

Space Base

Set-Up:

- Each player takes 1 Command Console Board and a set of 12 starting ship cards (matching color).
 - In the top right corner of each card is a silver “sector” number from 1-12, place the 12 ships on their matching sector spaces (see the silver number under each space on the board). Ships on the board are called “Stationed.”
- Each player now puts a Yellow cube on space 5 of their Money track (coin), a Green cube on space 0 of their Income track (planet) and a Blue cube on space 0 of their Victory Point track (rocket).
 - These tracks are not limited to 40. If during the game you earn more than 40, place a “charge token” (clear cube) to show you reached the end and move up the track a 2nd time. Do this as many times as you need.
- Separately shuffle the Level 1, 2 and 3 ship cards into face-down draw decks, and flip over 6 cards per deck into rows for all players to see. This is the Shipyard where players can buy new ships during the game.
- Take the 12 Colony cards and lay them face-up in ascending order for all to see.
- All players now draw the top card of the Level 1 deck and look at it.
 - In the top left corner is a cost, pay it now by moving your yellow cube backwards an equal number.
 - In the top right, as stated before, is the sector this ship will go into, but you already have a ship there...
 - You must “deploy” the ship currently in this sector! Here is what you do... Take the ship in the sector matching the card you drew, flip it upside down, and physically tuck this card under your Command Board above the empty sector it was removed from so that only the red box is showing.
 - Now put your new card in the empty (matching) sector with normal orientation.
- The player that drew the highest sector number is the 1st player (if ties, roll a die to decide). Give them the Start Card.
 - **1st player earns nothing, 2nd player gains 1 money, 3rd player gains 2 money, 4th and 5th players gain 1 income.**

Game Flow:

- Space Base is played over a number of rounds until the game is triggered when a player gets to 40+ VP. When the game is triggered (even if it is triggered by a non-active player), the current round will finish, ending with the last player in turn order so that everyone gets the same amount of “Active” turns. Most points is the winner!
- On a player’s turn, they will roll 2 dice and choose how they will activate their Blue Boxes, while all other players choose how to use the same die roll to activate their red boxes (tucked under the board).
- When it is your turn, you are the “Active Player,” and everyone else is considered to be the “Passive player.”
- Blue boxes will only ever trigger when you are the Active Player. Red boxes will only ever trigger when you are the Passive Player. Green Activation boxes can be used during any player’s turn as long as it has been charged!

Active Player’s Turn:

- Starting with 1st player, the “Active Player” will do the following 4 steps in order before next player’s turn (clockwise).

1. Roll the 2 Dice

- Roll both dice and announce to all players what you rolled.
- Remember to utilize “Set Dice” and “Reroll Dice” activations here, if you wish.

2. Allocate the 2 Dice

- Choose either to use both dice separately or to add them together and use the sum.
 - Example) Roll 1 and a 6.... Pick to use the 1 and the 6 or pick to use the 7.
- Based on your choice, activate the **Blue box** in any sector chosen and take the rewards (see below for details).
- If you rolled doubles, yes, you may activate that sector twice if choosing to use each die separately.
- If the box has an “Activation Icon” (small white dot/circle in the upper left corner,) place 1 charge cube in an available box instead of triggering the effect outright. See “Activations and Charges” below for details.
- You can choose to utilize as many “charged” Blue/Green Activation boxes you wish at this time.
- *At this time, the Passive Players will Allocate dice as well, read below under “Passive Player’s Turn.”*

3. Buy 1 Card (Optional)

- You may purchase any of the 18 face-up ships in the Shipyard. You must have enough money shown on the card (upper left) in your possession, but when you pay, move your Yellow cube back to 0.
 - “Deploy” the current ship card in the matching sector as described during set-up. If there are other “deployed” cards present, “stack” this newly deployed card so that all the red boxes can be seen from all deployed cards in this sector! Either way, place your newly purchased ship card in the empty space.
- OR... You may purchase 1 of the Colony cards remaining, paying the cost as described above, deploying the ship in the matching sector and placing this card in the empty space. Score the VP immediately.
 - Going forward, this sector is shut down when you are the Active player. It no longer earns you anything and the Colony card can’t be replaced. It will still earn benefits being the Passive Player (see below).
- If you choose not to buy a card, you KEEP all the money you have earned. Don’t reset your money to 0!

