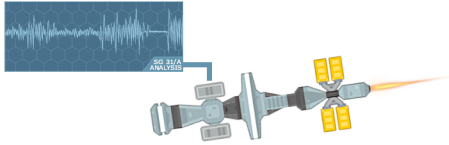


MISDIRECTION

Play this card as an action of cost 1:

Choose one of your craft on any space that is not an orbit. Immediately exchange one part carried by this craft of any class except thruster with one of your known parts of equal mass.



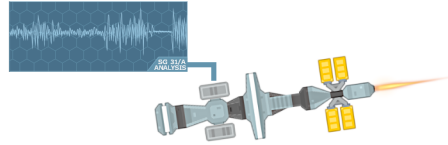
Engage Squeaks with what they expect, it confirms their expectations. It settles them into predictable patterns of response, occupying their minds while you wait for the right moment, the one which they cannot anticipate.

- SIEP TZU, WARMMASTER OF ANCIENT PHIEPA

MISDIRECTION

Play this card as an action of cost 1:

Choose one of your craft on any space that is not an orbit. Immediately exchange one part carried by this craft of any class except thruster with one of your known parts of equal mass.



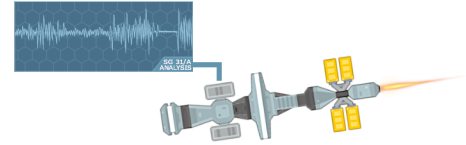
Any espionage organization collects information but in the end, they are just like the average Squeak who collects nuts for the winter. Like that Squeak, they will stop gathering if you simply feed them until they are stuffed.

- ALPHIEB AMS, FORMER INTELLIGENCE OPERATIVE

MISDIRECTION

Play this card as an action of cost 1:

Choose one of your craft on any space that is not an orbit. Immediately exchange one part carried by this craft of any class except thruster with one of your known parts of equal mass.



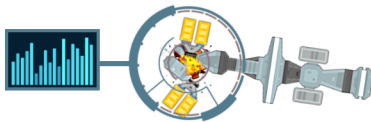
The only true way to control your enemy is through the information that this enemy has access to or is able to obtain. Given time, any scheme or train of thought can be followed but false information can only lead to false results.

- "THE TOOLS OF STATECRAFT", AUTHOR UNKNOWN

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.



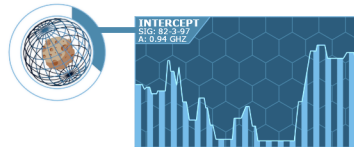
At times, because of one Squeak's evil, ten thousand others suffer. So you kill that one Squeak in order to let the tens of thousands live. Here, the swordclaw in your paws that deals swift death is, in truth, granting life.

- "HAGAKURE", THE BOOK OF THE SQUEMURAI

DECRYPTION

Play this card directly after your opponent has upgraded a part.

Immediately research once at no cost. If able, you may then upgrade one of your known parts matching the discovery symbol of the opponent's upgraded part.



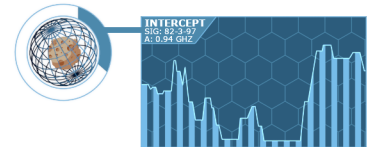
Mathematical reasoning may be regarded as the exercise of a combination of three facilities, namely intuition, ingenuity and the willingness to gather more data than hazelnuts.

- ALANI TIRTING, WIDELY CONSIDERED TO BE THE MOTHER OF THEORETICAL COMPUTER SCIENCE

DECRYPTION

Play this card directly after your opponent has upgraded a part.

Immediately research once at no cost. If able, you may then upgrade one of your known parts matching the discovery symbol of the opponent's upgraded part.



When it comes to security, it never matters how technologically sophisticated you make it. It always comes down to how disciplined your organization is when it comes to its routine.

- FROM "ENCRYPTION & DECOMPARTILIZATION", BY SQUON PHEEPKISON (CHAPTER 1, PARAGRAPH 17)

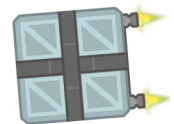


INSTALLATION
CANNOT BE BUILT IF THIS LOCATION LACKS ANY DISCOVERY



RESEARCH LABORATORY
UPGRADE KNOWN PARTS MATCHING THIS OUTPOST FOR COST 4

EQUIPMENT
WHILE IN ORBIT: YOU MAY DISCARD THIS PART TO IMMEDIATELY TRANSFER FUEL AND / OR (OTHER) PARTS FROM THIS ENTITY TO ONE ON THE ORBITED CELESTIAL OBJECT



ATTACHABLE BRAKING THRUSTER (SINGLE-USE)

