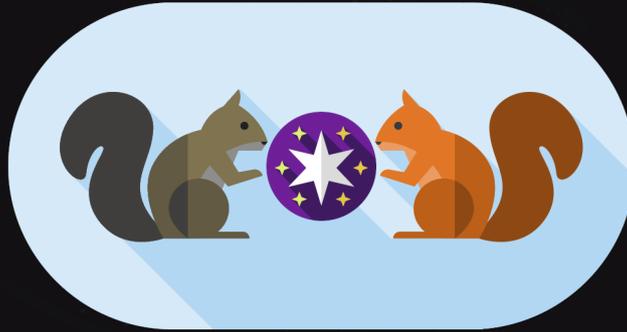


# INTERPLANETARY

## EXPANSION 2 - UNITY



AN EXPANSION DESIGNED BY ELIAS HEYDRICH



GREAT NEWS BOSS! WITH THIS NEW EXPANSION FOR *INTERPLANETARY*, YOU NOW HAVE A PEER PLAYER TO WORK WITH, EXPLORING SPACE TOGETHER IN *UNITY*! ALL OF THE NEW COMPONENTS FOLLOW THE SAME PATTERN AS THE BASE GAME'S ONES (SEE PAGE 1 THERE), SO PRINTING WORKS JUST AS IT DID EARLIER...

GREETINGS THERE! I AM COLONEL MACTIMBER, THE PERSONAL ADVISOR TO YOUR COOPERATION PARTNER. I WON'T KEEP YOU LONG, I JUST WANTED TO POINT OUT THAT ALL THE NEW MATERIAL FROM *UNITY* IS MARKED WITH THE -SYMBOL FOR IDENTIFICATION SOMEWHERE. HOWEVER, YOU WILL ALSO FIND THE -SYMBOL ON A FEW COMPONENTS. FOR NOW, THESE COMPONENTS ARE NOT USED. THEY ARE USED BY ANOTHER EXPANSION, *SPACE RACE*, FEATURING A COMPETITIVE EXPERIENCE!

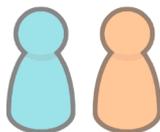


This expansion transforms *Interplanetary* from a solo game into a cooperative experience for two players. Together, you share the responsibility of spearheading Squeaking's peaceful exploration of its solar system as the *Joint Heads* of the *Exploratory Branch* of the *United Forests Space Program*.

Aside from printing all the new material, you must also provide the required components for the second player. The numbers below assume that you are also using *Expansion 1 - Supply Drop*, less cubes and dice are required otherwise.



9X CUBE



2X MEEPLE



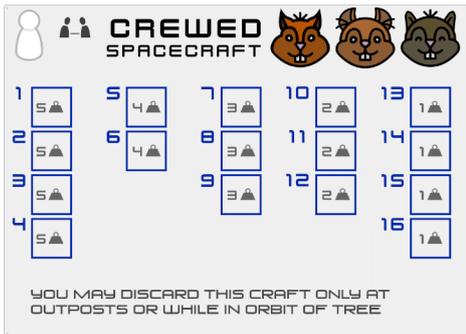
6X SIX-SIDED DIE

The 8 cubes used for **fuel** tracking should be of identical color to what you are using for the base game. The 9th cube (used as **track cube**), the two meeples as well as the second set of dice must be distinct from the base game's components.

# OVERVIEW OF NEW COMPONENTS

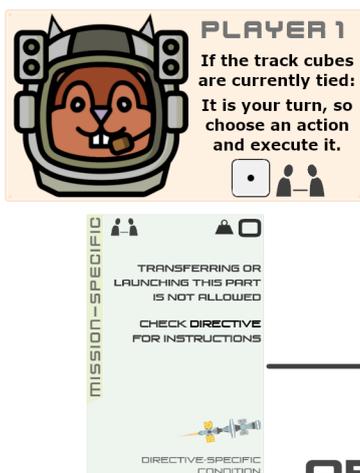
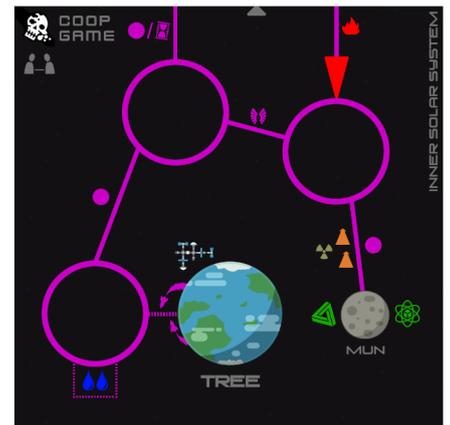
Most of the new material will be very familiar.

