



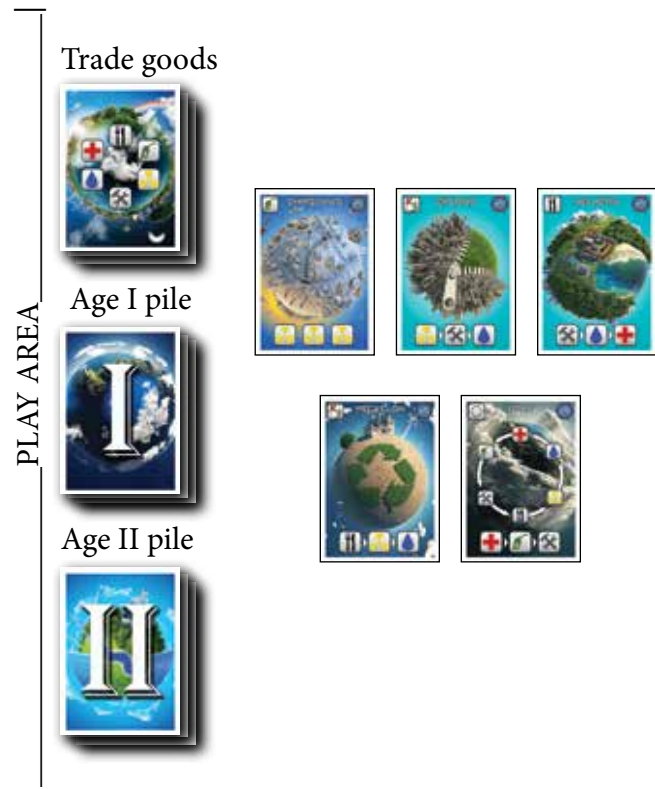
A game of trading goods across the galaxy for 2-4 players by Tony Cimino. ⌚ 30' - 45'.

## Setup

1. The player who most recently saw a spaceship is the first player and gets the Primon card revealed in front of him/her.
2. Sort out the cards from each Age and create 2 piles in the center of your playing area. (*see image below*)
3. Sort out the 48 trade goods and create a pile next to the Age piles. (*see image below*)
4. Reveal cards following this table:

2 players	5 Age I cards
3 players	7 Age I cards
4 players	9 Age I cards

## Setup for 2 players



## Introduction

*In the far future, mankind has colonised a lot of new worlds. These worlds have a need for certain things, while others they have in abundance. It is your job, as a Galactic Trader to deploy trade goods where they are needed.*

## Components

74 cards

\* 1 Primon

\* 48 trade goods



\* 14 Age I planets

\* 11 Age II planets



## Object of the game

Players are trying to establish trade agreements with planets and gain victory points. The player with the most victory points at the end of the game is the winner.

**First Player gets**



## Game Round

A game round is divided in 2 phases:

- 1) Trade goods phase
- 2) Deployment phase

### 1) Trade goods phase

The first player draws cards from the Trade goods pile equal to twice the number of players, (example: 6 cards in a 3 players game) chooses 1 and passes the rest to the next player, going clockwise. The rest of the players do the same, except the last player, who chooses **2 cards** and then passes the remaining cards to the **previous** player, going counterclockwise. Then, going counterclockwise each player keeps a card and passes the rest until the first player gets the last card.

*Example: In a 3 player game, Nick is the first player, he draws 6 cards from the Trade goods pile, chooses 1, then passes the rest (5) cards to John. John chooses 1 card then passes the rest (4) cards to Mary. Mary chooses 2 cards, then passes the rest (2) cards to John. John chooses 1 card then passes 1 card to Nick.*

**Remember: In each Trade goods phase each player gets 2 Trade goods.**

**Cargo Limit: A player may have up to 4 Trade goods in hand. To take a card when having 4 in hand, that player must discard a card first.**

**Trade goods are kept in a player's hand and are not shown to other players. A good Galactic Trader never reveals his spaceship's cargo to antagonists.**

**If the trade goods pile is exhausted, shuffle the discards into a new pile. The galaxy has plenty of goods.**

#### Trade goods list - 8 of each kind



Medicine



Weapons



Food



Tools



Fuel



Water

## Planet Analysis



planet ability  
victory points

### Priority arrows.

If a card has these arrows the trade goods must be offered in the order shown. *Example: Recyclon needs food first, then weapons and then water.*

### Required Goods

The trade goods that must be deployed in order to establish a trade agreement. Required goods without priority arrows may be deployed in any order.

