VLAADA CHVÁTIL

# GALAXY TRUCKER

## TRUCKER'S GUIDE TO THE GALAXY

Don't Panic! Or, you know what, go ahead. Panic. Either way, we'd like you to know that you can learn to play just by reading the first half of this rulebook. In fact, we've designed it so **you can learn to play while you are reading**.

By the time you finish page 5, you'll be able to **set up the game**. And when you finish page 8, you'll **build your first space ship**. Then we'll explain how to fly through space, and you can **begin your first galactic adventure**! As you play, consult pages 12 and 13 when you run into an adventure card, and you'll be done with your first flight by the time you reach page 15.

So really, there's nothing to panic about until you reach your first meteor swarm, and by then it will be too late.

# BITS AND PIECES

## FOR YOUR FIRST FLIGHT

**ship boards**
Here is where you'll build a beautiful space ship.

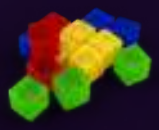
**flight board marked L**
L is for *Learning*, not *Llama*. This game has no boards designed specifically for llamas.

**8 level I adventure cards marked L**
Again, not designed for llamas. You should find these all together at the top of the deck.

**rockets**
These represent your space ship in flight, even though they could never be as beautiful.

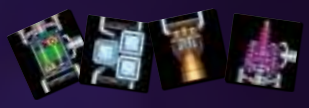
**starting cabins**
Because every ship has to start somewhere.

**dice**
You and the Universe take turns rolling to damage each other, but it is never your turn to roll.



**goods blocks**
Although these look like simple cubes, they are actually abstract representations of valuable goods. Or maybe they are literal representations, and the future of interstellar trade is giant cubes of brightly colored gelatin.

**astronaut figures**
Their space suits are guaranteed to probably be air-tight.



**component tiles**
For more information, see the facing page. For useful information, see pages 6 and 7.

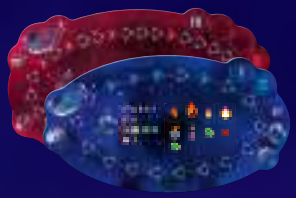
**battery tokens**
Corp Inc believes in green energy.

**cosmic credits**
We wanted to call them star bucks, but that was taken.

## FOR PROFESSIONAL TRUCKERS

Equipment that you can leave in the box while you are learning the game.

**other sides of ship boards**
Each board has a level I ship on one side, a level II ship on one side, and a level III ship on one side. Yes, somehow, your board has three sides. Welcome to the future!

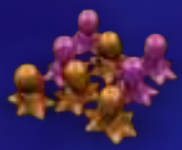


**flight boards**
Fly around the Galaxy! Explore space! (But be sure to stay on the little triangles.)

**3 decks of adventure cards**
With three levels of profit! (And three levels of ship-smashing.)

**timer**
Gravity causes the sand to fall from the top space to the bottom space. And according to the General Theory of Relativity, when you mix gravity and space, you get time.

**trucker title tiles**
Shiny new ways to make a name for yourself. (And the other side is even shinier.)



**alien figures**
Aliens won't join you during your learning flight because they are wary of student drivers.

# HELPFUL* COMPONENT OVERVIEW

As a galaxy trucker, you'll be working for Corporation Incorporated, a transgalactic construction firm that builds sanitation systems and affordable housing on the edge of human civilization. Here's a quick overview of what you'll be hauling to the Periphery:

**Sewer pipes.** The most important part of any sanitation system. Shiny, curvy, easy to fall in love with. Or at least tolerate.

**Plasma drills.** If you want to build a sewer system, you need to start by digging some holes in the ground.

**Hot-water heaters.** They say one of these babies can boil an Arcturan megagallon of liquid xenotritherium in less than 12 kessels. Do they even know what that means? We sure don't.

**Modular housing units.** Cheap, easy to install, includes shower and flush toilet. What more could you ask for on the frontier planets?

**Central housing units.** The core of the colony. Aliens say they're garish, but humans adore the bright colors.

**Storage compartments.** Not just tool sheds, these are space tool sheds. Please use red compartments for substances that should be kept out of reach of children and most adults.

**Alien add-ons.** The aliens have written up very detailed instructions for attaching these things to housing units. We have no idea what they do.

**Power centers.** Because the only thing better than a frontier sanitation network is a frontier sanitation network with more power!

**Shield generators.** These keep settlements safe from stray meteors, cosmic rays, and minor orbital bombardments. (If your settlement is subjected to major orbital bombardments, you should consider relocating.)

But, as we're sure you've realized, you won't actually be using the components to build a sewer system. Instead, you'll be welding them together to build a space ship.

You see, Corp Inc tried shipping their products in giant space freighters, but the freighters kept being attacked by pirates and smashed by meteors. Shipments were lost. And freighter pilots began demanding hazard pay.

So Corp Inc came up with a new business model: They would build their own spacecraft out of their own sewer pipes. Then their product could ship itself! And instead of hiring expensive freighter pilots, they would hire cheap truckers and require them to pay for any losses out of their own pockets. This is a great deal for Corp Inc, but what about the truckers? Can they ever turn a profit?

They can. And they do. This guide will show you how. It has everything you need to become a full-fledged, truck-drivin', pipe-haulin' Galaxy Trucker!

* We meant that the components are helpful, not the overview. The overview will be totally useless in your trucking career.

# BUILDING YOUR FIRST SHIP

## SETUP

1. For your first game, use the game board marked with an L. (It's a learning flight.)
2. Dump out all the tiles in the middle of the table where everyone can reach them. These are space ship components.
   - Turn all components face down.
   - Mix the components so no one knows what any of them are.

3. Each player takes a ship board and folds it so they can use the level I side.
4. Each player chooses a color and takes the rockets and starting cabin in that color. Your starting cabin goes in the center of your ship board.
5. One rocket goes on your ship board.
6. The other rocket goes on the parking lot on the flight board.

When everyone is ready, the boldest player says "Go!". Everyone begins building simultaneously according to the rules on this page.

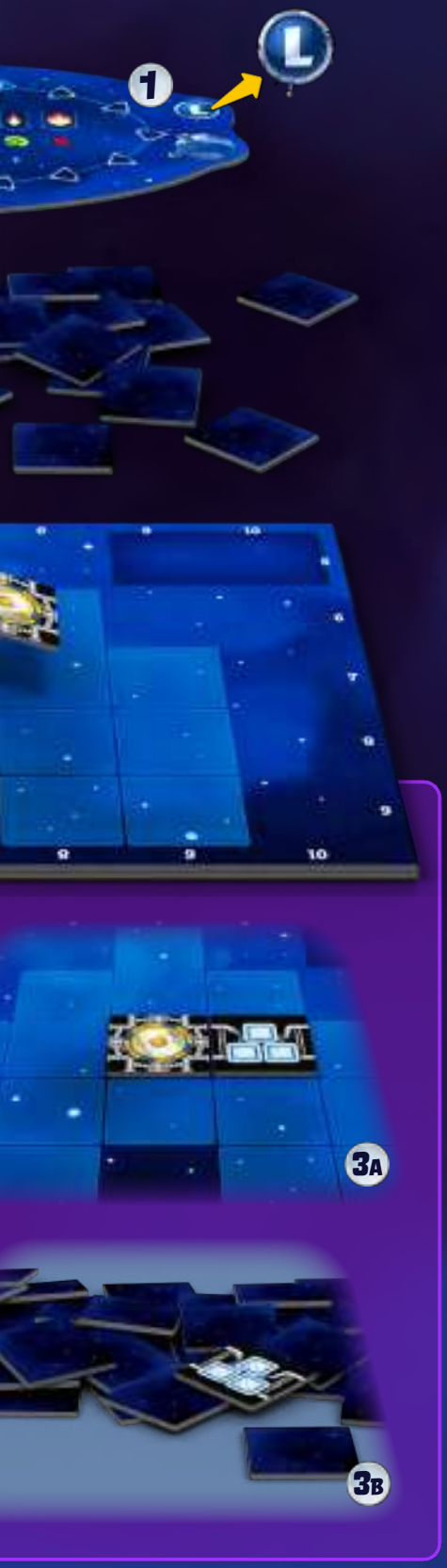
## HOW TO BUILD

1. Using only one hand, take one tile.
2. Bring it to your board, and then look at it.

3A. If you keep it, attach it to your ship.

