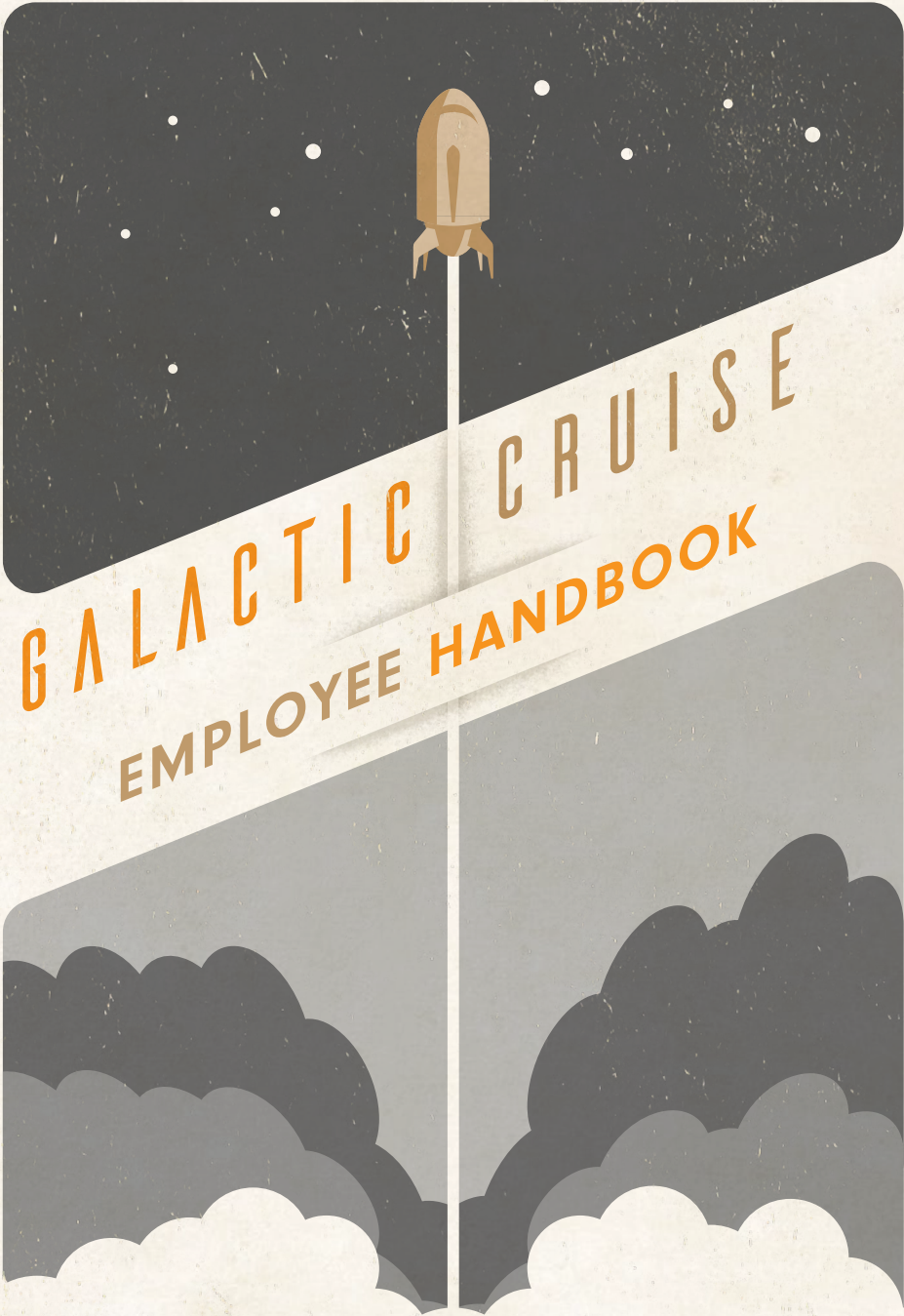




GALACTIC CRUISE

EMPLOYEE HANDBOOK

ACTIONS



BUILD A DEVELOPMENT

18

Build 1 Development, paying the cost listed under the built Development's column in Money and/or Resources of the matching row. Place the Development in the Network or under a Technology.



HIRE AN EXPERT WORKER

19

Hire 1 Expert Worker, paying the cost listed under the hired Expert, then move the Expert to the Break Room. (Gain a Funding Bonus as usual.)

Right Expert cost: 2 Money per Development(s) in Food and Oxygen rows.

Left Expert cost: 3 Money per Upgrade Token in bottom of Launch Tower.



PURCHASE SUPPLIES

19

Pay 1 Money for 2 Resources **and/or** Pay 1 Money for 2 Ads.



