

Galactic Cruise Teaching and Quick Start Reminder Guide v1.3

How to gain victory points:

One of the most important ways to gain victory points is by completing *company goals*, these goals allow the player to not only increase their score when an *Annual General Meeting* or *AGM* is held, but also puts pressure on other players by pushing the game to a swifter conclusion as each goal completed adds a cube to the progress track, but also makes the same goal harder to achieve by increasing its requirements for the player's opponents. Players also score points by flying guests to *destinations* and paying ads to entice those guests to explore the destination. Throughout the game you will see brown circle icons and blue circle icons, these icons represent points you will gain either immediately or at the end of the game. Brown circle icons represent points you gain immediately and blue circle icons represent points you will gain only at the end of the game.

Rounds of the game (pg 31):

The *progress track* is the timer for the game. A player's *progress cube* is added to the current *progress track* when that player *launches a ship* or accomplishes a *company goal*. When a *progress track* section is completed as in all the spaces have been filled an *AGM* or *annual general meeting* is called at the end of the current player's turn. As there are three progress tracks this will happen three times in the game, *AGM* scoring will be explained at the end (consult *annual general meeting* pg 7).

Worker Bumping (pg 14):

Unlike other *worker* placement games *worker* spaces are referred to as *locations* and cannot be blocked by an opponents *workers*, instead the *worker* is removed from the location back to the opponents player board this is referred to as *bumping*. However locations can only contain one *worker* of the same colour and so a player cannot visit that location again until their *worker* has been bumped off the location or the player chooses to *call a meeting* which uses their turn to recall their *workers*. If a *worker* is bumped off a space it is returned to that player's break room on their player board, by placing the *worker* in their break room this will activate their *funding bonus* (upraised hand icon). When gaining a *funding bonus* the player chooses one of their four light brown *funding bonus* options located at the top of their launch pad on the left of the player board and receives the reward depicted. These funding bonus options all have the upraised hand icon just like the *funding bonus* icon to remind you that these are the four options that can be chosen.

Action Selection (pg 14):

Actions are depicted in the *network* (the area in the middle of the board where the *workers* are placed) by a lightning bolt icon. After placing a *worker* on a *location* in the network they may then take up to two actions. However unlike other *worker* placement games after placing a *worker* you may actually select actions from an adjacent *location* in the *network*, as long as the player uses *development tokens* (wooden cog) between the two locations. If the player that places the *worker* owns a *development token* between the *location* the *worker* has been placed and an adjacent location then they have access to the actions of that adjacent *location* for free. However if the player that placed the *worker* does not have a *development token* to an adjacent *location*, they may use the *development tokens* they don't own to access the actions of the adjacent location for a price. To work out the amount of money to be paid to each opponent or to the general supply in case of a neutral *development token*, the player locates their *reputation marker* on the *reputation track*. Above the *reputation track* are three nodules containing a number, when a *reputation marker* reaches a nodule the price for using each development token in the *network* or *technology space* that the player does not own changes to that number (rep 1-6: 2 money, rep 7-14: 1 money, rep 15+: free). If the player wishes to use *development tokens* that they do not own, the player must pay the corresponding price listed in the nodule above the *reputation track* to each player that owns the *development token* on a *technology* or between two *locations* on the *network*. If the *development token* is neutral then the price for that token is paid to the general supply.

This action selection only extends to the adjacent *location*, regardless of other *development tokens* the player has placed linking other *locations* beyond adjacent to the location they have placed their *worker* in (basically a *worker* only has access to up to a maximum of six actions, the actions of the *location* they are placed in and the actions of the two *locations* that the *worker* is adjacent to if linked via *development tokens*).

Reputation (pg 14):

Throughout the game players will gain reputation and can use it in one of two ways during their turn:

- **Use opponents development tokens on the network:** Consult Action Selection above.
 - **Gain resources, ads or money:** The player decides what *resource* they want and moves their *reputation marker* down towards the zero space on the *reputation track* as many spaces as they choose. The player then gains an amount of the previously selected *resource* equal to the amount of that *resource's* spaces that the player's *reputation marker* has passed, which is depicted at the bottom of the *reputation track*.
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Turn Structure:

1. Advance Ships
2. Assign 1 worker **OR** Launch 1 ship **OR** Call a meeting.
3. Accomplish 1 company goal.

1. Advance Ships (pgs 16-17) (1. *advance ships* pg 6) :

- Even though this is the first thing a player will do on their turn the other two steps need to be explained first for this step to make sense, instead move on to explaining the *Assign 1 Worker action*. --
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2. Assign 1 Worker (pgs 18-27):

The current player takes 1 *worker* from their player board and assign it to one of the six *locations* in the *network*. Remember the player cannot assign it to a *location* that already contains one of their *workers*, but they may always bump opponent *workers* off any *location* in the *network* (consult *worker bumping* pg 1). After assigning the *worker* to a *location* the player performs up to two actions that *worker* has access to.