3B. If you don't attach it, return it to the pile face up.

Note that all players are building simultaneously, as fast as they can, all grabbing from the same pile of tiles. As they build, they will return some components, and these will be face up. The components you take can be face up or face down, but you must take them one at a time. If you take a face-down component, you must bring it all the way to your board before you reveal it. Under no circumstances should players be flipping over multiple components in the middle of the table.




# WELDING CONNECTORS

Each component added to your ship must be placed on an empty square next to a component that is already part of your ship. It must join to your ship using one of the three types of connectors:

*universal connector*

*one-pipe connector*

*two-pipe connector*

*smooth side (not a connector)*

Any type of connector will join with another of the same type. **A one-pipe connector cannot be adjacent to a two-pipe connector.**

A connector with three pipes is universal. **Universal connectors can join with any type of connector.**

Sides with no connectors are called smooth sides. **Smooth sides cannot be adjacent to connectors.**

If your new component touches the ship on multiple sides, all connectors must legally join. Two smooth sides may touch as long as the piece being added makes a legal connection on another side. **Your ship must hold together at all times.**

While adding a component, you can move it around to see where it fits. However, it becomes **welded to your ship** as soon as you pick up a new component. **You can't move a component once it has been welded to your ship.**

# COMPONENTS

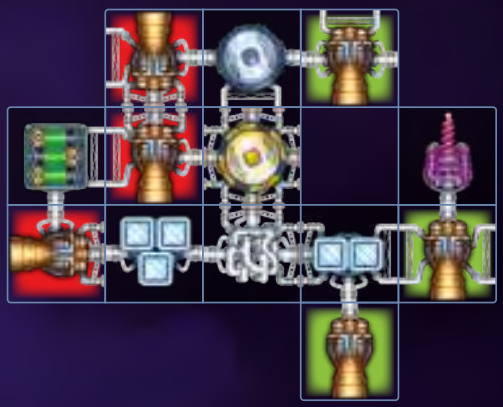
## CABINS

You always start with one cabin, which is called (for obvious reasons) your starting cabin. Additional cabins allow you to have a bigger crew, so you want to have **as many cabins as possible**.

## ENGINES

Engines have special limitations: the exhaust pipe must point **to the rear** of the space ship (toward the player) and **no component can sit on the square behind the engine**. This means that the exhaust pipe either opens into an empty square or onto the edge of the building zone.

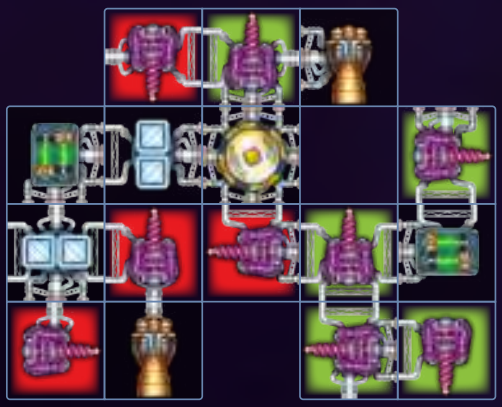
Ships with more engines are faster, so you want **as many engines as possible**.



## CANNONS

Cannons can point in any direction, but they are most effective when they point forward (away from the player). **No component can sit on the square in front of the cannon's barrel**.

Many dangers await you on your journey. You may be in combat, or you may need to blow up meteors. That's why you want **as many cannons as possible,** especially forward-pointing ones.



## DOUBLE ENGINES AND CANNONS

In an attempt to cram more engines and cannons onto a compact hull, engineers have developed double engines and double cannons.

*Engineers have also tinkered with the idea of providing more mounting points using designs that could dramatically increase a ship's surface area. However, most research in this direction was abandoned after the Star Ship Möbius exploded and imploded at the same time.*

Double engines and cannons have the same placement restrictions as regular engines and cannons. They have twice the power, but at the expense of consuming a lot more energy. **These components cannot be used without batteries.**

## BATTERY COMPONENTS

Energy for double engines and double cannons is stored in size E batteries. (The "E" is for "E-normous.")

A battery component will have 2 or 3 batteries. Each battery stores enough energy to power one use of a double engine, a double cannon, or a shield. Batteries can be anywhere on the ship; they do not have to be next to the component they are powering.

*With matter-annihilation technology, it was possible to store this much energy in a battery no larger than a golf ball. Today, of course, such batteries are illegal thanks to the lobbying efforts of matter rights activists, who received heavy support from the Fatally Confused Golfers' Memorial Fund.*

To get the most from your ship, you'll need double cannons and double engines, which means you will want **as many batteries as possible**.

## SHIELD GENERATORS

Shields are there for when things go wrong. They can deflect smaller meteors and some hits from enemy cannons. They get their power from batteries.

One shield generator can protect the ship on two sides. It works from any place on the ship. All that matters is which way it is oriented.

Now you are probably expecting us to say you want as many as possible. Of course not. **You only need two shield generators,** provided they are oriented to cover all four directions. In fact, if you are gutsy (or suicidal) you can fly without any shields at all.

*One shield generator covers the left side and the front of this ship. The other covers the left side and the rear. The right side is unprotected.*

## CARGO HOLDS

Cargo holds come with 2 or 3 containers. You can put them anywhere. They can be used to store the goods that you find along the way. Of course, goods translate into profits, which is what trucking is all about, so you want **as many cargo holds as possible**.

## SPECIAL CARGO HOLDS

Red goods are hazardous materials which can only be transported in these special cargo holds. These holds have only 1 or 2 containers, but they are heavily reinforced and (as far as we know) radiation-proof. Meeting maximum safety requirements, these containers can hold any type of goods. They are "special" because they are the only containers that can also hold red goods.

*Of course there are thousands of horror stories illustrating why hazardous goods should not be transported in normal containers. We give only the example of James "Skip" Fairweather, who decided to transport several tons of plutonium in used fruit crates. Upon landing, he lost both arms and one leg to a mob of angry environmentalists.*

Hazardous goods are the most valuable, so it is important to have **a lot of special cargo holds**.

## STRUCTURAL MODULES

Structural modules don't seem very important because they don't do anything. However, they have a lot of connectors, many of them universal. Structural modules can make your ship more durable so that it doesn't fly apart the first time it gets hit by something.

