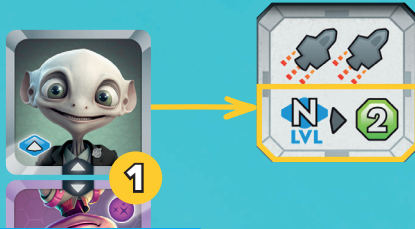
The **Yellow player** first decides to refuel: to do so, he checks his level on the bureau track (it is now 3, which means he can use the special action three times) ② and uses the "Get Fuel" action for the first time, moving his marker by 2 divisions on the fuel track ③.
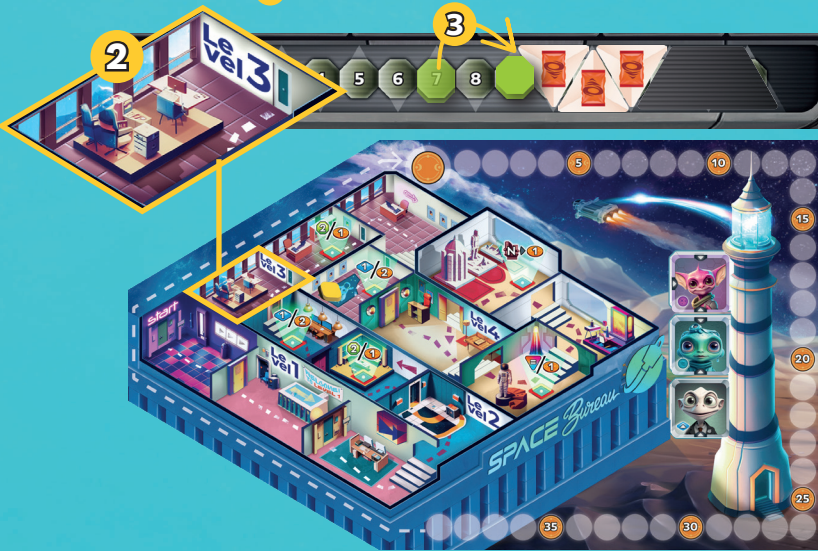
Tanks full of fuel — it's time to go flying! The player uses the "Start a Flight" ④ action and decides to explore space! He spends 1 fuel for crossing the border and 2 fuel for opening a new space hex (that is a total of 3 fuels) ⑤.

Since the player has opened a new hex, he gets a discovery bonus — on this hex it is the ability to get 2 of any samples ⑥. The player decides to add 2 purple samples to storage ⑦.

There's still fuel — you can continue the action of the first flight, and the player decides to explore space again! He again spends 1 fuel for crossing the border and 2 fuel for opening a new space hex ⑧ (3 fuel in total — now the player has only 3 fuel left). What awaits him on the new space hex ⑨ ?

This is a hex with a planet and a megamall whose discovery bonus is 3 credits ⑩. The *Yellow player* moves a marker of his color on the credit track, reaching 20 credits ⑪ !

Running low on fuel, the player decides to complete his first action of the flight and land an orange trade agent on an orange planet (he has one of these on his ship) ⑫. He turns over the tile with the trade agent and gets 2 credits and 1 more credit for each orange sample in his storage (the player has 3 such samples), i.e. a total of 5 credits ⑬. And now there are 25 credits on track ⑭ !

The *Yellow player* has not used up all special actions "Get Fuel", having only performed it once. Since his bureau level is still 3 ⑮, he uses the remaining two actions and gets 4 fuel ⑯.

The tank is full of fuel again — time to use the second action of flight ⑰ !

The *Yellow player* decides to explore space: he pays 1 fuel for crossing the border of a hex and another 2 for opening a new hex (3 fuel in total) ⑱.

What does the future hold for the *Yellow player*? Let's find out with the new space hex!

On the new hex, the player gets a nice surprise: he adds a third purple sample to storage and can move his marker on the bureau track 1 room forward **19**. What luck — the *Yellow player's* bureau level is now 4 **20**!