SCHEDULE A CRUISE

24

Place your Cruise Consultant next to a Cruise. Gain the bonus from one Upgrade Token in your Launch Tower, then flip it. This token is removed when you launch.



ADVERTISE FOR A CRUISE

25

Spend Ads to move 1 or 2 Guests from the Queue to a Cruise. Gain Money and Reputation based on the Guest(s) and the Cruise.



DRAW AGENDA CARDS

26

Take 2 Agenda Cards from the display. You may spend 1 Reputation to take the top card from the discard pile. **Hand Limit: 5 at end of turn.**



REFILL AGENDA CARDS

27

Gain all visible bonuses. Discard remaining cards from display. Refill display.



ACQUIRE BLUEPRINTS

20

Take 2 Blueprints from the Blueprint display at no cost. Place them to the right of your Player Board. Slide and replenish the display at the end of the action. **Limit: 5 at end of turn.**



BUILD SHIP SEGMENTS

21

Build up to 2 Ship Segments into your Ships. Pay the cost listed on the Blueprint(s). Pay the extra cost if building directly from the Blueprint display. **Limit: 3 Segments per Ship.**



ACQUIRE NEW SHIP

22

Take a Cockpit and Engine set from the display. Gain the Engine bonus, then flip it. **Limit: 3 Ships.**



GAIN RESOURCES

23

Take 3 Resources from the Storage Silo. You can only take Resources available in the Silo, and you are limited based on the Resource storage capacity on your Player Board.



REFILL STORAGE SILO

23

Discard an Agenda Card to refill one Resource in the Storage Silo to "5." Gain 1 Money per Resource added. Gain 1 Reputation.

ANY TIME ON YOUR TURN



Spend 1 Reputation to discard any Blueprints from the display (do not slide the remaining down), then refill the empty Blueprint spaces.



Once per turn: Spend Reputation to gain one bonus type.

HOW DO I SCORE POINTS?

DURING THE GAME

- Cockpits:** Score a Cockpit's criteria every time you launch it.
- Visiting Destinations:** Spend Ads to score Guests.
- Funding Bonuses:** You may take VP as a Funding Bonus.
- Guest Bonuses:** Guests might score VP during a Day in Space.
- Engine Bonuses:** Some Engines score VP.
- Progress Track:** Score cubes in current section x Wings revealed.

END OF GAME

- Leftover Supplies:** Score 1 VP for every 3 Supplies you have.
- Progress Track:** Score cubes in Section 3 x Wings revealed.
- Reputation:** Score the highest VP threshold reached.
- Ship Segments:** VP on each Ship Segment built.
- Developments:** Score the rightmost empty column.
- Cockpits:** Score each Cockpit's criteria. Subtract 5 VP if not launched.

COCKPIT SCORING

- 1 VP per Segment across all your Ships
- 3 VP per set of all three icon types across all your Ships
- 4 VP per different Ship you've launched (includes this one)
- 5 VP per 2 of your Technology Developments
- 3 VP per Upgrade Token flipped or removed from your lower Launch Tower
- 3 VP per Upgrade Token flipped or removed from your upper Launch Tower
- 2 VP per cube you have on the Progress Track
- 4 VP per Ship you have with Segments worth 6+ VP
- 5 VP per Ship you have with Segments worth 8+ VP
- 2 VP per 3 Reputation you have
- 4 VP per Upgrade Token you have at one Destination
- 3 VP per 2 Developments you've built
- 3 VP per Wings icon visible (in your color)
- 5 VP per Expert Worker you've hired
- 3 VP per Ship you have with 2+ Segments
- 4 VP per Ship you have with 3+ Segments

HOW DO I GET...?

REPUTATION



HOW TO GET IT

- Advertise for a Cruise
- Build a Development
- Refill Resource Silo
- Refill Agenda Cards
- Day in Space Bonus*

HOW TO USE IT

- Spend for Resources/Money/Ads
- Refill Blueprint display
- Build directly from Blueprint display
- Draw from top of Agenda Card discard
- Lower cost to use other Developments

MONEY



- Advertise for a Cruise
- Refill Resource Silo
- Acquire New Ship
- Refill Agenda Cards
- Schedule a Cruise
- Gain a Funding Bonus
- Spend Reputation
- Day in Space Bonus*

- Build a Development
- Build Ship Segments
- Hire Expert Worker
- Purchase Supplies
- Pay to use other Developments

ADS



- Purchase Supplies
- Acquire New Ship
- Refill Agenda Cards
- Schedule a Cruise
- Gain a Funding Bonus
- Spend Reputation
- Day in Space Bonus*

- Advertise for a Cruise
- Score Guests at a Destination
- Last-Minute Sale when launching

RESOURCES



- Gain Resources Action
- Purchase Supplies
- Acquire New Ship
- Refill Agenda Cards
- Play Agenda Cards
- Schedule a Cruise
- Gain a Funding Bonus
- Spend Reputation
- Day in Space Bonus*

- Launch a Ship
- Build a Development

*Not available in every game due to random setup.