## ODD BITS OF UNKNOWN ORIGIN

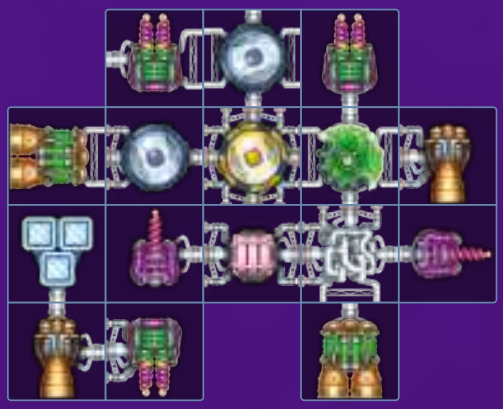
Don't worry about these other components right now. On your first flight, you can treat them just like structural modules.

## POP QUIZ!

Now that you know all the ship-building rules, you should be able to find 7 things wrong with the ship illustrated here.

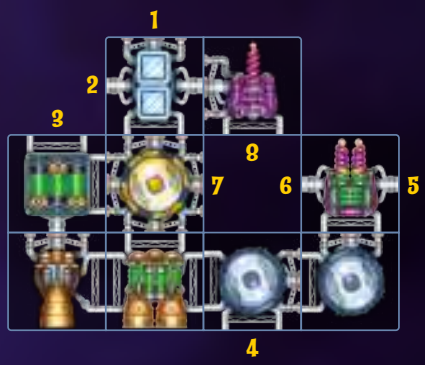
### WATCH FOR THESE MISTAKES!

- A one-pipe connector adjacent to a two-pipe connector.
- Any type of connector adjacent to a smooth side.
- An engine not pointing toward the rear.
- A component placed immediately behind an engine.
- A component placed immediately in front of a cannon's barrel.
- A component outside the indicated building area.
- A component or part of the ship not attached to the rest.



## EXPOSED CONNECTORS

Connectors that are not connected, i.e., those not adjacent to another component, are considered to be exposed.




*This ship has 8 exposed connectors.*
*(Count exposed sides, not individual pipes.)*

Exposed connectors are allowed, but they increase the risk of damage to your ship and in some cases they can slow it down. The ends of exposed pipes get warped in transit, so Corporation Incorporated pays a bonus for ships that arrive with few exposed connectors.

## FINISHING BUILDING

Once you are happy with your ship (or once you run out of good places to add more components) you can finish your ship. You do not have to place a component on every square of your ship board.

To finish building, move your rocket marker from the parking lot to an available starting space on the flight board. The first player to finish will take space *1*, the second player will take space *2*, and so on.

(In the full game, there is a time limit, but for your learning flight, we assume anyone who is unreasonably slow can be persuaded to finish by gently thumping the box lid against their head.)

Whenever players are supposed to do something "in order" that means the order shown by their rockets on the flight board. Some adventures are harsher toward players who are in front, but if you have a decent ship, being in front is usually better. So it's not enough to build a perfect space ship with lots of everything and no exposed connectors. **You want to be the first.**

## RIGHT NOW, YOU DO NOT NEED TO READ ON.

# GO BUILD YOUR FIRST SHIP!

# PREPARING FOR LAUNCH

1. Check everyone else's ship to be sure all ships have been built according to the rules. Fix the ships that aren't.
2. You don't need the ship-building tiles anymore, so you might as well shove them off to one side.
3. Take out the astronaut figures. Everyone puts 2 astronauts in each cabin on their ship.
4. Take out the battery tokens. Everyone fills their battery components with the number of tokens shown. (It's always either 2 or 3.)
5. Place the credits and goods blocks nearby. You don't get any now, but you are hoping to load a lot of them during the flight.
6. Oh … and dice. You'll need the two dice.
7. And now all that's left is to prepare the adventure deck for your learning flight.

## FIXING SHIPS

Players who have illegal ships must remove components until their ships are legal. Normally Corp Inc imposes a penalty for this, but we can ignore those penalties on a learning flight. In fact, truckers-in-training should be offered extra building time to fix their mistakes. They take back their rocket markers and everyone behind them can move up in the flight order while they are rebuilding.

## ADVENTURE DECK

*front* *back*

For a learning flight you need the **8 adventure cards marked with an L**. They are in the level I deck.

Shuffle the cards face down. This is the adventure deck for your flight.

## TIME TO GET TRUCKING

Give the adventure deck to the **leader** – the player whose ship in on space 1. The leader begins the adventure by revealing the first card of the deck.

# THE FLIGHT

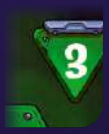
## FLIGHT OVERVIEW

During the flight, you will face a series of adventure cards. The leader reveals the first card, and players resolve it. The leader reveals the second card, and players resolve it. And so on.

The flight board shows the players' positions relative to each other. Some adventures may let you gain a lead. Others may drop you back in the pack. Whenever the lead changes, the deck is passed to the new leader.

The flight ends when the final adventure card is resolved.

## LOSING FLIGHT DAYS




Some cards have a number in the lower right corner. This tells how many days you will lose if you take the benefits of the card. Whenever you lose flight days, voluntarily or not, move your marker back that many **empty spaces** (skipping over other rockets). This is one way the lead can change. If multiple players lose flight days at the same time, they lose them **in reverse order**. (The player farthest behind moves back first.)

*If Yellow loses 3 flight days, he will end up in the space just in front of Red.*

## HITS TO YOUR SHIP

The flight board depicts the possible dangers your ship might face. Each threat comes from a certain direction in a specific row or column. This will be explained in greater detail later, but here is a summary:

You can protect your ship from **small meteors** by building it well (they bounce off smooth sides) or by using a properly oriented shield (which will cost you 1 battery token).

You can protect your ship from **large meteors** by shooting them with a cannon.

You can protect your ship from **light cannon fire** with a properly oriented shield (which will cost you 1 battery token).

Nothing protects your ship from **heavy cannon fire**.

If a component of your ship is hit (because you can't or won't protect it) it is **destroyed** and the tile must be removed. This might cause some other components to become disconnected and **fall off** – remove them from your ship as well. If your ship is broken into multiple pieces, you decide which piece you will pilot to your destination and the other pieces fall off.

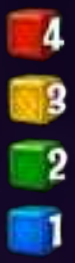
Lost components (whether they were destroyed or fell off) are **placed in your discard pile** – in the marked area in the upper right corner of your ship board. When you reach your destination, you will have to forfeit 1 cosmic credit for each component lost along the way. Any playing pieces (crew, battery tokens, goods) on lost components are returned to the bank.

## GAINING CREDITS

If a card gives you cosmic credits, take them from the bank. You can keep them in a stack so no one knows how many you have. It's none of their business anyway.

## GAINING GOODS

When a card enables you to load goods onto your ship, take the indicated colored blocks from the bank and place them in your cargo containers. (Each cargo hold has 1 to 3 containers.) Each container can only hold 1 block. Excess goods have to be dumped into space (returned to the bank). The price list will help you decide what to keep and what to dump.




Red blocks are the most valuable, but they are hazardous materials and must be kept in the special red containers. If you don't have enough special cargo containers, you have to discard excess red blocks.

