
GALACTIC CRUISE
OFFICIAL EMPLOYEE
ONBOARDING DOCUMENTATION
v1.2.5
TRAINING MANUAL

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Scan here to access Galactic Cruise online resources, including the Employee Onboarding video.

WELCOME TO GALACTIC CRUISE!

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

As the first company to offer extended-stay space vacations, we are excited to have you joining our workforce as a supervisor of the company. As I'm sure you already know, our founder and CEO, Travis E. Preston, will be stepping down in three years' time, and the Board of Directors is looking for his replacement.

As a supervisor, you will earn Victory Points (VP) for constructing ships, satisfying guests, and further developing our company—but you will also need to ensure that you impress the Board of Directors if you want to earn the coveted title of CEO.

Each year, the Board of Directors will conduct an Annual General Meeting (AGM) to assess your progress, and at the end of three years, the supervisor who has earned the most VP will become the new CEO of Galactic Cruise and win the game.

HOW TO USE THIS MANUAL



Hey, everyone! I'm Zoë, and I'm in charge of onboarding new employees at Galactic Cruise. I hope you enjoyed your Welcome Pack with Mr. Preston's letter, workstation organization tips, and your employee badge.

To ensure that you have a quality experience, I want to give you some pointers on how to navigate your Training Manual.

Generally speaking, you will find detailed rules of play on the lefthand side of each page with examples listed on the righthand side.

Additionally, you will encounter some other colored boxes throughout the manual, so I've made a nifty "What Does That Mean?" section to help make sense of it all.

-Zoë

P.S. If you see these symbols, they tell you the page in this manual where you can find more information about the topic.

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WHAT DOES THAT MEAN?

Whenever you see these symbols, pay attention to the rules for the player count of the current game.

KEY CONCEPT

Key Concepts are written by our founder, Travis E. Preston, himself. These boxes detail fundamentals of your day-to-day responsibilities here at Galactic Cruise. Be sure to read each and every one of these concepts as you encounter them in your Training Manual.

E.g. ***These are examples to help clarify things if you have any questions about the rules. Reading them is not required to learn the game.***

These are notes left by me, your resident genius and employee onboarding expert. They are very helpful reminders—especially for new supervisors.

While the heart of Galactic Cruise is in the manufacturing of ships and the satisfaction of guests, we also have a full staff of copywriting experts who have written riveting flavor texts throughout all our works. While they are entertaining to read, they are not necessary to your position at the company.

WELCOME PACK

- **Letter from CEO:** A thematic welcome to the Galactic Cruise world.
- **Your Workstation and You:** Instructions for setting up your tray storage system.
- **Lanyard and Employee Badge:** An optional upgrade to the First Player token.

GENERAL COMPONENTS

- MAIN BOARD Qty 1
- MARKETING BOARD Qty 1
- AGENDA CARDS Qty 36
- PROGRESS TRACK TILES Qty 9
- NEUTRAL CUBES Qty 3
- COMPANY GOAL TRACKERS Qty 3
- TECHNOLOGY TILES Qty 8
- NEUTRAL DEVELOPMENTS Qty 3
- MONEY (1x44,5x20) Qty 64
- ADS (1x32, 3x16) Qty 48
- BLUEPRINT TILES Qty 48
- EXPERT WORKER TILES Qty 6
- SMALL RESOURCE TRACKERS Qty 3
- COCKPIT TILES Qty 15
- ENGINE TILES Qty 15
- GUEST BONUS TOKENS Qty 5
- MARKETING BOARD OVERLAYS Qty 2
- CRUISE TILES Qty 18
- GUESTS Qty 36 (12 EACH)
- ACTION TILES Qty 12
- COMPANY GOAL TILES Qty 6
- REFERENCE BOOK Qty 1
- And of course... THIS RULEBOOK Qty 1









PLAYER COMPONENTS

- PLAYER AIDS Qty 4
- LARGE RESOURCE TRACKERS Qty 12
- UPGRADE TOKENS Qty 32 (4 SETS)
- CRUISE CONSULTANTS Qty 4
- STARTING COCKPIT TILES Qty 4
- STARTING ENGINE TILES Qty 4
- PLAYER BOARDS Qty 4
- FIRST PLAYER TOKEN Qty 1
- WORKERS Qty 8
- EXPERT WORKERS Qty 8
- DEVELOPMENTS Qty 36
- 100 / 200 VP TOKENS Qty 4
- PROGRESS CUBES Qty 48
- REPUTATION TRACKERS Qty 4
- VP TRACKERS Qty 4

EXPANSIONS

Note: The Galactic Cruise box includes space for the Advancements and Accommodations Expansions, which are sold separately.

Expansion components are listed on pages 44 and 46.

SOLO

- SOLO CARDS Qty 15
- SOLO TOKENS Qty 3

CAMPUS TOUR



Before you dive into your Training Manual, I'll be giving you a tour of our campus today.

A lot goes on around here; I want to make sure you understand how each department works so you can succeed in your role as supervisor here at Galactic Cruise.

Let's get started!

1. AGENDAS

This building is where our Board of Directors have their regular meetings.

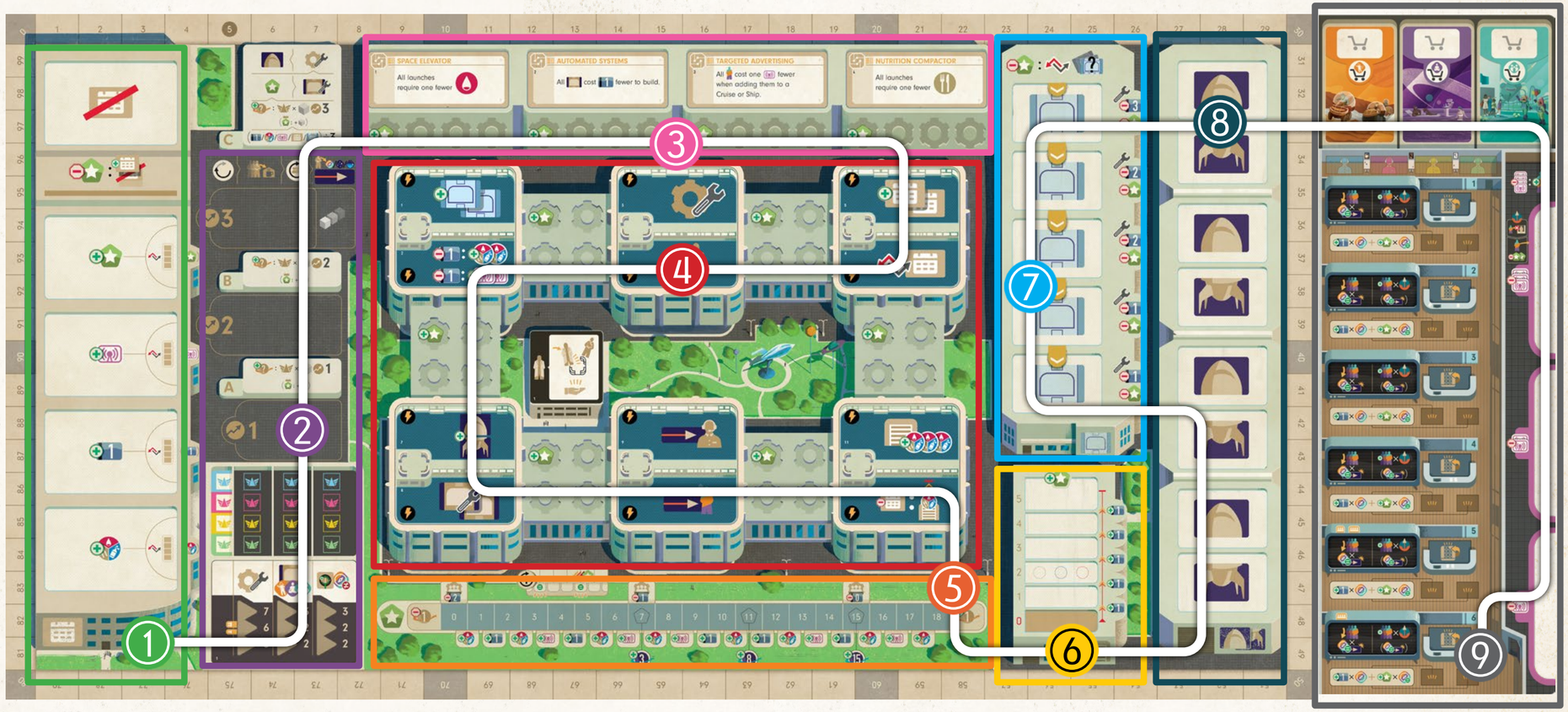
Here, the Board of Directors will provide you with some detailed agendas and some sound advice on how to do your job more efficiently. They always have an ear out for fresh ideas, too, so if you have some agendas of your own, you just may be rewarded for them.

A word to the wise: flattering the Board of Directors will take you far.

2. PROGRESS TRACK & GOALS

As you can see, this is where the Board of Directors will be tracking your progress over the next three years. As you might expect, they are always interested in launching ships and sending guests on amazing cruises, but they also have several other projects prioritized for you to focus on.

It goes without saying that you should do your best to line up your own vision with that of the Board of Directors. Please don't be caught slacking off, as every supervisor's progress is broadcasted here for all to see.



3. TECHNOLOGIES

On the north side of the campus, you will find our technology center, where you will be working side-by-side with our elite team of scientists to develop new, cutting-edge technologies that will benefit the whole company.

These technologies may result in more efficient launches, new innovations that make installations cheaper, or perhaps even the ability for the ship to fly itself!

4. THE NETWORK

In this central area of the campus, you'll see there are six large buildings with walkways between them. We call this part of the company the Network, and this is where the workers under your purview will be spending a great deal of their time.

These offices are dedicated to hiring new workers, drawing up blueprints, constructing those blueprints and installing them into ships, acquiring new ships, etc. You can even stand to make a little extra money for your team... if you play your cards right.

5. REPUTATION

As you're working here at Galactic Cruise, be sure to be cordial with your fellow colleagues. You may all be vying for the same position of CEO, but you're still co-workers and can all benefit from your collective efforts. Having a good reputation among your peers will get you more than a few favors along the way.

6. STORAGE SILO

Just outside the Network, you will see our storage silo. Here, you will be able to take the resources that you will need to launch your ships. You can also refill those resources when they get low or are depleted altogether; the Board of Directors loves acts of selflessness, and they will reward you accordingly.



7. BLUEPRINTS

In our manufacturing department, you'll find that our architects are hard at work drafting blueprints, and our master craftspeople are transforming metal and glass into something truly extraordinary for our guests, whether they are looking for family fun, adrenaline-fueled adventure, or good old-fashioned rest and relaxation.

8. SHIPS

A ship can only be built so big, so you'll also want to see the new ships being constructed. Each cockpit and engine is unique to fit the varied styles of the supervisors who use them.

Be sure to launch all the ships you build, though, as the Board of Directors does not approve of wasting company resources.

9. MARKETING

Now, over here is our marketing department–where the magic happens. This is where we broadcast upcoming cruises and sell tickets to our valued guests.

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

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



Heck of a whirlwind tour, isn't it? As a reminder, you'll need to use your badge to access these secure areas in the future.

I'm sure you still have many questions. Luckily for you, you have this Training Manual and your Employee Handbook to peruse.

Take your time, but don't dawdle too long. The stars wait for no one, and there's lots of work to be done.

INTRO GAME SETUP

The Intro Game is highly recommended for your first game. It's easier to learn and set up and will be a slightly shorter game.

Use the intro side of the board with the tiles pre-printed on it as pictured below. On the standard side of the board, these areas are blank.

Additional setup for a 1- or 2-player game can be found on page 34.

INITIAL TRAY SETUP

These instructions assume you have already set up your trays based on the instructions in the "Your Workstation and You" brochure found in the Welcome Pack.

If you have not done this yet, stop here, and return once you have completed your initial tray setup.

MAIN BOARD SETUP

1. Place the Main Board in the center of the playing area (intro side up) and the Marketing Board to the right of it.
2. Shuffle the Agenda Cards, and place them facedown beside the Main Board. Then reveal 4 cards from the top of the deck, and place them faceup on the indicated spaces on the Main Board from bottom to top.
3. Place the Progress Track tiles, labeled with the correct player count (4-player / 3-player / 2-player / 1-player), on the matching indicated spaces (1 / 2 / 3) on the Main Board. Return the rest to the box.
4. Place a neutral cube in the bottom left space of each Progress Track tile.

   Place a neutral cube in the bottom left space of the 2 Progress Track. (Do NOT place any in 1 or 3)
5. Place a Company Goal tracker in each of the 3 bottom spaces of the Company Goal area.

   Use the middle spaces instead.
6. Place a Technology tile at random facedown next to the Main Board to be used in Step 7. Return the rest to the box.