4. End of Turn Clean-up

- If you bought a card from the Shipyard, refill it from the matching stack. Colony cards aren't refilled.
- If your money cube is less than your current Income cube, move your Yellow cube up to match your Blue cube, otherwise, leave your money cube where it is.
- The next player in clockwise order will now be the Active player.
 - When the game has been triggered (40 VP), and the last player finished their turn, go to End Game.

Passive Player's Turn:

- After the Active Player rolls the dice (not you), independent of what the Active Player does with the dice, you get to make the same choice (activate the 2 dice separately, or active the sum of the dice) based on YOUR Command board.
- Instead of looking at the Blue box (Active Player's turn), the Passive Player looks at ALL the Red boxes deployed above the selected sectors and takes ALL the rewards shown.
- You can choose to utilize as many "charged" Red/Green Activation boxes you wish at this time.
- Usually earning rewards as the Active/Passive player can be done at the same time, but if timing should ever matter, the Active player should Allocate, then each Passive player in turn order will do their passive rewards.

Activations and Charges:

- Some boxes show a small white dot/circle in the upper left corner which tells the player that they need to be "charged."
- In order to charge a card, when you are the Active player and you Allocate dice to a sector with an activation box, place 1 "Charge Cube" in an available small box. **Placing the cube is considered to be the "reward" for that sector allocation.**
 - Blue boxes are for the Active player, Red boxes for the Passive players.
 - Rewards outside the Activation box are earned like normal.
 - Some cards can hold 1 cube (single slot,) and require only 1 cube to activate.
 - Some cards can hold multiple cubes, but only require 1 cube to activate. The small boxes aren't linked!
 - Some cards require multiple Charge cubes to activate 1 time. You will see link symbols between the boxes.
 - Some linked boxes show dots, this refers to player count (if your player count is shown, you must fill this box in order to activate this ability).
- In order to use the Activation ability, you must remove the Charge cube(s) required for the shown effect. (See below)
- If the Activation box is Green, you can remove the cube for the desired effect when you are the Active or Passive player.
- Since Activations are used during the Allocation step, you are allowed to use the Activation, and then recharge it with the dice you chose this Allocation step.
- If you "deploy" a card that has Charge cubes on it, you may transfer any Charge cubes to the Passive effect of this card.

End Game:

- The game will trigger when any player reaches 40+ VP, at which time, the current round will finish, ending with the last player in turn order so that all players get an equal number of turns.
- At this time, the player with the most VP is the winner! If tied, all players play another round until the tie is broken!

Card Effects in Detail:

- Coins/Planets/Rocket – Move the associated cube up the number of spaces earned.
- Arrows – 1 arrow means "may gain the reward 1 card position away" while 2 arrows means 2 positions away. If there is a "/" that means 1 or 2 positions away. If a reward is listed next to an arrow, they are separate of each other. Do both!
 - Multiple arrows next to each other can chain together (but they can't create a loop of rewards!)
- 2 Dice + arrows – When activated, add up the value on both dice, and earn the reward 1 or 2 spaces in the shown direction. This is in addition, and independent, of what you took during your Allocation.
- Buy a Card – Before or after rolling, you may buy the number of cards shown. This does not count as your 1 buy this turn and you only move your money cube back the price for the ship (not back to 0).
- Claim a Card – Take the mentioned card for free!
- Swap Sectors – Take all cards in the mentioned sector (the 1 in the space and all deployed cards) and switch them for all cards in the other mentioned sector. All future cards are still placed according to the correct sector on the board.
- ReRoll Dice – Use this Activation before Allocating, make sure to announce this to others so they don't take rewards yet.
- All Players Lose 4 VP – Just as it states, but you can't go negative. Also, the active player isn't required to buy cards.
- Place 1 Charge Anywhere – Activate this card to place a charge cube on any other charge cube spot... (You Win?)
- Place a Card in 7-12 – Allows you to place a card (regardless of printed sector) into a sector from 7-12.
- Set Dice – Activate before you roll, you choose the values of both dice!
- Exchange this Card – Switch this card with any other card in a similar position (station space/deployed) on your board.
- YOU WIN! – When you activate this ability, you win immediately! Don't count up points or finish out the round. You win
- 2x – After the roll, allocating, and claiming normal rewards, you can activate this ability **to claim 1 sectors reward a 2nd time** (but you had to have chosen it earlier in order to duplicate it.)