As long as you have enough space, you should take everything you can get – even if you have to put cheap goods in red cargo containers. **When you load new goods, you can rearrange or discard your old goods.**

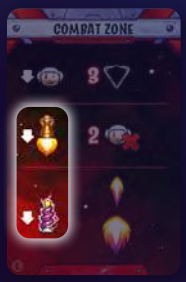
*Dumping goods into space is a violation of anti-littering laws, punishable by fines and imprisonment. Under no circumstances should you ever tell the authorities that we were the ones who recommended that you do this.*

## LOSS OF GOODS OR CREW

If a card requires you to give up goods, you must return the **most valuable** goods to the bank. If you don't have enough goods to cover the indicated loss, you must give up battery tokens to make up the difference. Once you are out of goods and battery tokens, they can't take any more from you.

If a card requires you to give up crew, return that many figures to the bank.

## PARAMETERS OF YOUR SHIP




Sometimes you have to count up the strength of your engines or cannons.

Double engines and double cannons need batteries. Each time you have to calculate the strength of your engines or cannons, you must decide which double engines or cannons you will use. Spent batteries are returned to the bank.

### ENGINE STRENGTH

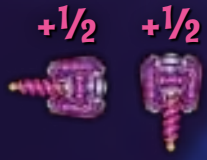
Each single engine counts as 1.

Each double engine on which you spend a battery token counts as 2.

### CANNON STRENGTH

Each forward-pointing single cannon counts as 1.

Each forward-pointing double cannon that you spend a battery token on counts as 2.




Each cannon pointing to the side or to the rear counts at only half value (½ for a single cannon or 1 for a double cannon on which you spend a battery token on).

Ah, you ask whether to round up or down? Just don't. Strength 5½ is slightly better than 5 and worse than 6.

# GO FLY YOUR FIRST SHIP!

You now have a general idea of the various terrors and rewards of galaxy trucking. You can resume playing right now.

The next two pages have a detailed explanation of each of the 8 adventure cards. When you reveal a new card, look it up on page 12 or 13, read the rules, and then resolve the card. Continue in this way until you have faced every adventure in the deck.

# ADVENTURE CARDS

## PLANETS

A ***Planets*** card has 2 to 4 planets where you can pick up goods. Landing will cost you the number of flight days shown in the lower right corner. If you want to land, mark the planet you choose with your second rocket (the one not on the flight board). **Only one rocket is allowed per planet.**

**The leader chooses first**, followed by the other players in order. No one is required to land. In fact, players in front sometimes prevent the others from landing at all.

Those who landed load the indicated goods on their ships. (See ***Gaining Goods*** on page 11.) Goods can be rearranged or discarded at this time. It is legal to land just to block others from landing, but be sure it is worth the loss of flight days.

**Once everyone has decided whether to land**, those who landed move their markers back that many empty spaces, with **the player who is farthest behind moving first**.

## ABANDONED SHIP

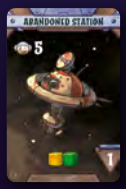
If you find an ***Abandoned Ship***, you're in gravy! There's probably some sort of protocol for reporting these things, but who cares? Fix it up and sell it to your crew. (Yeah, they're so sick of flying with you, they'll pay for the chance to jump ship.)

Only one player can use this opportunity. **The leader decides first.** The leader can give up **the specified number of crew figures** and take the indicated number of cosmic credits. This also costs flight days.

If the leader chooses not to use the opportunity, it falls to the next player in line, and so on. Once one player fixes up the ship, the remaining players are out of luck.

*Sometimes you'll find a ship that you'll be tempted to keep for yourself. Don't be greedy. Let the crew have it. There's probably a reason that ship was abandoned.*

## ABANDONED STATION




When fleeing the tragic disaster that befell this space station, the inhabitants probably left behind some good loot. It will take a big crew to search for it, though. To use this opportunity, you must have at least as many crew as shown on the card.

Only one player can use this opportunity. **The leader decides first.** If the leader does not have enough crew or if the leader does not wish to lose those flight days, the leader can pass the opportunity to the next player along the flight. Once someone decides to dock, the others are out of luck.

When you dock with a space station, load the indicated goods on your ship. (See ***Gaining Goods*** on page 11.) You can rearrange or discard goods at this time. Move your marker back the indicated number of flight days.

Note that on an ***Abandoned Station*** **you lose no crew**.

## SMUGGLERS

***Smugglers*** and other enemies pose a threat to everyone, but **they attack the players' ships in order**. First, they attack the leader. If they win, they attack the next player in line, and so on, until they have attacked everyone or until someone defeats them.

The upper right corner of the card shows what happens if you lose. (These smugglers take your 2 most valuable goods. If you run out of goods, they take batteries instead.) The bottom part of the card shows what you get if you win. (If you defeat ***Smugglers***, you can load the indicated goods – see ***Gaining Goods*** on page 11.)

The strength of the enemy is given by the number next to the cannon symbol. (These Smugglers have strength 4.)

The leader counts up cannon strength, paying for any double cannons used. If this strength is greater than the enemy's, **the player wins** and may claim the reward by losing flight days. If any player wins, the enemies go away and the remaining players are not attacked.

**If the player loses** (has a lower strength than the enemy), the player pays the penalty specified in the upper half of the card. Then the enemy attacks the next player.

**In case of a tie** (when the player has strength equal to the enemy's) nothing happens to that player, but the enemy is not defeated, either. The enemy moves on to attack the next player.

A complete example is on page 14.

# OPEN SPACE

*Open Space* is like a wide-open drag strip. Each player will have a chance to gain flight days.

In turn, **each player declares their engine strength, beginning with the leader,** and continuing in the order shown by the rockets on the flight board.

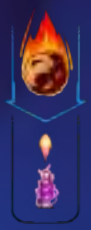
You must decide whether to spend battery tokens on any double engines when it is your turn to declare engine strength (see page 11). Then you immediately move your rocket marker that many empty spaces forward. This may allow you to pass players ahead of you (occupied spaces are skipped) and perhaps even take the lead.

# METEOR SWARM

A *Meteor Swarm* can really mess with your paint job. The card depicts several large and/or small meteors and the directions they come from. Deal with meteors one at a time, top to bottom. They affect all players simultaneously.

For each meteor, **the leader** rolls two dice. The roll determines which row or column the meteor can impact. The rows and columns are numbered on the edge of your ship board. Each player receives their own personal meteor and checks to see if it hits or misses their ship. If the roll does not miss, proceed as follows:

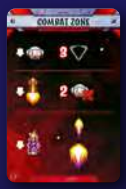
A **small meteor** will harmlessly bounce off of a well-built ship. It is only a problem if it hits an exposed connector. In this case, you can still avoid damage by powering up a shield if you have one **that protects that side**. You must pay **1 battery token** to do this. If you can't or won't avoid the impact, the component the meteor hits is destroyed. Remove it from your ship and add it to your pile of components lost along the way.



A **large meteor** is, of course, even more dangerous. It will damage even a well-built ship, and shields cannot stop it. **Your only hope is to blast it.** You can only shoot it if you have a cannon pointed at it **in the same column**. If it is a double cannon, you will have to pay 1 battery token to use it. Large meteors tend to come from in front of you, which is why we recommended you pay special attention to cannons pointing forward.

If you don't shoot a large meteor, the component it hits is destroyed.