   Leave the rest facedown nearby instead.
7. Refer to the printed graphic on the facedown Technology (6) to see where to place the neutral Development(s) depending on the player count. Place a neutral Development in each depicted area for the corresponding player count, covering the Reputation icon. Once the neutral Development(s) are placed, return that Technology tile and any unused neutral Developments to the box.
8. Place the Money and Ad trays within reach of the players, creating the supply of Money and Ads.

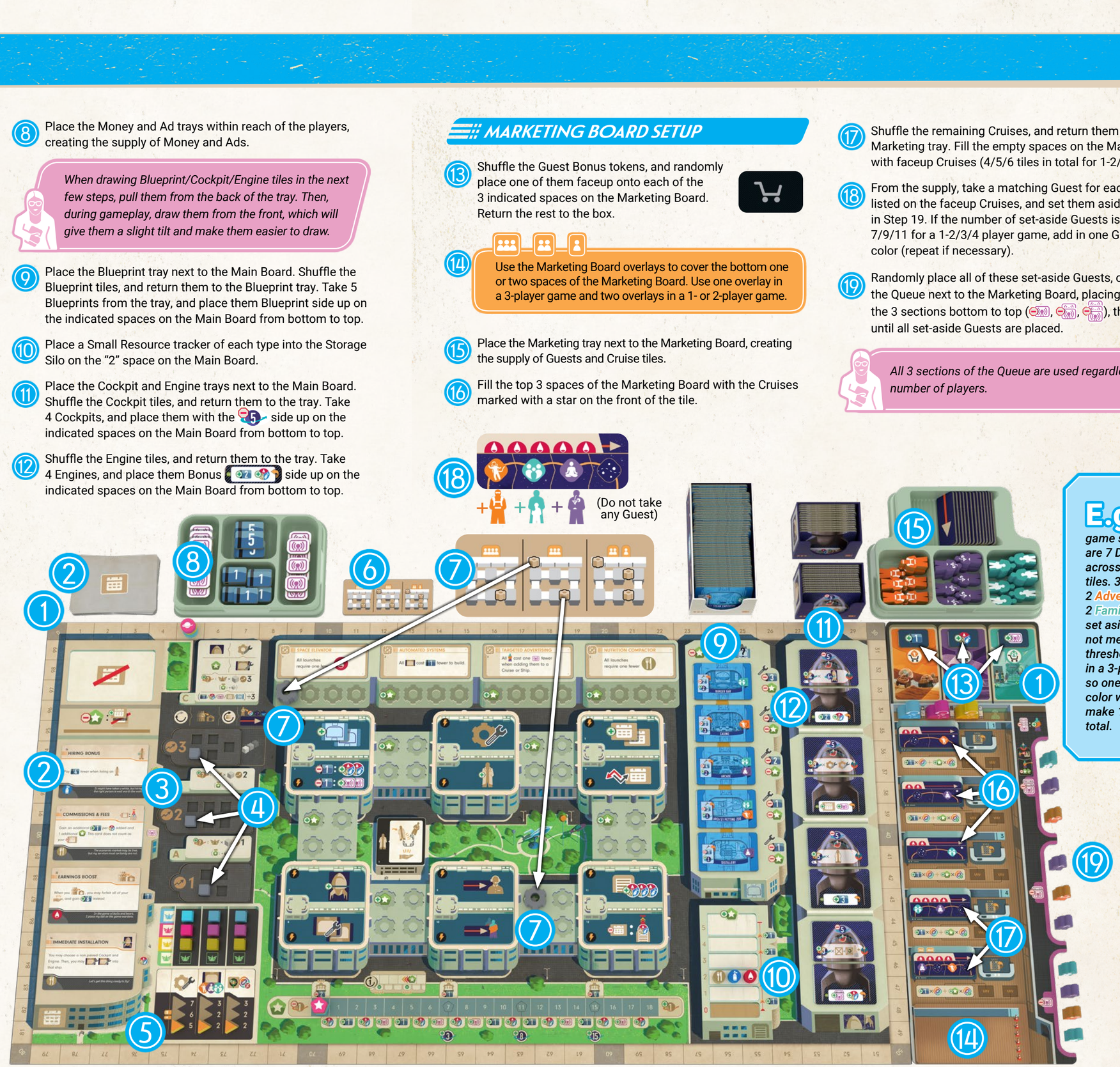
When drawing Blueprint/Cockpit/Engine tiles in the next few steps, pull them from the back of the tray. Then, during gameplay, draw them from the front, which will give them a slight tilt and make them easier to draw.

9. Place the Blueprint tray next to the Main Board. Shuffle the Blueprint tiles, and return them to the Blueprint tray. Take 5 Blueprints from the tray, and place them Blueprint side up on the indicated spaces on the Main Board from bottom to top.
10. Place a Small Resource tracker of each type into the Storage Silo on the "2" space on the Main Board.
11. Place the Cockpit and Engine trays next to the Main Board. Shuffle the Cockpit tiles, and return them to the tray. Take 4 Cockpits, and place them with the 5 side up on the indicated spaces on the Main Board from bottom to top.
12. Shuffle the Engine tiles, and return them to the tray. Take 4 Engines, and place them Bonus side up on the indicated spaces on the Main Board from bottom to top.

MARKETING BOARD SETUP

13. Shuffle the Guest Bonus tokens, and randomly place one of them faceup onto each of the 3 indicated spaces on the Marketing Board. Return the rest to the box.
14. Use the Marketing Board overlays to cover the bottom one or two spaces of the Marketing Board. Use one overlay in a 3-player game and two overlays in a 1- or 2-player game.
15. Place the Marketing tray next to the Marketing Board, creating the supply of Guests and Cruise tiles.
16. Fill the top 3 spaces of the Marketing Board with the Cruises marked with a star on the front of the tile.
17. Shuffle the remaining Cruises, and return them to the Marketing tray. Fill the empty spaces on the Marketing Board with faceup Cruises (4/5/6 tiles in total for 1-2/3/4 players).
18. From the supply, take a matching Guest for each Destination listed on the faceup Cruises, and set them aside to be used in Step 19. If the number of set-aside Guests is fewer than 7/9/11 for a 1-2/3/4 player game, add in one Guest of each color (repeat if necessary).
19. Randomly place all of these set-aside Guests, one at a time, in the Queue next to the Marketing Board, placing one in each of the 3 sections bottom to top (, ,), then repeating until all set-aside Guests are placed.

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



E.g. *In the 3-player game shown, there are 7 Destinations across all 5 Cruise tiles. 3 Relaxing, 2 Adventurous, and 2 Family Guests were set aside. This did not meet the threshold of 9 Guests in a 3-player game, so one Guest of each color was added to make 10 Guests total.*

STANDARD GAME SETUP

Additional setup for a 1- or 2-player game can be found on page 34.

MAIN BOARD SETUP

1. Place the Main Board in the center of the playing area (standard side up) and the Marketing Board to the right of it.
2. Shuffle the Agenda Cards, and place them facedown beside the Main Board. Then reveal 4 cards from the top of the deck, and place them faceup on the indicated spaces on the Main Board from bottom to top.
3. Place the Progress Track tiles, labeled with the correct player count (4-player / 3-player / 2-player / 1-player), on the matching indicated spaces (1 / 2 / 3) on the Main Board. Return the rest to the box.
4. Shuffle the 12 Action tiles, and place them at random on the indicated spaces on the Main Board, 2 at each location.
5. Shuffle the Expert Worker tiles, and place one of them at random faceup on the indicated space on the Main Board. Return the rest to the box.
6. Shuffle the Company Goal tiles, and place one of them at random faceup onto the indicated space on the Main Board. Return the rest to the box.
7. Place a Company Goal tracker into each of the 3 bottom spaces of the Company Goal tile.

   Use the middle spaces instead.
8. Shuffle the Technology tiles, and place 4 of them at random faceup onto the Technology tile spaces on the Main Board.
9. Place one Technology tile at random facedown next to the Main Board to be used in Step 10. Return the rest to the box.

   Leave the rest facedown nearby instead.
10. Refer to the printed graphic on the facedown Technology (9) to see where to place the neutral Development(s) depending on the player count. Place a neutral Development in each depicted area for the corresponding player count, covering the Reputation icon. Once the neutral Development(s) are placed, return that Technology tile and any unused neutral Developments to the box.
11. Place the Money and Ad trays within reach of the players, creating the supply of Money and Ads.

When drawing Blueprint/Cockpit/Engine tiles in the next few steps, pull them from the back of the tray. Then, during gameplay, draw them from the front, which will give them a slight tilt and make them easier to draw.



12. Place the Blueprint tray next to the Main Board. Shuffle the Blueprint tiles, and return them to the Blueprint tray. Take 5 Blueprints from the tray, and place them Blueprint side up on the indicated spaces on the Main Board from bottom to top.
13. Place a Small Resource tracker of each type into the Storage Silo on the "2" space on the Main Board.
14. Place the Cockpit and Engine trays next to the Main Board. Shuffle the Cockpit tiles, and return them to the tray. Take 4 Cockpits, and place them with the 5 side up on the indicated spaces on the Main Board from bottom to top.
15. Shuffle the Engine tiles, and return them to the tray. Take 4 Engines, and place them Bonus side up on the indicated spaces on the Main Board from bottom to top.

MARKETING BOARD SETUP

16. Shuffle the Guest Bonus tokens, and randomly place one of them faceup onto each of the 3 indicated spaces on the Marketing Board. Return the rest to the box.
17. Use the Marketing Board overlays to cover the bottom one or two spaces of the Marketing Board. Use one overlay in a 3-player game and two overlays in a 1- or 2-player game.
18. Place the Marketing tray next to the Marketing Board, creating the supply of Guests and Cruise tiles.



19. Shuffle the Cruises, and return them to the Marketing tray. Fill the empty spaces on the Marketing Board with faceup Cruises (4/5/6 tiles in total for 1-2/3/4 players).
20. From the supply, take a matching Guest for each Destination listed on the faceup Cruises, and set them aside to be used in Step 21. If the number of set-aside Guests is fewer than 7/9/11 for a 1-2/3/4 player game, add in one Guest of each color (repeat if necessary).
21. Randomly place all of these set-aside Guests, one at a time, in the Queue next to the Marketing Board, placing one in each of the 3 sections bottom to top (, ,), then repeating until all set-aside Guests are placed.

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



E.g. *In the 3-player game shown in the image below, there are 10 Destinations across all 5 Cruise tiles. 4 Relaxing, 4 Adventurous, and 2 Family Guests were set aside. This meets the threshold of 9 Guests in a 3-player game, so no additional Guests are added.*

PLAYER BOARD ANATOMY AND SETUP

LAUNCH ELEVATOR
This is an elevator your Worker rides to board the Ship when launching. It represents a 5-second countdown and lists the 6 steps performed during a launch.

LAUNCH TOWER
The Launch Tower comprises 8 Upgrade Tokens split between 2 sections. Throughout the game, these Upgrade Tokens will be triggered for bonuses, flipped, and removed.

BREAK ROOM
This area is the place where your Workers and Experts stay when they are not working (i.e., placed in the Network or piloting a Ship).



UPGRADES
Across the top of the Player Board are the 3 different Destinations: the Adventurous destination, the Relaxation destination, and the Family destination. Each destination has 3 different Upgrades that can be unlocked throughout the game by visiting it.

DEVELOPMENTS
Developments are kept here until built. They limit how many Resources can be stored on your Player Board.

RESOURCES
Food, Oxygen, and Fuel are stored here, and you will track the amount of each using Large Resource trackers. As you gain and spend these Resources, you will move the trackers right and left accordingly.

PLAYER SETUP

Each player takes a Player Board, an Employee Handbook (Player Aid), and a player tray (with the components in the color of their choice) and then does the following:

1. Take your Starting Cockpit and Engine tiles, marked with a star, and place them to the left of your Player Board with the correct sides faceup as shown.
2. (2a) (2b) Place your 2 Expert Workers into the spaces shown.
3. Place your 2 Workers in your Break Room.
4. Place your 9 Developments into the spaces shown.
5. Place your 3 Large Resource trackers on the "1" spaces (one of each type , ,).
6. Place the 4 brown Upgrade Tokens with the Funding Bonus icon on the top 4 spaces of your Launch Tower (6a), matching the bonus type. Place the remaining 4 gray Upgrade Tokens into the bottom in any configuration (6b).
7. Take your starting 10 Money and 2 Ads from the supply. These are listed on the back of your starting Engine tile as a reminder. (Reputation and Agenda Cards will be gained in Step 12.)
8. Place 3 of your Progress Cubes above the Company Goal tile in the spaces matching your player color on the Main Board; see image to the right. Do not place any cubes in the leftmost column. Place the remaining cubes near your Player Board.
9. Place your VP Tracker at "5" (9a) and your Reputation Tracker at "0" (9b) on their respective tracks on the Main Board. Place your 100VP/200VP token beside your Player Board (9c).
10. Place your Cruise Consultant on the Marketing Board as shown.
11. The player who most recently went on a cruise (or vacation) will be the first player and takes the First Player token.
12. In clockwise order starting with the first player, draw one Agenda Card from the top of the Agenda Card deck, and set your starting Reputation:

    The first player stays at 0 Reputation, the second player starts at 1 Reputation, the third player starts at 2 Reputation, and the fourth player starts at 3 Reputation.
13. In reverse turn order, you will do both (13a) and (13b):

    (13a) Place one Development (at no cost) from the left column of Developments on your Player Board into the Network (see right) in an area where no Development is currently present. You will cover a Reputation icon and gain 1 Reputation.

