SPATIAL DELIVERY

It is the future. The Earth spins at the center of a growing sphere of Settled Worlds. Year by year, almost month by month, more of these new colonies are being established at ever-greater distances from central Earth. The Settled Worlds will all be self-sufficient someday, but for now, each of them still needs help from Earth's industrial vigor and rich resources.

You are an interstellar entrepreneur, acquiring goods on Earth for delivery to the Settled Worlds. Your goal is to gain as much market share among the Settled Worlds as you can before the new markets are saturated, but you will have to outperform your competitors to become the galaxy's new top trader!

Overview

In each round, players compete for goods on Earth, then send their spaceships on journeys to create trade routes to the Settled Worlds and deliver goods along those routes. Players are rewarded with increased Market Share in the growing Galactic Market. At the end of the game, the player with the most Market Share Points is the winner. This symbol: ⬠ indicates Market Share Points.
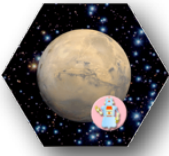
Rounds

The game lasts for five rounds. Each round has three phases. In each phase except the Return to Earth phase, players take turns in turn order. Players continue taking turns within each phase until the phase is complete; then all players move to the next phase.

The phases within each round are:

1. Goods Market
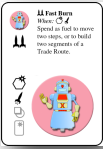2. Trade Journey
3. Return to Earth

Board Components

37 Hexagonal Tiles (1 Earth, 16 Space, 20 Settled Worlds)

60 Trade Route Segments (white sticks)

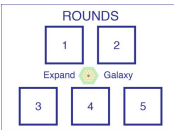60 Goods Cards (15 each of four different types)

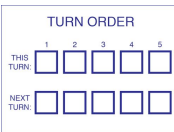Assorted Score Tokens (various values)

30 Rocket Fuel Cards

20 First Delivery Tokens (5 each in pink, blue, green, and yellow)

1 Round Track Board

1 Turn Order Card

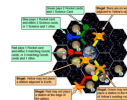1 Round Track Marker

Player Components

5 Spaceships (1 per player)
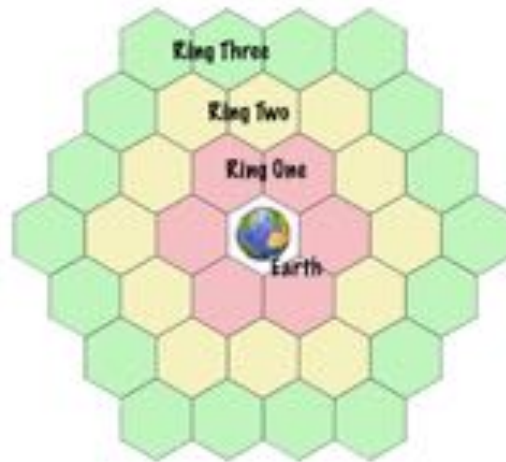
45 Trade Stations (9 per player)

10 Player Tokens (2 per player)

5 Player Aids

The Galaxy

The galaxy is formed from three kinds of hex tiles: a single tile for Earth, 20 assorted Settled Worlds, and 16 Space tiles. When the layout is complete, Earth stands at the center of three concentric rings:

Goods

Goods Types

Culture (Yellow)   Medicine (Blue)   Robotics (Pink)   Science (Green)
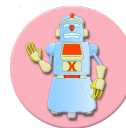
Earth produces Goods of four different types. The Settled Worlds will all buy goods from Earth, at prices that depend on their distance from Earth: that is, which ring they are in. However each Settled World will purchase only one of the four types of Goods, and its hex is marked with the type it will purchase.

