

GALACTIC CRUISE ICONOGRAPHY

 14

This icon indicates more information can be found on page 14 of the Training Manual.

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This icon indicates more information can be found on page 3 of the Employee Handbook.

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This icon indicates more information can be found on page 7 of the Company Records.



A component marked with this icon indicates it is from the Advancements expansion.

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A component marked with this icon indicates it is from the Accommodations expansion.

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KEY



Gain



Spend



Activate



Ongoing



Discard



Equal (Matching)



Not Equal (Not Matching)



Adjacent



Build



Refill

MARKETING BOARD



Cruise Tile



Cruise Consultant



Newly Revealed Cruise



Day in Space



Return to Earth



Family Destination



Relaxing Destination



Adventurous Destination



Any Destination



Fuel Cost



Family Guest



Relaxing Guest



Adventurous Guest



Any Guest



Guest Bonus



Activate the bonus of a matching Segment.

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These Guest Bonus Tokens are only used with the Specialized Blueprints module.



Deny Boarding Guest



Gain Bonus then flip Upgrade

PLAYER BOARD



Any Resource



Food



Oxygen



Fuel



VP (During Game)



Ad



Money



Blueprint



Agenda Card



VP (End Game)



Break Room



Worker



Expert Worker



Funding Bonus



All Your Workers



Launch Tower



Upper Launch Tower



Lower Launch Tower



Ship Limit, Ship Size Limit: 3



Agenda Card Hand Limit: 5



Action



Ship Segment



Cockpit



Engine



Cruise Tile



Development



Remaining Developments in the Food / Oxygen Rows



Upgrade Token



Launch



Deny Boarding Guest



Faceup Upgrade Token



Flipped Upgrade Token



Build a Development (-4 to Cost)



Newly Revealed Cruise

SCHEDULE A CRUISE

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ADVERTISE FOR A CRUISE

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ADD A NEW CRUISE

 6

LAUNCH STEPS

 6

UPGRADES

 7

TURN STRUCTURE

 8

GALACTIC CRUISE ICONOGRAPHY



MAIN BOARD

Any Resource	Food	Oxygen	Fuel	VP (During Game)
Ad	Money	Blueprint	Agenda Card	VP (End Game)
Progress Track	Progress Cube	Wings	Reputation	Most Reputation
Finish the Round	Recall Workers	One Final Round	Final Advance	Cockpit
Action	Technology	Silo	Location	Engine
Development	Development Borrow Cost	Any Number of Blueprints from Display	Once per Turn	Agenda Display
Cruise Tile	Cruise Consultant	Expert Worker	Any Guest	Increase to Maximum
Ship	Set of Icons	Network	Network Development	Technology Development

SHIPS

Blueprint	Ship Segment	Cockpit	Engine	Ship
Family Icon	Relaxing Icon	Adventurous Icon	Cabin	VP (Both)

COCKPIT SCORING

H 4

ADVANCEMENTS



Development Cost Increase	Skip Space if 1-2 Players	Skip Space if 1-3 Players

EXPERT WORKER ABILITIES

R 6

COCKPIT SCORING

R 6

UPGRADE TOKENS

R 6

MODULES

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ACCOMMODATIONS



Activate the bonus of a matching Segment.	Development Cost Increase

ACTIONS

H 2

ANY TIME ON YOUR TURN

H 3

COMPANY GOALS

H 5

EXPERT WORKER ABILITIES

R 5

EXPERT WORKER ABILITIES

R 6

UPGRADE TOKENS

R 6

SPECIALIZED SHIP SEGMENTS

R 7

MODULES

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