    This Development cannot be placed below a Technology.

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

    (13b) Take a Blueprint tile from the Main Board, and place it to the right of your Player Board in one of the indicated spaces. You do not pay when taking Blueprints, only when building them into your Ships. Do not refill the Blueprints until Step 14.
14. After all players have taken a Blueprint, slide all remaining Blueprints to the bottommost available spaces, then refill from bottom to top from the Blueprint tray.

MAIN BOARD



MARKETING BOARD



THE NETWORK



The Network is the area on the Main Board comprising the 6 locations and the connections between them.

TURN STRUCTURE

Galactic Cruise is played over a variable number of rounds. Starting with the first player, each player will take a turn, followed by the next player in clockwise order. Play continues around the table until the game end is triggered.

On your turn, you will do the following:

1. Advance Ships;
2. (a) Assign a Worker, **OR** (b) Launch a Ship, **OR** (c) Call a Meeting;
3. Accomplish Company Goal.

Each player will usually get about 20 turns.

1. ADVANCE SHIPS



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Throughout the game, you will be launching Ships that will advance to different Stops until they return back to Earth. If, at the start of your turn, you have a Ship in space, it will automatically advance to its next Stop, where you may gain bonuses, unlock Upgrades, and/or score points.



2A. ASSIGN A WORKER

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The majority of your turns will be spent assigning a Worker to one of the 6 locations in the Network where you will be taking actions to construct Ships, schedule Cruises, gather Resources, etc.

Before moving on, read the Key Concept boxes to the right!



2B. LAUNCH A SHIP

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When you've completed the steps in your Preflight Checklist, you're ready to launch! Instead of assigning a Worker in the Network to take actions, you will be sending a Worker from your Break Room into your Launch Elevator to initiate the launch countdown sequence.



2C. CALL A MEETING

30

Out of Workers? Call a Meeting to recall your Workers from the Network, and place them back into your Break Room. Then take one action at a location that has at least one of your Developments connected to it.



3. ACCOMPLISH COMPANY GOAL

30

For the final step of your turn, check to see if you have accomplished one of the 3 Company Goals. These are goals you have been tasked with that may increase in difficulty as players accomplish them.

WORKER BUMPING

When assigning your Worker, you may place it on an empty location or a location containing another player's Worker.

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

You cannot bump your own Worker.

FUNDING BONUS

A Funding Bonus is gained any time you place a Worker into the Break Room on your Player Board and cover the Funding Bonus icon: .

There are 4 different Funding Bonus options, shown in the top area of the Launch Tower on your Player Board. See example to the right.

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

ACTION SELECTION

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

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

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

REPUTATION

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

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

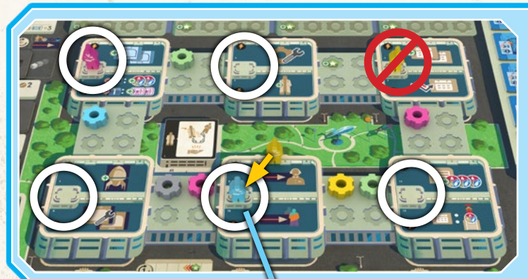
To do this, you must pay Money to **every** other player (or the supply for neutral Developments) that has a Development in that area. The amount paid is based on your Reputation.

Reputation	0-6	7-14	15+
Cost (X)	2	1	0

2. Once per turn, at any time, you may use your Reputation to gain one bonus type depicted below the Reputation Track.



To do this, reduce your Reputation Tracker as far as you would like in order to gain all bonuses of **one type** that you pass over.



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

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

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



E.g. *Blue returns their Worker to their Break Room and covers a which triggers a Funding Bonus.*

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

- *(A) Gain 1 Money*
- *(B) Gain 1 Ad*
- *(C) Gain 1 VP*
- *(D) Gain 1 Resource*

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

E.g. *Yellow may now take 2 actions, choosing from all the actions their Worker has access to.*



*Yellow can freely access the actions at the location where they have placed their Worker as well the adjacent location to the right that is connected through Yellow's Development. **It does not matter that Green also has a Development here.***

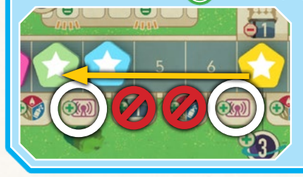
*Yellow may choose to use the connection to the left but must pay all players with a Development there. In this example, if Yellow wants access to the actions at the location to the left, Yellow must pay Pink and the supply to borrow the Pink and Neutral (gray) Developments for this turn. For their first action, Yellow could Refill Storage Silo (1) to gain some Money which Yellow would use to pay Pink and the supply to use their Developments, and then perform the Build Ship Segments (2) action. **Note:** Yellow does not have to perform any actions where they placed their Worker.*

E.g.



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

Yellow decides not to use the Developments right away and instead takes their first action, Refill Storage Silo, ((1) on the example above) which will give Yellow 1 Reputation. Now Yellow only needs to pay the supply and Pink 1 Money each as they have reached the next threshold (B). Yellow pays Pink and the supply 1 Money each and takes their second action, Build Ship Segments ((2) on the example above), using the Developments.



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

They can only do this once per turn.

ADVANCE SHIPS



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

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

Step 1 of your turn is Advance Ships. Before placing/recalling Workers in Step 2, if you have a Ship on a Cruise, advance it to the next Stop by moving the Pilot (the Worker piloting the Ship) one space forward on the Cruise. If you have more than one Ship in space at the same time, you may advance the Ships in any order, completing each Stop fully before moving on to the next.

There are 3 types of Stops: Destination, Day in Space, and Returning to Earth.



DESTINATION

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

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

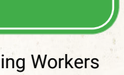
1. CHOOSE AN UPGRADE



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

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

2. SCORE THE GUESTS



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

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

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

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

E.g.



It is Pink's turn. They launched a Ship last turn. Before taking their normal actions (Step 2) they will first advance all Ships they have on a Cruise.

The Pilot moves forward one space to the next Cruise Stop.

The Cruise arrives at the Adventurous Destination.

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

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



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

Pink places their Upgrade Token on the third Upgrade space, unlocking the ability to increase their maximum Ship size from 3 to 4 Segments and their maximum number of Ships from 3 to 4!



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

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

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

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



DAY IN SPACE

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

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

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



In the setup pictured above:

- each Adventurous Guest will give you 1 Money for every Adventurous icon in your Ship.
- each Relaxing Guest will give you 1 Resource for every Relaxing icon in your Ship.
- each Family Guest will give you 1 Ad for every Family icon in your Ship.

Don't forget: The bonus tokens are placed randomly during setup, so the Guests will reward you differently each game.



RETURNING TO EARTH

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

When a Pilot lands on the last Stop of a Cruise, the Ship, the Guests, and the Worker return to Earth.

Place your Worker back into your Break Room, gaining one Funding Bonus as usual.

Then discard the Cruise to a facedown stack next to the Marketing tray, and return all Guests from the Ship to the supply.

Once a Ship has returned, it may be launched again, or more Segments may be built into it (following normal building restrictions).



E.g.

Pink's Cruise now advances to the Day In Space during Step 1 of their turn.



Pink has 2 Family Guests on board the Ship and 2 Family icons.

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



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

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



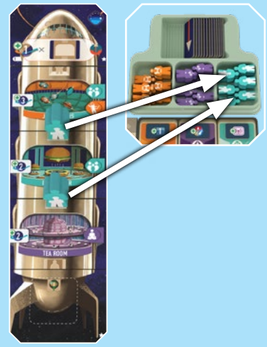
A turn later, Pink advances the Cruise to its last Stop. It's time to Return to Earth.

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

Pink then discards the Cruise and returns the 2 Family Guests to the supply.

Another successful cruise!

Pink's Ship is now available to be launched again, or they can build another Segment into it (since they took the Upgrade that increased their Ship size limit to 4 Segments).



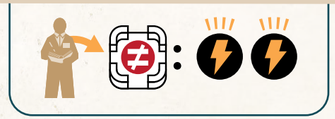
ASSIGN A WORKER AND ACTIONS

On Step 2 of your turn, you may choose to Assign a Worker.

Take one of the Workers from the Break Room on your Player Board, and place it onto 1 of the 6 locations in the Network on the Main Board (except where you already have a Worker). Then take up to 2 actions you have access to 14.

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

An explanation of each action and its corresponding icon follows.





BUILD A DEVELOPMENT

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

This action allows you to build one Development. Choose one of the leftmost Developments from any Resource row on your Player Board, and pay the cost listed at the bottom of the column (A) from which it was taken.

This cost may be paid in either Money and/or the Resource associated with the row the Development was on, in any combination (B).



After paying the cost for that Development, remove the Development from your Player Board, and place it in the Network or below a Technology. If it is the first Development placed in a given area, it is placed on the Reputation icon, and you gain 1 Reputation.

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

Removing a Development also increases the amount of the associated Resource that can be stored on your Player Board by one.

NETWORK DEVELOPMENTS

Network Developments give you more access to actions 14. You may use your Developments immediately after building them (i.e., you may build a Development adjacent to your Worker for your first action and then use it to connect to an adjacent location to take your second action).

TECHNOLOGY DEVELOPMENTS

Technology Developments immediately give you ongoing benefits for the remainder of the game.

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

NEUTRAL DEVELOPMENTS

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

E.g. ***Pink** is building a Development. They want to build their second Development from the Food row. **Pink** pays the cost of 6 (shown at the bottom of the column) by paying 1 Food and 5 Money.*



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

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

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

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

HIRE AN EXPERT WORKER

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

This action allows you to hire one of your Expert Workers. Pay the cost associated with the Expert you are hiring, and then move it to your Break Room, gaining 1 Funding Bonus as usual. This Expert is now available for you to use for the rest of the game.

The cost to hire the rightmost Expert is 2 Money per Development remaining in the Food and Oxygen rows on your Player Board.



The cost to hire the leftmost Expert is 3 Money per Upgrade Token remaining (whether it is faceup or flipped) in the bottom 4 spaces of the Launch Tower on your Player Board.



Expert Workers function just like your other Workers, except they gain a special ability that normal Workers do not have. Each game, there is an Expert Worker ability assigned during Setup. This ability applies to all players' Expert Workers for that game. See page 5 of the Company Records book for a list of all the Expert abilities.

This Expert Worker ability is used in the Intro Game:

> Gain a Funding Bonus when your Expert bumps a Worker (Regular or Expert) back to their Break Room.





PURCHASE SUPPLIES

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

This action allows you to purchase Resources and/or Ads.

You may:

- pay 1 Money to gain 2 Resources of your choice and/or
- pay 1 Money to gain 2 Ads.

As a single action, you may do one or both of these options once.

Any Resources you purchase but cannot store are lost.



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

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

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

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

***Pink** can hire their leftmost Expert by taking this action again in the future. Perhaps they will do so after launching their next Ship, which will remove the flipped Upgrade Token, reducing the Expert's cost to 6 Money.*



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

ACQUIRE BLUEPRINTS

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

This action allows you to take up to 2 Blueprint tiles. You may choose any of the faceup Blueprints in the display on the Main Board. There is no cost associated with this action. Place the chosen Blueprints to the right of your Player Board.

At the end of the action, slide all remaining Blueprints down in the display, filling any empty spaces. Then add new ones from the Blueprint tray to fill the empty spaces from bottom to top.

You can hold a maximum of 5 Blueprints beside your Player Board. You may exceed this limit during your turn, but you must discard down to 5 at the end of your turn.

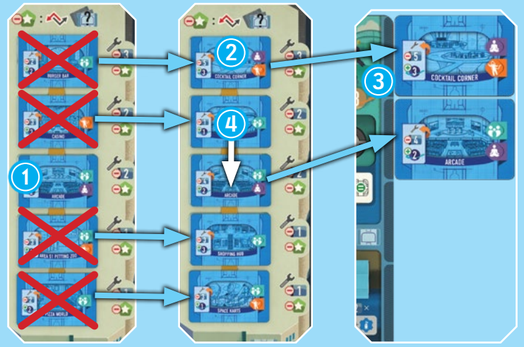
REFRESH BLUEPRINT DISPLAY

At any time on your turn, you may spend 1 Reputation to discard any number of Blueprints from the display. Refill the empty spaces from the Blueprint tray, but do not slide the remaining Blueprints down. No action is required, and this may even be done before placing a Worker.