Goods Cards

A Goods Card represents a good that can be shipped from Earth to a Settled World.
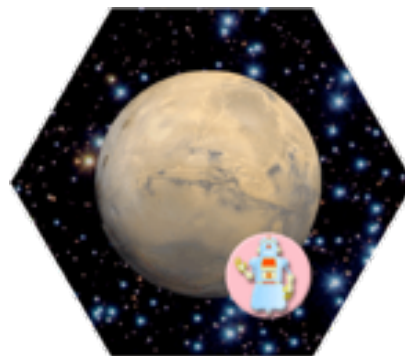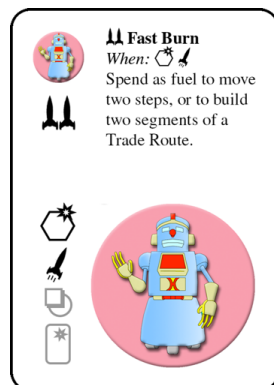
A goods card and a Settled World that will purchase it.

Goods Cards also have Card Powers that can be used during actions of the Trade Journey phase of each round.

The parts of a Goods Card.

The **Index Column** along the left-hand edge shows everything you need to know about a Goods Card.

The **Goods Type** shows what type of world this good may be delivered to.

The **Card Power Symbol** indicates the card's Card Power.

The **When the Card Power may be used** section lists symbols for the four actions of the Trade Journey phase of each round. The Card Power may be used during actions whose symbol is black, and not during actions whose symbol is gray. See below for a list of the action symbols and their meanings.
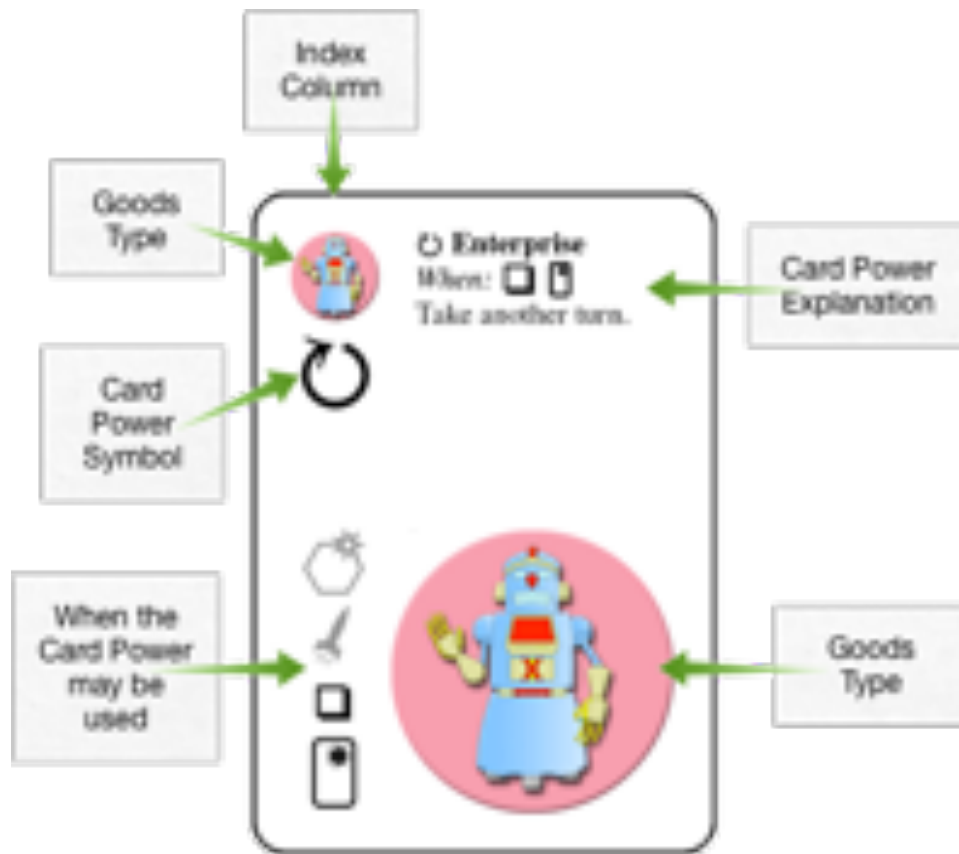
The **Card Power Explanation** lists the power's title and the actions when the power can be used, and describes what the power does.

