

# Rules

## Game Materials

### Card Types

#### Module

Modules represent any exceptional equipment on a Ship. A Module is considered Active while face up, and Disabled while face down. If an effect would Destroy a Module, move that Module to Dead Space. If at the end of a Round a Ship contains no Modules, that Ship's controller loses the game.

#### Recruit

Recruits represent potential Members of a Ship's Crew. Each Member of a Crew joins with an amount of Morale specified on the card (see *Morale* in *Resource Values* (p. 2)). If an effect would Kill a Recruit, move that Recruit to Dead Space.

#### Action

Actions represent a choice a Ship and Crew made on their path to Terminus. Many Actions have a Requirement involving one of the Resource Values (see *Resource Values* (p. 2)). These Actions cannot be played if the Requirement is not met.

#### Complication

Complications represent the inherent unpredictability of running a Ship. Complications have a variety of effects and can be played in response to any of the following:

- The end of a Step
- Any triggered ability of a System, Module, or Recruit
- Any activated ability of a System, Module, or Recruit
- Any card being flipped
- Another Complication being played (see *Complication Cascade* in *Events* (p. 7))

Whenever all effects from a Complication have resolved, all players other than that Complication's owner draw 1 card from their Complication Pile.

#### System

Systems represent a section of the galaxy on the path to the Terminus. Systems are placed on the Star Chart on a specific Proximity Value and affect all Ships at that value, as well as the Crews of those Ships. If an effect would replace a System that was previously in play, the System being replaced is placed on the bottom of its owner's System Pile.

# Resource Values

## Proximity

Proximity is a representation of how close a given Ship is to the Terminus, the destination of the Space Race. Proximity is typically gained through Actions. As soon as a Ship reaches 10 Proximity, that Ship wins the game. A Ship cannot have negative Proximity.

## Certainty

Certainty represents how much a Ship and Crew know about the true location of the Terminus. Certainty is the most common requirement on Actions, and is usually used to gain Proximity. A Ship cannot have negative Certainty.

## Morale

Morale is a representation of the overall wellbeing and happiness of a given Recruit. Each Recruit card indicates how much Morale each Recruit should have when joining a Crew. Whenever a Recruit's Morale is less than or equal to 0, shuffle them into their owner's Gig Pile.

## Reputation

Reputation represents the combined broad galactic sentiment about a Ship and its Crew. Some Systems care about a Ship's Reputation, and some Actions require certain Reputation values. A Ship's Reputation can have a positive or negative integer value, or be 0.

## Intel

Intel is a metric of how much a Ship and its Crew knows about the Ship and Crew of each opponent. Intel is tracked separately for each other Ship in the game. Ships cannot have negative Intel on other Ships. In order to Expend any amount of Intel, a player must have at least 1 Intel on that Ship. Whenever an effect requires an amount of Intel, it may only target Ships where the activating player meets the Intel requirement on the target.

# Zones of Play

## Hand

A player's Hand consists of all Actions and Complications that player is currently capable of using as options. At the beginning of the game, it consists of 4 Actions.

## Ship Zone

The Ship Zone contains all of the Modules in a player's Ship. Modules are only considered Active while face up and in the Ship Zone. Players cannot have more than 10 Modules in their Ship. While a Ship has 0 Active Modules, they cannot gain Proximity.

## Crew Zone

The Crew Zone contains all Members of a player's current Crew. Players cannot have more than 10 Members in a Crew at any given time. A Ship is considered Crewed if it has at least 1 face up Member. If, at the start of a Turn, a Ship is not Crewed, a Backslide (see *Backslide* in *Events* (p. 7)) occurs.

## Pile Zone

The Pile Zone contains all of a player's Piles (Action, Discard, Complication, System, Upgrade, and Gig), as well as a player's Starting System. If a player would draw one or more cards from their Action Pile while it has less cards than they would draw, they shuffle the contents of their Action and Discard Piles, place them face down as their new Action Pile, and then draw that many cards.

## Dead Space

Dead Space is a shared zone where all cards that have been removed from play go. This includes destroyed Modules, killed Recruits, and used Complications.

## Star Chart

The Star Chart is a shared map tracking the path to the Terminus. It has 10 spaces for System cards, one for each Proximity value beyond each player's Starting System. Whenever a Discovery (see *Discovery* in *Events* (p. 7)) occurs, a System is placed on the Star Chart. Players will also place a token on the Star Chart to track their current Proximity Value. The Star Chart also contains the Turn Tracker, where players will track the Turn Order for each Round.

# How to Play

## How to Win

There are two basic ways to win a game of Space Race.

1. Be the first Ship to reach the Terminus by attaining a Proximity value of 10. (see *Proximity* under *Resource Values* (p. 2))
2. Be the last player with any Modules in their Ship.