The actions are (explained in a clockwise rotation starting at the top left location in the network):

➤ **Acquire Blueprints (2 blue ship segment icons) (pg 20):**

The player takes up to two *blueprints* from the display and places them on the right side of their player board. Each player can hold a maximum of five *blueprints*, if the player ever has more than five *blueprints* they must discard down to five *blueprints* at the end of their turn.

After the player has chosen their *blueprints* slide the rest of the *blueprints* down to fill the bottom empty spaces and refill the blueprint display. At any time during the player's turn they may move their *reputation marker* down one space to reset the blueprint display by discarding all the current *blueprints* and refilling the display, the player may repeat this step as many times as they wish as long as they have reputation to spend.

◆ **Ship Segment Anatomy:**

The cost to build and add the *segment* to a ship is displayed on the left, in the middle of every *segment* at the top and the bottom is half a *cabin*, once a player has built two *segments* into a ship one *cabin* is available to a *guest*. Once a third *segment* is added to the ship it can hold two *guests*. The coloured icons on the right represent the type of guests that will enjoy this *segment's* activity when the *guests* have to spend a "*day in space*" this will be explained further when talking about how to advance ships on a cruise (*1. advance ships* pg 6).

➤ **Purchase Supplies (money icons followed by resources and ad icons) (pg 19):**

This action allows the player to make up to two purchases.

First the player may spend one money to purchase two *resources* of their choice that is tracked by moving their *resource markers* on their *resource tracker*. Any *resources* you purchase, but cannot store are lost.

Then the player may spend one money to purchase two *ad tokens*.

➤ **Build a Development (cog with spanner) (pg 18):**

The player first pays the cost of the *development token* (wooden cog) they wish to remove from their *resource tracker* on their player board and then places it onto a *network development space* which is between the locations on the *network* or it may be placed onto a *technology space* above the *network* unlocking a technology. The cost of the *development token* is listed at the bottom of the column the *development token* is situated. This cost may be paid in any combination of money and the *resource* associated with the row that the *development token* resides in. If the *development token* is placed onto a *technology space* that technology can now be used by all players either for free by the player that has a *development token* on the *technology space* or by paying all the players that have a *development token* on the *technology space* just like using a *development token* on the *network* (rep 1-6: 2 money, rep 7-14: 1 money, rep 15+: free).

➤ **Hire an Expert Worker (worker in lab coat) (pg 19):**

There are two *expert workers* that can be hired during the game. *Expert workers* function exactly like normal *workers* except they have an expert worker ability assigned during setup (company records pg 5). The cost to hire the two *expert workers* changes depending on which one you are hiring.

◆ **The expert worker located in the resource tracker:**

Costs 2 money for every *development token* remaining in the *food* and *oxygen* rows.

◆ **The expert worker located on the launch pad:**

Costs 3 money per *upgrade token* remaining in the bottom four spaces of the *launch pad* (regardless of whether the *upgrade token* is face up or face down, this is explained later in the launching 1 ship and advance ships sections).

After the *expert worker* has been hired place it in the break room and gain a *funding bonus* just like a normal *worker*.

➤ **Draw Agenda Cards (2 agenda card icons) (pg 25-26):**

The player takes two *agenda cards* from either the display or they may pay one reputation for each card taken from the top of the discard pile. All *agenda cards* taken are added to their hand and at the end of a players turn they may not have more than five *agenda cards* in their hand. The agenda card display is not refilled after this action.

◆ **Agenda Card Anatomy:**

In the middle of the card is the card's ability text, some text abilities are restricted and can only be played if performing the associated action depicted in the card's top right corner. If there is no icon in the top right corner there is no restriction and the card can be played at any time on the player's turn. In the bottom left corner is a *resource icon*, this icon can be used to either gain 1 of that *resource* moving the player's *resource tracker* up one space or it may be used to immediately pay 1 of that *resource* and so the player does not need to have the room to store it. The *resource icon* is also used to perform the *refill the silo* action (consult *refill the silo* pg 4).