To start, *Unity* contains a new uniquely shaped **tile**, just called the **coop tile**, and new directive cards. All new **act II**, **act VI** and **act VI** cards will replace the respective directives of the (solo) base game, while other directives are added to existing **acts**. Furthermore, three copies of the new **cooperation** directive are included, which will be discussed later.



Additional **craft** and **outpost** cards, as well as a **special part** for the second player are provided. Remember: After printing your copy of *Unity*, color the white meeple in the top left corner on both the front and the back of the new **craft** to match the two new meeples you are using. Every **craft** in the game must have its own distinct meeple!

An alternative **planetary tile** for *Tree* is part of this expansion too, although only one of its two sides is used, namely the one which shows this expansion's symbol and states *COOP GAME* in its top left corner. The **planetary tile**'s backside, as well as the additional **track tile** component, are not used by *Unity* and are instead employed by *Space Race*, a different expansion that features a competitive experience for two players.



Continuing, there is one entirely new type of component: the player **token**, identifying a player, their component color and break ties between the **track cubes**. Note that backsides of **tokens** are not used by *Unity* and are instead employed in the competitive game only, for which you need the *Space Race* expansion (as mentioned above).

Finally, there is the new **condition part**: treat it like a **special part** during setup, refer to **directives** during play.

## ABOUT COMPONENT COLORS

Note that *Unity* requires you to keep track of which **craft**, **depot**, **outpost**, **special part** and **track cube** belongs to which player, aka who "owns" what. Therefore, as stated on the previous page, ensure that components like dice are distinct! As the base game assumed black dice and black cubes, *Unity* assumes additional white dice and a single white cube are provided. All graphics on the components also follow this assumption, so adhering to this is recommended.

## PLAYING COOPERATIVELY WITH TWO PLAYERS

While introducing a second player to *Interplanetary* may sound complicated, it actually is very simple and there are few deviations from the solo experience.

Where there was just one **track cube** before before, now there are two. The same is true for the **campaign deck**. Aside from that, things stay the same.

In particular, all **parts** and **part stacks** are shared between players.

Note that *Unity* integrates with the *Supply Drop* expansion without any problems and playing with both is actually highly recommended. If you are not doing that, ensure that both players have an equal number of **outposts/depot** cards.



THE REMAINDER OF THIS DOCUMENT SIMPLY DESCRIBES THE DIFFERENCES BETWEEN PLAYING *UNITY* AND PLAYING THE SOLO EXPERIENCE. NOT MUCH CHANGES!

### UNITY SETUP:

Before beginning with the base game's setup, randomly assign a **player token** to each player, thus defining who is **player 1**, playing with the white cubes and dice and who is **player 2**, using the black cubes and dice from the base game.

During *setup step 1* (on page 7 of the base rulebook), use the *Unity's* new **planetary tile** with showing *Tree* instead of the base game's one. Ensure you are using the side with *COOP GAME* in the top left corner. Also, when choosing the **difficulty**, **player 1** and **player 2** must agree on which **tiles** to flip.

The same is true during *setup step 2* (on page 8 of the base rulebook), **player 1** and **player 2** must both be satisfied with the initial state of the **known parts** and **part stacks** before proceeding to the next step.

Again, everything **part**-related is shared between players, so there is only one common **known parts** section on the table, ideally in front of both players.

Ensure you have both **special parts** as well as the **condition part** at hand.

For *setup step 3* (also on page 8), different **directives** are used for half the **acts**! Instead of *Survey (act II)*, *Crisis (act IV)* and *Epilogue (act VI)* cards, a game of *Unity* is played instead with *Challenges (act II)*, *Advancements (act IV)* and *Unity (act VI) directive* cards. For all other **acts**, simply shuffle the new cards from this expansion (and those from others) with the base game ones.

Next, proceed to prepare the different card sets for **act I to V** as normal, but construct separate **campaign decks** for **player 1** and **player 2** out of those by taking only a single card from each **act**. Finally, choose a pair of *Unity (act IV) directives* with matching backsides (see page 6 of this rulebook) and give one to each player to complete the two **campaign decks**, now containing 6 cards each. Furthermore, place all **cooperation directives** face-up the **known parts** area.

Finally, when executing *setup step 4* (on page 9 of the base rulebook), reveal the top **directive** of both **campaign decks** and place two **track cubes** of distinct color on the **track tile** next to the 9, one for **player 1** and one for **player 2**.

