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 Turn 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. 6)*)

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

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, it 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 primarily gained through Actions. As soon as a Ship reaches 20 Proximity, all of those Ships win 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.

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. At the end of each Turn, each Ship loses 1 Intel on all Ships unless they gained Intel on that Ship this Turn.

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 and 3 Complications.

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. 6)*) 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 20 spaces for System cards, one for each Proximity value beyond each player's Starting System. Whenever a Discovery (see *Discovery* in *Events (p. 6)*) 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.

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 20. (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. 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 Turn 0.

Turn 0

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, each player draws 3 Complications, and the first real Turn can begin.

Structure of a Turn

Start Step

The beginning of each Turn is the Start Step. First, each player draws a Complication. Some Modules, Recruits, or Systems have effects at the start of a Turn. Those effects occur now. After any Start Step effects have resolved, each Uncrewed Ship enters Backslide, and each Crewed Ship draws 1 card from their Action Pile.

Play Step

During the Play Step, each player selects a single Action from their hand and places it face down. If a player cannot play any Action in their hand, they undergo a Deadlock (see *Deadlock* in *Events (p. 6)*). Once all players have either selected an Action or resolved a Deadlock, the player with Initiative reveals and resolves all effects of their Action, then the next player clockwise, and so on. Once all players' Actions have resolved, those cards are then placed in their owner's Discard Pile.

End Step

After all effects from the Play Step have resolved, the End Step occurs. Like the Start Step, some Modules, Recruits, or Systems have effects that occur at the End of a Turn, and those effects happen during the End Step. After any other effects from the End Step have resolved, the player at the lowest Proximity value gains the Initiative. If multiple players are tied for the lowest Proximity, it passes to the next of those players in the clockwise direction. Then, any player with no Modules in their Ship is removed from the game. Lastly, each player with a Complication in their hand places 1 on the bottom of their Complication Pile. After each End Step, the Start Step of the next Turn occurs.

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 at random and placed at that position on the Star Chart.

Backslide

Whenever a Ship is not Crewed at the start of a Turn, that Ship does not draw an Action this Turn and skips their Play step. At the end of the Turn, 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 Ship has no Actions they can play in their Hand, 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.

Other Rulings

Face Down Cards

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 to trigger.

Specific Rulings

1. Within a Step, triggered abilities resolve in Module > Recruit > System order.
    a. Before any other effects trigger at the start of a Turn, all instances of the Maestro will trigger, going in Initiative order by owner if multiple instances exist.
    b. Cosmic Quasar Pulse is always the last effect to trigger at the start of a Turn.
2. 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.
3. The Recruit named "Brtph" is pronounced identically to the English name James.

Keyword Glossary

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.

Destiny - This Complication can only be played during the Start Step of a Turn. 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.

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.

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

Feral - At the end of each Turn, 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 Turn, Organic Recruits in this System lose 1 Morale.

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

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

Override - During each 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 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 Turn after the first Turn, if this Ship didn't gain Certainty or Proximity last Turn, gain 1 Certainty for each Research Module in this Ship.

Runabout - At the start of any Turn, each Ship may detach any number of 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. 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, it may have it re-attach to the primary Ship, with all Members of its Crew being added to that Ship's Crew. Players win if either their primary Ship or any of their Runabouts make it to Proximity 20. 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.

Shady - When drawing their Action at the end of the Start Step, Primary Ships with a neutral or negative Reputation in this System draw two Actions instead. At the end of the Play Step, Ships that drew an extra Action that way this Turn must Discard one Action.

Social - Recruits join this 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.