



EXPLORER Handbook

VOL. VI • YOUR FIRST STEP INTO NEW WORLDS




SPACE
PARK


WATCH HOW TO PLAY AT
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COMPONENTS


 1 Large Starlight Station Tile


 6 Destination Tiles


 3 Rocket Miniatures

 24 Sun Crystals


 12 Moon Crystals

 12 Sea Crystals


 1 Scout - Standee

 1 Controller

 10 Fast Travel Passes

 15 Explore Point Tokens

 1 First Player Marker

 27 Badge Cards

INTRO

The galaxy needs explorers! Ride a rocket to extraordinary destinations and discover exotic crystals to further our understanding of what's out there. Use these crystals to complete exploration badges and prove yourself as the galaxy's next great explorer!

GAMEPLAY OVERVIEW & GOAL

In *Space Park*, players will visit destinations with rockets to take their actions. After a destination is visited, its rocket will orbit to the next available destination clockwise—opening up new worlds and actions for the other players. Your goal is to earn the most **Explore Points (XP)** by the end of the game. The main way you will earn **XP** is by collecting crystals and turning them in for Badges at Outpost 13.

SETUP

Each time you play *Space Park*, the order of the board will change. Start by placing the large Starlight Station tile onto the table. Now shuffle the other six destination tiles face-down and randomly place them face-up to the right of Starlight Station. They should form a rectangular board with three on top and three on the bottom. Orient the destinations so their icons face the outside of the board.





Setup Example

Place Rockets on their starting destinations: Cosmic Canyon, Celestial Seas, and Lunar Woods. Next, place resources by their corresponding destination icon to form their supplies:

-  Sun Crystals by Cosmic Canyon
-  Moon Crystals by Lunar Woods
-  Sea Crystals by Celestial Seas
-  1 XP Tokens by Fusion Falls
-  Fast Travel passes and the  Controller by Astral Arcade
-  Stand Scout on top of Astral Arcade

Shuffle the Badge deck and deal one card face down to each player. Players may look at the Badge in their hand. Place the Badge deck at the top of Starlight Station, then reveal three Badges from the deck to the left of Starlight Station.

Give each player a  Sun Crystal and give the  First Player Marker to whoever stargazed most recently. You're ready to start! Play begins with the First Player and proceeds clockwise until the game's end.

TAKING A TURN

Each tile on the board is a destination—including Starlight Station. On your turn, you will visit a destination by choosing one with a rocket on top. Rockets do not belong to a single player—they symbolize the destinations available to a player on their turn. Upon visiting a destination, you will take its action and its rocket will move to the next open destination clockwise—skipping over any destinations that already have rockets on them. So, a destination should never have two rockets on top. Let's look at the different actions you will take at each destination.

**COSMIC
CANYON**



Gain two Sun Crystals

**CELESTIAL
SEAS**



Gain a Sea Crystal

**LUNAR
WOODS**



Gain a Moon Crystal

**FUSION
FALLS**



Turn in one Sun Crystal to gain **1XP**

**STARLIGHT
STATION**



Draw a card from the Badge deck. You may add it to your hand or exchange it with an available Badge at Starlight Station and add that Badge to your hand instead.

**ASTRAL
ARCADE**



Gain the Controller • Move Scout to a different destination • Gain a Fast Travel pass

**OUTPOST
13**



Turn in Crystals to earn one Badge from your hand

If you do not have the resources required to perform the action at a destination, you cannot visit it.

ROCKET MOVEMENT & TURN EXAMPLE

The yellow arrows below show how the Rockets move clockwise around the board. Let's say it's your turn and you have Lunar Woods, Celestial Seas, and Cosmic Canyon available (signified by Rockets atop them). You decide to visit Celestial Seas. You take its action—gaining a Sea Crystal from the supply and adding it to your player area. Now, its rocket would move to Cosmic Canyon, but it's occupied by another rocket! So, it skips over Cosmic Canyon and lands at the next open destination clockwise—Outpost 13. This movement is signified by the large white arrow. Play continues to the next player who could now visit Outpost 13, Lunar Woods, or Cosmic Canyon on their turn.