## Building a Deck

In Space Race, a Deck consists of 5 sub-decks, called Piles, totalling up to 60 cards. When building a Deck, select 10 Modules, 10 Recruits, 10 Complications, 10 Systems, and 20 Actions. No two cards in a Deck may share a name unless they are Action cards. Decks may not contain more than 2 Actions with the same name.

## Setting Up a Match

### Setup Phase

Before each match of Space Race, each player divides their Deck into its constituent Piles. The System, Complication, and Action Piles should each be shuffled, and placed in their respective space within the Pile Zone.

Once all Piles are in place, one player must be selected to begin the game with the Initiative. Players may use any method they agree on to select this player, i.e. rolling dice, voting, a round of Space Race. When a player has been chosen to start with the Initiative, each player should move to the Draft Phases.

### Draft Phases

The first Drafting Phase is the Module Draft. Each player selects a single Module from their Module Pile, and places it face down on their Ship. Once all players have selected, all Modules are flipped face up simultaneously. Should any effects controlled by different players need to resolve in a specific order, the effect controlled by the player with the Initiative resolves first, then the next player clockwise, etc. This process repeats until all players have 3 Modules in their Ship, at which point unselected Modules are shuffled and placed in the Pile Zone as the Upgrade Pile.

After the Module Draft is the Recruit Draft. This process works the same way as the Module Draft, but using the Recruit Pile instead. When Recruits are flipped face up during the Recruit Draft, they join your Ship's Crew. After Drafting a Crew, each player shuffles their remaining Recruits and places them in the Pile Zone as the Gig Pile. Once all players have completed Drafting their Ship and Crew, they move to the Opening Phase.

## Opening Phase

After all Ships and Crews have been Drafted, each player looks at the top 3 cards of their System Pile. They select 1 to be their Starting System, which will affect them as long as they remain at Proximity 0. Unselected Systems are placed on the bottom of that player's System Pile in any order.

Once Starting Systems have been selected, each player draws 4 cards from their Action Pile. They may choose any number of those 4 to place in the Discard Pile, and then draw as many Actions as they Discarded. After this, if there are exactly 2 players, both draw 2 Complications, and the first Round can begin.

## Structure of a Round

### Turmoil Phase

#### Entropy Step

The beginning of each Round is the Entropy Step. Each player selects one Complication from their hand, if they have one, and places it on the bottom of their Complication Pile. Then, all players draw one Complication.

#### Destiny Step

After the Entropy Step is the Destiny Step. This step is the only time players may play Destiny Complications (see *Keyword Glossary* (p.8)). However, any Complication (or "at any time" activated ability) may also be played (or activated) during this Step. Once a player no longer wishes to activate abilities or play Complications in this Step, they place their Turn Marker on the Turn Tracker in the spot for their Turn in Turn Order on the Turn Tracker. Turn Order is determined as follows: the player at the lowest Initiative value goes first, with other players going next in ascending order of Proximity. In the case of a tie, the player closest to the player with Initiative (see *Initiative Step* (p.6)) clockwise goes first. Once all players have a Marker on the Turn Tracker, the Turn Phases begin.

### Turn Phases

There are as many Turn Phases as there are players currently in the game. Each player becomes the Active Player of that Turn Phase in the order marked on the Turn Tracker, with the current Active Player being the one soonest in Turn Order whose Marker remains on the Turn Tracker.

#### Start Step

The beginning of each Turn is the Start Step. Some Modules, Recruits, or Systems have effects at the start of a Turn. Those effects occur now. After any Start Step effects have resolved, if the Active Player's Ship is Uncrewed, it begins a Backslide (see *Backslide* in *Events* (p. 7)), then a Regroup Step begins.

## **Regroup Step**

At the beginning of a Regroup Step, the Active Player draws an Action from their Action Pile. Then, all of their Regroup effects trigger. Once all Regroup Step effects have resolved, the Active Player checks to see if they Deadlock (see *Deadlock* in *Events* (p. 7)). After Deadlocks resolve, a Play Step begins.

## **Play Step**

During the Play Step, if the Active Player did not Deadlock, they select a single Action from their hand and place it in the Ship Zone. They resolve all effects of their Action in the order listed on the card, then an Aftermath Step begins.

## **Aftermath Step**

Once all Actions have resolved, those cards are then placed in their owner's Discard Pile. Then, any Aftermath Step effects trigger. Once all of those have resolved, if the Active Player's Ship is in Backslide, they finish resolving that event. After Backslide has resolved, or if one did not occur, an End Step begins.

## **End Step**

Here any "end of turn/end your turn" effects resolve. Once all effects have resolved, the Active Player retrieves their Marker from the Turn Tracker. If any Markers remain on the Turn Tracker, the next player on the Tracker becomes the Active Player of a new Turn Phase. Otherwise, the Tidy Phase begins.

