



SPACE BUREAU

Game Design: Andrey Kolupaev

Artwork: Polina Kulagina, Evgeny Zubkov, Nick Gerts

GAME OVERVIEW

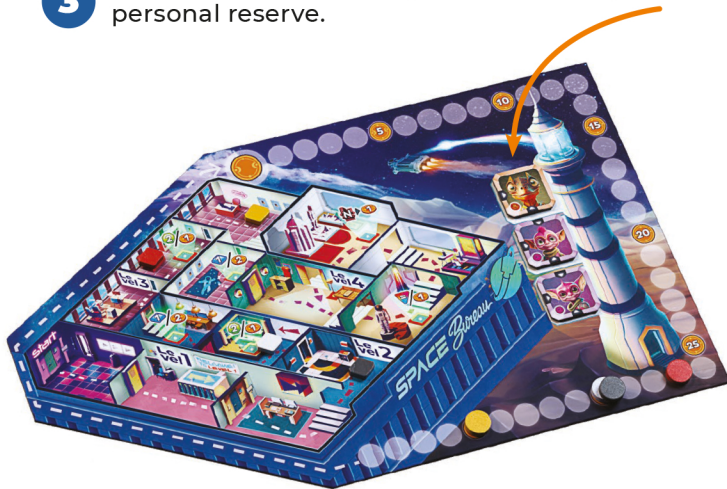
Space Bureau is a eurogame set in a tiny universe full of commercial opportunities. You will play as a captain of a spaceship you leased from one of the corporations and your goal is to earn the most credits. Explore different planets to taxi trade agents around, open new offices for your corporation and gather exotic samples on your way to become employee of the light-year!



GAMEPLAY

The game is played until all players take 13 turns (14 in a 2-player game). The one who gets the most credits will be the winner. On your turn:

- 1** Place a trade agent from your reserve on an empty cell of your spaceship matching the connectors. Upper cells have better actions, but are harder to reach.
- 2** Perform the action of the covered cell:
 - Start a flight** – move to other planets or explore new ones, receiving bonuses; drop off trade agents on their preferred planets.
 - Gain fuel and samples** – to fly more efficiently and earn more credits for drop-offs.
 - Place an office** – claim this planet for your corporations and earn credits.
 - Move on the bureau track** – to earn more access levels and power up your actions.
- 3** Take one of the trade agents from the queue to your personal reserve.



KEY SELLING POINTS

- Original network action selection mechanism
- Satisfying combo-oriented process
- Sci-fi setting filled with cute aliens and satirical easter eggs

PRACTICAL INFO

For further information, prices, or conditions regarding those products, please get in touch with All About Games Consulting: sales@aagc.games



MSRP: €35

BOX
Size: 298x298x71 mm

RIGHTS except



All About Games
CONSULTING