

Fleet

Components

1 - Galaxy Map
1 - Main Ship
6 - Astronauts Meeples
9 - Fuel Canisters
9 - Planets
9 - Role Cards
9 - Planet Cards
15 - +1 Modifier Chips
15 - -1 Modifier Chips
27 - Life Cards
27 - Environment Cards
27 - Victory Point Chips (VPCs)

On your turn

You must do one of the following:

- Move the ship (costs 1 fuel per path)
- Move an astronaut onto the planet (First player on a planet gains 1VPC)
- Move an astronaut onto the ship
- Research a life or environment card (uses 3 minutes)
- Play collected card on current planet
- Propose a vote to select a planet
- Pass

During each turn resolve any revealed "ongoing" card actions.

If the timer reaches 0, that player is done.

Setup

1. Shuffle life/environment/role cards.
2. Randomly place each planet.
3. Lay out all planet cards face up.
4. Lay out all fuel cards face up.
5. Place the denoted # of life/environment cards face down next to each planet.
6. Place the remaining (arrival) cards to the side.
7. Place the ship in the black hole.
8. Give each player 1 VPC face down.
9. Each player opens a timer (aleonard.us/counter/time.html)
10. Hand out role cards face down.

The player that has been closest to space starts. All players start timers.

Legend

-  Hot
-  Cold
-  Poison
-  Scientific
-  Valuable
-  Life
-  Environment

End Game

The game ends when a player (or players) select a planet. All players stop their timers. Reveal and place the arrival cards on the selected planet. If the planet has a positive life and environment rating (add cards and modifiers), the team has won.

Alternatively, if all player's timers reach 0 or if there is no way to leave the current planet, the team loses.

If the team has won, add each players VPCs, add 1 VP for each minute remaining on their timer, add 3 VPs if they were on the ship at the end, and add 3 VPs for each valuable/scientific card in their hand.

Fleet (continued)

FAQs

- How does planet selection work?
 - During a player's turn, if they are in the ship and the ship is in the black hole, they may propose a vote for a planet. Going clockwise starting with the proposing player, players on the ship vote yes or no. A majority is needed to officially select a planet. A tie or majority "No"s end the turn.
- Can I move another player on my turn?
 - Yes but they may reject. This ends your turn.
- If asked how much time is on my timer, must I show?
 - All timers should be viewable by other players upon request.
- How do I play if I don't have a smartphone, tablet or computer?
 - You can use any device that can countdown time (watch).
- What happens in the case of a tie?
 - Whoever has more seconds on their timer. In the case that is a tie, there is no individual winner.
- What if a player stalls and does not complete their turn?
 - There is no recourse other than to berate them. How important is winning this game? Is it worth the awkwardness?
- Is it possible that there are no winning planets?
 - Yes. The universe is random. There are no guarantees.
- Are ongoing
- (Print and play only) – Where are the Astronaut Meeples?
 - Use any marker to indicate a player.

Credits

This game was designed by Brandon Stroud and Adam Leonard. Best friends for 20+ years, they share a passion for philosophy, gaming, and creating transformative experiences.