

Solar Delivery (Working Title) Rulebook (Draft)

You've got yourself a space ship and decided to join the cargo delivery industry, aye? Well the delivery world has gotten a bit bigger. Deliver cargo planet to planet and collect your reward. Sounds simple but don't forget about one simple thing when planning you're route, planets are always rotating. The competition is fierce. Can you be more successful than the competition?

Components

Solar System Board x 1
Ship Board x4
Ships x4
Planets x8
Money Cubes x?
Time Tokens x?
Upgrade Cubes x?
Cargo Cards x? (56-112 aka 1 per planet or 2 per planet)
Event Cards x? (Maybe 16+)

Setup

- 1 - Place the Solar System Board in an area accessible to all players.
- 2 - Divide the Planets up amongst the players. Take turns placing them on the appropriate track of the map, indicated by number/color. Do not place a planet within 2 spaces of another planet.
- 3 - Separate the Cargo Cards by planet and place them in the play area, accessible to all players.
- 4 - Prepare the Event Deck. Remove "The End" event from the deck. Shuffle the Event Deck. Split the Event Deck into piles equal to the number of players. Shuffle "The End" event into the farthest right pile. Then place all other piles on top of that pile. Place the Event Deck somewhere accessible to all players.
- 5 - Each player choose a ship and place it on planet 3. (Feel free to name your ship & company)
- 6 - Each player take a Ship Board, place it in front of them, and put 3 Energy Tokens face up, 2 Boost Tokens facedown, 1 Shield Token facedown, and \$3 Locks on spaces with the  symbol.

7 - Each player draw 2 cards from the planet 3 Cargo Deck. Players may choose to keep or discard any number of them. Kept cards are placed on a cargo space on their Ship Board. Discarded cards are shuffled back into the Cargo Deck.

8 - Place a time token on the 3 location under each cargo you picked up.

- The top row is your delivery charge. Place a money cube on each of the spaces on the top row.

- The bottom row is your on time bonus. If you deliver your the cargo before the timer runs out, you receive the bonus.

How to Play

Choose which player will go first. Play will then rotate clockwise from them.

There are 3 phases to a round.

- Player Phase
- Planet Phase
- Event Phase

Player Phase

Players may take two actions on their turn and as many free actions as they'd like. They may do the same action twice or do two separate actions.

Actions

Move - Flip one Energy over and move your ship 2 spaces on the board.

Pickup - While on a planet, draw 3 cards from that planet's Cargo Deck. You may keep or discard any number of them so long as it does not exceed your ship's cargo space. Discarded cards are shuffled back into the planet's Cargo Deck.

Shop - While on a planet or Space Station players may interact to buy upgrades for the listed prices and/or fully refill their energy for \$1. You may upgrade as many things as you'd like in a single Shop action, so long as you've got the cash.

Interact - Events with a  symbol take an Interact action to activate.

Free Actions

Deliver - While on a planet that you have a Cargo Card for, discard the Cargo Card off to the side of your board and collect any money on the top row. If there is any time remaining below the cargo, you also collect the full time bonus on the bottom row.

Boost - Use a boost to move one space.

Once a player has finished their turn, the next player will take their turn.

Planet Phase

When the final player in the turn order has finished their turn, planets will rotate one clockwise space on the appropriate track. If a player is on the same space as a planet, they may choose whether or not to rotate with the planet. Recommendation: When rotating planets start with the inner most planet. You could also assign each player certain planets or sections of the board to rotate.

Event Phase

After planets have rotated each player that is not in the same space as a planet or existing event will take an Event Card and place it face up on their space. Players will then resolve their event in player order. When an Event is revealed, players automatically interact and resolve the event regardless of type.

If all players are already on a planet or Event, discard one Event Card from the Event Pile without looking at it.

Planets may move onto an event space. Players may choose to interact with the planet or the event if they are on the same space.

Players then move their time token down one space under each of their Cargo Cards. If the track goes below 1, the player will no longer gain the time bonus on the bottom row. The next round then begins with player 1.

Event Types

Events may have a symbol at the top to indicate how it works.



- Interact. Players must use the Interact action to trigger this event.



- Interrupt. This event triggers as soon as a player enters this space, interrupting their turn. If a player has any remaining movement from a Move action when entering this space, it is lost. After resolving, players may then continue their turn.

If there is no symbol, it activates anytime a player moves onto the Event. The player may continue their movement, if they had any remaining movement, after resolving these types of events.

The End Event

During the event phase, eventually “The End” event will be drawn. The player that draws “The End” event places it over the sun in the center of the board and puts 2 time tokens on it. At the end of each round, remove a time token. If there is no time token to remove when it’s time to remove a cube, the game ends.

Once the game has ended, players must pay for any undelivered items. Payment is equal to the top rows starting money cubes.

3 money cubes = 1 VP

Each indicated fully upgraded ship section = 2 VP

The player with the most VP claims victory. In case of a tie, the player with the most money wins. If there is still a tie, the player with the most Cargo delivered wins. Still a tie?! The player with the most upgraded ship wins. If a tie persists then tied players share the victory.

Alternative ways to play!

Another System: Players may choose to mix it up by removing planets. If planets are removed, play only with the matching Cargo Decks and remove any Cargo Cards that are undeliverable.

Speedy Rotation: Increase the number of spaces planets rotate during the Planet Phase.

Mirror Universe: Rotate planets counter clockwise instead.

Multi-Planet Track: Have more than one planet on the same track.

Portaling Planets: When a planet comes into contact with a Warp Gate, instantly transport the planet to the closest clockwise Warp Gate.