# COMBAT ZONE




The true test of any space ship is to fly it through a combat zone. The *Combat Zone* card has 3 lines which are evaluated in succession. Each line gives a criterion and a penalty for the player who is weakest in that area.

First, the player with the **fewest crew figures** loses 3 flight days.

Next, the player with the **weakest engines** loses 2 crew members. Players count up their engine strength in order, starting with the leader, deciding whether or not to spend battery tokens on double engines.

Finally, the player with **the weakest cannons** is threatened by light cannon fire from behind and heavy cannon fire from behind. Again, players decide in order, starting with the leader, which double cannons they will pay for.

Hits from cannon fire work like hits from meteors except they are more difficult to defend against. Each hit has a direction. The player rolls two dice to determine which row or column the hit is coming from, thus determining which component of the ship (if any) is in danger.

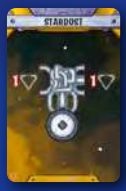
The **only** way to defend against light cannon fire is with a **shield that protects against hits from that direction**. This can be powered at the cost of **1 battery token**. Otherwise, the component is destroyed.

There is **no way** to defend against heavy cannon fire. Your only hope is to roll high enough or low enough that it misses your ship entirely. Otherwise, the component it hits is destroyed.

In each criterion – smallest crew, weakest engines, weakest cannons – it is possible for players to be tied. **Among tied players, the one farthest ahead is the only one who must face the penalty.** (Usually, being ahead is good; in a combat zone, it's dangerous.)

A complete example of the learning flight's *Combat Zone* is on page 14.

# STARDUST

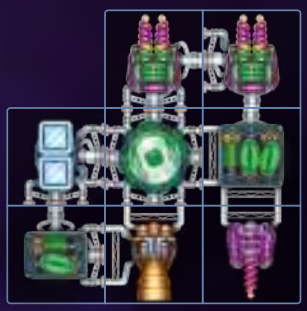



Yellow cards are special events. In your learning flight, the only special event is *Stardust*. Every player loses 1 flight day for every exposed connector. (Each exposed connector only counts once, regardless of whether it is one pipe, two pipes, or universal.) In **reverse order**, starting with the last player, each player counts exposed connectors and moves back that many empty spaces.

# EXAMPLE: SMUGGLERS

*Red, Green, and Blue are trucking across the Galaxy in that order. They run into smugglers with strength 4.*

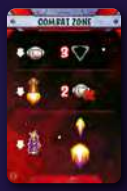
*Red is the leader. Her maximum cannon strength is 5 (2 for single cannons, 2 for the double cannon pointing forward, 1 for the double cannon pointing to the side) but this would cost 2 battery tokens and she only has 1. She decides to use it, giving her a strength of 4, which matches the smugglers. The result is a tie and nothing happens to Red. She is lucky. If she had lost the fight, the Smugglers would have taken 1 red and 1 yellow block from her.*



*Green is next in line. By paying 2 battery tokens, she has strength 4 ½. This is enough to defeat the smugglers and take 2 of their goods. (She discards the blue block because she can't fit it on her ship.) She also moves her ship back 1 empty space.*

*Blue is lucky to have been flying last. He can't make his strength go higher than 3, so he would have lost his blue block and 1 battery token. As it is, the* **Smugglers** *are defeated and the adventure does not affect him.*

# EXAMPLE: COMBAT ZONE




*Green and Yellow are trucking across the Galaxy in that order, minding their own business, when they run into this combat zone.*

*First, Green and Yellow compare crew. Because Yellow has more, Green moves back 3 flight days. This puts Yellow in the lead.*

5 6 7 8

*Next, they compare engine strength.*

*Yellow has engine strength 3. He has no double engines, so he has no decisions to make.*

*Green can have engine strength 1, 3, or 5, depending on whether she spends 0, 1, or 2 battery tokens.*

*Yellow is now ahead, so if they are tied for strength, Yellow will have to pay the penalty and Green will not. Green decides to spend 1 battery token. Yellow loses 2 crew.*

*Finally, they compare cannon strength. Again, they are tied, and again it is Yellow who gets shot by cannon fire.*

*First, he rolls for the light cannon fire. Yellow rolls 5 and 2, that's 7. He has no shield, so the engine in column 7 is destroyed. Yellow puts it on his discard pile.*

*For the heavy cannon fire, he rolls 1 and 4. That's a miss – there is no component in column 5.*

*(If rolling 7 again, yellow's starting cabin would be destroyed, which would also cause the right engine to fall off).*

*Anyway, the Combat zone is evaluated. Green hands the adventure deck to Yellow, who reveals the next card.*

# JOURNEY'S END

Your flight is over once all 8 adventure cards have been dealt with. Now it's time to deliver your sewer pipes!

The flight board depicts the rewards and penalties you receive at the end of your flight.

### FINISH ORDER REWARD

4, 3, 2, 1

This shows how many credits you get for completing the flight. The player who is farthest ahead gets the most credits, second gets second most, and so on.

### AWARD FOR BEST-LOOKING SHIP

2

This award goes to the player who finishes with the best-looking ship. Count up the number of exposed connectors on your ships. (Each exposed connector counts only once, regardless of whether it is one pipe, two pipes, or universal.) Whoever has the fewest exposed connectors gets the indicated credits. If there is a tie, all tied players receive the award.

### SALE OF GOODS

4 3 2 1

Return all your goods to the bank, and take the number of cosmic credits indicated by the price list.

### LOSSES

-1

Now you have to deliver the components of your ship to Corporation Incorporated. **For each component you lost along the way, you lose 1 cosmic credit.** (When you lost components, you placed them in a discard pile on your space ship board, so it is easy to keep track of how many you lost.)

# WINNING

Add up all your cosmic credits. If that number is 1 or more, you win!

*Your goal was to make money, and you did. So what if some other jokers made more?*

Of course, the player who has the most credits is a bit more of a winner than everyone else.

# WHAT NEXT?

Once you have completed your first flight, you'll know the basics of galaxy trucking and you'll be ready to start your professional trucking career. Professional truckers drive bigger ships and face bigger challenges. They get a route forecast so they can build ships that are better prepared for the specific adventures they will face. And they get alien sidekicks! (If they can figure out how to hook up the life support systems.) **To start your professional trucking career, just turn the page.**

# ADDITIONAL SHIP-BUILDING RULES

Congratulations on completing your first flight! We assume you made it all the way to the end because the alternative – losing your ship – hasn't been explained yet. In fact, there are several things we haven't explained, but now that you've completed your learning flight, we think you're ready for them.

## CHOOSE YOUR LEVEL

Experienced truckers can handle bigger ships, more challenges, and more surprises. From now on, before you begin building for a flight, everyone should agree on its level – I, II, or III. Use the flight board and ship boards corresponding to that level.

Note that the rewards for finishing a higher-level flight are bigger.

Level I is good for teaching the game to new players. It's also the quickest flight. Level III offers the full Galaxy Trucker challenge, and it takes the most time. Level II, of course, is somewhere in between.

## THE ADVENTURE DECK

### CARD PILES

Before everyone starts building ships, someone needs to make 4 adventure card piles. The composition of each pile is depicted at the bottom of the flight board.

*A level III flight uses 2 level III cards, 1 level II card, and 1 level I card in each pile.*

Shuffle the relevant decks and draw cards face down to make each pile. Place 3 piles at the bottom of the flight board and 1 at the top.

