

## 1 PLAYER | AGES 8+ | 30 MINUTES

You are an interplanetary trader, flying a second-hand ship, trying to make some cash. A wealthy merchant offered you a lucrative deal. Prove yourself by getting some rare crystals and she'll put you in charge of her trading fleet - one of the biggest in the quadrant. You'll need to get them before your enemy gets them first. What are you waiting for? Get shipping!

### COMPONENTS

16 multipurpose cards (featuring Ships, Crew Members, Equipment and Resources / Xeno Crystals on one side, and the Colony Encounters you'll face each turn on the other)

1 Wealth Card  
1 Enemy Card

### SETUP

Locate the following cards (marked with a ★)

Ship - The Blue Herring  
Crew - Rookie Crew  
Equipment - Basic Shielding  
Wealth Card  
Enemy Card

Set aside the enemy card and place the remaining cards as shown below:



Your Equipment card is used to track your ship's condition. The top edge of the Equipment card is placed just beneath 1 Shields, showing that the ship is at full Hull strength and has 1 point of Shields. Shields enhance your ship's Hull strength and allow it to receive more damage before being destroyed.

Your Crew Member card is used to track your Wealth. The top edge of the Crew card is placed just beneath 3M to represent 3 MegaCredits.

Place the remaining 13 cards Colony side down and shuffle them together. Whenever dealing cards during setup or at any point in the game, deal them from right to left.

**A. Deal three cards Colony side up to form the Colony Row.** This row determines the Encounters and Market prices for this turn.

**B. Deal three cards Upgrade end up to form the Upgrade Row.** This row shows Ships, Crew, and Equipment available for purchase.

**C. Deal the remaining cards Resource end up to form the Resource Row.** This row shows Resources and Xeno Crystals available for purchase.

**D. Place the Enemy Card off to the right side of the Resource Row.** Allow space to rotate it.



### TAKING A TURN

Each turn, proceed through three phases in order, then Shift the cards for the next turn.

#### 1. Orbital Phase

Resolve the Orbital Encounter on the leftmost card in the Colony Row.

#### 2. Planetside Phase

Resolve the Planetside Encounter on the middle card in the Colony Row.

#### 3. Market Phase (optional)

Buy items (Resources and Xeno Crystals) available in the Resource Row and/or sell Resources using the Marketplace prices on the rightmost Colony card.

You may buy items if you have available Cargo space. Reduce your Wealth by the price of each item bought and place it in your Ship's Cargo space.

You may sell Resources (but not Xeno Crystals). Increase your Wealth by the price of each Resource sold and place it at the leftmost position in the Resource Row.

You may also buy Upgrades from the Upgrade Row. For each Upgrade bought, reduce your Wealth by the price of the Upgrade, replace the previous card of the same type (Ship, Crew, or Equipment) with the new Upgrade, and place the previous card at the leftmost position of the Upgrade Row.

### NOTES

You may not buy a Ship with a smaller Cargo space than your current Ship.

When you buy a new Ship, set its condition to maximum Hull strength. If you also have Shields, set its condition to maximum Shield strength instead.

When you buy Shielding, set your Ship to that maximum Shield strength.

Unless allowed by an ability on a card, only one Ship, one Crew Member, and one piece of Equipment can be active at a time.

If your Wealth would be reduced to less than -2M, set your Wealth to -2M and take one damage per additional MegaCredit spent, as lenders are often less-than-friendly types.

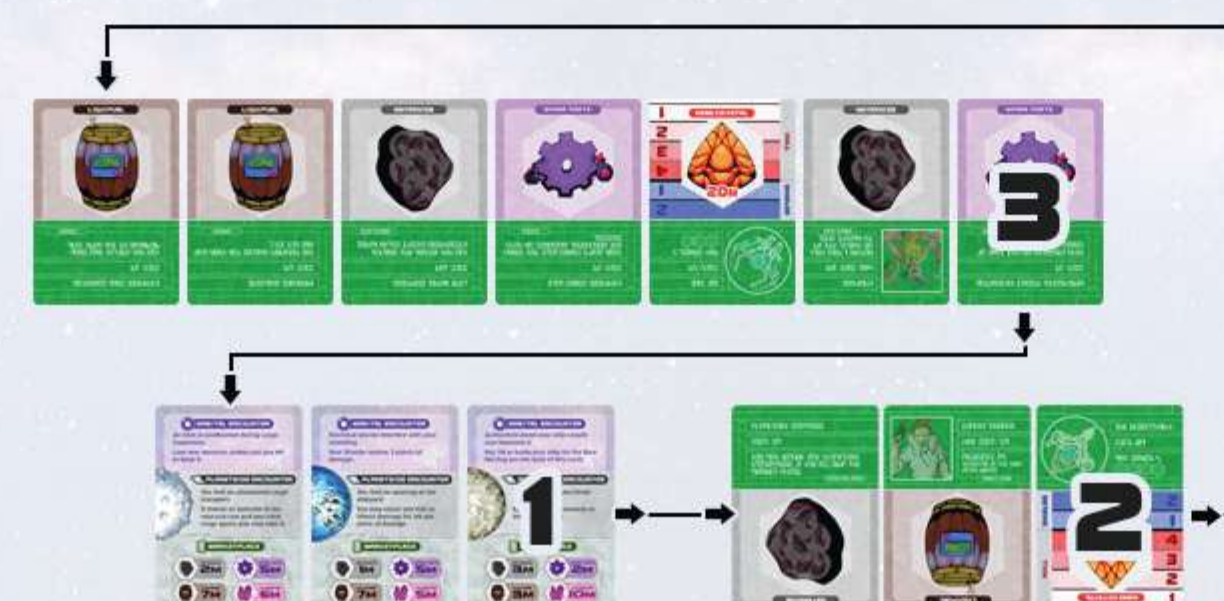
### SHIFT CARDS

Once you have completed the three phases, prepare the next turn as follows:

1. Flip the rightmost Colony Row card to the Upgrade side. Place it at the leftmost position in the Upgrade Row. (If you have less than 3 Upgrade cards, repeat.)

2. Rotate the rightmost Upgrade Row card so it's Resource / Xeno Crystal end up. Place it at the leftmost position in the Resource Row.

3. Flip the rightmost Resource Row card to the Colony side. Place it at the leftmost position in the Colony Row. Then see if Enemy Advances. (If you have less than 3 Colony cards, repeat.)



You may now start the next turn.

### ENEMY ADVANCES

Each time a Xeno Crystal shifts to the Colony Row, reduce the value on the Enemy Card by one, as the Enemy is getting closer to obtaining a Xeno Crystal. If the value would be reduced to zero, remove a Xeno Crystal from the game by placing it under the Enemy Card, then continue following any other instructions on the Enemy Card.

### WIN

If you have two Xeno Crystals in your Cargo space, you win the game.

### LOSE

If your Ship is reduced to zero points of Hull strength you lose the game.

If the Enemy obtains two Xeno Crystals, you lose the game.

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