You may repeat this by paying 1 Reputation each time.

DISCARDED BLUEPRINTS

Discarded Blueprints are placed in a pile next to the Blueprint tray. If you ever run out of Blueprints, shuffle the discard pile, and add them back to the Blueprint tray.



E.g. *Blue wants 2 Blueprints with the purple Relaxing icon.*

Right now the display only has one Blueprint that matches, Arcade (1).

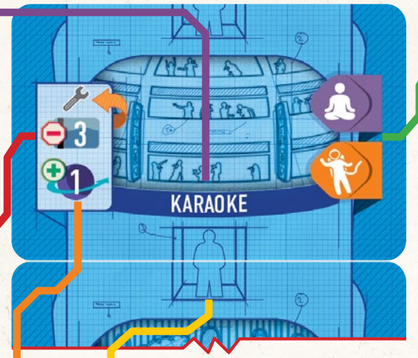
Blue reduces their Reputation by 1 to discard the other 4 Blueprints and refills the display. The Arcade Blueprint does not slide down.

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

Blue takes the Acquire Blueprints action, chooses the Arcade and Cocktail Corner Blueprints, and places them next to their Player Board (3) in the designated area.

At the end of the action, Fun Park (4) slides down, and two new Blueprints are added to fill the empty spaces.

BLUEPRINT / SHIP SEGMENT ANATOMY



Ship Segment Title — The name of the Segment you'll be adding to your Ship once built.

Build Cost — The cost to build the Segment into one of your Ships; see Build Ship Segments on the next page.

VP — The blue VP icon designates VP scored during end game scoring. Do **not** score this when built.

Cabin — When two Segments are built into the same Ship, it forms a Cabin which can hold **one** Guest during a Cruise.

Icon(s) — The types of Guests who will enjoy this Ship Segment during a Day in Space 17.

GUEST TYPES

ADVENTUROUS

RELAXING

FAMILY

BUILD SHIP SEGMENTS

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

This action allows you to build up to 2 Ship Segments (also referred to as Segments). The other side of a Blueprint is a Segment. A Blueprint becomes a Segment when it is built into a Ship and flipped over.

Segments can be built from two areas:

1. **Beside your Player Board:** You must pay the cost listed on the left side of the Blueprint.
2. **The Blueprint display on the Main Board:** You must pay the listed cost on the Blueprint AND pay the ADDITIONAL Reputation and Money cost listed beside the Blueprint.

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

After paying the cost, flip the Blueprint over to its built side, and place it between the Cockpit and Engine of any Ship you have beside your Player Board, following the building restrictions listed below.

When building 2 Segments, you may build them into the same Ship or multiple Ships.

Reminder: The VP on the Segments is scored at the end of the game.

BUILDING RESTRICTIONS

- A Segment must be built into a Ship.
- Each Ship may only contain up to 3 Segments.
- You may not build Segments into Ships that are currently on a Cruise.
- Once a Segment is built, it cannot be moved or replaced.

CABINS

The top and bottom of a Segment has half of a Cabin on it. When two Segments are built into the same Ship it forms a complete Cabin which can hold **one** Guest during a Cruise.

Each Segment added after the first will add one additional Cabin.

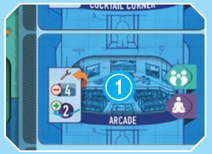
The Ship pictured to the right can hold a total of one Guest. If a third Segment was built into it, it could hold a total of two Guests.



REFILL BLUEPRINT DISPLAY

At the end of the action, if Segments were built directly from the Blueprint display, the remaining Blueprints slide down and are replaced from the Blueprint tray as usual.

E.g. *Blue is Building Ship Segments.*



They want to build the Arcade (1) using the Blueprint beside their Player Board and Wine Tasting (2) directly from the Blueprint Display.

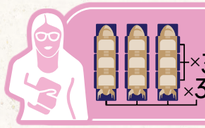


Blue pays the cost listed on each Blueprint (4+5) PLUS an additional 2 Money and 1 Reputation (3) because they are building directly from the Blueprint display. This saves an action of Acquiring Blueprints, but Blue sure is paying extra for that privilege! Blue pays a total of 11 Money and 1 Reputation.



Blue flips the Blueprint tiles over onto their Segment sides and places them into their Ships. Blue only has room for one Segment in their first Ship (4) so Blue places Wine Tasting (5) in another Ship.

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



This icon on your Player Board is to remind you that you may only have up to 3 Ships, and each Ship may only contain up to 3 Segments.



ACQUIRE NEW SHIP

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

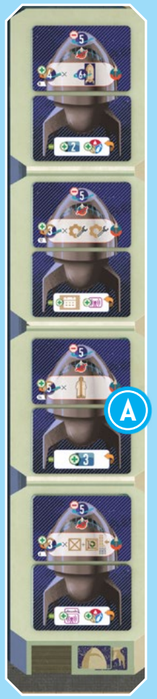
This action allows you to take a new Cockpit and Engine set, which creates a new Ship.

You may only have up to 3 Ships.

Choose one paired Cockpit and Engine set from the display on the Main Board. Place the new Cockpit and Engine beside your Player Board next to your other Ship(s), immediately gain the bonus printed on the Engine, and then flip it over. Keep the Cockpit on the side with the icon.

At the end of the action, refill any empty spaces in the display on the Main Board from the Cockpit and Engine trays (remaining ones do not slide and new ones are simply added into the empty spaces). When refilling, make sure the Cockpits are placed with the icon side up and the Engines are placed bonus side up.

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



E.g. *Blue takes the Acquire New Ship action.*

They could really use some cash so they are eyeing the third Cockpit and Engine set (A).

The Engine will give Blue an immediate bonus of 3 Money.

When this Ship is launched and at the end of the game, this Cockpit will score 5VP for each Expert Worker Blue has hired.

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

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

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

COCKPIT AND ENGINE ANATOMY

Penalty — *Lose 5 VP at the end of the game if this Ship has not been launched.*

Scoring Criteria — *Score this each time the Ship is launched and at the end of the game.*

Immediate Bonus — *Gain the bonus immediately when taken, and then flip over the tile.*



Cockpits and Engines are not considered Ship Segments.

GAIN RESOURCES

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



The Storage Silo

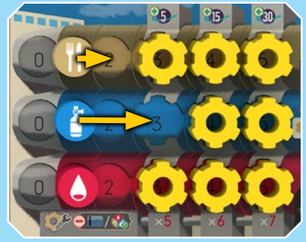
This action allows you to take up to 3 Resources from the Storage Silo.

You may take any combination of different Resources as long as they are available.

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

You can only take Resources that you can store (i.e., not blocked by a Development).

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



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

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



REFILL STORAGE SILO

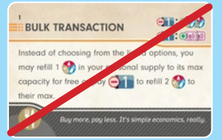
While the Board of Directors is always keen to see their agendas fulfilled, they are also adamant about keeping the resource supply in-house as much as possible. By using the agendas handed down by the Board, you can refill supplies in the Silo and earn some money for your team.

This action allows you to refill one Resource in the Storage Silo and gain Money and Reputation.

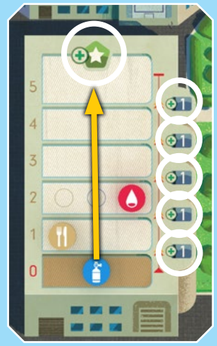
Discard 1 Agenda Card from your hand (ignoring everything on the card) to increase one chosen Resource in the Storage Silo to its maximum by moving its Resource tracker to "5".

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

E.g. *Now that Oxygen is at 0 in the Storage Silo, Yellow takes the Refill Storage Silo action.*



They discard an Agenda Card. The Resource on the card does not need to match the Resource being increased, and any ability on the card is ignored.



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





SCHEDULE A CRUISE

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

This action allows you to schedule a Cruise.

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

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



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

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



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

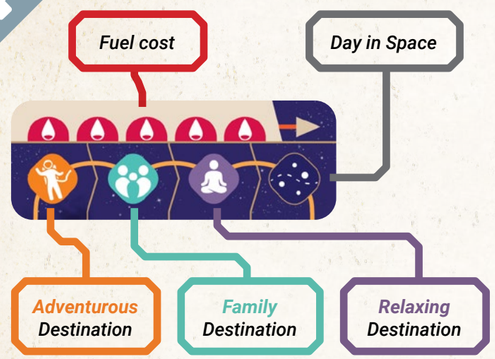


The bottom 4 Upgrade Tokens give a larger one-time bonus. Once removed, the leftmost Expert Worker is cheaper.

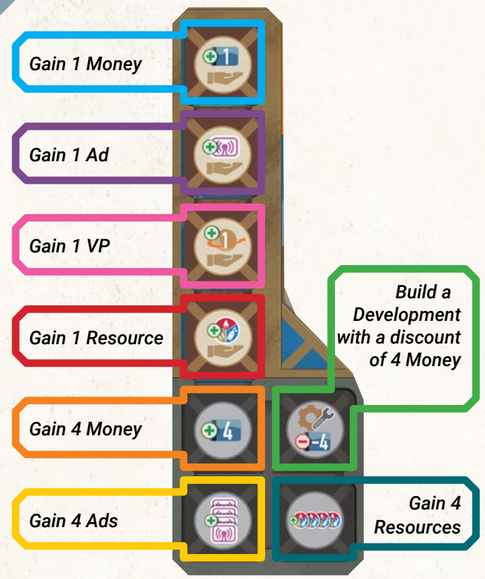


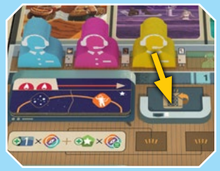
Upgrade Tokens are removed when you Launch a Ship.

CRUISE TILE ANATOMY



UPGRADE TOKEN BONUSES





E.g. *Yellow schedules the Cruise shown to the left. Yellow places their Cruise Consultant on the indicated space.*

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

Yellow chooses to flip the gain 1 Money token. They take 1 Money from the supply.



Now that the token is flipped, we can see it no longer has a hand underneath it to indicate a Funding Bonus.



Yellow will not be able to choose Money as a Funding Bonus until they Launch a Ship and the token is removed, revealing a Funding Bonus of 2 Money.



ADVERTISE FOR A CRUISE

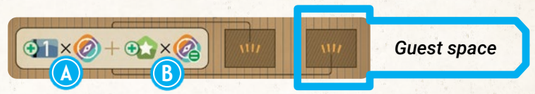
That queue outside is not getting any shorter, and some of those people are just one advertisement away from buying that ticket! Everyone is willing to fly, but sending guests to the places they want to go the most will pay out handsomely!



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

You may advertise to 1 or 2 Guests. Choose Guests from the Queue by paying the Ad cost of the section they are taken from (1, 2, or 3 Ads respectively) (1)(2)(3). Or you may choose any Guest from the supply by paying 4 Ads per Guest (4).

Place the chosen Guest(s) in a Guest space next to the Cruise that is being advertised.



For each Guest placed, you gain:

- 1 Money per Destination on that Cruise (A).
- 1 Reputation if the Cruise includes the Guest's preferred Destination (B).



A Day in Space is NOT a Destination.



E.g. *Yellow advertises for the Cruise they scheduled (1). They add 2 Guests from the first section of the Queue spending 1 Ad each. The Adventurous Guest generates 1 Money for 1 Destination and 1 Reputation for including their preferred Destination. The Relaxing Guest generates 1 Money.*

Had Yellow advertised to the other Cruise (2) instead, they would have received a total of 4 Money and 2 Reputation.

DRAW AGENDA CARDS

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

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

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

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

Agenda Cards in the discard pile are public information and may be examined (but not reordered) at any time.

Agenda Cards are not refilled automatically; see "Refill Agenda Cards" action on the next page.

PLAYING AGENDA CARDS

Agenda Cards may be played in one of two ways:

1. For its **Text Ability:** You may play an Agenda Card to immediately gain the benefit/effect/action, following any restriction listed, ***OR***
2. For its **Resource:** You may play an Agenda Card to immediately gain the Resource. If it is being immediately spent, you do not need to have room for it on your Player Board.

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

An Agenda Card's # and title are used to refer to that particular card but have no other effect. Flavor text has no game effect but may induce a chuckle.

WHEN CAN I PLAY AN AGENDA CARD?