### FLIGHT FORECAST

The 3 piles at the bottom of the flight board are Corp Inc's flight forecast. Once you have added at least one component to your ship, you can look at any pile. You can't add components while you are looking at cards. When you return the pile, you can resume building or look through another one. You can look at these cards as often as you like, until you finish your ship. Keep in mind, however, that picking up a pile welds your most recent component to your ship, just like picking up a new tile does.

### PREPARING FOR FLIGHT

The pile at the top of the board remains hidden. No one is allowed to look through it, and those adventures will be a surprise to everyone during the flight. When everyone is done building, the leader combines all four card piles together and shuffles thoroughly. The top card must match the level of the flight. If necessary, shuffle a little more until it does.

## THE TIMER

**Start the timer** on this space of the flight board. The player who starts the timer should simultaneously say, "Go!"

**Flip the timer to the next space.** Any player may do this once time has run out. If no one wants to flip the timer, players just keep building until someone decides to flip it or until everyone is done. Different boards have different numbers of flips. (On a level I board, you skip this step and go straight to the last flip.)

**Flip the timer to the last space.** This can be done only by a player who has finished building (and only after time has run out on the previous flip).

## FINISHING BUILDING

You may finish building at any time. To finish building, place your rocket on one of the starting spaces that no one else has taken yet. (You are allowed to choose any empty starting space, except one with a number higher than the number of players in the game. However, most truckers want to start as close to the front as they can.)

Once the timer runs out on the last space, the player who flipped it should say, "Stop!" Everyone who was still building must immediately stop and take a starting space, with the best space going to the player whose rocket reaches it first.

## RESERVING COMPONENTS

While building, **you can reserve up to 2 components**. These go in the upper right corner of your ship board. No one can take these from you, and you can add them to your ship at any time during building. When you add one, you have room to reserve a new component, but you can never have more than two in reserve at once. **You cannot return a reserved component to the table.**

If a component is reserved but not added to your ship, you leave it on your board as the beginning of your discard pile. **It counts against you at the end of the flight** as a component lost along the way.

*No one cares that the components are still lying there at the launch site, nor that this junk is only worth a fraction of the penalty Corp Inc charges you for losing it. A contract is a contract.*

## SPOT CHECK

After building, check each other's ships. If your ship breaks one or more ship-building rules, remove components until it is no longer in violation. Place these components (including any that fall off on the launch pad) in your discard pile. They count as components lost along the way.

If a mistake is not discovered until the ship is in flight, the offender must immediately correct the mistake as described above and pay the bank 1 cosmic credit for violating the laws of physics.

# ALIENS

## LIFE SUPPORT SYSTEMS

So what are those funny components that we refused to explain earlier? They are life support systems for aliens.

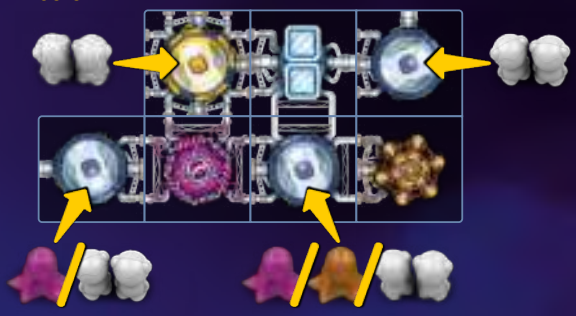
In order for the life support system to have any effect, it must be joined to a cabin. This makes the cabin inhabitable by aliens of the corresponding color. However, you cannot put an alien in your starting cabin. (They say the paint smells funny.)

Human crew members wear space suits, so they can go in any cabin, even if it has an alien life support system attached.

## PLACING THE CREW

Crew figures are placed according to the following rules:

- The starting cabin gets **2 humans**. (Neither of these is "you". But they will be your close roommates on a long voyage, so after a while you might start thinking they are you.)
- A cabin that is not joined to a life support system gets **2 humans**.
- A cabin joined to a life support system gets **2 humans** or **1 alien of the corresponding color**.
- A cabin joined to one life support system of each color gets either **2 humans** or **1 purple alien** or **1 brown alien**.
- Your board can have **no more than 1 alien of each color**.



*Possibilities for placing crew. Note you cannot put 2 purple aliens on your ship.*

If any player wishes to choose humans or aliens based on what other players do, then players should place crew in order, beginning with the leader.

## ALIEN ABILITIES

Aliens are crew members and are counted as such in a ***Combat Zone*** or an ***Abandoned Station***. You can send them away on an ***Abandoned Ship*** or give them up to ***Slavers*** (see facing page).

The disadvantage of taking an alien on board is that it takes up the space of two humans. But, of course, there are some advantages.

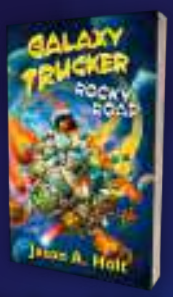
Purple aliens are a war-like species. If you have a purple alien, you get **+2 to cannon strength**. (If your cannon strength without the alien is 0, you don't get this bonus. It's not going to fight a space battle with its bare tentacles.)

Brown aliens are good mechanics. If you have a brown alien, you get **+2 to engine strength**. (If your engine strength without the alien is 0, you don't get this bonus. It's not going to get out and push.)

## SUPPORT SYSTEM HITS

If your ship loses a life support system and this leaves an alien in a cabin that can no longer support it, return the alien to the bank. (It leaves in an emergency escape pod, of course.)


Just how badly do aliens need those life support systems? Why don't they wear space suits? Or clothes? And why do they fly with truckers anyway? It's possible the answers to some of these questions are in Jason A. Holt's book *Galaxy Trucker: Rocky Road.*

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# ADDITIONAL ADVENTURE CARDS

## STRAY BIG METEORS

Meteors can come at your ship from the left, the right, or even the rear! Large meteors coming from in front of you can be blown up only by a forward-pointing cannon in the column from which they are approaching, but **large meteors from the side or the rear** can be blown up by a cannon pointing toward the meteor **in the same or adjacent row or column**. A reminder is printed on the flight board.

*Most spacecraft are protected from meteors by autotargeting gun turrets, self-guided missiles, or disintegration fields. Yours is protected by cannons made from sewer drills.*

## ADVANCED ENEMIES

On your flight, you may also encounter ***Pirates*** and ***Slavers***. When you defeat them, you don't gain goods – you gain cold, hard cosmic credits. Move your ship back the indicated number of empty spaces and take the credits from the bank. If you don't want to lose flight days, you can choose not to take the credits (or goods in the case of ***Smugglers***) and leave your ship where it is. Either way, no other player may collect the reward once the enemy has been defeated.

If the ***Slavers*** defeat you, they force you to give up some of your crew. You choose which humans or aliens to surrender in exchange for your own freedom.

If the ***Pirates*** defeat you, your ship gets shot at. (The card indicates the size and direction of the cannon fire.) Keep track of all the players who were defeated and then have the first defeated player roll two dice to determine the row or column of each shot. This roll applies to all defeated players. **Light cannon fire can only be stopped by a shield** oriented in the correct direction and powered by a battery. **Heavy cannon fire cannot be stopped.** (See ***Hits to your ship*** on page 10.)

