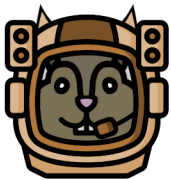



INTERPLANETARY

EXPANSION 1 - SUPPLY DROP



AN EXPANSION DESIGNED BY ELIAS HEYDRICH



GREAT NEWS BOSS, OUR BEST SCIENTISTS PROPOSED A *SUPPLY DROP*, AN EXPANSION FOR *INTERPLANETARY*. IT IS JUST A SINGLE PAGE, WITH ITS FRONT- AND BACKSIDES FOLLOWING THE SAME SETUP AS THE BASE GAME. IF YOU EVER WANT TO SEPARATE THE NEW COMPONENTS AT SOME POINT, EVERYTHING BELONGING TO *SUPPLY DROP* SHOWS THE  - SYMBOL SOMEWHERE.

This expansion provides you with additional **outposts**, **directives** and **parts**. Simply add the above to the already existing material from the base game. Note that you must also provide a small number of additional components:



2X CUBE



2X SIX-SIDED DIE

PLAYING WITH *SUPPLY DROP* :

During setup: when creating the **part stacks**, simply include the new **parts**. Note that when you split the initial **installation stack** into two **stacks**, you still split them exactly in the middle, so take 6 of 12 instead of 4 of 8 cards now.

Akin to the above, when sorting the **directive** cards by **act** to form the **campaign deck**, just include the 4 new **directives** in that process as usual.

During play: just employ the additional **depots** / **outposts** as normal. You remain component limited but since the number of components has increased from 4 to 6, new strategies and approaches are now viable.

When playing with this expansion (or, for that matter, any other), ensure that you record this fact in the *Hall of Fame* when writing down your score.

RULE CLARIFICATION:

Some of the new **parts** refer to **neighboring tiles**. Read this as horizontal and vertical **neighboring tiles**, just like when selecting the game's difficulty.

Diagonally adjacent **tiles** do never count as **neighboring** ones.