## **Tidy Phase**

## **Cleanup Step**

Here, any "until the end of this Round" effects end. Then, any Ships with no Modules lose the game. Once completed, the Initiative Step begins.

## **Initiative Step**

In the Initiative Step, the Initiative passes to the player at or tied for the lowest Proximity value next in clockwise order from the current player with the Initiative. Once the Initiative has been passed, a new Round begins.

# Events

## Complication Cascade

Complications can be played in response to other Complications, which creates a Complication Cascade. Whenever a Complication is played in response to another, their effects resolve in the opposite of the order played. For example, if Player A uses a Maintenance Inspection on Player B, and Player B responds by playing the Local Coup they were holding, the Local Coup will resolve first, preventing it from being shuffled into the Complication Pile. If two players wish to respond to the same thing, the player earlier in Initiative order places their response on the Cascade first. This is also true for any abilities on Recruits, Modules, or Systems that use the phrase “at any time.”

## Discovery

Whenever a Ship is the first in a match to reach a given Proximity value, a Discovery occurs. All Ships reveal the top card of their System Pile. If multiple Systems are revealed this way, one is randomly selected and placed at that position on the Star Chart. All unselected Systems are placed on the bottom of their owners' System Piles.

## Backslide

Whenever a Ship is not Crewed at the start of a Turn, that Ship does not draw an Action during their next Regroup Step and skips their Play step. At the end of the Aftermath Step, that Ship loses 5 Proximity, then the top card of their Gig Pile joins their Crew. If a player undergoes a Backslide with an empty Gig Pile, they lose the game.

## Deadlock

Whenever a player cannot meet the Requirements to play one Action for each Ship they control, they must reveal all Actions in their Hand. Once they've done this, they discard all of those cards and then draw 4 new ones. They do not play an Action this Turn.

# Miscellany

## Keyword Glossary

**Ambush** - If this card is face down, you may flip it face up at any time and activate this ability.

**Bustling** - The first time a Ship with a neutral or positive Reputation starts their Turn in this System, they may look at the top 3 cards of their Upgrade Pile, and add 1 to their Ship. Unselected Modules are put on the bottom of their Upgrade Pile in a random order. The first time a Ship with a negative Reputation starts their Turn in this System, they may add the top card of their Upgrade Pile to their Ship. (They may not look before deciding.)

**Chaotic** - When this System is revealed, each player looks at the top card of their Complication Pile. They may put it back on top, or may move it to the bottom.

**Comfortable** - Organic Recruits gain 1 Morale each Turn they end in this System.

**Digital** - This Recruit cannot be Killed. If this Recruit is ever in a Ship that contains 0 Active Synthetic Modules, move this Recruit to Dead Space.

**Exhaust** - If this card is face up, you may flip it face down at any time and activate this ability.

**Extremophile** - Whenever a Hazardous System would cause this Recruit to lose Morale, it gains that much Morale instead. This Recruit does not gain Morale when ending a Turn in a Comfortable System.

**Farsight X** - At the start of each of this Ship's Turns, look at the top X cards of your Action Pile, then put any number of them into your Discard Pile. Put the rest back in any order. If you have multiple sources of Farsight, select 1 to occur each turn.

**Feral** - At the end of each of this Ship's Turns, this Recruit loses 1 Morale. This Recruit does not count for the purposes of determining if a Ship is Crewed.

**Hazardous** - At the end of each Ship's Turn, Organic Recruits in this System lose 1 Morale.

**Neural** - If a Ship consists entirely of Organic Modules and this Module is active, it is considered Crewed.

**Override** - During your Play Step, before revealing the selected Action, a player may declare an Override instead. If they do, activate one Override ability of a Module of their Ship, Member of its Crew, or their Ship's current System. Activating an Override ability is not playing an Action.

**Petty** - This Recruit does not return to its owner's Gig Pile upon reaching 0 Morale. While this Recruit has 0 or less Morale, its Petty effect is active.

**Research** - At the start of each of this Ship's Turns after the first Turn, if this Ship has not gained Certainty or Proximity since the start of their last Turn, gain 1 Certainty for each Research Module in this Ship.



**Shady** - When drawing their Action during the Regroup Step, primary Ships with a neutral or negative Reputation in this System draw two Actions instead. At the beginning of the Aftermath Step, Ships that drew an extra Action that way this Turn must Discard one Action.

**Social** - Recruits join this Ship's Crew with 1 extra Morale for each Social Module in this Ship.

**Unique** - Players may not have multiple cards with this name in their Deck.

**Weapon** - Whenever this Ship, or any of its Modules or Crew, is targeted by a Complication controlled by another player, this Ship's controller may Disable a Module on any of that player's Ships if that Ship is less than X Proximity away, where X is the number of Weapon Modules in this Ship.