Below you can see a potential layout (after setup) for a session of *Unity*:

**SUMMARY**

- CREATE DEPOT / CRAFT: 0
- DISCARD DEPOT / CRAFT / PART: 0
- EXPAND EXISTING OUTPOST: 1
- CONVERT DEPOT INTO OUTPOST: 2
- TRANSFER PART: 0
- CONSTRUCT KNOWN PART: 1
- LAUNCH PART FROM OUTPOST: 1
- RESEARCH NEW PART: 4
- TRANSFER FUEL: 0
- USE THRUSTER TO MOVE: 1
- REFUEL CRAFT (4 PER): 1
- EXPLORE CELESTIAL OBJECT: 1

**PART STACKS**

**ROCKHOPPERS**

To build this directive, a **Crewed Craft** must explore any previously unexplored planet or comet while landed there.

When our aviators gear upwards into the sky and begin mapping the movement of our brethren, their eyes and instruments could only see the very surface of celestial objects. And so they named them after their deities.

But our sun is orbited by **copious** objects, many as wild a target for your expedition missions as our neighboring planets.

**CREWED SPACECRAFT**

YOU MAY DISCARD THIS CRAFT ONLY AT OUTPOSTS OR WHILE IN ORBIT OF TREE.

**KNOWNS PARTS**

**COOPERATION**

While card is among the known parts and you have not yet revealed it. As an action of cost 3, you may place this card (without flipping it) above your current directive card, thereby hiding it.

While this is your current directive: Ignore the directive below this card! When your track cube reveals, move your cube as normal and remove this cooperation card from the game. They resume play as normal, with the original directive being relevant again.

We have really cooperated for one spec...

**CREWED SPACECRAFT**

YOU MAY DISCARD THIS CRAFT ONLY AT OUTPOSTS OR WHILE IN ORBIT OF TREE.

**OUTWARDS!**

To build this directive, a **Crewed Craft** must orbit any space or any planetary tile belonging to the outer solar system.

Below the first Square could hop on the Plus, there were many other reasons. Back then, we first took photos, explored probes, even created a satellite into its orbiting, we prepared, measured and analyzed before we finally found the first outer solar craft.

Compared to the distance between Tree and the outer planets, the accomplishments of our Plus Landings deserve quite a bit of a quick four from tough to tough. Getting to our targets is half the challenge.

**PLAYER 1:**

- CAMPAIGN DECK
- CRAFT AND OUTPOSTS
- PLAYER TOKEN
- WHITE CUBE AND DICE

If the track cubes are currently tied: It is your turn, so choose an action and execute it.

**COOPERATION DIRECTIVES (can be stacked)**

**NEW TREE TILE**

**PLAYER 2:**

- CAMPAIGN DECK
- CRAFT AND OUTPOSTS
- PLAYER TOKEN
- BLACK CUBE AND DICE

If the track cubes are currently tied: It is not your turn, please wait for your partner.

**REMEMBER TO KEEP SPECIAL PARTS, SPECIAL TILES AND THE CONDITION PART CLOSE BY TOO, EVEN IF THEY ARE NOT DEPICTED HERE. ALSO ENSURE EQUAL NUMBER OF COMPONENTS (LIKE OUTPOSTS) FOR BOTH PLAYERS!**

### ORDER OF PLAY:

Actual play alternates between the two players: The player who's **track cube** is further up the track (larger number) gets to perform an **action** and pays its **cost** using his or her own **track cube**. Afterwards, one compare the **track cubes** again one player gets to act. If the cubes are tied, refer to the **player tokens**.

When one player **resets**, perform the **campaign deck** update for that player and place his or her cube onto the **track tile** instead of next to the **tile's** track. This serves as a reminder that a player's cube is still ahead and until the second player **resets**, that player may not act. Once that second **reset** occurs (which is performed normally), place both **track cubes** back on the edge of the **track tile** and resume play.

In this example, **player 2's** black **track cube** is on position 2 of the **track**, which is further up when compared to the white cube on 1. Thus, this player must now act and select an **action**, which is **research new part** here for sake of example.

After executing that **action**, a **reset** occurs since the **cost** of that **action** is 4 and the new location of that **cube** is thus on position 8. It is placed on the **tile**. Consequently, **player 1** must act now until the **reset** for that player occurs too!