**Note:** When counting engine or cannon strength, you can voluntarily decide to not use a battery even if you have one. However, your regular engines or cannons and the aliens are used automatically, you cannot decide to not use them to have lower strength.

## MORE SPECIAL EVENTS

***Epidemic*** makes you remove 1 crew member (human or alien) from every occupied cabin that is joined to another occupied cabin. The safe thing to do is to build your ship so that no two cabins are joined. If you do have joined cabins, maybe you can find an adventure that will allow you to empty one of them before the epidemic strikes.

***Sabotage*** destroys a random component on the ship with the smallest crew. (Among multiple ships tied for smallest crew, only the one farthest ahead is sabotaged.) To select the component, the affected player rolls 2 dice to determine the column and then 2 dice to determine the row. If there is no component at those coordinates, roll again for new coordinates. If there is no component there, roll again. If three sets of coordinates are rolled without hitting a component, the saboteurs give up and nothing happens.

If the saboteurs destroy a component, it goes to your discard pile, as do any others that fall off as a result. A hit to the center of the ship can be devastating.

## GOODS SHORTAGE

In higher-level flights, there might not be enough goods to go around. In such a situation, players load goods in order. Goods discarded by ships in front are available to load on ships behind. Players who are left with no blocks to load are out of luck, and they still lose flight days.

# GIVING UP

## FORCED TO GIVE UP

Galaxy trucking is a risky business, and you should expect to take a few hard knocks. Just don't take too many or they will knock you out of the game.

The following circumstances force you to give up on the flight:

- **Losing all humans.** If you lose your last human astronaut, you must give up. Alien crew members can't run the ship by themselves.
- **No engine strength in open space.** Normally, you can coast to the finish line even if your ship has no engines. But if you run into an ***Open Space*** adventure, you must declare engine strength greater than zero or give up on the flight.
- **Getting lapped.** If the leader is more than one full circle ahead of you on the board, you must give up.

You check for these conditions only **once the adventure card is fully resolved**. For example, if you lose your last human crew member in a ***Combat Zone***, you must suffer through all the lines of the card before your ship leaves the flight. On the plus side, if the leader passes you in ***Open Space***, you still get your turn to fire up your engines, and maybe you can avoid being lapped.

## CHOOSING TO GIVE UP

If you think the remaining adventures will be bad for you, it might be better to give up and cut your losses. You can decide to give up, but you must do so before the next adventure card is revealed. (If you decide to give up after seeing an adventure card, you must suffer through that entire adventure first.)

*Sometimes you cut your losses. Other times, your losses cut you.*

## FINISHING ALONE

**If only one player is left** after everyone else has given up, that player tries to finish alone. In this case, ignore the ***Combat Zone*** and ***Sabotage*** adventures (which penalize the player with the fewest engines, cannons, or crew members).

## AN EARLY LANDING

No matter where you leave the flight, Corp Inc always has a handy warehouse nearby ready to receive the pipes you are carrying (and ready to charge you for the pipes you lost). **If you give up:**

- Remove your rocket from the flight board. You are just a spectator for the rest of the flight and none of the cards can affect you.
- You don't get any reward for the order in which you finished (because you didn't finish, obviously). When players compete to see who has the fewest exposed connectors, your ship does not count.
- You **do** get to sell your goods, but only at **half the total price**. Add up the standard price of all your goods and then take half that many credits. (Round up.)
- You have to pay the penalty for the components you lost along the way. (Anything you haven't lost yet can be returned to Corp Inc without penalty, so only pay for those in your discard pile.)

If you give up, you can still "win" in the sense that any profit counts as a win. And if you end up with more profit than all the other fools who flew that accursed flight, you win in that sense, too. In the end, it's all about the cosmic credits.

*Of course, trucking has other compensations which many truckers find more important than money. There's the thrill of the adventure. And fame. And glory. And honor. And … oh who are we kidding? With enough money, you can buy adventure, fame, glory, and honor and still have enough left over for dinner at a fancy restaurant.*

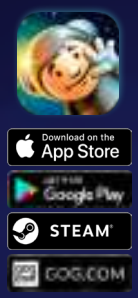
# THE TRANSGALACTIC TREK!

*So you've flown through a few meteor swarms. And defeated a few pirates. Maybe you even slipped through a combat zone completely unscathed. Well, there's one challenge you haven't seen yet – the ultimate test of skill, speed, and courage – we're talking about the Transgalactic Trek.*

In the Transgalactic Trek you will fly three flights – level I, level II, and level III. For each flight, you will build a new ship. Credits you earn on one flight carry over to the next, and you will accumulate more and more wealth as you fly across the Galaxy.

(Of course, success is not guaranteed. For example, you may have to give up on a flight. But even then, you get to come back and build a ship for the next one. And if you somehow lose all your money, your debts will be covered by random strangers who like stories about trucks blowing up, and you will start the next flight at zero credits.)

In addition to the usual ways to earn credits, you can also profit from your reputation. In the first flight, you will establish a name for yourself, and then you can try to build on that reputation during the next two flights.




*The Transgalactic Trek has a long tradition that starts in the future. To learn its secret origins, check out the campaign in the Galaxy Trucker app. (It's also great for playing Galaxy Trucker with your friends and with new truckers you'll meet online.)*
**www.galaxytrucker.game**

# THE FIRST FLIGHT

The Transgalactic Trek uses the title tiles, but only one per player. Select the appropriate number of tiles at random and return the others to the box.

Set up a level I flight with the titles silver side-up next to the flight board. Players will compete for these titles. Each has its own criteria, described on the next page. Read their descriptions aloud so that everyone knows what they are trying to achieve.

Then play the first flight according to the usual rules.

## EARNING TITLES

At the end of the flight, take your rewards and penalties as usual, except that, **instead of the reward for best-looking ship**, players are rewarded based on the criteria of the titles.

**Only players who completed the flight can win a title.** Count up scores for each title and give the title to the player with the best score. For example, the Power Trucker title goes to the player who finished the flight with the most battery-powered components.

For each title, **all players with the best score earn 2 credits** (the level I reward for best-looking ship), but only one can have the title tile. Among tied players, give the title to the one who finished farther ahead.

**Special cases:** If all players score zero for a particular title, it goes to the player who finished in the lead, but no one gets credits for it. If no players completed the flight, no one gains credits from titles and the titles are distributed randomly, one to each player.

## DISTRIBUTING TITLES

It's possible that every player will earn exactly one title, but it's also possible that someone – perhaps you – will have been clever enough to earn more than one. If you finish the flight with multiple titles, you must choose one to keep and give the others to players who don't have a title yet. When giving away titles, you may assign them randomly or use any criteria you choose. (Note that we are just talking about redistributing the tiles here. Players keep all the credits they earned during the title-scoring step.) If multiple players are in a position to give away titles, the player who finished farther ahead decides first.

For the next flight, everyone will start with a title, even players who gave up on the first flight. **Players keep their title for the remainder of the Transgalactic Trek.**

## FREIGHT HAULER

*You know all the ways to pick up goods and you're always ready to load more. They say you would haul a herd of ultramammoths if you thought you could find a buyer.*

**Count the number of cargo components that have at least one block of goods.**

**Tip:** Having lots of cargo space is important, but you also need to fly near the front so you don't miss opportunities to load. Don't forget you can rearrange goods only when you are loading, so it might be a good idea to keep your blocks spread out … if you can keep your ship in one piece.