Since the player reached the level room, he flips his inspector tile on ship **21** and receives additional connectors to connect the tiles and 2 credits **22**.
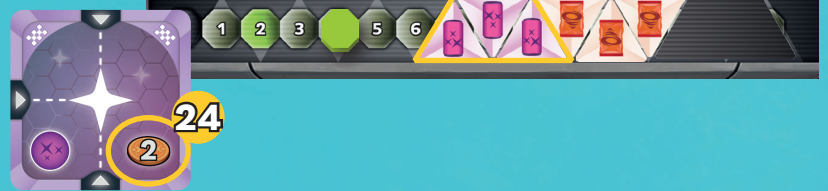
The fuel is worth keeping for new explorations, and the *Yellow player* decides to end the second flight and drop off purple trade agent **23** on the purple planet he is now on. He flips over the purple trade agent tile and gets 2 credits and 1 more credit for each purple sample in his storage (the player has 3 such samples), that is a total of 5 credits **24**. And there are already 32 credits **25** on the track!

Seems that there is nothing else to do. But the Yellow player remembers that his bureau level is now 4 **26** and he has only used the "Get Fuel" special action 3 times, which means it's time to refuel again: the player gets 2 more fuel **27**. It's nice to start your next turn with a full tank!

At the end of his turn, the player chooses a new trade agent from the queue on the bureau board — he takes inspector tile **28** — and replenishes the queue with a new trade agent from bag **29**. After that, he completes his turn and passes the active player token to the player on the left **30**.

END OF THE GAME AND DETERMINATION OF THE WINNER

If you can't replenish the agent's queue (you run out of tiles in the bag), each player takes the last turn according to the usual rules (without replenishing the queue), and then the players move on to counting credits.

Thus, in a two-player game, each player will make 14 moves, and in three- and four-player games — 13 moves.

Developer Tip. If you forgot to get more agents in some turns, you can check the number of completed turns by the number of agent tiles placed in the cells of your ship.

When scoring at the end of the game, players add credits for sets of three color samples to the credits already accumulated on the bureau tablet:

— each such set earns **6** credits.

EXAMPLE *The **yellow player** has accumulated 54 credits by the end of the last round. To this number he adds 6 credits for a set of 3 samples of different colors in his storage. Thus, the player gains 60 credits in this game.*

The one who accumulates the most credits becomes the most respected captain of the Space Bureau! If there is a tie, the player with the most fuel left wins. If there is still a tie, both contenders get the title of the best captain of the Space Bureau!

Welcome to base, Cap! Look how tanned you are in the hot rays of our Absolutely Safe Cold Fusion Engine!

Surely you dream of visiting the best spas for harsh space wolves and relax while enjoying a massage from the tentacles of Jupiterian millipedes...

But first you need to settle all the formalities, and then we will tell you on which of the 106 levels of the corporate pleasure skyscraper you can relax. However, the last 100 floors are still only for bureau employees and office management of corporations.

Anyway, we're expecting your financial report on the success of your journey no later than tomorrow morning!

SOLO MODE

In solo mode, you fight for the right to get as significant rank as possible in a Small Universe.

◆ Preparing for solo mode

Create a Small Universe by placing **a wormhole space starter hex and a purple planet starter hex** in the center of the table (space starter hex can be distinguished by the symbol ⬡) as shown in the picture to the right. You will not need the orange and blue space starter hexes in solo mode - put them away in the box.

Form **a stack of space hexes** without the number of players symbol (12 tokens, as in a two-player game) and place them face up near the starting hexes.

Take **a set of three starter agents** (with the symbol ▦) — purple, blue and orange. Then put any extra starting agent tiles in the box — you won't need them in this game.

Create **a storage of 16 random trade agent tiles**. Place these tokens in the bag and mix them up. Take 3 trade agent tiles out of the bag and create a queue of trade agents on the bureau board.

Then make personal preparations for the game using the normal rules (see p. 6).

◆ Game play

Make consecutive moves one after another according to the normal rules until you have made 14 turns (that is, until you placed 14 trade agents in the ship's cells and finished cells actions). After that, proceed to counting credits.

◆ End of game and counting of credits

You get the corresponding rank in the bureau depending on the number of credits you have accumulated.

