

Transporter movement

- This mechanic is concerned with moving the transporter to the centre of the map
- Every player has their own transporter, and every transporter has a path assigned
- The transporter starts on the main planet of the player, where it gathers resources, until the player decides to start the journey
- The transporter needs to have these functionalities
 - Generate resources on the main planet
 - Receive artefact
 - StartJourney
 - this can be possible only when the transporter is equipped with an artefact and there is no barricade on the first step of the path
 - On the start of player turn - Automatically make one step forward on the path
 - this can be done only if there isn't a barricade in the space immediately before the transporter
 - The transporter is boosted forward
 - the transporter moves forward by 1 step if there is no barricade on that step
 - The transporter is boosted backwards
 - the transporter moves backwards by 1 step if there is no barricade on that step
 - The core
 - the game ends, and the player owning the transporter wins

Notes:

- Generating the resources on the main planet works the same way as with the ships but
 - The transporter cannot travel to other planets
 - It just rotates on the planet and adds resources to player
- Once the transporter Starts the journey, it can't return to the planet – it can only move forward
- The player chooses when the journey starts – it doesn't have to be right after receiving the artefact

Diagram shows the changes to the player round, and describes individual transporter functions.

https://miro.com/app/board/uXjVMLtFvZk=?share_link_id=223779276558