> **Important**: A more complete explanation of each Card Power can be found below in the **Card Powers** section of this rulebook, and, in condensed form, in the Player Aids. In case of doubt, the explanation in the rulebook is correct.

Setup - Refer to the Quick Setup Guide

Create the Galaxy: Place the Earth hex in the center of the table. Shuffle the remaining hexes face down, and lay 18 of them face up to form the innermost two rings around Earth. Set the remaining 18 tiles aside, face down. Later you will place them to form the third ring. Be sure to leave room on the table for this ring.

Track Board: Place the Track Board beside the Galaxy. Place the Round Marker on the first location on the Round Track.

Goods Market: Separate the Goods Cards by Goods Type into four decks. Shuffle each deck of Goods Cards separately and place them face down to form four draw decks. Leave space for a separate discard pile for each Goods Type. Turn the top card of each draw deck face up to form the Goods Market.

Fuel Depot: Place the Rocket Fuel Cards face up near the Goods Market to form the Fuel Depot.

First Delivery Tokens: Place one First Delivery Token of the matching color (pink for Robotics, etc.) on each Settled World hex.

Score Tokens: Place one Score Token on each Settled World hex. Use a value 1 token for worlds in Ring 1, and a value 2 token for worlds in Ring 2.

Supply: Place the Trade Route Segments, unused Score Tokens, and unused First Delivery Tokens beside the board.

Player Setup:

Determine player turn order randomly, or in any way you like. Turn order is not necessarily clockwise, and can change during the game.

Each player places one Player Token in one of the squares of the "This Turn" track. The first player places a token in the first square, the second player places in the second square, etc., so that the "This Turn" track displays the current turn order.

Each player places a spaceship on Earth.

Players place their remaining Player Token, a Player Aid, and their Trade Stations in front of them.

Playing the Game

Each of the game's five rounds consists of three phases.

Phase 1: Goods Market

Each player takes two Rocket Fuel Cards into his hand from the Fuel Depot.

Players now take turns, in turn order. On your turn, take one face up card from the Goods Market into your hand. Continue until each player gets exactly four new Goods Cards.

There is no hand limit. Players may keep as many cards in hand as they wish. Note that in the Goods Market phase, players always acquire four *new* Goods Cards, adding them to any cards they may still have in hand from previous rounds.

> **Note**:
> • After taking a card from the Goods Market, always turn the card underneath it face up.
> • If the pile is empty, shuffle and reuse the discarded Goods Cards of that type. If there are no discarded cards of that type, then the pile remains empty until the next Goods Market in which discarded cards of that type are available.

Cards are usually kept secret. Players may agree to keep them open instead.

Phase 2: Trade Journey

The Trade Journey phase begins when the Goods Market phase is complete. Players take turns exploring and delivering, in turn order. Players continue taking turns until all players have passed, thus ending their Trade Journey.

A player's turn consists of taking the following actions, in the order shown. Each action may be performed at most once per turn.

Action	Symbol	Name	What You Do
1	🚀 / ⬡	Trade Mission	Either: *Travel*, or *Explore and Build* a new Trade Route and Trade Station.
2	🃏	Deliver	Deliver one Good.
3	🃏	Card Action	Discard one card to use its Card Power.

All actions are optional and any action may be skipped, but a player who skips all three actions in one turn has *passed* and may take no more Trade Journey turns for the rest of this round. When you pass, show it by laying your spaceship on its side.

Action 1: The <u>Trade Mission</u> Action 🚀 / ⬡

You may take at most one *Trade Mission* action per turn. A Trade Mission is either an ***Explore and Build*** mission, or a ***Travel*** mission. You may not do both in one turn.

Explore and Build Missions ⬡

Trade Routes are paths that link Earth and Trade Stations together. Trade Routes are made of Trade Route Segments; each segment is laid along the border between two hexes. Only one Trade Route Segment may be built per border.