Rank	Number of credits (game without ability)	Number of credits (game with ability)
Intern	less than 50	less than 65
Employee of the month	50–69	75–84
Skilled Captain	70–79	85–94
Office Coordinator	80–89	95–104
Vice President	90–99	105–114
Captain Millennium	100 and more	115 and more

Note: there must be a distance of two hexes between the center space hex and the purple planet hex — you have to explore space before you can get to that planet.

EMPLOYEE OF THE MONTH

MICROLOANS!
1 PERCENT PER LIGHT YEAR**

Abilities

Captain, as you know, our Non-Human Resources Department is constantly looking or ways to increase your successful success and unlock your personal growth potential! Therefore, in order to get out of your comfort zone and gain complete freedom, we have prepared a brief (only 3508 TB!) instruction for you. It is called "How to comply with all corporate regulations and still fly as if you were in space".

Although wait a minute, I think that's for clerks. A! Here's your manual, "How to maximize your individuality without violating corporate standards (Dyler Turton's secrets of success)." Too bad you won't get any extra credit for it.

For the rules for preparing the game with the captain ability tiles, see p. 7, item 9.

Note: 2 of the 6 captain abilities in the base game are more difficult to use than the others — the numbers of such tiles are marked in red.

All abilities are used before the cell action (i.e. immediately after placing the trade agent tile in the cell). Players **are not required to use an ability** or **may only receive a partial ability bonus**.

Some abilities are related to the concepts of ship row and column. Each ship consists of 6 columns — vertical cell lines — and 4 rows — horizontal cell lines.

Some abilities are related to the color of the trade agent tiles. In this case, bureau inspectors (the only trade agents who do not land on the planet, but stay on the ship) are also considered to be tiles of the same color (gray).

Below are detailed explanations of each ability and examples of their use.

The columns of the ship are indicated in turquoise and the rows in yellow.

Ability	Explanation
C1 C1 Whenever you first create a continuous line of at least 3 trade agent tiles of the same color in a column or row, gain ③.	◆ Upside-down sales agent tiles (landed trade agents and upside-down bureau inspectors) are also considered part of a row or column. ◆ Trade agent tiles in the same row and/or column do not necessarily have to be connected to each other with connectors. ◆ Each ship column and row can only be used for a bonus once per game. ◆ If you create both a row and a column at the same time, you may apply the ability twice.

EXAMPLE *A player places an orange trade agent tile and thus for the first time creates lines in the first row and second from the left column of at least 3 orange trade agent tiles. The player can now get the bonus ③ twice.*

Ability	Explanation
C2 Whenever you place a trade agent tile in the far right or far left column of a ship, gain ②.	◆ This ability can be used no more than 8 times per game, as there are only 8 cells in the far right and far left columns of the ship.

EXAMPLE *A player places a trade agent tile in the cell of the rightmost column of the ship and receives ②.*

C3

Whenever you create a square of trade agent tiles on a ship, gain ◆1 and ⬡1.

- The tiles of a created square may not be connected to each other.

- Part of one square of trade agent tiles may be part of others.

- Upside-down trade agent tiles (landed on planets or upside-down bureau inspector tiles) are also considered part of a square.

- If a player creates multiple squares by placing a new trade agent tile, he may receive the captain's ability bonus more than once.

EXAMPLE A player places an orange trade agent and thus creates 2 squares on the ship at once. The player can now get the bonus (◆1 and ⬡1) twice.

C4

Whenever you place a trade agent tile next to a **maximum** of 1 trade agent tile, gain ⬡1.

- To use this ability, it doesn't matter if the trade agent tiles are connected to each other.

- Adjacent tiles are tiles that are adjacent to each other vertically and horizontally (not diagonally).

- It doesn't matter if there are upside-down tiles among the tiles in the adjacent - the ability still works.

- This ability also provides bonuses if there are no other tiles adjacent to the placed trade agent (including when the first trade agent is placed on the ship at the beginning of the game).

EXAMPLE The first turn ① player places a tile with an orange trade agent and can get bonus ⬡1 because there are other tiles adjacent to the orange trade agent.