➤ **Refill Agenda Cards (red and grey arrow with an agenda card icon on the right) (pg 26):**

First the player gains any bonuses depicted on the empty agenda card spaces in the agenda card display. Then discard the remaining *agenda cards* in any order and refill the agenda card display from bottom to top.

➤ **Gain Resources (silo icon with 3 resource icons) (pg 23):**

The player takes any combination of three *resources* by lowering the trackers in the silo and raising the corresponding tracker on their player board. Obviously you can only take the *resource* from the silo if you can store it.

➤ **Refill Silo (agenda card icon then silo icon with red up arrows) (pg 23):**

The player discards one *agenda card* and chooses a *resource tracker* then moves the chosen *resource tracker* in the silo to it's highest space, when performing this action ignore all information displayed on the discarded *agenda card*. Then the player gains one *reputation* and an amount of money for each step the silo's *resource tracker* was raised.

➤ **Schedule A Cruise (cruise icon with the cruise consultant on the right) (pg 24):**

On the marketing board the player takes their *cruise consultant* (the meeple that is just a head and shoulders using a hands free communication device) and places it on a cruise that has not been scheduled. Then the player chooses one *upgrade token* in their launch tower on their player board gains the bonus printed on it and flips it over. If a *funding bonus* is flipped it can now no longer be chosen when the player gains a *funding bonus* until the token has been removed which then reveals the upgraded *funding bonus*. Flipped *upgrade tokens* are removed when a ship is launched (consult [2. launch 1 ship](#) pg 5).

◆ **Cruise Tile Anatomy:**

The top left is the cost in *fuel* to assign the *cruise tile* to a ship. The orange, teal and purple icons are *destinations* on the cruise, However the dark blue icon depicting a path on a map is not a destination it is referred to as a "day in space", this will be explained in detail when talking about moving a ship on a cruise (consult [1. advance ships](#) pg 6).

➤ **Advertise For A Cruise (cruise icon with 2 multicoloured guest icons on the right) (pg 25):**

The player chooses one cruise that does not have a *cruise consultant* on it or one cruise that has their own *cruise consultant* on it. You cannot advertise a cruise that has an opponents *cruise consultant* on it. The player may advertise to up to two *guests* and pay an amount of ads equal to the section of the *queue* those *guests* are in (the *queue* is the negative spaces on the right of the marketing board where the potential guests are, top section: 3 ads, middle section: 2 ads, bottom section: 1 ad), or they may pay four ads to choose a *guest* from the supply. Place one *guest* on each *guest space* next to the cruise that has been chosen. For each *guest* placed the player receives one money for each *destination* on that cruise remembering a "day in space" and "return to earth" are not destinations and gaining one *reputation* for each *guest* if there is at least one *destination* that is the same colour as the *guest*.

➤ **Acquire New Ship (cockpit and engine icons) (pg 22):**

The player selects one of the four *cockpit* and *engine* combinations from the new ship display and places it next to their other ships. The player then receives the *resources* listed on the *engine* of their new ship and flips the *engine* over. Then one *cockpit* and one *engine* is placed in the vacant space on the display making sure that the *cockpit* is on the -5VP side and the *engine* is displaying a reward.

➤ **Build Ship Segments (brown ship segment icon with a spanner) (pg 21):**

This action allows a player to build up to two *ship segments* either by building a *blueprint* from their player board or building a *blueprint* directly from the blueprint display. To build a *blueprint* from the player board just pay the *blueprint's* cost on the left and flip it over and add it to a ship between the *cockpit* and the *engine*. To build a *blueprint* from the blueprint display pay the cost of the *blueprint* as normal, but also pay the cost listed on the same row in the blueprint display as the *blueprint* that is being built. If *blueprints* have been built directly from the blueprint display move all existing *blueprints* down and refill the blueprint display. Each ship can only contain a maximum of three *ship segments* between the *cockpit* and the *engine* (this can actually be upgraded to four segments during the game). Ships currently on a cruise cannot have *segments* added to them. Once a *segment* is built it cannot be moved or replaced.