COMPANY GOALS



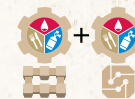
X Developments Built



X sets of icons built across all Ships



1+ Upgrade unlocked on X different Destinations



X sets of a Network and a Technology Development



X Segments built across all Ships



Launched X times



X Workers + Expert Workers hired



Sum of X VP across all Segments



Launched X different Ships

LAUNCH A SHIP

28

T-MINUS 5 ASSIGN AND BOARD



Place scheduled Cruise above Ship. Return Cruise Consultant to its office.

Place Guest(s) into Cabin(s). (Optional: Last-Minute Sale.)

(Not Enough Room: Lose 2 Reputation and return Guest to top of Queue.)

T-MINUS 4 PLACE PROGRESS CUBE



Place a Progress Cube onto the next available space on the Progress Track.

T-MINUS 3 PAY RESOURCES



Pay 1 Food per Guest (+ 1 for your Pilot), 1 Oxygen per Segment in the Ship, and Fuel as indicated on the Cruise tile.

T-MINUS 2 SCORE COCKPIT



Score VP based on the Cockpit of the Ship being launched. If launching this Ship for the first time, flip the Cockpit over to remove icon.

T-MINUS 1 LOAD UP



Take the Upgrade Token you flipped from your Launch Tower, and place it onto the Engine of the Ship being launched.

T-MINUS 0 LIFTOFF!



Place your Worker, which now becomes a Pilot, into the Cockpit of the Ship. Then add a new Cruise.

ADD A NEW CRUISE

29

Take a new Cruise tile and place it onto the empty space on the Marketing Board.



For each Destination on the new Cruise, move all matching Guests in the Queue down one section. Guests already in the bottom section do not move.



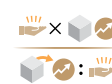
Add new Guests matching the Destination(s) of the new Cruise tile (from left to right) to the top section of the Queue. The number of Guests added is equal to the number of Guests on the Cruise that was just launched.

UPGRADES

16



ADVENTUROUS



Immediately gain a Funding Bonus for every cube you have on the Progress Track. From now on, gain a Funding Bonus each time you place a cube on the Progress Track.



Immediately gain the bonus on an Upgrade Token, remove it from your Launch Tower, and then return it to the box.



Your Ships may now have up to 4 Segments.

You may now have up to 4 Ships.



RELAXING



When launching: You may spend 2 Reputation to increase the Guest capacity of one of your Ship's Cabins by 1.



Whenever you gain Reputation, gain 1 extra Reputation.

Limit: Once per Advance Ships step. Limit: Once per action.



Your Workers also gain the Expert Worker ability.



FAMILY



Whenever you move up the Reputation Track, immediately gain every bonus passed.



Whenever you play an Agenda Card, gain the Resource printed on it in addition to its normal effect. (If used for its Resource, you will gain that Resource twice.)



You may bump your own Workers.

TURN STRUCTURE

14

1. ADVANCE SHIPS 16

Advance Ships that are on a Cruise to the next stop:

    Unlock an Upgrade, and then spend Ads to score Guests.

   Each Guest gains 1 bonus x matching icons.

   Place your Worker into your Break Room, discard the Cruise, and return the Guest(s) to the supply.

2A. ASSIGN A WORKER



Place a Worker onto a location without one of your Workers, and take up to 2 actions.



Use Developments to access adjacent locations.

2B. LAUNCH A SHIP



Place a Worker onto the bottom space of your Launch Elevator to initiate the launch.

Follow all steps of the countdown as your Worker moves up the elevator.

Reminder: Add a new Cruise.

2C. CALL A MEETING



Recall all your Workers, and gain a Funding Bonus  for each.

Take one action that is connected to one of your Developments.

You MUST Call a Meeting if you have no Workers.

3. ACCOMPLISH COMPANY GOAL 30

Move your cube from the goal's column to the Progress Track. Increase the Company Goal tracker for that goal.

PREFLIGHT CHECKLIST

28

☐  **Cruise scheduled.** Take the Schedule a Cruise action, which also allows you to flip over an Upgrade Token and gain its bonus.

☐  **Available Ship with 1+ Cabin(s).** Build at least 2 Segments into one of your Ships. You can take Blueprints first or build directly from the Blueprint display.

☐  **Access to Resources.** You may access Resources from your Player Board, Agenda Cards, Technology discounts, and/or spending Reputation.

☐  **Guest pre-sold or Last-Minute Sale.** Take the Advertise for a Cruise action, gaining Money and Reputation, or do a Last-Minute Sale during your launch.