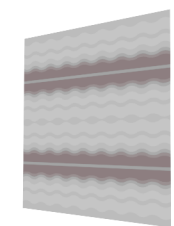


INSTALLATION
IF CONVERTING DEPOT TO AN OUTPOST BY BUILDING THIS PART: DISCARDED CRAFT MUST BE UNCREWED



SELF-CONSTRUCTING AUTOMATED OUTPOST
NO BOON

SUPPORT (RAD-SHIELD)
IF PART'S IS USED, DISCARD THE PART AFTERWARDS



MARLETIMBER HEAVY HULL ARMOR



BLACK OPS
BRANCH



BLACK OPS
BRANCH



BLACK OPS
BRANCH



BLACK OPS
BRANCH



BLACK OPS
BRANCH



BLACK OPS
BRANCH

EQUIPMENT

WHILE IN ORBIT:
YOU MAY DISCARD THIS
PART TO IMMEDIATELY
TRANSFER FUEL AND / OR
(OTHER) PARTS FROM THIS
ENTITY TO ONE ON THE
ORBITED CELESTIAL OBJECT



PDV PART

INFLAFORM-ENCASED
CARGO CONTAINER

INSTALLATION

**CANNOT BE BUILT IF
THIS LOCATION LACKS
ANY DISCOVERY**



PDV PART

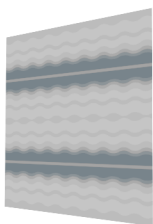
OFF-WORLD
RESEARCH HUB

UPGRADE KNOWN
PARTS MATCHING THIS
OUTPOST AT NO COST



SUPPORT

**IF PART'S IS USED,
DISCARD THE PART
AFTERWARDS**



PDV PART

MARBLETIMBER
HULL COATING

INSTALLATION

**IF CONVERTING DEPOT
TO AN OUTPOST BY
BUILDING THIS PART:
DISCARDED CRAFT
MUST BE UNCREWED**



PDV PART

VON NEUSQUEAK
CONSTRUCTION SWARM

NO BOON





DEFECTOR

Play this card as an action of cost 1:

Take any one part from the top of any part stack of 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.



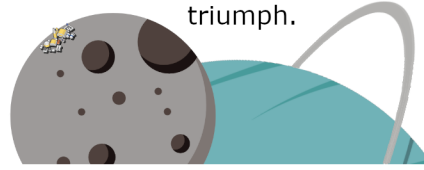
We are witness to Squeakind radicalizing, we watch that great Iron Treeline growing around more and more forests to protect those within from supposedly harmful ideas. In truth, it only divides us, keeping Squeak from fellow Squeak.

- POST ON USELEAF GROUP "NEWS.GLB", BY "SH2OK"



OUTER MOONBASE

Convert a depot located on any moon in the outer solar system into an outpost to claim this triumph.



PLANET LANDERS

Land a crewed craft on any planet to claim this triumph.
(remember that planet *Tree* is not a space)



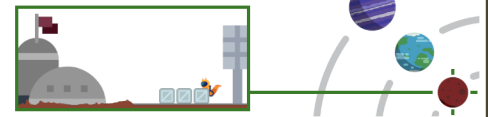
PLANETOID FOREST

Expand an outpost on any planetoid twice so that it has three or more installations to claim this triumph.



INNERMOST BASE

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



DOUBLE AGENT

Play this card immediately after your opponent has played a black ops card.
Ignore the effect of that other card.

The card's action cost, if any, must still be payed by your opponent and both this card as well as the nullified one still count as played (and are thus removed).

and agent ██████ reported seeing agent ██████ making contact with an operative on site at 1525; exfiltrating shortly thereafter via airlift. Unaware of his sabotage of operation ██████ at this time, agent ██████ assumed this to be within mission parameters, as agent ██████ had previously instructed all agents on site to exfiltrate (code ██████). Since the mission objective had supposedly been accomplished, neither agent ██████ nor agent ██████ had any reason to be suspicious of their commander. In hindsight, it is now clear that agent ██████ was in fact ██████

It is essential to seek out enemy agents who have come to conduct espionage against you and then to bribe them to serve you. Know those who are dissatisfied, tempt them into your service and leverage their knowledge.

- SIEP TZU, WARMASTER OF ANCIENT PHEPA

INNER SPACE DREY

Expand an outpost located on any planetary tile of the inner solar system so that it has two or more installations to claim this triumph.



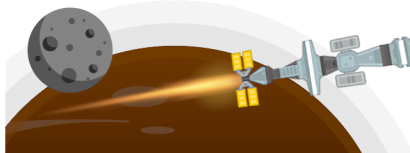
COMET LANDERS

Land a crewed craft on any comet to claim this triumph.



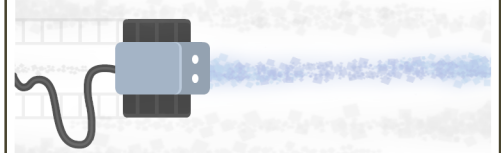
GRAVITY WELL

Move a landed craft away from its current space by using a ▲▲▲ - transition to claim this triumph.