2. Launch 1 Ship (pgs 28-29):

Instead of placing a *worker* in a location on the *network* you may instead assign it to the launch pad elevator at the bottom of the *launch pad* on the left of the player board. The placed *worker* will now rise up the elevator one step at a time performing all actions of that space starting at the T-minus 5 space. The player should make sure to double check they have all the requirements for a launch before proceeding as it's pretty hard to back track once *resources*, *reputation* and *agenda cards* have been spent and *guests* have been moved about.

◆ **T-minus 5 (assign and board):**

Choose a ship that has a *cabin* and is not already on a cruise. Take your scheduled cruise, the one with your *cruise consultant* next to it and place it above the ship's *cockpit*. Place your *cruise consultant* back at the top of the marketing board. Next assign *guests* to *cabins* on the ship, the *guests* can come from three areas:

- **Guest Space:** Take the *guests* in the *guest spaces* of the player's scheduled cruise and place each of them into one *cabin* on the ship, if you do not want to take the *guest* or there are not enough *cabins* for the *guests* that have come from the *guest spaces* then the player must lose two *reputation* for each *guest* from a *guest space* that can't fit and move the *guest* to the top section of the *queue* (the section that costs 3 ads).
- **The Queue:** If there are *cabins* still available then from the *queue* on the market board you may pay the *guest's* ad cost and add them to the ship's *cabin*, however you do not gain any *money* or *reputation* from these *guests*.
- **The Supply:** *Guests* may be taken from the supply by paying four ads, again you do not gain *money* or *reputation* from these *guests*.

◆ **T-minus 4 (place progress cube):**

The player takes one of their *progress cubes* from their supply and places it into the next available space on the current *progress track*.

◆ **T-minus 3 (pay resources):**

The player pays the following *resources* to launch:

- **Food:** Pay 1 + 1 *food* per *guest*.
- **Oxygen:** Pay 1 *oxygen* per *ship segment* (not including the *cockpit* or the *engine*).
- **Fuel:** Pay 1 *fuel* per *fuel icon* listed on the *cruise schedule tile* above the *cockpit*.

◆ **T-minus 2 (score cockpit):**

Score victory points via the criteria listed on the *cockpit* and flip it over if it is on the -5VP side (employee manual pg 4).

◆ **T-minus 1 (load up):**

Move a flipped *upgrade token* from the *launch tower* and place it into the *engine* of the ship that is launching (This will usually be the *upgrade token* that was flipped when the cruise tile was scheduled via the *schedule a cruise* action pg 4).

◆ **T-minus 0 (liftoff):**

Place your *worker* from the *launch pad* elevator into the ship's *cockpit* and then add a new cruise to the market board. Then based on the new cruise's *destinations* move all *guests* in the queue that match the *destinations* on the new cruise down one section if able.

Now add a number of *guests* from the supply to the top of the *queue* equal to the type and number of *guests* that boarded the cruise that was just launched. If a *guest type* is not available (as in there are no more meeples of that colour) the player may choose any *guest* and add it to the top of the *queue*.

2. Call A Meeting (pg 30):

If the player does not have any *workers* in their break room they must *call a meeting*. However a player can *call a meeting* earlier if they wish. The player recalls all their *workers* from the *network* and places them back into the player's break room gaining a *funding bonus* for each *funding bonus icon* covered (upturned hand). After gaining their *funding bonuses* the player will now take one action from a *location* on the *network* that has at least one of the player's *development tokens* connected to it, in this instance you cannot pay to use other players *development tokens*.

3. Accomplish 1 Company Goal (pg 30):

Each game there will be three *company goals* displayed at the very bottom of the *progress tracker*. To accomplish a *company goal* the player must match or exceed the requirement of the goal indicated by the tracker in each column (employee handbook pg 5). When a player has accomplished a goal the player removes a *progress cube* from the same column as the goal they just completed and places it into the next available space of the *progress track* thus revealing one more wing of that player's colour, so they score more victory points in the AGM (*annual general meeting* pg 7). Next advance the *company goal tracker* one step up the same column that was just completed, this usually makes the goal harder to achieve for the player's opponents. Player's can only achieve each *company goal* once as they only have one *progress cube* in each company goal column.

1. Advance Ships (pgs 16-17):

-- Now we know how to launch a ship we will go back to step 1 of a players turn and explain how to advance a ship through a cruise. --

Move the player's *worker* now referred to as the pilot one space forward to the next *stop* on the cruise tile, depending on the type of *stop* you perform one of three actions. There are three types of *stops*, the most common stop is a coloured diamond called a *destination* this represents an opportunity to score victory points from the *guests* on the ship. A "day in space" is represented by a dark blue diamond depicting a map, this *stop* means that the *guests* will provide an associated bonus as long as the ship has provided an activity the *guest* enjoys. The last stop on a cruise tile is always the "return to earth" which basically means the cruise is over and the ship is cleared of all *guests* and the *pilot* is returned to the player's break room.