FAST TRAVEL

On your turn before choosing a destination, a Fast Travel pass can be turned in to advance a Rocket to the next open destination clockwise. This can be used on any Rocket—opening up new destinations for you to visit or moving Rockets away from other destinations. Multiple tokens may be spent in a single turn on any number of Rockets.



SCOUT + THE CONTROLLER



Scout is your trusty *Explore-o-Bot* who's here to help! Whenever a player visits Astral Arcade, they gain the Controller and must move Scout to a new destination of their choice. When any player visits a destination with Scout on it, the player with the Controller may choose to gain a Sun Crystal or Fast Travel pass from the supply. Even the player who has the Controller may visit a destination with Scout and gain the benefit. The benefit resolves before the destination's action. Scout's placement on the board does not affect Rocket movement.

CRYSTAL COST

BADGE ART

ABILITY

XP REWARD

TYPE



EARNING A BADGE


Visit Outpost 13 to earn one Badge from your hand. When doing so, turn in Crystals equal to the Badge's Crystal Cost and place the Badge face-up in front of you. This immediately rewards you with its **XP** and Ability—which can be immediate or ongoing. Earned Badges can be stacked, leaving the bottom area showing to help track your overall **XP**, Badge Types, and Abilities. If needed, you can use **1XP** tokens to help track certain Badges that give you extra **XP**.

ENDING THE GAME

When a player reaches **20XP** or more, finish the current round of play so that each player gets an equal number of turns. The last player should be the person to the right of the First Player Marker. The player with the most **XP** at the end of the round is the winner of *Space Park!* If there is a tie, the tied player with the most crystals is winner. If there is still a tie, the tied player who is latest in turn order is the winner.

OTHER DETAILS

CRYSTALS & FAST TRAVEL PASSES - When “gained,” these go into your player area. When “turned in,” they are returned to the supply. If you need to gain one and none are in the supply, then you may take from the player with the most of that resource if that is not you. If two or more players are tied for the most, you may choose who to take from.

BADGES - There is no hand limit on Badge cards. Badges that reward **+1XP** for a Badge type are ongoing. A Forbidden Badge  counts as all Badge types at all times.

XP TOKENS - These are considered an unlimited resource. In the rare case that the supply runs out, please use other means to track them.

SCOUT + THE CONTROLLER - Because the Controller's benefit resolves before the destination's action, you may use any Sun Crystals gained from the benefit toward the destination's action—sometimes allowing you to visit a destination you couldn't otherwise.

DESTINATIONS - When you draw a Badge at Starlight Station, you do not have to show it to other players if it is added to your hand. If you do not have the resources required to perform the action at a destination, you cannot visit it. For example, if do not have the Crystals needed to earn a Badge at Outpost 13, you could not visit it.

SOLO MODE

Solo mode is a race against Scout to earn **20XP** before Scout depletes the badge deck at Starlight Station! Setup is unchanged—if preferred, orient all destination icons toward you.



TAKING TURNS & MOVING SCOUT

Turns are taken as normal, but after each turn you must draw the top card of the Badge deck and place it face-up, forming a discard pile nearby called the Scout Stack. Scout moves to the destination with the crystal corresponding to the card's color and Badge type.



If Scout is already at that destination, then simultaneously advance all Rockets clockwise—never jumping one another. If a Forbidden Badge is drawn, advance all Rockets but do not move Scout.

VISITING A DESTINATION WITH SCOUT

Scout is working against you, so you no longer gain Scout and the Controller's benefit. Instead, if you wish to visit a destination with Scout, you must spend a  Sun Crystal or return the  Controller to the supply. If you cannot visit any destination, your turn is skipped and another card is drawn from the Badge deck for Scout.

SPECIAL RULES AT STARLIGHT STATION

When visiting Starlight Station, you do not draw a card. Instead, you may take a revealed Badge or the top Badge of the Scout Stack. Do not replace any revealed Badges if one is chosen.

WIN CONDITION

If you earn **20XP** or more, you win! If you have not reached **20XP** and a card cannot be drawn because the deck is empty, Scout wins!