Trade Stations are placed where the corners of hexes meet: that is, *adjacent* to three hexes. A Trade Station must be adjacent to a Settled World's hex in order to enable deliveries to that world. Only one Trade Station may be built at any corner. Trade Stations may not be built adjacent to Earth, or at the edge of the galaxy (that is, where fewer than three hexes meet), or where no adjacent hexes have Settled Worlds.

Explore and Build means blazing a new Trade Route, building a new Trade Station at the end of the new route, and moving your spaceship to the new Trade Station.

Exploration costs:

> • 1 Card (of any kind, but usually a Rocket Fuel Card) for each new Trade Route Segment you build,
> **PLUS**
> • 1 matching Goods card for each Settled World adjacent to the new Trade Station.

Your route must begin at the location of your spaceship (Earth or an existing Trade Station). Your new route may incorporate existing Trade Route Segments, but you must build at least one new Trade Route Segment as part of your route. Existing Trade Route Segments are free: you don't have to pay for them.

Your new route cannot pass through Earth or any existing Trade Stations.

Exception: If the Trade Station is adjacent to more than one Settled World, one of the Goods Cards paid does not have to match its Settled World. For example, a station adjacent to three Worlds that want Medicine, Robotics, and Culture Goods could be built by paying one Medicine, one Robotics, and one Science Goods Card, paying the Science card instead of a Culture for the Culture World.

Scoring: A player who builds a new Trade Station immediately receives ⬠1 for the station and ⬠+1 for each adjacent Settled World, by taking Score Tokens from the supply.

Exploration Examples

Pay 1 card (of any kind) per new Trade Route Segment, plus 1 matching Goods Card per adjacent Settled World.
You may substitute 1 non-matching Goods Card if adjacent to 2 or 3 Settled Worlds.

1. Green pays 2 Rocket cards and 1 Science Card.

2. Blue pays 1 Rocket card and either 2 Science cards, or 1 Science and 1 other Good.

3. Red pays 1 Rocket card and either 3 matching Goods Cards, or 2 matching Goods Cards and 1 other Good.

Illegal: there are no Settled Worlds adjacent to Yellow's Trade Station.

Illegal: Yellow may not place a station adjacent to Earth.

Illegal: Red may not place a station at the edge of the Galaxy.

Illegal: Green built in the middle of an existing route, but did not build any new route segments.

Examples of correct and incorrect explorations.
This diagram is also on the Player Aids.

Hint: To help keep track of your actions and score, lay the cards spent during a Trade Journey turn on the table. Discard them at the end of your turn.

Travel Missions 🚀

In a Travel Mission you move your spaceship to an existing Trade Station. (You do not blaze any new Trade Routes or build any new Trade Stations.) Spaceships move like this:

1. Spaceships start the Trade Journey Phase of each round at Earth.

2. Spaceships move only along Trade Routes, and stop only at Trade Stations or at Earth.

3. The active player chooses which way to go from Earth or from any junction of Trade Routes.

4. Spaceships move one *step* by moving from their current location along a Trade Route to the next Trade Station they encounter, no matter who owns that station. (Treat Earth like a Trade Station when moving.) You may move as many steps as you wish in each movement action.

5. Movement costs one card per step (not per segment). Usually, players will prefer to spend Rocket Fuel Cards for movement, but Goods Cards may also be spent for movement if you wish.

Any number of spaceships may stop at the same location, or pass by each other, without interference.

Place spent Rocket Fuel Cards back on the Fuel Depot, face up, where they are available for the next Goods Market phase. Place spent Goods Cards face up in separate discard piles by Goods Type.

Action 2: The <u>Deliver</u> Action 🃏

After completing (or skipping) the Trade Mission action, you may take the Deliver action by delivering one Good at your current location.

Delivering Goods works as follows. (**Note**: Card Powers can grant exceptions to these rules. See **Card Powers** below.)

1. Your spaceship must be at a Trade Station adjacent to the *destination*: a Settled World whose type matches the Good's type.

