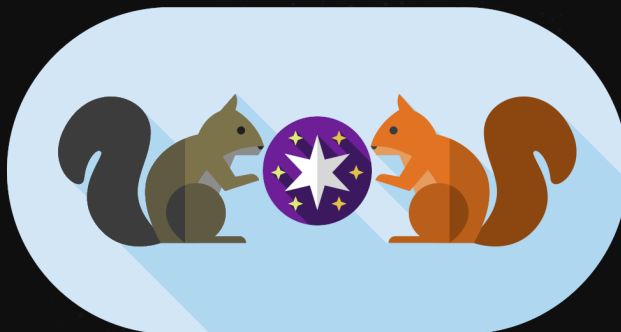


INTERPLANETARY



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 OF THAT RULEBOOK), SO PRINTING THIS SHOULD BE CLEAR...

A WARM WELCOME - I AM COLONEL MACTIMBER, THE PERSONAL ADVISOR TO YOUR COOPERATION PARTNER. I WILL NOT KEEP YOU LONG, I JUST WANTED TO POINT OUT THAT ALL THE NEW MATERIAL FROM *UNITY* IS MARKED WITH THE  - SYMBOL FOR IDENTIFICATION SOMEWHERE. TAKE NOTE THAT YOU WILL ALSO FIND THE  - SYMBOL ON A FEW COMPONENTS, WHICH YOU CAN SAFELY IGNORE. THAT OTHER SYMBOL RELATES TO EXPANSION 3, CALLED *SPACE RACE*. SINCE WE PLAY *UNITY* TODAY, IGNORE THEM.



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



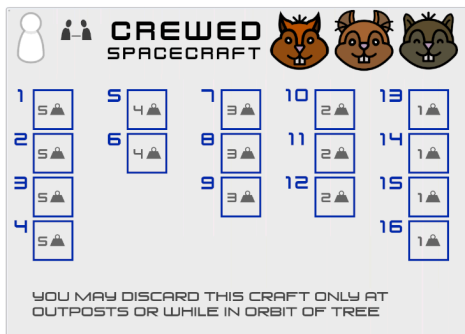
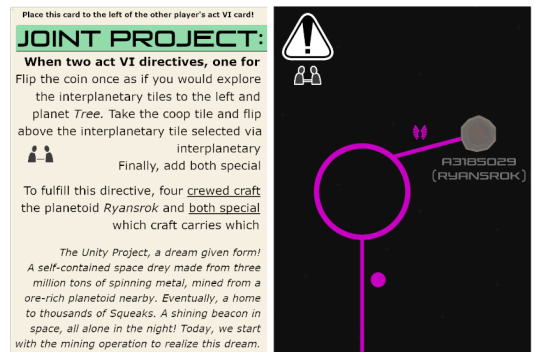
6X SIX-SIDED DIE

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

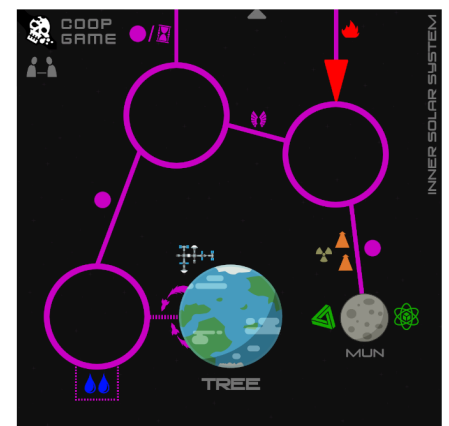
Most of the new material will be very familiar.

To start, *Unity* contains a new uniquely shaped **tile** the **coop tile** and a great many 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 and their component color. They also break ties between the **track cubes**. Note that backsides of **tokens** are not used when playing *Unity* and are instead employed in the competitive game only, detailed in the separate *Space Race* expansion.

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 at first, only few deviations from the original solo experience are required, namely:

Where there was just one **track cube** and **campaign deck** before before, now there are two of each. Aside from that, things stay pretty much the same. In particular, all **parts** and **part stacks** are simply shared between the 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 JUST DESCRIBES THE DIFFERENCES BETWEEN PLAYING THE SOLO GAME AND PLAYING *UNITY*. OVERALL, 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.

When choosing the **difficulty**, both players 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 together. Remember, all **parts** are 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* (still 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**. Take 2 cards from each **act** and split them between the players, thus constructing two separate **campaign decks**. Afterwards, 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 aforementioned **campaign decks**, now containing 6 cards each. Following that, 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): 1
- EXPLORE CELESTIAL OBJECT: 1

TRACK CUBES

PART STACKS

KNOWN PARTS

CREWED SPACECRAFT

OUTWARDS!

PLAYER 1:

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

PLAYER 2:

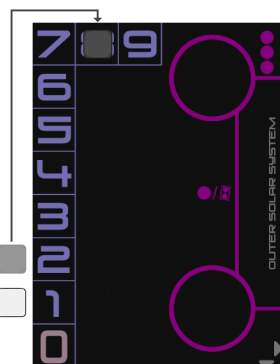
- * CAMPAIGN DECK
- * CRAFT AND OUTPOSTS
- * PLAYER TOKEN
- * BLACK CUBE AND DICE



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:

The player who's **track cube** is further up the track (the larger number) must perform an **action** and pays its **cost** using his or her own **track cube**. After each action, compare both **track cubes** to determine which player must act next. If the cubes are tied, refer to tie breaking instructions on the **player tokens**.



When one player **resets**, perform the **campaign deck** update for that player and place his or her cube onto (instead of next to) the **track tile**. This serves as a reminder that a player's cube is still ahead and, until the other player **resets** as well, that player must not act. Once that second **reset** occurs, place both **track cubes** on the edge of the **track tile** next to their respective number as normal, then compare the cubes again.