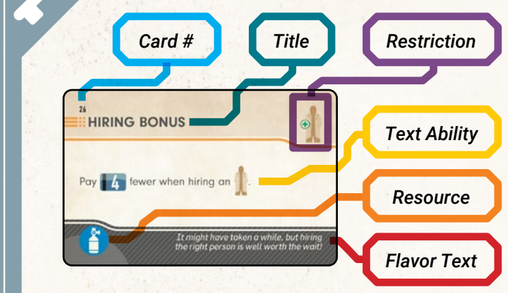
An Agenda Card played for its Resource can be played at any time on your turn and does not count as an action.

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

If there is no Restriction shown, then the text of the card will tell you when it can be played. Some cards may even be played during another player's turn; see Helping Hand card in example to the right.

Some cards have no restrictions whatsoever and can be played at any time on your turn. These do not count as an action; see Marketing Blitz card in example to the right.

AGENDA CARD ANATOMY



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

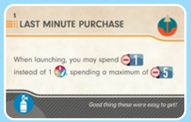


E.g. *Green takes the Draw Agenda Cards action. There are currently two cards (1) + (2) visible in the display. Green may choose from these cards or from the top of the discard pile (3).*

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

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

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



E.g. *Last Minute Purchase can only be played when performing Launch a Ship because of the icon shown in the top right.*



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



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



PLAYING MULTIPLE AGENDA CARDS

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

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

Any number of Agenda Cards can be played for their Resource at the same time. If the Resources are being spent immediately, such as when paying for a Development or when launching a Ship, you do not need to have room to store the Resources being spent.



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

AGENDA CARDS SUPERSEDE NORMAL RULES

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



REFILL AGENDA CARDS

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

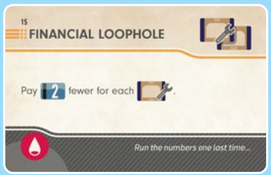
This action allows you to gain bonuses and refill the Agenda Card display.

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

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

E.g. *Green is taking the Build Ship Segments action with their Expert Worker. They play two Agenda Cards: Double Duty and Financial Loophole.*





These cards both apply to the Build Ship Segments action, so they can be played during the same action, allowing Green to build up to 4 Segments with each Segment's cost reduced by 2.



Green also has a Development under the Automated Systems Technology, which combines with Financial Loophole to further reduce the cost of each Segment built.

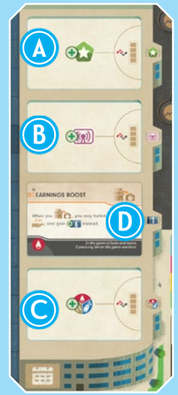


To add a final flourish to this amazing action: Green's Expert Worker's ability kicks in and reduces the total cost of the action by 1!

Green builds all four Blueprints they have beside their Player Board for a total cost of 2 Money. Incredible!



(Karaoke and Pizza World costs were reduced to 0, Cocktail Corner cost was reduced to 2, and Zero-G Circus cost was reduced to 1. The Expert reduces the action cost by 1 for a final cost of 2.)



E.g. *Green takes the Refill Agenda Cards action.*

First, they gain all visible bonuses:

1 Reputation (A), 1 Ad (B), and 1 Resource (C).

Next, they discard the remaining card.

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

Had Earnings Boost been taken previously, the refill action would have given Green 1 Money (D) as well.

LAUNCH A SHIP

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

On Step 2 of your turn, one of the options for placing a Worker is to Launch a Ship. To initiate a launch, place a Worker from your Break Room into the bottom of the Launch Elevator on your Player Board. When Launching a Ship you do not take any actions on the Main Board.

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

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

There are 6 steps to launching, and they are listed on your Player Board. They represent a ***5-second countdown***, starting at 5 and ending at 0. Your Worker will ride the elevator up to the top, and you will perform all steps along the way as your whole turn.

T-Minus... 5 ASSIGN AND BOARD

Choose which of your Ships (with at least one Cabin and not already on a Cruise) you would like to launch. Take your scheduled Cruise and place it above that Ship.

Return your Cruise Consultant to its office on the Marketing Board.

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

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

NOT ENOUGH ROOM

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

T-Minus... 4 PLACE PROGRESS CUBE

Take a Progress Cube from your supply, and place it on the next available space on the Progress Track 31.

After learning about launching Ships, be sure to go back and read Advance Ships on page 16 if you skipped over it earlier.

A maximum of 2 Guests per Cruise can be pre-sold tickets. Anything above 2 must come from a Last-Minute Sale during the launch sequence.

E.g.

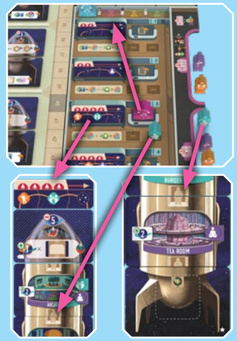
***Pink** wants to launch and consults their preflight checklist:*

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

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



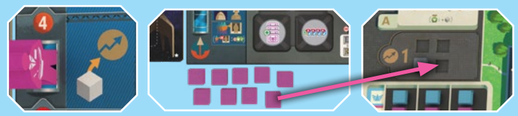
***Pink** is ready to launch! **Pink** places their Worker into the Launch Elevator to initiate the launch.*



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

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

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



Continued on next page...

T-Minus... 3 PAY RESOURCES

Pay the needed Resources in order to launch:

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

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

T-Minus... 2 SCORE COCKPIT

Score VP based on the criteria listed on the Cockpit of the Ship you are launching. See page 4 of your Employee Handbook for a list of all Cockpits' scoring criteria.

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

T-Minus... 1 LOAD UP

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

T-Minus... 0 LIFTOFF!

Place your Worker (which now becomes the Pilot) into the Cockpit, and then add a new Cruise to the Marketing Board.

ADD A NEW CRUISE

Take a new Cruise from the Marketing tray, and place it faceup onto the empty space on the Marketing Board.

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

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

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

3. ***Pink** calculates their Resource costs:*

They need 3 Food (2 Guests plus 1 for the Pilot).

They need 3 Oxygen (3 Segments).

They need 4 Fuel (indicated on their Cruise tile).



***Pink** pays 2 Food, 2 Oxygen and 3 Fuel from their Player Board.*



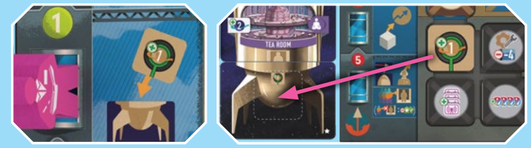
***Pink's** Technology (to the left) reduces the Fuel cost to 3. **Pink** discards an Agenda Card for its Food icon for the third Food. Last, they spend 1 Reputation to cross over a Resource bonus for the last Oxygen needed!*

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



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

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



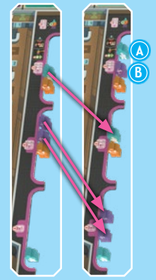


0. Liftoff!

***Pink** places their Worker, now Pilot, into the Ship.*



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



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

*Now, **Pink** adds new Guests based on the Cruise tile. They add a Family Guest (A) and a Relaxing Guest (B) to the top section of the Queue.*

Had a third Guest been launched, they would start back over at the left, adding a second Family Guest.

CALL A MEETING

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

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

To Call a Meeting, first recall all your Workers from the Network, and place them back into your Break Room, gaining a Funding Bonus for each covered as usual.

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

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

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

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

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



First, they recall all Workers from the Network to their Break Room leaving any Workers currently Piloting a Ship.

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

Now Blue may take an action from a location with one of their Developments connected to it. Blue has 3 Developments in the Network and is connected to every location except for (B).

This means they may take any action except for Schedule a Cruise and Advertise for a Cruise.

Blue takes the Acquire Blueprints action.

ACCOMPLISH COMPANY GOAL

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

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

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

When you have accomplished one of the goals, remove your Progress Cube from above the goal that was accomplished, and place it on the next available space on the Progress Track 31. This will reveal a Wings icon of your color.

Then advance the Company Goal tracker for that goal one step higher. This may increase that goal's threshold for all other players. If the Company Goal is already at its topmost position, the tracker does not move. You may accomplish more than one goal on the same turn, but you may only accomplish each goal once during the game.

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



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

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

Blue moves their cube from the column above the goal they accomplished and puts it into the next available space on the Progress Track (1). This uncovers a Blue Wings icon (2).

They then increase the Goal's threshold to its next value (3). The Board of Directors will need something extra to be impressed next time!

PROGRESS TRACK AND GAME END

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

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

At the end of the turn in which the final cube is placed in Section 1 or 2, an **Annual General Meeting** (AGM) occurs; see AGM A&B: Progress Scoring below.

At the end of the turn in which the final cube is placed in Section 3, the end of the game is triggered; see Section 3 below.

AGM A & B have extra steps in a 1- and 2-player game. See 2-Player Rules on page 34.

AGM A&B: PROGRESS SCORING

Each player scores VP equal to the number of Progress Cubes they have in the given section (Section 1 during AGM A and Section 2 during AGM B) multiplied by the number of Wings in their color that have been revealed. Each player starts the game with one Wings icon revealed, and an additional Wings icon is revealed each time they accomplish a Company Goal.

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

SECTION 3

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

FINAL ROUND

For the final round, before taking a final turn, each player simultaneously returns their Workers from the Network to their Break Room, gaining a Funding Bonus for each as usual. This is not Calling a Meeting, so players do not take any actions.

Then in turn order, take one final turn, executing your turn as normal.

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

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



E.g. *Green launched a Ship on their turn and adds the final cube to Section 1 (A) on the Progress Track. This will trigger an AGM at the end of the turn.*

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



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

Blue scores 2 cubes x 2 Wings for 4VP.

Pink scores 1 cube x 1 Wings for 1VP.

Green scores 2 cubes x 1 Wings for 2VP.

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



E.g. *Pink places the final cube in Section 3. This triggers the end of the game.*

First, the players finish out the round so that everybody gets an equal number of turns. Pink was the second player, so Green will take a turn before the final round.

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

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

Finally, all players advance their Ships to any Stop.



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

FINAL SCORING — AGM C

After 36 months of hard work, we've finally made it: the final Annual General Meeting of what folks are already calling "the Preston era." Mr. Preston is stepping down, and one of you will take his place as CEO and become our fearless leader.

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

Each player scores the following:

Cockpits: VP based on the criteria of each Cockpit of your Ships (-5 VP to a Cockpit's score if it hasn't been launched). See page 4 of your Employee Handbook for a list of all Cockpits' scoring criteria.

Developments: VP of the rightmost empty column in the Development area on your Player Board.



Ship Segments: VP on each Ship Segment in your Ships.

Progress Scoring: Section 3 (include all cubes in the overflow area).

Reputation: VP based on the highest VP threshold reached on the Reputation Track.

Supplies: 1 VP per 3 leftover supplies (any combination): Resources, Money, Ads, Agenda Cards, Blueprints.

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

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

Place your 100/200 VP token on the 0 space of the VP track with the 100 VP side up when passing 100VP. Flip it over if you manage to pass 200VP!

Shuffle the Cockpits, Engines, Blueprints, and Cruises while you put the game away to speed up the setup process for your next game!

E.g. *Green calculates their AGM C / Final Score, starting with the 115 VP they scored during the game:*

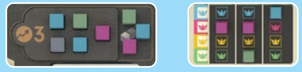
SUPPLIES — 3 VP

Green adds up all of the supplies they have at the end of the game.

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

PROGRESS SCORING — 9 VP

Green has the most Reputation and will score a bonus cube.



Green scores 3 cubes x 3 Wings for 9 VP.

REPUTATION — 15 VP

Green has 16 Reputation, which scores 15 VP.

SHIP SEGMENTS — 16 VP

Green has 2 Ships with 3 Segments and 1 Ship with 2 Segments. Green adds up all the blue VP icons across all of their Ship Segments for a total of 16 VP.

DEVELOPMENTS — 5 VP



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

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

COCKPITS — 20 VP

Green scores each of their Cockpits for a total of 20 VP.



8 Segments built: 8 VP. | *6 Developments built: 9 VP.* | *2 Ships with 3 Segments: 8 VP. NOT launched: -5 VP*

AGM C SCORING TOTAL: **68 VP**

FINAL SCORE: **183 VP**

CLARIFICATIONS AND EDGE CASES

What happens when I Call a Meeting and all my Workers are in space?

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

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

What happens when I gain a Reputation when at 18 or lose a Reputation when at 0?

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

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

When can I spend Reputation to gain the bonuses on the Reputation Track?

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

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

When can I pay to use other players' Developments?

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

Example: You pay 1 Money to use a Development at the start of your turn, and then later in the turn, spend Reputation that drops you below that Reputation threshold. Had you waited until after you had spent Reputation, you would need to spend 2 Money instead.

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

When launching, can I take Guests from the Queue in a Last-Minute Sale instead of taking Guests that are pre-sold?

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

Can I Accomplish a Company Goal at the end of the game?

Yes. You may Accomplish a Company Goal that you qualify for after visiting a Destination during the final step before AGM C.