2. You may deliver only one Good per turn. (You may deliver more than one Good from the same Station by staying there for more than one turn, or by returning there later.)

3. Take the Score Token from the destination World and keep it. You may not deliver a Good to any World that does not have a Score Token.

4. If the destination World has a First Delivery Token on it, take and keep that token.

5. You may also receive bonus points, depending on the Card Power of the Goods Card that you delivered. If you do, take a Score Token equal to the bonus from the supply. See **Card Powers** below.

6. If you are not at your own Station, the player who built the Station also receives ⬠1 .

7. Discard the delivered Goods Card to the discard pile for its Goods Type.

8. You may now be eligible to immediately perform some other action, depending on the Card Power of the Goods Card that you delivered. See **Card Powers** below.

The <u>Card Action</u> ✳

After completing (or skipping) the Deliver Action, you may discard one card from your hand to use its Card Power.

Each Goods Card has a Card Power (see below). Some Card Powers (those marked with the symbol ✳) may be used by discarding the card as a Card Action. Using a Goods Card in this way may only be done as the *last* action of your turn, after any trade mission and/or delivery.

You may use at most one card per turn as a Card Action.

All Card Powers are listed and fully explained in the **Card Powers** section below.

Card Action Example: Suppose you deliver a Barter card during the Deliver Action. Its Card Power (which can be used in the Deliver Phase) allows you to take another Goods Card from the Goods Market. You choose to take a card that has the "Enterprise" Card Power. This concludes your Deliver Action. Next, for your Card Action, you choose to discard the card you just drew to use its Card Power. This ends your turn, but the "Enterprise" Card Power that you just used allows you to immediately take another entire Trade Journey turn.

Card Powers

Every Goods Card has a Card Power which may be invoked at specified times. Use of Card Powers is always optional. The table below gives full descriptions of all Card Powers and when they may be used.

Icon	Power	When Allowed	Effect
	Fast Burn		If spent as fuel, you may move your spaceship two steps, or build two segments of a Trade Route.
	Opportunity		May be delivered to a world which does not match the type of the Goods Card. If the type does not match, the player does not take the First Delivery Token. Follow all other normal delivery rules.
	Shortage		May be delivered to a world that has no Score Token (that is, a world that has already received a delivery this round). Take the appropriate Score Token from the supply instead. Follow all other normal delivery rules.
	Distant Market		+2 when delivered to a world in the currently-outermost ring. (That is: Ring 2 in rounds 1 and 2, and Ring 3 in all later rounds.)
	Monopoly		+2 when delivered from your own station.
	Trade Agreement		+2 when delivered from another player's station.
	Barter		Take another card from the Goods Market, either upon delivery or as a Card Action.
	Enterprise		Immediately take another Trade Journey turn after this turn, either upon delivery or as a Card Action.
	Initiative		Place your spare Player Token in the lowest-numbered empty space on the Next Turn track, **or** receive +1, either upon delivery or as a Card Action.

Phase 3. Return to Earth

Return all spaceships to Earth, and stand them upright.

Replenish the Score Tokens on worlds that received deliveries this round. (Do not add a second Score Token to a world that still has one.)

Move the Game Round Marker to the next round.

Adjust turn order: If any players used the Initiative card power to place their Player Tokens in the "Next Turn" track during this round, then rearrange the Player Tokens in the "This Turn" track to match the order of those in the "Next Turn" track. Players who did not place a token in the "Next Turn" track are moved down in turn order to follow all players who did, but otherwise keeping the same turn order as before. Return the tokens from the "Next Turn" track to the players.

> **Important**: After the second round, place the remaining hex tiles to form the third Ring around Earth. Place a First Delivery Token of the appropriate color on each newly-placed Settled World. Worlds in Ring 3 get Score Tokens of value 3.

Ending the Game

The game lasts exactly five rounds. (Optional: before play begins, players may agree to play more or fewer rounds if they wish, but five rounds is recommended.)

