PLAYER AID

Turn Sequence

1.] DRAW AND PLACE WORLD
2.] BUY CARGO
3.] PAY TO JUMP TO ANOTHER PLANET
4.] MOVE YOUR SHIP
5.] DRAW EVENT CARD
6.] SELL CARGO
7.] UPGRADE YOUR SHIP

Payments Due

END OF MONTH 1, PAY 5
END OF MONTH 2, PAY 10
END OF MONTH 3, PAY 10
END OF MONTH 4, PAY 15

Upgrade Costs

CARGO = 5
ENGINE = 3
WEAPONS = 4
DEFENCES = 5

Pirate Problems

MONTH 1, NO EFFECT
MONTH 2, PIRATES GET +1 AGG AND +1 DEF
MONTH 3, PIRATES GET +2 AGG AND +2 DEF
MONTH 4, PIRATES GET +3 AGG AND +3 DEF