Stop - Destination (coloured diamond):

If the player has an *upgrade token* on their *engine* they may place it on one of the upgrade slots of the matching *destination* at the top of their player board (employee handbook pg 7). Players can only have three *upgrade tokens* on a single *destination* if there are no empty upgrade spaces on any of the current cruise's *destinations* then the player discards the *upgrade token* instead.

The player may now score each *guest* on the ship once at the current *destination*. If the colour of the current *destination* matches the colour of the *guest* the player pays 1 *ad* to score that *guest*. If the colour of the current *destination* does not match the colour of the *guest* the player must pay 2 *ads*. Each *guest* that has been paid for scores 3 victory points plus 1 victory point for each *upgrade token* on the current *destination*.

Stop – Day In Space (dark blue diamond depicting a map):

For each *guest* on the ship gain their associated bonus once for each matching icon on the *ship's segments*. The associated bonuses for each *guest* type is located at the top of the marketing board.

Stop – Return To Earth (dark blue diamond with a blue half circle at the bottom):

The player places the *pilot* back into their break room and collects a *funding bonus* as normal, the *pilot* is now considered to be a normal *worker* again. Then return the *guests* from the ship to the general supply and discard the *cruise tile*.

Annual General Meeting (AGM) (pgs 31-32):

An *annual general meeting* or AGM is performed at the end of a player's turn when a player places a *progress cube* into the *progress track* and there are no more spaces left in the current section of the *progress track*. There are two types of AGM, AGM A is performed when the section 1 progress track is filled and AGM B is performed when the section 2 progress track is filled. However AGM C is the final end game AGM that is performed when the section 3 progress track has been filled, it is the end game scoring AGM that includes scoring for items that score at the end of the game (blue circle icons).

AGM A and B (pg 31):

At the end of the current player's turn each player's AGM score is determined by multiplying the amount of revealed *wings* at the bottom of the *progress track* (including the first coloured *wing* not covered by a *progress cube*) with the amount of *progress cubes* they have in the current section being scored on the *progress track*. Additionally the player or players (if tied) who are the highest on the *reputation track* are considered to have one extra *progress cube* when working out their AGM score.

AGM C (pg 32):

Instead of the AGM being performed at the end of the current player's turn, instead continue playing until the current round is completed as in all player's have had an equal number of turns. During this time additional *progress cubes* can be added to section 3 in the overflow box and do count when scoring the current *progress track*.

After the round has been completed all players return all their *workers* in the *network* to their break room, gaining *funding bonuses* as normal. However this is not considered to be *calling a meeting* and so players do not perform an action (as a reminder when *calling a meeting* players normally get to perform 1 action in the *network*, however in this case they do not).

Then all players take one final turn in turn order.

Finally in turn order each player advances each of their ships currently on a cruise to any remaining *stop* on the ship's *cruise tile* resolving all the steps of the *stop* as normal

Each player now scores the following items in order:

- **Cockpits:** -5VP for any ships that haven't launched and VP for the criteria listed on the *cockpit* of all ships (employee handbook pg 4)
- **Developments:** VP of the rightmost empty column of the *resource tracker*.
- **Ship Segments:** VP of each ship segment installed in a ship.
- **Reputation:** VP is equal to the number on the left of each player's reputation marker.
- **Progress Scoring:** VP is determined by multiplying the amount of revealed *wings* at the bottom of the *progress track* (including the first coloured *wing* not covered by a *progress cube*) with the amount of *progress cubes* they have in the current section being scored on the *progress track* (section 3). Additionally the player or players (if tied) who are the highest on the *reputation track* are considered to have one extra *progress cube* when working out their AGM score.
- **Supplies:** 1VP for every group of 3 leftover supplies. This includes *resources*, *money*, *ads*, *agenda cards* and *blueprints*.

The player with the most VP wins.

-- *Ties: If there is a tie the player with the most progress cubes in the progress tracks wins. If there is still a tie the player with the most reputation wins. If there is still a tie the player with the most cockpit VP wins. If there is still a tie the player later in the turn order wins.* --