Scoring

After the end of the last round, players receive bonus Market Share Points for their collected First Delivery Tokens. Each player can receive up to four bonuses, one for each color of token.

| Tokens of one color:	1	2	3	4	5
MSP:	1	3	6	10	15

Example: a player who had four Red tokens and two Blue tokens would receive 10 + 3 = 13 bonus Market Share Points.

After bonus Market Share Points have been calculated and added to those earned during the game, the player with the most Market Share Points is the winner. In the event of a tie, the tied player with the most First Delivery Tokens is the winner. If that is also a tie, the tied player with the most Trade Stations is the winner.

Sample Trade Journey Turns

It is the first round of the game, and the Goods Market phase is complete.

Alice goes first, and has the yellow pieces. She decides to build a Trade Station adjacent to three Settled Worlds (see illustration below). She spends her two Rocket Fuel Cards for the two Trade Route Segments needed to connect Earth to the new Trade Station. For the station itself, she spends three Goods Cards: a pink Robotics card to match one of the worlds, a green Science card to match a second world, and another pink Robotics card for the third world. (The third world wants blue Medicine, but Alice only has to match two of the three worlds, so she is able to substitute a Robotics card for the world that wants Medicine.) Alice discards the three Goods Cards, returns the two Rocket Fuel Cards to the Fuel Depot, and places her Trade Route Segments and Trade Station on the board as shown. She scores 4 : one for the station itself, and one for each of the three adjacent Settled Worlds. Alice then moves her spaceship from Earth to her new station. This is required as well as sensible, because a player must always move to a newly-built station.

Finally, Alice makes a delivery to the blue Medicine-importing world, by discarding a blue Medicine card (the last card in her hand). The Medicine world is in Ring Two, so Alice claims 2 by taking the Score Token. She also takes the blue First Delivery Token from that world. The Goods Card she discarded had the Barter (⊞) Card Power, so Alice now takes a new Goods Card into her hand from the Goods Market, and refills the Market as usual. Alice earned a total of 6 on her turn.

Alice's turn is over, and it is Bob's turn. He has the green pieces, and decides to build a path branching from the middle of the Trade Route that Alice built, because it is cheaper than starting from Earth. He spends just one Rocket Fuel Card for his route, and two Goods Cards for his station because there are only two adjacent Settled Worlds. One of those worlds is the Medicine world that Alice delivered to, so Bob cannot make a delivery there in this round: Alice has already taken its Score Token. But Bob has a Science card left, and he spends it to make a delivery to the green Science world. Bob earns 3 for the new station and 2 for the delivery, and he takes the green First Delivery token from the Science world. The card that Bob delivered has the Distant Market (⊙) Card Power which gives him +2 , for a total of 7 this turn. (Note: Bob might have built "west" from Earth, where there is an opportunity to build a station adjacent to three worlds instead of two. But then his green Science card could only be delivered for one point, and its Card Power could not have been used, so he would have made only five points on his turn instead of seven.)

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After the remaining players have each had a turn, it is Alice's turn again. Alice now has only one card left. It is the blue Medicine card that she drew, which can't be delivered to the adjacent blue world because she already delivered there last turn. Alice decides to pass and end her journey, saving her remaining card for a future round. Next, Bob decides to take another turn: he spends his remaining Rocket Fuel Card to move his spaceship to Alice's Trade Station, where he delivers another green Science card. Bob receives ②for his delivery, and takes a second green First Delivery Token from that world. Alice also receives ①, because Bob delivered from Alice's station. Play continues (skipping Alice from now on, because she has passed) until all players have passed.

2. Bob builds a Trade Route starting from Alice's route. He delivers to the green World, takes its First Delivery Token, and leaves a Sales Marker.

1. Alice builds a Trade Station adjacent to three Settled Worlds. She delivers to the blue World, takes its First Delivery Token, and leaves a Sales Marker.

Note: For clarity, Trade Routes and Sales Markers are shown in the color of the player who placed them. In actual play, Trade Routes and Sales Markers are not in player colors.