## EXECUTING ACTIONS

As mentioned in the last page, you simply perform an **action** of your choosing if it is your turn to act. In general, your **actions** may target any entity (**craft**, **depots** and **outposts**) regardless of player association. Any player is thus allowed to, for example, **refuel craft** in **orbit** of *Tree*, no matter who's **craft** it is.

There are three exceptions to this rule:

First, whenever an entity belonging to the other player enters or leaves play or is affected in any way (e.g. gaining a **part**), that other player can veto the **action**.

Second, only the player owning a **craft** can **move that craft**. So, while the other player may **create** a **craft** for you if you agree, he or she can never **move** it!

Third and last, while most **boons** of **installations** are accessible to both players regardless of the **outpost**'s ownership, some **boons** do restrict usage! If a **boon**'s text states that "you" can do a thing, this limits usage to the **outpost**'s owner.

SO, GIVEN PERMISSION, YOU MAY FOR INSTANCE OBTAIN SOMETHING FROM A CRAFT OF YOUR PARTNER WHILE IT IS YOUR TURN TO ACT. AND SINCE THE COST OF ANY TYPE OF TRANSFER IS 0, YOU WILL ALSO BE THE ONE WHO IS SELECTING THE NEXT ACTION... SO, COOPERATION IS KEY!



RIGHT YOU ARE, DEAR COLLEAGUE! CONSTRUCTING A PART INTO A CRAFT OF YOUR PARTNER IS ANOTHER TYPICAL EXAMPLE. IN *UNITY*, YOU ARE A TEAM, SO ACT LIKE IT! DO KEEP IN MIND THE THREE RESTRICTIONS FROM ABOVE, AS THESE OFTFEN NECESSITATE CAREFUL PLANNING...

## ADDITIONAL ACTION TYPES

*Unity* introduces two entirely new **actions**, not listed on your *action summary*:

The first is the **cooperation action**, which is explained in detail on the **cooperation directive** cards (placed among your **known parts** during setup).

To give a short intuition, you can extend the time a **directive** is in play with these **actions** but you can only use this **action** a limited number of times, as the respective **cooperation** card is removed from play when it has taken effect.

The second is the **waste action**, which you really do not want to use! At **cost** 1 you can choose to do absolutely nothing (except moving your **track cube**).

## FULFILLING DIRECTIVES

**Failing** and **fulfilling directives** works just like normal, but one always checks both **campaign decks** after any **action**. If any **directive**'s condition is satisfied, no matter who's **campaign deck** it is on or next to, the **directive** is **fulfilled**.

This means that most **directives** can be fulfilled by any player, at any time!

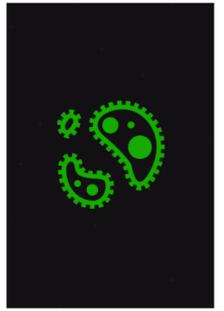
For example, if it is required that at least two different **tiles** of the solar system must each have one or more **outposts** on them, it does not matter which player has placed these **outposts**, aka which dice color these **outposts** have.

## DECREES AND TRIUMPHS

As explained on page 3, players receive three **decree** cards during setup, which they should look at only in secret. On each card, a **discovery** symbol is visible. If and only if you have an **outpost** with a matching **discovery** when the game ends, you may reveal this and score 2 points (see previous page).



REMEMBER THAT ONLY 6 OF THE 8 SYMBOLS ARE IN PLAY DURING ANY SESSION AND YOU ONLY SEE 3 OF THEM. SO TRYING TO BLOCK THE OTHER PLAYER IS POSSIBLE BUT IT IS USUALLY NOT WORTH IT! GO FOR DISCOVERIES USEFUL TO YOU, E.G. FOR UPGRADING PARTS...



### INNERMOST BASE

Convert a depot located on a moon or planet of the rightmost planetary tile into an outpost to claim this triumph.



**Triumph** cards are also opportunities to score, but they are public and thus available to both players until **claimed**. Each such card specifies some condition and in the very moment that you satisfy that condition using an action, you can **claim** that **triumph**, placing it face-down next to your **known parts**.

ALL THE DIFFERENT TRIUMPHS ARE WORTH DIFFERENT AMOUNT OF POINTS IN THE END! CHECK EACH TRIUMPH'S BACKSIDE TO SEE HOW MUCH IT IS WORTH, SOMETHING ANY PLAYER MAY DO AT ANY TIME WHILE UNCLAIMED.



## BLACK OPS CARDS

In addition to the **decrees**, both players also receive a number of **black ops** cards during setup, which they should keep secret from the other player as well. By playing a **black ops** card, you are able to bend the rules in some way, either hindering the efforts of the other player or benefiting from his or her hard work.