## 2) Deployment phase

During the deployment phase, players deploy their trade goods on planets. Only trade goods that match a planet's required goods may be deployed on that planet. A player may have up to 4 trade goods in total deployed on planets at any time. *Spaceships are fast but have their limitations.* Each player, starting from the first and going clockwise, takes a turn and performs in order these steps:

1. **Refresh.** Straighten any owned rotated planet cards. (Ignore this step during the first round.)
2. **Cancel trade.** You may take trade goods you already placed during previous rounds on planets, back in hand. Cargo limit still applies. Face down cards taken back in this way are turned face up.
3. **Deploy trade goods.** Play Trade good cards from hand on planets with matching requirements (respecting the 4 trade goods limit). During this phase abilities on gained planet cards may be used.
4. **Establish trade agreements.** If all of a planet's required goods are on that planet, (no more, no less) the planet establishes a trade agreement with the player that has played the **majority** of goods, or is **tied** for the majority and has played the last required good on it. That player gains the planet card and keeps it in front of him/her revealed. That player's trade goods are discarded to a discard pile next to the trade goods pile. **Keep in mind that a player may gain a planet card out of turn.** The rest of the players that had deployed goods on that planet, but didn't gain the planet card, **immediately**, turn their goods face down and deploy them on any other planet they are able to. This happens

clockwise, starting from the player next to the one who gained the planet card. Face down goods are considered to be any one good a planet requires.

## End of a round.

A round ends after all players have taken a turn each. If needed, refill the play area so that the number of planets is the same as in the game's setup. Pass the Primon card to the next player, going clockwise. That player becomes the first player for the next round.

## Planet Abilities

Age I Planets provide an ability when a trade agreement has been established. The player that gained a planet card by establishing a trade agreement may use that planet's ability by rotating it 90 degrees during the step 3 of his/her turn.



**Abundance:** Planets with this ability have an abundance of a trade good. A planet with this ability may be rotated to turn a good from a player's hand to the good depicted on that planet's ability. To signify this, the trade good card is turned face down. *Example: Nick has Helvetia, and it has an abundance in food. Nick wants to play 1 food on Atrium I. He plays a water card from hand, rotates Helvetia to turn his water card face down and place it on Atrium I as a food card.*



**Flexible trade:** Planets with this ability may be rotated to turn a trade good to another, as pointed by the arrows on the planet. To signify this the trade good card is turned face down. *Example: John has Bo IV and it has flexible trade. John wants to play 1 fuel card on Vopulus. He plays 1 medicine card, rotates Bo IV to turn his medicine to fuel and places it face down on Vopulus.*



**Exchange:** A planet with this ability may be rotated to discard a card from hand

and draw 1 card from the pile of trade goods.



**Strange Orbit:** Planets with strange orbit **are given** to a player, chosen by the player who just gained the planet card. Planets with Strange Orbit usually have a disadvantage, like negative victory points.

## Age II

When the pile of Age I planets is depleted, Age II begins: At the end of each round during Age II, planets in the play area are refilled from the Age II pile.

### Age II planets

Planets of this Age don't have any abilities, but they yield more victory points than the Age I planets.

## Game End

After the pile of Age II planets is depleted, one last round is played. Note that on the last round, planets in the play area may be less than the game's setup. After the last round ends players count the victory points from their cards. Each player gains 1 victory point for every 2 trade goods that player has remaining on planets and hand. The player with the most victory points is the winner. In case of a tie, the player among the tied players with the most planet cards and trade goods is the winner. If there is still a tie, the player among the tied players with the most planets that have the highest value is the winner. *Example: Nick and Joan are tied with 22 victory points 5 planet cards and 2 trading goods each. Nick's highest value card is worth 4 points. Joan's highest value card is worth 6 points, so Joan is the winner.*

### Frequently Asked Questions:

**Q:** *Can I establish a trade agreement during another player's turn?*

**A:** *Yes, if you move 1 of your trade goods from a planet you did not have majority and another player gained the planet card, you may deploy your trade good on a planet you already have enough trade goods and need only 1 more to establish a trade agreement.*

**Q:** *Can I look at my face down cards at any time?*

**A:** *Yes.*



**Turn example (after a couple of rounds).**

1. Mary straightens her planet cards.



2. She cancels a trade from Atrium I. She has 4 cards in hand, so she discards a card, to take back her card from Atrium I. The card was face down so she turns it face up.



4. Mary establishes a trade agreement with Vopulus, since she has the majority of goods on that planet, so she gains the planet card and discards the cards she has on it. Nick takes his card from Vopulus, turns it face down and places it on Atrium I as a food card.

Mary's Planets



Nick's card

3. She rotates Half Life to change a weapons card in her hand to water. She plays 2 cards on Nightcore and 2 cards on Vopulus.



Tip: Keep the cards you play on planets, from your side of the play area so that each player will know which trade goods are his/her own.



Nick's card

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