***Included in the Accommodations expansion.**

How does the "Board Game Cruise" Agenda Card work?

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

Can I play the "Family Vacation" Agenda Card at the end of the game?

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

Can I use the "Flight Target Indicator" Technology or "Expedited Schedule"* Agenda Card at the end of the game?

No, these may only be used during Step 1 of a normal turn.

Can I use an Agenda Card with this icon when all players retrieve Workers during the final round?

Yes.

Can I use the "PAL 9001"* Agenda Card to launch, even if I don't have any Workers in my Break Room?

Yes.

What happens if I run out of...?

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

Blueprints
It is unlikely, but possible, to run out of Blueprints. In this case, they are limited, and no more can be obtained. If you ever don't have enough to fill the display, fill as much as you can, leaving the topmost spaces empty.

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

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

Any other questions?

Ask us on our BGG page or on Discord!

2-PLAYER RULES

2-PLAYER SETUP

Follow the usual setup instructions for the Intro or Standard Game. Then perform these additional steps:

1. Take 6 Developments, 2 Workers, and 2 Expert Workers of a non-player color (NPC).
2. Place the 2 Workers on the Main Board, one in each location clockwise from the neutral Developments.
3. Place the Developments and Expert Workers off to the side for use later.
4. Reminder: Place the Company Goal trackers on the middle space of each goal, instead of at the bottom.
5. Reminder: If playing the Intro Game, only place a single neutral cube into the 2 Progress Track tile.
6. Reminder: Set aside the unused Technology tiles instead of returning them to the box.
7. Reminder: Use both Marketing Overlay tiles on the Marketing Board (not pictured).



WORKER BUMPING

When placing a Worker onto a location occupied by an NPC Worker, you bump that Worker to the next location clockwise:

- ***If that location is empty:*** The NPC Worker will stay there until bumped again in the future.
- ***If that location is occupied by your opponent's Worker:*** The NPC Worker bumps the Worker occupying that location. This will cause your opponent's Worker to get bumped back to their Break Room, the same as if your Worker had bumped them.
- ***If that location is occupied by an NPC Worker:*** The NPC Worker will skip this location and move clockwise to the next location.
- ***If that location is occupied by one of your own Workers:*** The NPC Worker will not bump your Worker, unless you have the ability to bump yourself. The NPC Worker will skip this location and move clockwise to the next location.



E.g. *Pink places their Worker as shown and bumps the Blue NPC Worker clockwise. The NPC Worker skips over the location with Pink's Worker and ends up on the next location occupied by Yellow. This bumps Yellow's Worker back to their Break Room and they gain a Funding Bonus as usual.*

EXPERT WORKER BUMPING

Throughout the game, the NPC Workers will become Experts; see Hire NPC Expert on the next page.

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



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

AGM A/B — PROGRESS SCORING

After the last cube is placed in the current section of the Progress Track, you will score that section as usual, and then perform two extra steps: Build NPC Developments and Hire NPC Expert.



Iconography for these two steps are printed on the 2-Player Progress Track tiles as a reminder.

BUILD NPC DEVELOPMENTS

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

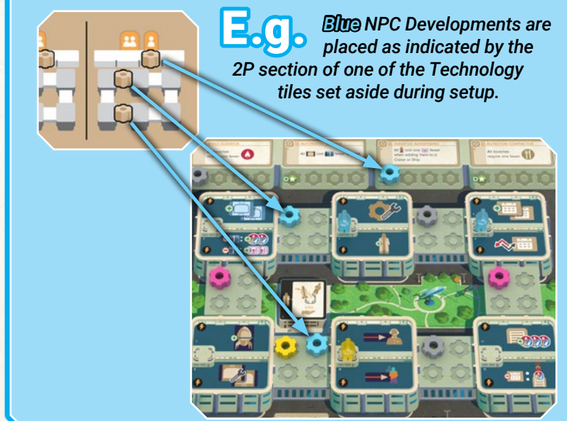
Refer to the printed graphic on the tile, and place one Development (from the NPC Developments that were set aside during setup) in each depicted area for a 2-player game, covering the Reputation icon if able. If there is already a Development of that color in the depicted area, skip that placement,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

Return the Technology tile that was used to the box.

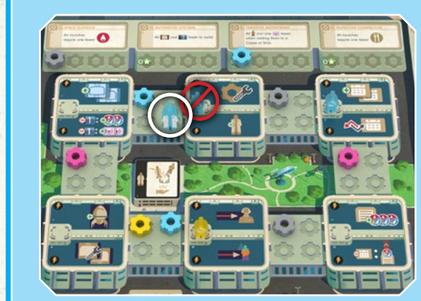
HIRE NPC EXPERT

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

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



E.g. *Blue NPC Developments are placed as indicated by the 2P section of one of the Technology tiles set aside during setup.*



E.g. *The NPC Worker closest to the top middle location is returned to the box and replaced with the NPC Expert Worker.*



SOLO RULES

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

SETUP

1. Set up the game for a 2-player game. 34
2. Rachel receives a Player Board and sets up all the usual pieces that a player would use. She does NOT need Resource trackers and always uses the base game Upgrade Tokens.
3. She will be the 2nd player, so place her Reputation tracker on the "1" space of the Reputation Track.
4. Shuffle the 12 Solo Action Cards, and place them in a deck beside her Player Board so that the numbers and Worker/location grid are faceup.
5. Place the Solo Tokens (Rachel's Company Goal threshold reminders) on the appropriate spaces depending on your chosen difficulty level:



Easy: place this onto her rightmost Food Development.
Medium: place this onto her middle Fuel Development.
Hard: place this onto her middle Oxygen Development.



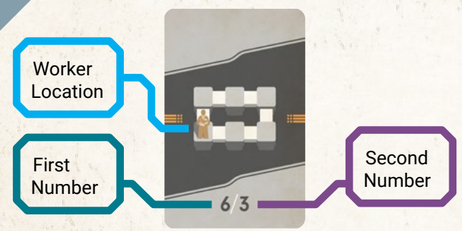
Place this around the area where Rachel's X Segment will be built: **Easy:** X=7th; **Medium:** X=6th; **Hard:** X=5th.



Easy/Medium: place this above the area where Rachel's third Ship will be.
Hard: place this above the area where Rachel's second Ship will be.

6. Place the Solo Worker Card of your chosen difficulty next to the Action Cards (this will help you ensure you don't flip an Action Card if she has no Workers). This is her Break Room—place her Workers here instead of on her Player Board.
7. Rachel places her first Development (from the Food row) in the Network based on the Number System; see the Number System in Key Concepts to the right. This placement must be in an area with no other Developments as usual.
8. She then discards a Blueprint based on the Number System.

SOLO CARD ANATOMY

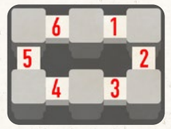


THE NUMBER SYSTEM

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

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

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



When using the Number System for something in the Network, start at the top middle location and count clockwise as seen to the left.

RACHEL'S SUPPLIES

Rachel does not gain Resources, Money, or Ads. She DOES gain VP and Reputation. When she would gain an Agenda Card, she discards it instead.

RACHEL'S FUNDING BONUSES

When Rachel gains a Funding Bonus, Rachel will always choose her VP Funding Bonus, gaining 1 or 2 VP based on its current value.

NORMAL RULES APPLY

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

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

RACHEL'S TURN

Rachel's turns function just like yours do. She will Advance Cruises, place Workers and take actions, and Accomplish Company Goals.

1. ADVANCE CRUISES

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

a. **Day in Space:** Rachel gains 1 Reputation for each Guest on the Cruise, regardless of the Guest types.

b. **Destination:** If it's the first Destination of the Cruise, she drops off her Upgrade Token on the leftmost empty space on the Destination, increasing scoring here by 1 VP. Rachel does not unlock or trigger any bonuses from Upgrades. Then, regardless if it is the first Destination or not, she scores all of her Guests at the Destination.

Reminder: Rachel does not gain/spend Ads to do this.

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

2. RACHEL'S ACTIONS

If **Rachel has available Workers,** reveal the top card of the Solo Action Card deck, and place one of Rachel's Workers (an Expert if available) into the Network. The location is determined by the Worker on the back of the top card of the deck. If she already occupies that space, she will go to the first available space clockwise not containing one of her Workers.

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

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

After completing the action, if Rachel's Worker is at the location that displays the actual action she took (all difficulties) or is adjacent to that action and connected by one or more Developments (in Medium/Hard modes only), she will reveal and resolve an additional Action Card (Maximum 2 actions per turn). She will pay you Money from the supply based on her Reputation level to use your Developments if she has none of her own. She can use neutral Developments as normal by "paying the supply," but because she does not gain or spend Money, this transaction does not happen.

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

3. ACCOMPLISH COMPANY GOAL

If, at the end of her turn, she has accomplished one of her Company Goals, she moves the corresponding cube to the Progress Track. Rachel's three Company Goals are the same in every game.

#1. Build X Developments (**Easy**: 7; **Medium**: 6; **Hard**: 5).
#2. Build X Segments (**Easy**: 7; **Medium**: 6; **Hard**: 5).
#3. Launch X Different Ships (**Easy**: 3; **Medium/Hard**: 2).

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

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

E.g.



It's Rachel's turn. She has a Cruise in space so she advances to the next Stop which is a Day in Space. There's one Guest on the Cruise so she gains 1 Reputation.

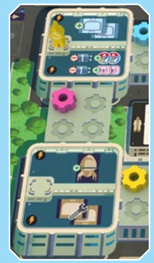




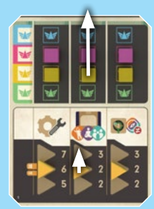
Next, Rachel reveals the top card of the Solo Action Card Deck. She places her available Worker on the top left location as indicated by the back of the next card.



Next, she performs the top action of the revealed card, "Build Ship Segments." Rachel ignores the bottom half of this card as she was able to perform the top action.



In Easy mode this would end Rachel's turn as this location does not have the "Build Ship Segments" action present. In Medium or Hard mode, she would pay you 1 Money (taken from the supply) to use your Development to connect to the adjacent location and flip another Solo Action Card to take another action.



After Rachel finishes her actions, she checks to see if she has accomplished a Company Goal. She has accomplished her goal of building 7 Segments, so she moves the cube above the middle Company Goal to the Progress Track and increases the corresponding goal tracker.

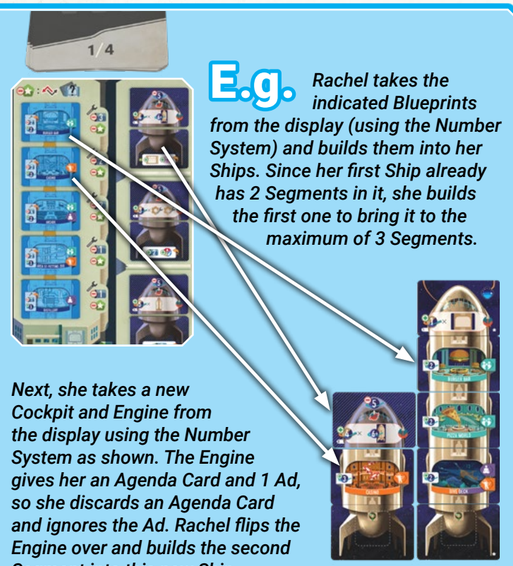
RACHEL'S ACTIONS

BUILD SHIP SEGMENTS

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

If she reaches the 3-Segment maximum in a Ship, she immediately takes a Cockpit and Engine from the Main Board display (again, using the **same** Number System) and continues building into it (note: if the Engine grants Reputation or VP, she gains it; if it grants an Agenda Card, she discards one from the display, using the Number System).

Rachel may only have 3 Ships with 3 Segments each. Once she has 8 Segments built, her final build action will result in only one Segment being built.

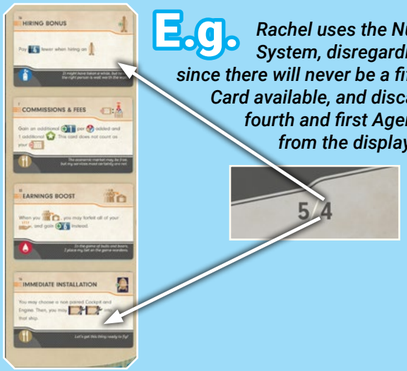


E.g. *Rachel takes the indicated Blueprints from the display (using the Number System) and builds them into her Ships. Since her first Ship already has 2 Segments in it, she builds the first one to bring it to the maximum of 3 Segments.*

Next, she takes a new Cockpit and Engine from the display using the Number System as shown. The Engine gives her an Agenda Card and 1 Ad, so she discards an Agenda Card and ignores the Ad. Rachel flips the Engine over and builds the second Segment into this new Ship.