## Subtype Glossary

**Destiny** - This Complication can only be played during the Destiny Step at the beginning of a Round. Once played, it is placed next to its owner's Ship instead of going to Dead Space. This card's owner cannot play any Complications for the rest of the game.

**Legacy** - At the beginning of Turn 0, this card is placed next to the primary Ship and remains active for the rest of the game. A Deck may not contain more than 1 Legacy.

**Runabout** - At the start of any Turn, the active primary Ship may detach up to 2 Runabout Modules with up to 2 Members of its Crew each. Once detached, each Runabout counts as a separate Ship, with those Members being exclusively that Runabout's Crew, and not the original Ship's. A detached Runabout has its own Certainty, Reputation, and Intel, all of which start at 0 each time it detaches. Players draw and play an additional Action per turn for each detached Runabout they control, one targeting the primary Ship and one for each Runabout. A player's Initiative is determined by the Ship they control at the highest Proximity. Runabouts can gain Members of their Crew as normal, but cannot receive Upgrades. At the end of any Turn that a Runabout is in the same System as its primary Ship while that is the active primary Ship, its owner may have it re-attach to the primary Ship, with all Members of its Crew being added to that Ship's Crew. Players may not have more than 2 detached Runabouts at a time. Players win if either their primary Ship or any of their Runabouts make it to Proximity 10. If a Runabout Module is Destroyed while detached, it and any associated Modules or Recruits go to Dead Space. If a player controls a Runabout, but their primary Ship has no Modules, they lose the game.

## Specific Rulings

1. Whenever a card becomes placed in a Zone and remains there, that card becomes an Object.
  - a. Whenever an Object changes Zones while it has counters on it, it loses all of its counters.
2. Within a Step, triggered abilities resolve in Module > Recruit > System order.
  - a. Special Objects, such as Legacies or some Actions, that specify they remain in the Ship Zone occur before all other effects. Special Objects that are placed on/around the Star Chart occur last, in ascending order of Proximity.
  - b. Even if there are non-Module contributors to your Research Trigger, all Certainty gain occurs in a single triggered ability, accounting for non-Module sources of Research.
3. Whenever an effect would attempt to put a card that is not a Module or Recruit into the Upgrade or Gig Piles respectively, it instead moves to Dead Space. This does not cause triggered abilities associated with Modules or Recruits moving to Dead Space to activate.
4. If at any time a Ship is in a position on the Star Chart with no System, and any player has any cards in their System Pile, a Discovery occurs.
5. Whenever an effect would attempt to perform an action on an object that said object specifies cannot occur, nothing happens.
  - a. I.e. If an effect that says "Kill 1 target Recruit" targeted a Recruit with Digital, that effect would be considered "resolved," but the Recruit would not move to Dead Space.
6. When a Step is skipped, none of the automatic game actions or triggered/activated abilities associated with that Step occur.
  - a. If a Start Step is skipped, the Active Player cannot begin a Backslide
  - b. If a Regroup Step is skipped, the Active Player does not draw Actions this Turn, and does not check for Deadlock. If this causes a player to enter the Play Step with no Actions for which they meet the requirement, they do not play an Action this Turn. Players do not draw back up to 4 Actions in hand until/unless they Deadlock.
  - c. If a Play Step is skipped, players do not discard down to 4 Actions in hand unless they Deadlock. No Actions resolve that Turn. This does not constitute a Deadlock.
  - d. If an Aftermath Step is skipped, Actions do not move from the Ship Zone to the Discard Pile until the Active Player's next Aftermath Step. Ships in Backslide remain unable to play Actions until their next Aftermath Step.
    - i. Actions not moving to Discard until the next Aftermath also applies when the Step Order of a Turn is reversed.
  - e. If an End Step is skipped, the Active Player removes their Marker at the end of their Aftermath Step.
7. Face down Modules and Recruits have no abilities or subtypes (Arcane, Synthetic, Organic) unless the card explicitly states that a property exists while face down. Face

down Recruits' Morale values cannot change, and they cannot leave their Crew due to having 0 or less Morale. Effects that can flip cards face up can look at the abilities of face down cards. This includes abilities where a card flips itself face up.

8. Whenever an effect "negates" another effect, the original effect is considered to have resolved, but does not affect the game state.
  - a. If a Complication is negated, all other players will still draw from their Complication Pile as if it had resolved normally.
    - i. In the case of Complications that specify that other players do not draw off of their resolution, opponents do draw off of their resolution once they are negated.
9. Whenever an effect prompts a player to "burn" a card, that player moves that card from their hand directly to Dead Space without resolving it.
  - a. Cards that are not in a player's Hand cannot be burned.
10. The Recruit named "Brtp" is pronounced identically to the English name James.
  - a. People named Brennan Lee Mulligan cannot win games of Space Race.