## POWER TRUCKER

*You love the hum of the shields, the roar of double engines, and the sizzle of double cannons.*

**Count the number of components that use batteries** (shields, double engines, and double cannons).

**Tip:** Battery components do not count, but it's good to have enough to power all your cool stuff.

## XENOQUARTERMASTER

*Aliens like to fly with you, because you know what aliens like – privacy.*

**For each alien on your ship, add up its walking distance to the nearest cabin.** The nearest cabin is the one it could get to in the fewest steps, walking through the pipes. For example, a cabin on an adjacent square is at distance 1, but only if it is joined. If not joined, it might not even be nearest. If the alien must pass through an intervening component to reach the nearest cabin, it is at distance 2. And so on. Even an empty cabin could be nearest.

**Tip:** Ideally, you want two aliens very far away from each other and far from other cabins.

## CRUISE CAPTAIN

*It's a long trip across the Galaxy. Why shouldn't your passengers enjoy it? Add some panoramic windows and you'll be the trucker everyone wants to ride with.*

**Count the number of occupied cabins with a view.** A cabin has a view if it has at least one smooth side that is not adjacent to a component.

**Notes:** The smooth side can be adjacent to an empty square, even one that is surrounded by components. (Courtyard views aren't as popular as exterior views, but they still count.) Sometimes a cabin starts with no view but gains a lovely view when another component is lost during flight. Your starting cabin has connectors on all four sides, so it will never have a view.

## MASTER ENGINEER

*You not only know how to build a big ship, but also how to keep it in one piece for the entire flight.*

**Count the number of components your ship has.**

**Hint:** It's usually simpler to count the number of empty spaces and see who has the least … unless the flight was especially harsh.

## CORRIDORIST

*You are a nonconformist – unconventional, avant-garde. Some say you're crazy, building ships with such long corridors. Some say you're cool.*

**Count your longest chain of corridor components.** A corridor component is one with only 1 or 2 connectors.

**Tip:** One way to get a long corridor is to build a long tentacle, but it might be even better to build a looping corridor that connects to the rest of your ship on both ends.

# THE SECOND FLIGHT

Adventure cards used in the first flight should be removed from the game. You can return them to the box. Set up for a level II flight in the usual way, with an empty board and all components face down. The only thing you keep from your first flight is your title and your credits.

Keep your title in the upper left corner of your ship board, silver side up. On this flight, you will try to defend your title.

At the end of the flight, instead of rewards for the best-looking ship, all players who successfully defended their title earn 4 credits. **You have defended your title** if you completed the flight and have the highest score for your title. (Count only ships that finished. Even if you tie, you have defended.) You cannot earn credits for other players' titles. All players keep their titles, even if they failed to defend.

All players who successfully defend their titles flip them to the gold side. Players who failed to defend keep the title on the silver side.

# THE THIRD FLIGHT

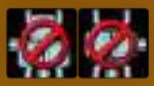
Once again, return the used adventure cards to the box and set up for the next flight – level III this time.

In the third flight, players who failed to defend their title may try again.

Players who defended their title now have gold titles, which give them an additional handicap. However, anyone who successfully defends a gold title will earn a double reward and earn their place in the Trucker Hall of Fame.

## FREIGHT HAULER

*Your ship now officially falls into "freighter" category. Which means – more annoying regulations. Congratulations!*



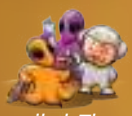
**If two cargo holds are adjacent to each other, neither can hold cargo.** This restriction applies even if they are not joined to each other. Of course, if one of the cargo holds is lost during flight, the other suddenly becomes usable.

## POWER TRUCKER

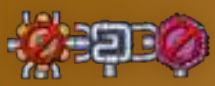
*The safety inspectors have been investigating your overpowered ships, and they have decided to write new wiring codes that apply only to you.*

**You cannot have battery tokens in a component that is directly joined to one that requires energy (a double engine, a double cannon, or a shield).** For example, if a battery component is joined to a double engine, it gets no battery tokens before the flight.

## XENOQUARTERMASTER



*You have done such a good job of catering to aliens that your customers have become a bit spoiled. The life support system must meet exacting specifications.*



**Alien life support systems only work if all their connectors match exactly.** So if one side of the connection is a universal connector, the adjacent side must also be a universal connector – otherwise the life support system has no effect.

## CRUISE CAPTAIN

*Because of your reputation for enjoyable flights, many of your crew members are actually tourists … and they have some safety concerns.*

**Each exposed connector reduces cabin capacity by one.** A cabin with one exposed connector can hold one human astronaut; it cannot hold an alien. A cabin with multiple exposed connectors must be left empty. **Furthermore, if a cabin gets a new exposed connector during flight, give up one crew member from that cabin** regardless of whether it is now over capacity. (Tourists are jumpy.)

## MASTER ENGINEER

*This time they think the challenge you've taken is insurmountable. But imagine the look on their faces when everything fits together at the last moment… again.*

**During building, you cannot add components until you have put 2 in reserve. You will not add these reserved components until everyone is done building.** They aren't easy components, either – at least 5 sides must have connectors. (That's total, of course. We know the tiles don't have 5 sides.) You choose these components in the usual way, by rummaging through the pile and finding two to put in your reserve. You cannot add a component to your ship until your reserve is full, and you cannot use the components in your reserve during building. Once everyone (including you) is done building, show how cool you are by adding the two components into the gaps you left in your ship. If you cannot, you must pay a penalty for each unused tile: Pay 1 credit for each side with a connector, then return the tile to the pile on the table.

## CORRIDORIST

*They told you not to build long corridors. You laughed at them. Now karma itself is out to get you.*

**When a corridor component is destroyed, any corridor components joined to it fall off.** (This is not a chain reaction – "falling off" is different from being "destroyed".) Note that this does not apply to components with connectors on three or four sides.

**6** Players attempt to defend their titles as in the second flight. Anyone who successfully defends a silver title gets 6 credits.

Anyone who successfully defends a gold title gets a double reward of 12 credits.

# WINNING THE TREK

After the third flight, players reveal how many credits they have. As always, players who finish with credits can consider themselves to be winners. On top of that, you can consider yourself to be a legendary Whatever-Your-Title-Is if you successfully defended the gold side of your title.

The player with the most credits is acknowledged as the Ultimate Trucker. There are no tiebreakers. There is enough room in the Galaxy for more than one Ultimate Trucker.

## ROUGH ROADS

The game might be very harsh to new truckers; however, after few flights, you'll get a handle on things and really learn how to build better ships. Ones that usually make it to the finish line unscratched and with big profit. Then you might get nostalgic and look back at those funny beginnings, when meteors and pirates could blast your ship to pieces, making you drift slowly to the final destination with but a single cabin component.

To take you back to these feelings, we proudly present a free Rough Roads mini-expansion (available now, only in a digital form).

This mini-expansion allows you to add one (or more) Rough Road cards to your flights. These randomly added cards not only give you new fresh challenges – but you can bet that your ships will be falling apart again, while tears of despair and joy return to your eyes.

Rough Roads can be added to any single flight, and also to the Transgalactic Trek. Just follow this link and then the instructions.

cge.as/gterr

## A GAME BY VLAADA CHVÁTIL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