On turn ② player places a tile with a blue merchant and can also get a bonus, because at the moment of placement there is only 1 tile adjacent to the blue trade agent.

On turn ③, player places a purple trade agent tile and may also receive a bonus because there is only 1 trade agent tile (blue) adjacent to it.

On turn ④, player places a bureau inspector tile and does not get a bonus because there are 2 trade agent tiles (orange and purple) in the adjacent cells and the ability does not work.

C5

Whenever a trade agent tile on a ship is surrounded on 4 sides by other tiles, get (2), (2) *and* (?).

- ◆ An encircled trade agent tile does not necessarily have to be connected to each of the surrounding tiles.

- ◆ If multiple tiles are surrounded on 4 sides by other tiles after a trade agent tile is placed, the player can receive ability bonuses several times.

- ◆ It doesn't matter if there are upside-down tiles among the surrounded or surrounding tiles — the ability still works.

- ◆ A tile must be surrounded on all 4 sides by other tiles — otherwise (e.g., if the token is near the edge of the ship) the ability does not work.

EXAMPLE *After placing the blue trade agent tile on the ship, there are 2 tiles surrounded on 4 sides. Now the player can get bonus* (2), (2) *and* (?) *twice.*

C6

Whenever placing a trade agent tile in a 3rd row ship cell, gain 🚀.

EXAMPLE *A player places a blue trade agent tile on the third row of the ship and can fly until the cell action is completed.*

Cherdyn spaceswamps.
THE BEST FIRE CAVIAR!

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Rules version 1

Turn order

1. Place a trade agent from your personal reserve in an unoccupied ship cell. The tile must be connected to a ship connector or another tile's connector with its connector. When playing with abilities, get the ability bonus if you fulfill its condition.

2. Perform the actions of the cell in which you placed the agent tile (in any order, you may choose not to perform any of them).

3. Replenish your storage. Choose one trade agent tile from boarding queue and add it to your personal reserve.

If all 3 agent tiles on the queue are of the same color, you may return them to the bag once per turn and place new ones before choosing an agent.

After choosing an agent, replenish the queue with a new tile from the bag and pass the active player marker to the player on the left.

If there are no tiles left in the bag, each player takes the last turn (not replenishing the agent queue, but passing the active player marker). Then the players proceed to final scoring.

At the end of the game, add ⑥ credits for each set of 🔻🔻🔻.

The player with the most credits wins.

If there is a tie, the player with more fuel wins. If it's still a tie, then both candidates win the title of the best captain of the Space Bureau!

Symbol Memo

Symbol	Description
②	Get the specified amount of fuel (but no more than the fuel track allows, taking into account the placed samples and storage limiter tiles).
∞	Fill the fuel track to the maximum.
🔺	Increase the storage capacity (remove 1 limiter tile). If both limiter tiles are already removed, do not perform this action.
🔻=	Get a sample that matches the color of the planet you are on (or any sample if you are on a space hex with a megamall).
🔻 / 🔻 / 🔻	Get a corresponding sample.
🔻?	Get a sample of any color.
🏢	Place a matching office on the planet you are on, if it does not already have an office.
③	Get credits (advance on the credits scale).
②	Move a marker on the bureau track to the specified number of rooms, getting bonuses (if you reach or pass a room with a level number, flip 1 inspector tile and get ②).

Start a flight — **spend fuel** and move your ship:

- **-1** when crossing the border between space hexes;
- **-2** when exploring a new space hex (after which you get an exploration bonus);
- ⚫ do not spend fuel if you used a wormhole.

End the flight when you find it necessary. You may land 1 trade agent matching the color of the current planet — you get ② and ① more for each matching sample.

When you land an agent, flip its agent tiles over, keeping the location of its connectors on the ship.

◆ Actions with payment

Symbol	Description
-1 ▷	fuel: spend the specified amount of fuel to take a one-time action after the arrow.
🔺? ▷	any sample: spend a sample to perform a one-time action after the arrow.

◆ Special actions

Symbol	Description
N LVL ▷	The number of actions depends on the bureau level the player has reached.
N ▷	The number of actions depends on the number of player's offices placed on the planets.