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 onto the **tile**.

Consequently, **player 1** must act now until he or she **resets** as well.

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, this is not true for all of them: 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 OBTAIN E.G. SOME PART FROM A CRAFT OF YOUR PARTNER WHILE IT IS YOUR TURN TO ACT. AND WITH THE COST OF THAT TRANSFER BEING 0, THE NEXT ACTION WILL STILL BE YOURS TO SELECT SINCE YOUR TRACK CUBE HAS NOT MOVED. MUCH TO CONSIDER!



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). With **cooperation actions**, you can extend the time another "normal" **directive** is in play 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 in solo, 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.

Only if it explicitly stated that "you" need to do something or one of "your" components needs to be in a specific state, a specific player is required to fulfill the directive's condition. In that case, this "you" refers to the controlling player, aka the one who drew the **directive** card from his or her **campaign deck**.

After **failing** or **fulfilling** a **directive**, that **directive** is rotated as usual. Do note that every player must keep track of his or her own pool of **failed** and **fulfilled directives**, similar to his or her own **campaign deck**.

IN CONTRAST TO THE ORIGINAL *INTERPLANETARY SOLO* EXPERIENCE, YOU BASICALLY ALWAYS HAVE TO WORRY ABOUT TWO **DIRECTIVES** AT THE SAME TIME! BUT ALSO...



UNLIKE THE ORIGINAL EXPERIENCE, YOU ARE NO LONGER ALONE! YOU HAVE A PARTNER TO HELP YOU OUT, SO DISCUSS THE PROBLEMS AT HAND AND MAKE THE ALL THE BIG, HIGH-LEVEL DECISIONS TOGETHER. ALSO, REMEMBER THE **COOPERATION ACTION** FROM PAGE 5, WHICH YOU CAN EMPLOY TO STRATEGICALLY DELAY THE EVER-LOOMING DEADLINE OF ANY **DIRECTIVE**...

ACT VI - UNITY

The new **act VI directives** (named *Unity* instead of *Epilogue*) may look a little strange at first. They always come in pairs, which can be identified by their backsides.

Two **act VI** cards are a pair if the backsides align!



DURING SETUP, YOU WILL CHOOSE JUST ONE PAIR! THIS MEANS YOU WILL KNOW WHICH FINAL CARD YOU FACE DURING THE GAME! THINK OF IT AS CHOOSING A SCENARIO.

This concept extends to the front: You can only really read the instructions if you put a matching pair next to each other. As such, when revealing the first **act VI** card you must ignore its text. Follow its instructions only after the second **act VI directive** has been revealed too!



All rules regarding having no **campaign deck** anymore remain in effect at any time (see page 15 of the base game's rulebook). This means, as soon as a single **act VI directive** is revealed by a player, that player must now rotate one of his or her **fulfilled directives** to its **failed** side when his or her **track cube resets**. If one player is unable to perform a required rotation of a **fulfilled directive**, the game ends for both players and both **act VI** cards count as **failed directives**.

WHILE **ACT VI** PLAYS AS IN THE BASE GAME OVERALL, IT DIFFERS IN THE DETAILS: IF ONE PLAYER'S PROGRESS THROUGH HIS OR HER **CAMPAIGN DECK** OUTPACES THE OTHER ONE, THE FASTER PLAYER MIGHT BE FORCED TO ROTATE **DIRECTIVES** TO THE **FAILED** SIDE PREMATURELY.



THE COOP TILE

Some **act VI** directives reference the **coop tile**, which was first mentioned on page 2 of this rulebook. This is functionally identical to the **special tile** from the base game (which is also still used in *Unity*) and as such, you simply have follow a **directive** card's instructions on how and where it enters play.

REMOVING COOPERATION CARDS FROM THE GAME

If a **cooperation directive**'s text on the card instructs you to remove that card from the game, this means just setting it aside for the rest of the session.

In other words, you can neither **fulfill** or **fail** a **cooperation directive**!

IT REALLY JUST DELAYS A "REAL" DIRECTIVE, GIVING YOU MORE TIME. IT HAS NO EFFECT ON SCORING, SO USE ONE OF THEM WHEN YOU HAVE TO! SPEAKING OF SCORING...



SCORING

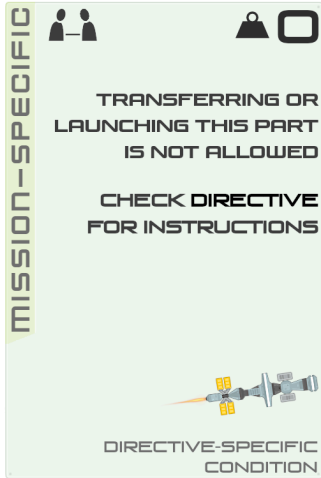
Even when playing with *Unity*, **scoring** follows the base game's rules to the letter. Simply compute the sums as indicated on page 30 of the base game's rulebook.

Keep in mind that you either **fulfill** both **directives** of **act VI** or none of the two, which means you either get +8 or nothing for the two **epilogue directives**.

Record your cooperative achievements, per *Unity* card pair, in this table:

NAMES	DATE	DIFFICULTY	UNITY CARD PAIR	SCORE	NOTES / EXPANSIONS

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 a **special part**, 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**. It encodes a "status".

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 for two people, nothing prevents you from just playing both players, going in solo again.

BE PREPARED FOR A LESS ELEGANT GAME THOUGH... IT IS MORE COMPLICATED TO CORRECTLY ADHERE TO 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 cooperatively. However, others simply expand the variety of existing **acts** and can therefore also be mixed together 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 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!