DRAW AGENDA CARDS

Rachel will use the Number System to target an Agenda Card and the Agenda Card below it. (If there is no card below it, begin again at the top.) Both cards go to the Agenda Card discard in the order they were targeted. If there are 0 or 1 Agenda Cards in the column, Rachel will not take this action.



E.g. *Rachel uses the Number System, disregarding the "5" since there will never be a fifth Agenda Card available, and discards the fourth and first Agenda Cards from the display.*

REFILL AGENDA CARDS

If Reputation is visible in the Agenda Card display, Rachel gains 1 Reputation. She then discards all the Agenda Cards in the column top to bottom and refills the spaces from bottom to top with 4 new cards from the top of the Agenda Card deck.



E.g. *Not able to take Agenda Cards, Rachel instead performs the Refill Agenda Cards action. She gains a Reputation for the visible Reputation icon and then discards the remaining card and adds 4 new ones.*

GAIN RESOURCES

Using the Number System, Rachel targets an Agenda Card from the display and reduces the Resource listed on it in the Storage Silo by one. She then moves to the next card (top to bottom, wrapping around if necessary) and does the same thing, and then does so with a third card. If needed, she can target the same card over and over.

If there are no cards in the display, she will attempt to take 3 of whichever Resource is listed on the top card of the Agenda Card discard. If there are no cards in the display and none in the discard pile she will not take this action.

If she cannot reduce all 3 indicated Resources, she will not take this action at all.

REFILL STORAGE SILO

Rachel refills the first Resource that she was unable to take during the Gain Resources action that she just tried to perform. She will refill this Resource to its maximum and gain 1 Reputation.

ADVERTISE FOR A CRUISE

Rachel selects a Cruise using the Number System and adds 2 Guests to that Cruise. If that Cruise already has one or more Guests on it, she will select the next available Cruise instead.

Rachel adds Guests to the selected Cruise from the bottom (1 Ad) section of the Queue in this order:

1. A Guest matching the first Destination on the Cruise (if able).
2. A Guest matching the second Destination on the Cruise (if able).
3. A Guest matching the third Destination on the Cruise (if able).
4. Repeat the above steps if 2 Guests have not been added.

If Rachel is not able to add 2 Guests to the selected Cruise from the bottom section, she will add Guests from the middle (2 Ads) section using the same order as above until a total of 2 Guests have been added.

If Rachel is not able to add 2 Guests to the selected Cruise from the bottom and middle sections, she will add Guests from the top (3 Ads) section using the same order as above until a total of 2 Guests have been added.

If Rachel is not able to add 2 Guests to the selected Cruise from the Queue, she will add Guests from the supply using the same order as above until a total of 2 Guests have been added.

Once both Guests are added to the selected Cruise, Rachel gains 2 Reputation.

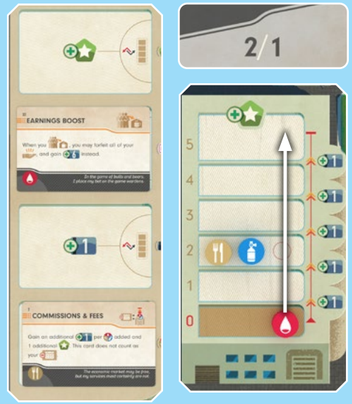


E.g. *Rachel starts by using the Number System to determine which Resource to take from the Storage Silo. Rachel will first take a Fuel from the Storage Silo.*

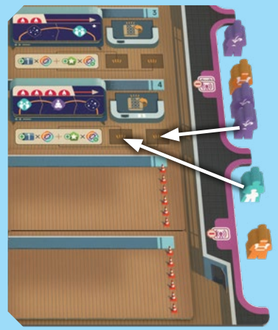


Then she will skip over the empty space and take a Food. Finally, since there are no other Agenda Cards in the display, she will start back at the top and take a second Fuel.

So in total, Rachel would take 2 Fuel and 1 Food from the Storage Silo.



E.g. *Since Rachel was unable to take Fuel using the Gain Resources action, she instead refills Fuel to 5 and gains 1 Reputation.*



E.g. *Rachel selects the indicated Cruise and adds 2 Guests to it.*

Rachel will always add the cheapest matching Guest from the Queue. She adds the Family Guest from the first section of the Queue and the Relaxing Guest from the second section of the Queue.

BUILD A DEVELOPMENT (NETWORK)



Rachel will build a Development in the Network, starting with the area indicated by the Number System and working clockwise, skipping over any area that does not grant Reputation.

If all areas have one or more Developments, she will begin again with the area indicated by the Number System, working clockwise until she reaches an area where she has not yet built a Development.

Rachel builds her Developments from her Player Board top to bottom, left to right. In other words, she will build all of the Developments in the first column before moving on to the second.

E.g. *Rachel builds a Development in the Network using the Number System. She removes her topmost Development from the leftmost column of her Player Board and places it into the Network as indicated.*



Rachel skipped over the already built areas (2 and 3) and continued clockwise so she could build onto an empty area (4) and gain the Reputation.

BUILD A DEVELOPMENT (TECHNOLOGY)

Rachel will build a Development under a Technology, starting with the area indicated by the Number System and working left to right, skipping over any area that does not grant Reputation.

If all areas have one or more Developments, she will begin again with the area indicated by the Number System, working left to right until she reaches an area where she has not yet built a Development.

Rachel builds her Developments from her Player Board top to bottom, left to right. In other words, she will build all of the Developments in the first column before moving on to the second.



E.g. *Rachel builds a Development on a Technology using the Number System. She removes her topmost Development from the leftmost column of her Player Board and places it under the Technology as indicated.*



Rachel skipped over the already built section and continued to the right so she could build onto an empty space and gain the Reputation.



HIRE AN EXPERT WORKER

When Rachel is hiring her first Expert, she will only hire an Expert that costs less than 7 Money. If both Experts cost less than 7, she hires the leftmost Expert first (the one associated with the Launch Tower). She adds that Expert to her Break Room, and gains a Funding Bonus as usual.

When Rachel is hiring her second Expert, she will only hire an Expert that costs less than 4 Money.

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

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



E.g. *Rachel's rightmost Expert costs 6 Money to hire. Rachel moves that Expert to her Break Room and gains VP as her Funding Bonus.*

On Medium and Hard modes she will gain 2 Funding Bonuses for her Expert instead. (Denoted by the + next to the difficulty icon on the Solo Worker Card.)

REFRESH BLUEPRINTS

Rachel spends 1 Reputation, discards all Blueprints from the display on the Main Board, and adds 5 new Blueprints from the Blueprint tray.

Since this action is only triggered when Rachel cannot build Segments, it will rarely occur.





E.g. *Rachel is unable to build into her Ships as they are at their maximum. Rachel spends 1 Reputation, discards all Blueprints, and refills the display from the Blueprint tray.*





LAUNCH A SHIP

When Rachel performs this action she places her Worker into her Launch Elevator instead of the Network. If resolving this as her second action of the turn, she instead moves the Worker from her first action to the Launch Elevator. There are two launch cards, one that requires a Ship with 2+ Segments and one that requires 3+ Segments. If Rachel has an available Ship that fits the criteria, she will choose a Ship to launch prioritizing the following:

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

5. ASSIGN AND BOARD

Rachel chooses a Cruise based on the Number System and places it above that Ship. She may not take a Cruise that you have scheduled. She then takes any Guests next to the Cruise and adds them to her Ship; if no Guests were pre-sold tickets, she will sell Last-Minute tickets to matching Guests from the Queue to fill up her Cabins (following the rules from the Advertise for a Cruise action).

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

4. PLACE PROGRESS CUBE

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

3. PAY RESOURCES

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

2. SCORE COCKPIT

Rachel scores Cockpits by adding the VP listed on the Cockpit to all the VP on Segments in that Ship. If this is the first time that Ship is launched, the Cockpit is flipped over, removing the -5 at the top.

1. LOAD UP

Rachel flips (without gaining its bonus) and moves one Upgrade Token from her Launch Tower to her Engine. She removes them in this order: the lower 4 tokens (in any order) until the leftmost Expert is hired, then the 1 VP Funding Bonus token. After this, she takes any Upgrade Token in any order.

0. LIFTOFF!

Place Rachel's Worker into the Cockpit of the Ship, and then add a new Cruise to the Marketing Board as usual.



E.g. *Rachel flips the Launch a Ship card. This card requires a Ship with 3 Segments. Since Rachel has a valid Ship, she will continue with the launch. If she did not have an available Ship, she would perform the Build Segments action instead.*



5. *Rachel uses the Number System to take a Cruise. Since this Cruise did not have any Guests assigned to it, she performs a Last-Minute Sale, taking the Guests from the Queue following the rules from the Advertise for a Cruise action.*



4. *Rachel adds a Progress Cube to the Progress Track.*

3. *Rachel has a Fuel capacity of 3 so she spends Reputation to gain the extra 1 Fuel needed.*



2. *Rachel scores 7VP (1VP for the Cockpit and 6VP for the Segments) and flips over the Cockpit tile.*



1. *Rachel has already hired her Expert, so she removes the 1 VP Upgrade Token and places it on her Engine.*



0. *Rachel is launching as her second action, so she places the Worker from her first action into the Cockpit of the Ship.*

AGM A/B — PROGRESS SCORING

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

FINAL ROUND

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

AGM C — FINAL SCORING

- Supplies: Rachel does not score this.
- Progress Scoring: Rachel scores as usual.
- Reputation: Rachel scores as usual.
- Ship Segments: Rachel scores as usual.
- Developments: Rachel scores as usual.
- Cockpits: Rachel scores the VP printed on each Cockpit, plus the VP on each Segment. (-5 VP for any unlaunched Ships.)

ADJUSTING DIFFICULTY

A standard **Easy**, **Medium**, and **Hard** mode have been outlined. However, you can further tailor the difficulty by mixing and matching elements from each difficulty level. Here are the breakdowns of the recommended difficulty settings.



E.g. *In this example, Rachel scores 8 VP: 4 cubes x 2 Wings (+1 cube from having the highest Reputation).*



E.g. *Rachel advances to the Adventurous Destination and scores 8 VP (2 Guests x 4VP each).*

E.g. *Rachel calculates her AGM C / Final Score, starting with the 97 VP she scored during the game:*



Supplies: 0 VP

Progress Scoring: 3 x 4 = 12 VP

Reputation: 15 VP

Ship Segments: 20 VP

Developments: 15 VP

Cockpits: 10 VP + 20 VP from Ship Segments -5 VP for unlaunched Ships = 25 VP

AGM C Total: 87 VP

Final Score: 184 VP

	EASY	MEDIUM +	HARD +
Developments Built Goal	7	6	5
Segments Built Goal	7	6	5
Different Ships Launched Goal	3	2	2
Perform Second Action?	Only when her Worker is placed directly on the location with the matching action.	When her Worker is placed directly on the location with the matching action or connected to the matching action via one or more Developments.	When her Worker is placed directly on the location with the matching action or connected to the matching action via one or more Developments.
Calling a Meeting	Gain a Funding Bonus for each Worker returned.	Gain a Funding Bonus for each Worker returned.	Gain a Funding Bonus for each Worker returned, and then resolve an Action card. Unlike in the multiplayer game, Rachel may Launch a Ship as her action.
Expert Worker Ability (Denoted by the +.)	Experts have no special ability and function just like a normal Worker.	Experts gain an additional Funding Bonus when returned to Rachel's Break Room.	Experts gain an additional Funding Bonus when returned to Rachel's Break Room.

As the company grows more industrious and innovative, life gets more interesting. Well-developed departments grow more prosperous, and oft-used technologies become increasingly efficient. Welcome to the age of Advancements!

The Advancements expansion for Galactic Cruise includes several modules, which may be played individually or in any combination with one another. Additionally, all modules in the Advancements expansion may be played in any combination with modules from the Accommodations expansion. Exception: the "Cabin-Matching" module from this expansion and the "Specialized Blueprints" module from the Accommodations expansion cannot be combined, as both modules exclusively replace the 48 Blueprints found in the base game.

MODULE: CABIN-MATCHING

This module includes 48 Blueprints, which will replace the ones included in the base game. Instead of having half-Cabins in the middle of each Segment, these Blueprints have half-Cabins in one of three places–left, center, or right–on their tops and bottoms. In order to build a Segment into a Ship, it must make a full Cabin with other previously installed Segments.

Segments may be installed above other Segments, below other Segments, or in the middle of two previously installed Segments. As with the base game, the Cockpit and Engine do not form Cabins and therefore do not need to match Segments above or below them.

MODULE: ADVANCED TECHNOLOGIES

This module comes with upgradeable versions of the Technology tiles from the base game; each Technology now has a Technology track along the top that determines the level of its ability. Each Technology starts with its ability being the same as in the base game but can eventually become better.