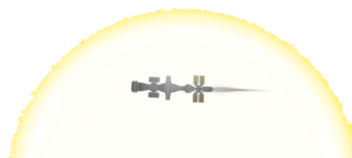
IN-SITU REFUELLING

Refuel a landed craft on a celestial body without an outpost to claim this triumph.



SOLAR FLY-BY

Move a crewed craft over the transition between the two spaces of the sol tile to claim this triumph.



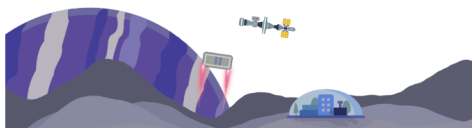
OUTERMOST BASE

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



OUTER SPACE DREY

Expand an outpost located on any planetary tile of the outer solar system so that it has two or more installations to claim this triumph.



INTERSTELLAR PROBE

Discard an uncrewed craft by reaching the *Sol Exit* space on the track tile to claim this triumph.












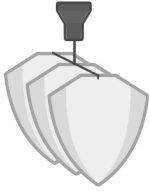


















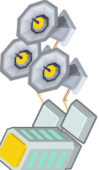





BLACK OPS
BRANCH



BLACK OPS
BRANCH



<p>INSTALLATION</p> <p>1</p> <p>CAN ONLY BE BUILT AT AN ALREADY EXISTING OUTPOST</p>  <p>SPACE PROBE LAUNCH SITE</p> <p>YOU MAY CREATE NEW UNCREWED CRAFT AT THIS OUTPOST</p> 	<p>INSTALLATION</p> <p>1</p> <p>CANNOT BE BUILT IF A TRANSITION EXISTS</p>  <p>SPACE ELEVATOR WITH BASE STATION</p> <p>IGNORE ANY  OR  TRANSITIONS FROM ON TRANSITIONS FROM OR TO THIS OUTPOST</p> 	<p>INSTALLATION</p> <p>1</p> <p>CANNOT BE BUILT IF THIS LOCATION LACKS ANY DISCOVERY</p>  <p>RESEARCH LABORATORY</p> <p>UPGRADE KNOWN PARTS MATCHING THIS OUTPOST FOR COST 4</p> 	<p>THRUSTER</p> <p>0 PER  3</p> <p>USE ONLY IN INNER SOLAR SYSTEM</p> <p>MOVE ACTION LIMITED TO 3 OVERALL</p>  <p>MAGNETRONIC SOLAR SAIL</p> 	<p>THRUSTER</p> <p>1 PER  2</p> <p>NEEDS COOLING TO BE USABLE</p>  <p>ANTISPRUCED NEEDLE-THRUSTER</p> 	<p>THRUSTER</p> <p>1 PER  1</p> <p>NEEDS COOLING TO BE USABLE</p>  <p>VON' BASSWOOD-CLASS MASS EXHAUSTER</p> 	<p>THRUSTER</p> <p>2 PER  1</p> <p>NEEDS FIEPOTOPES TO BE USABLE</p>  <p>FIEPOMABLE FLAME THRUSTER</p> 	<p>THRUSTER</p> <p>3 PER  1</p> <p>> PROVIDES COOLING WHILE NOT USED TO MOVE THIS CRAFT</p>  <p>NEEM-NOZZLE PROPULSION ENGINE</p> 	<p>THRUSTER</p> <p>3 PER  1</p> <p>> PROVIDES COOLING WHILE NOT USED TO MOVE THIS CRAFT</p>  <p>EVERRED PINE-IC CHEMICAL THRUSTER</p> 	<p>INSTALLATION</p> <p>2</p> <p>CANNOT BE BUILT IF A TRANSITION EXISTS</p> <p>WHEN ON CRAFT: > PROVIDES FIEPOTOPES</p>  <p>FIEPOTOPES-CHARGED BEAM POWER ARRAY</p> <p>ONCE PER MOVE, CRAFT ON THIS TILE CAN TREAT A 1 AS A 1</p> 	<p>INSTALLATION</p> <p>2</p> <p>CANNOT BE BUILT IF A TRANSITION EXISTS</p> <p>WHEN ON CRAFT: > PROVIDES LUMBODEN</p>  <p>LUMBODEN-CHARGED BEAM POWER ARRAY</p> <p>ONCE PER MOVE, CRAFT ON THIS TILE CAN TREAT A 1 AS A 1</p> 	<p>CONSTRUCTION FACILITIES</p> <p>1</p> <p>IF CONVERTING DEPOT TO AN OUTPOST BY BUILDING THIS PART: COST OF ACTION IS 0</p>  <p>CONSTRUCTION FACILITIES</p> <p>CONSTRUCT OR LAUNCH SUPPORT AND EQUIPMENT PARTS AT NO COST</p> 
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[illegible]

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PROPAGANDA

Play this card as an action of cost 1:

Take all triumphs that were set aside during game setup and choose two. These two triumphs are now in play and can be claimed by all players following the normal rules.