Each such card clearly specifies when it can be played by its owner.

After playing a **black ops** card and dealing with its effects, remove that card from play entirely.

The effect of a **black ops** card takes precedence over any and all standard rules (like not affecting your opponent's **craft**).



### DEFECTOR

Play this card as an action of cost 1:

Take any one card from the top of any part stack belonging to your opponent and add it to your own known parts. For the rest of the game, treat this card as if you had researched it yourself.



*We are witness to Squeakind radicalizing, we watch that great Iron Treeline growing around more and more forests to protect those within from supposedly harmful ideas. In truth, it only divides us, keeping Squeak from fellow Squeak.*

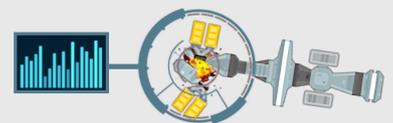
- POST ON USELEAF GROUP 'NEWS.GLB', BY 'S420K'



### SABOTAGE

Play this card when your opponent moves a craft from *Tree's* orbit to any other space.

This craft (and thus all its parts) are immediately discarded, even if the craft in question is a crewed one.



*At times, because of one Squeak's evil, ten thousand others suffer. So you kill that one Squeak in order to let the tens of thousands live. Here, the swordclaw in your paws that deals swift death is, in truth, granting life.*

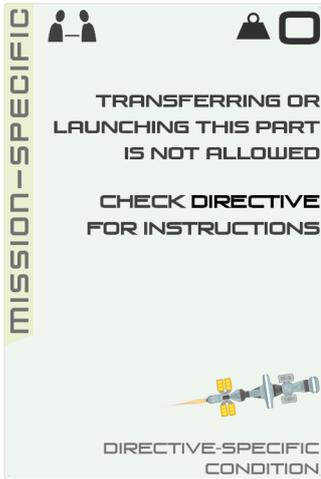
- 'HABAKURE!' THE BOOK OF THE SQUEMURAI



IF A BLACK OPS CARD IS PLAYED AS AN ACTION, FOLLOW ALL NORMAL RULES FOR ACTIONS, INCLUDING RESETS. BUT ONCE THE CARD IS GONE, SO IS THAT ACTION'S AVAILABILITY.



## THE CONDITION PART



The new **condition part** can be treated like the **special parts** during setup, which means that it only enters and leaves play through **directives**. Refer to such cards for more instructions.

Unlike the **special parts** though, you may **discard** the **condition part** at any time. Instead, its defining feature is your inability to **transfer** or **launch** the **condition part** from its current location to any other **craft** or **depot**.

Also, a celestial object of type **comet** (in case that is relevant) is depicted on its backside, also entering play via a **directive**.

THE PRESENCE OF THE NEW CONDITION PART BASICALLY INDICATES THAT SOME CRAFT HAS MANAGED TO ACHIEVE A SUBGOAL OF A DIRECTIVE, LIKE LANDING SOMEWHERE.



In the (unlikely) event that one **directive** calls for the **condition part**, while another instructs you do to something with that card's backside, substitute the **condition part** through the coin (wherever it currently resides) and flip the card.

### PLAYING A UNITY CAMPAIGN ALONE

While the *Unity* expansion has been designed to enable cooperative play, nothing prevents you from just playing both players, going in solo again.

BE PREPARED FOR A ROUGH TIME THOUGH, FOR IT IS MUCH MORE COMPLICATED TO AVOID SCREWING UP THE ORDER OF PLAY RULES WHEN TACKLING UNITY ALONE...



### MORE DIRECTIVES FOR THE BASE GAME

As stated on page 2, *Unity* comes with a bunch of new **directive** cards.

Some of these replace **acts** from the base game, for example **act II** from *Unity (Challenges)* replaces **act II** from the base game (*Survey*) when playing coop.

Others however simply expand the variety of existing **acts** and can therefore also be integrated with the base game's solo experience.

In fact, *Unity* comes with a single card, named *Grand Tour*, which can only be used in the solo game, since it belongs to *Epilogue* (**act VI** of the base game).

To experience the base game's solo mode with the new material, simply include the additional **directive** cards during setup when you when sort the cards by **act** to form the **campaign deck** (similar to *Expansion 1 - Supply Drop*).



AS TEMPTING AS IT MAY BE, I ADVISE AGAINST HOUSE RULING THE ALTERNATIVE ACTS INTO A NORMAL SOLO GAME, AS THE BALANCING OF UNITY IS TOO DIFFERENT!