At the start of the game, after placing the four Technologies, place a Technology Tracker into the first space of each Technology's track. As in the base game, a Technology can only be used after it is Invented (i.e., has at least one Development below it). Each time the Technology is used, move its tracker one space to the right on its track at the end of the action. This may only occur at most, once per turn.

Whenever the tracker passes a , this increases the cost of building a Development on that Technology and the amount that you must pay to use that Technology by 1 Money. When the tracker reaches the final space of the Technology track, it permanently improves the Technology's ability.

Note: This additional cost is added **AFTER** any discounts you may receive from an Agenda Card, Expert Ability, or position on the Reputation Track.

COMPONENTS

- **6 Agenda Cards**
- **2 Expert Worker Tiles**
- **8 Upgrade Tokens**
- **6 Location Bonus Tokens**
- **4 Technology Trackers**
- **1 Cockpit Tile**
- **1 Engine Tile**
- **48 Cabin-Matching Blueprints**
- **8 Advanced Technology Tiles**

Components from this expansion are marked with this icon:

E.g.



VALID EXAMPLE
The two Cabin halves connect to create a complete Cabin.



INVALID EXAMPLE
The two Cabin halves do not line up.

E.g.



Yellow uses this Technology on their turn, so they advance the Technology Tracker one space. The cost for a player to build a Development here has now increased by 1. The cost for players to pay to use this Development has also increased by 1.



Blue launches and wants to use this Technology to reduce the Fuel cost by 1. Blue does not have a Development below it and must pay Yellow. Blue has 17 Reputation so the base cost to use Developments is 0. Blue must still pay 1 Money per passed on the Technology to each other player and/or the supply, so Blue pays Yellow 2 Money.

Blue now advances the Technology cube to the final space on the track. The next time this Technology is used by any player, they will reduce their Fuel cost by 2.

MODULE: LOCATION BONUS TOKENS

At the start of the game, randomly place a single Location Bonus token on each of the six locations on the Main Board, with the grayed-out side faceup.

During the game, if there are 3 Developments adjacent to a location in a 1-, 2-, or 3-player game, or 4 Developments in a 4-player game, the Location Bonus token flips to its active, full-color side. From now on, whenever you place a Worker onto a location with a flipped Location Bonus token, you immediately (before taking your actions) gain the listed bonus on the token for each of your Developments that is adjacent to that location.



Note: This location bonus requires you to have 2 adjacent Developments in order to gain an Agenda Card as a bonus.

OTHER COMPONENTS

These components can be mixed in with the base game components. Most can be used regardless of which modules you are playing with.

AGENDA CARDS

There are 6 new Agenda Cards that can be added to the deck. Some of these cards pertain to modules that you may not be playing with. If you come across one of these cards during the game, simply remove it from the game, and replace it with a new one.

UPGRADE TOKENS

There are 2 new Upgrade Tokens for each player. These will replace any two of the lower four tokens in each player's Launch Tower. Feel free to mix and match these however you would like, but just ensure each player plays with the same four tokens. In a solo game, Rachel will always use the base game tokens.

See page 6 of the Company Records book for information on these Upgrade Tokens.

COCKPIT AND ENGINE

There is a new Cockpit and a new Engine to be added to the supply. The Cockpit pertains to the Cabin-Matching module. If you are not playing with that module and you come across this Cockpit during the game, simply remove it from the game, and replace it with a new one.

See page 6 of the Company Records book for Cockpit scoring.

EXPERT WORKERS

There are 2 new Expert Worker tiles. These can be added to the supply of existing Expert Worker tiles.

See page 6 of the Company Records book for information on these Expert Worker abilities.

E.g.

Green builds the Development shown. This location now has 3 Developments adjacent to it, so Green flips the Location Bonus Token. The next time any player places a Worker here, they will gain 1 Ad for each of their adjacent Developments before taking their actions.





Green places their Worker as shown. They only have a single Development adjacent to this location so they do not gain an Agenda Card. If Pink were to place here, they would gain an Agenda Card.

VARIANTS

LOCATION BONUS TOKENS VARIANT

When playing with the Location Bonus tokens, you may play with them all flipped to their active side during setup. This allows you to immediately take advantage of all of the bonuses!

ADVANCED TECHNOLOGIES VARIANT

Similarly, you may play with the Advanced Technologies variant with all of the Technologies upgraded from the start. They will be a little more expensive but also much more powerful right from the start.

SOLO RULES

When playing the Solo mode, you can mix and match any modules in this expansion as usual, following these additional rules:

- Rachel does not need to Cabin-match and will still build Segments based on the Number System as usual.
- If Rachel places a Worker at a location with an active Location Bonus token, she will gain the VP, Reputation, and Agenda Card bonuses just like a normal player. However, she will treat the Resource, Ad, and Money bonuses as a 1 VP bonus instead.
- Whenever Rachel adds a Progress Cube to the Progress Track, she advances the least advanced invented Technology. Ties are broken by the Number System.

EXPANSION: ACCOMMODATIONS

All we do, we do for the guests. The happiness of our guests is the lifeblood of our company, and we refuse to be outdone! By jump-starting our team's work ethic and further innovating the aerial cruise ships, we will remind the world that Galactic Cruise is synonymous with Luxury-in-Space.

The Accommodations expansion for Galactic Cruise includes several modules, which may be played individually or in any combination with one another. Additionally, all modules in the Accommodations expansion may be played in any combination with modules from the Advancements expansion. Exception: the "Specialized Blueprints" module from this expansion and the "Cabin-Matching" module from the Advancements expansion cannot be combined, as both modules exclusively replace the 48 Blueprints found in the base game.

COMPONENTS

- **6 Agenda Cards**
- **2 Expert Worker Tiles**
- **8 Upgrade Tokens**
- **33 Starting Upgrade Cards**
- **2 Advanced Technology Tiles**
- **2 Technology Tiles**
- **48 Specialized Blueprints**
- **3 Guest Bonus Tokens**

Components from this expansion are marked with this icon:

MODULE: SPECIALIZED BLUEPRINTS

This module includes 48 Blueprints, which will replace the ones included in the base game. They each have an action on them that can be triggered during a Day in Space as Guests visit them.

During setup, you will not place the base game Guest Bonus tokens on the Marketing Board (Step 16). Instead you will place the matching Guest Bonus tokens included in this expansion.

During a Day in Space, instead of gaining the Guest Bonuses like usual, you will instead send Guests to different Segments on the Ship. For each Guest, you will place them onto an available Segment that includes their matching icon, and then carry out the action (or gain the bonus) listed on that Segment. If you have more than one Guest, you may choose what order to place each Guest (fully carrying out its action/bonus before moving on to the next).

Each Segment may only be triggered once per Day in Space.

When building these Segments you must follow the Cabin-Matching rules 44.

See the Company Records book on page 7 for a list of all the Specialized Segment actions and bonuses.

E.g. ***Yellow** advances their Cruise to a Day in Space.*

*The **Adventurous** Guest can be placed on any Segment because they all have an orange **Adventurous** icon. **Yellow** decides to place the **Adventurous** Guest on the Aerial Stunt Deck, which gives them 1 Money for each **Adventurous** icon on the Ship, gaining a total of 3 Money.*

*The **Relaxing** Guest can be placed on either Game Show or Wine Tasting. **Yellow** decides to place the Guest onto Wine Tasting so they can use the Money they just gained to build a Segment onto a different Ship, following all normal building restrictions.*

*Reminder: **Yellow** may only activate each Segment once per Day in Space, even if they have multiple matching Guests that could be placed there.*

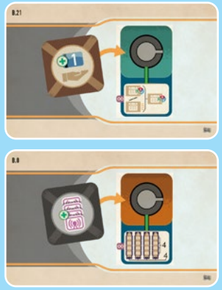


MODULE: STARTING UPGRADE CARDS

These cards unlock an Upgrade and remove an Upgrade Token from your Launch Tower at the beginning of the game. During setup, shuffle these cards and give two to each player.

On your first turn, before placing your Worker, choose one of your Starting Upgrade Cards to activate. Gain the bonus listed on the Upgrade Token shown, flip and remove it from your Launch Tower, and place it on the Upgrade shown. If this causes any immediate bonus from the Upgrade, resolve it fully as well.

Once completed, return both of your Starting Upgrade Cards to the box and continue with your first turn.



E.g. ***Pink** is dealt these two Starting Upgrade Cards during setup. On **Pink's** first turn of the game, they start by playing the card on the top. They remove the 1 Money Funding Bonus token from their Launch Tower, gain 1 Money, and then flip the token over and place it on the indicated Upgrade on the **Family** Destination.*

***Pink** returns both Starting Upgrade Cards to the box. They now proceed with their first turn as usual.*

OTHER COMPONENTS

These components can be mixed in with the base game components. Most can be used regardless of which modules you are playing with.

AGENDA CARDS

There are 6 new Agenda Cards that can be added to the deck. Some of these cards pertain to modules that you may not be playing with. If you come across one of these cards during the game, simply remove it from the game, and replace it with a new one.

UPGRADE TOKENS

There are 2 new Upgrade Tokens for each player. These will replace any two of the lower four tokens in each player's Launch Tower. Feel free to mix and match these however you would like, but just ensure each player plays with the same four tokens. In a solo game, Rachel will always use the base game tokens.

See page 6 of the Company Records book for information on these Upgrade Tokens.

EXPERT WORKERS

There are 2 new Expert Worker tiles. These can be added to the supply of existing Expert Worker tiles.

See page 6 of the Company Records book for information on these Expert Worker abilities.

TECHNOLOGY TILES

There are 2 new Technologies, and each has two versions (one that is compatible with the Advanced Technologies from the Advancements expansion and one that is compatible with the base game Technologies).

This icon indicates that the cost to build a Development on this Technology is increased by 1. If paying another player and/or the supply to use this Technology, the amount that you must pay each player and/or the supply is increased by 1 Money.

VARIANTS

STARTING UPGRADE CARDS AUCTION VARIANT

When playing with this variant, you will bid for your Starting Upgrade Card. Give each player 3 additional Money to start the game with. Shuffle the Starting Upgrade Cards, and place one faceup per player.

Each player secretly places any amount of Money into their hand. Reveal all bids simultaneously, and then each player—in order of highest to lowest bid—takes one of the Upgrade Cards. Ties are broken in the favor of the player that is later in turn order. All bids are paid to the supply.

STARTING UPGRADE CARDS BALANCING VARIANT

When playing with players of different skill/experience levels, you may choose to give the less experienced players a Starting Upgrade Card while the more experienced players do not get one.

AGENDA CARD CLARIFICATIONS

Can I use "PAL 9001" to launch, even if I don't have any Workers in my Break Room?

Yes.

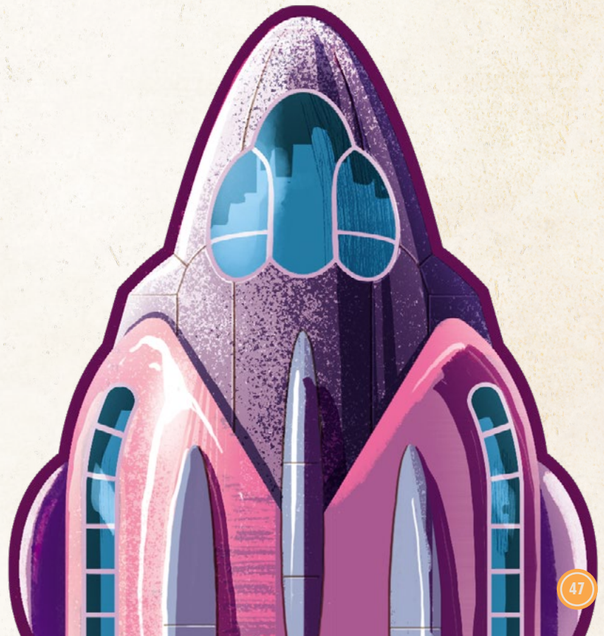
Can I use "Expedited Schedule" at the end of the game?

No, this may only be used during Step 1 of a normal turn.

SOLO RULES

When playing the Solo mode, you can mix and match any modules in this expansion as usual, following these additional rules:

- Rachel does not need to Cabin-match and will still build Segments based on the Number System as usual.
- During a Day in Space, Rachel ignores the actions on the Specialized Blueprints and instead gains Reputation as usual.
- When playing with the Starting Upgrades, after you have chosen yours as usual, give Rachel the remaining Starting Upgrade Card. Rachel will activate it at the start of her first turn by placing the specified Upgrade Token (without gaining its bonus) on the indicated Upgrade. If the card specifies a Funding Bonus Upgrade Token, she removes the VP one (regardless of what it shows on the card). If the card specifies a gray token, she removes any gray token.



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COMPANY RECORDS

Check the Company Records book for:

- Game Variants
- Reminders and Tips
- Expert Abilities Reference
- Upgrade Tokens Reference
- ...and more!

KINSON KEY GAMES

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