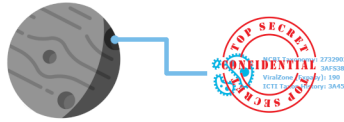
If everything is amplified, we hear nothing.

- JON SQUEWART, TV SHOW HOST

FALSIFIED DATA

Play this card when converting one of your depots on some celestial object with discoveries into an outpost.

Move the cube covering one of the location's discovery symbols to the opposite side, thus changing the type of discovery before choosing a bonus. If this change violates a requirement of the installation, ignore the requirement.



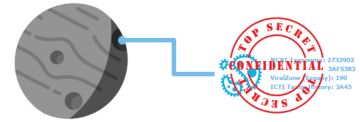
There are no secrets about the forests of nature. But there are secrets about the thoughts and intentions of Squeaks.

- ROBBIEP OPPENHEDGE, THEORETICAL PHYSICIST AND SO-CALLED "FATHER OF THE ATOMIC BOMB"

FALSIFIED DATA

Play this card when converting one of your depots on some celestial object with discoveries into an outpost.

Move the cube covering one of the location's discovery symbols to the opposite side, thus changing the type of discovery before choosing a bonus. If this change violates a requirement of the installation, ignore the requirement.



Certainly no one could have been unaware of the very strange stories floating around. Rumors about something being dug up...

- STANLI KUBRANCH, FILM DIRECTOR AND SCREENWRITER OF "2001: A SPACE HOP"

SECRET GOAL

Play this card when it is your turn and you have exactly two outposts.

Take all decrees that were set aside during game setup, then randomly draw one and place it with your other decrees. It can be scored normally later.



To find the secrets of the universe, think in terms of energy, frequency and vibration.

- SQUEAKOLA TESLA, ENGINEER AND FUTURIST



HOUSE RULE HINTS

The *Space Race* expansion comes with 13 black ops cards. While playing with all of them is the designer's recommendation, he recognizes that tastes obviously differ.

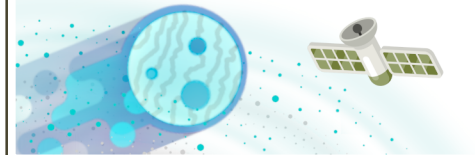
This is what house rules are for!

So, if you do not like a particular type of card, just play without it. Your pool of black ops cards during setup should be at least 9 cards strong to ensure that enough uncertainty exists while playing.

When it comes to triumphs, playing with more than the rulebook recommends is fine. Or without them, though that will be boring.

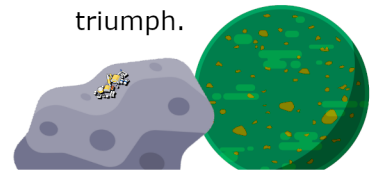
DEEP SPACE PROBE

Explore a celestial body on any interplanetary tile showing to claim this triumph.



INNER MOONBASE

Convert a depot located on any moon in the inner solar system into an outpost to claim this triumph.



SURVEILLANCE

Play this card when it is your turn.

Take all black ops cards that were set aside during game setup and choose three cards. Select one to give to your opponent and take the others yourself.

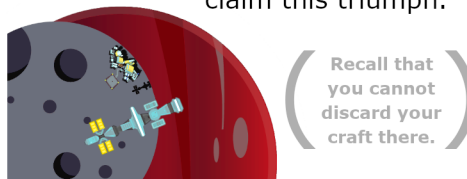


To permit surveillance to take root on the Internet would mean subjecting virtually all forms of interaction and even thought itself to comprehensive examination.

- GLENNI GREENWALD, JOURNALIST

DIPLOMATIC VISIT

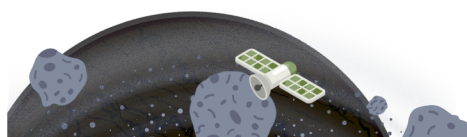
Land a crewed craft at an outpost of your opponent to claim this triumph.



(Recall that you cannot discard your craft there.)

PLANETARY PROBE

Explore a celestial body on any planetary tile showing to claim this triumph.



PLANETOID BASE

Convert a depot located on any planetoid into an outpost to claim this triumph.



DUAL BASES

Convert a depot on a planetary tile that has one of your outposts into a second outpost on that tile to claim this triumph.





BLACK OPS
BRANCH



BLACK OPS
BRANCH



BLACK OPS
BRANCH



BLACK OPS
BRANCH



BLACK OPS
BRANCH