

INTERPLANETARY

EXPANSION 3 - SPACE RACE



AN EXPANSION DESIGNED BY ELIAS HEYDRICH



BE WARNED! THE *SOUTH WESTERN ALLIANCE*, THE GROUP OF FORESTS FUNDING THE SPACE PROGRAM I WORK FOR, HAS LEARNED THAT OUR COMMON ENEMY HAS GAINED ACCESS TO THE RULEBOOK OF THIS *INTERPLANETARY* EXPANSION. THOSE DAMN PLUTOCOMMUNISTS WOULD DO ANYTHING TO CATCH UP TO US IN THE *SPACE RACE*...

NO, DO NOT BELIEVE THE PROPAGANDA THAT THIS DIRTY CAPITALSOCIALIST IS TRYING TO FILL YOUR HEAD WITH! THE *NORTH EASTERN COALITION* HAS LONG SUFFERED THEIR TREACHERY AND THEIR PAST CRIMES ARE WELL DOCUMENTED! EVERY FREE SQUEAK ON *TREE* KNOWS OF THEIR PATHETIC ATTEMPTS TO COVER UP THEIR RECENT FAILURE TO MEASURE UP TO OUR VAST SUCCESSE IN THE *GLOBAL SPACE RACE*. NOTE HOW THEIR VILE AND FALSE PROPAGANDA EVEN ATTEMPTED TO CONCEAL THE FACT THAT ANY COMPONENT OF THIS EXPANSION IS SHOWING THE ☸ SYMBOL SOMEWHERE FOR EASY RECOGNITION.



THERE, WITNESS THEIR PATHETIC ATTEMPTS TO SWAY YOU TOWARDS THEIR MISGUIDED IDEOLOGY, PRETENDING TO BE HELPFUL BY OFFERING UP TINY BITS OF USELESS INFORMATION. WHAT YOU ACTUALLY NEED TO KNOW IS THE FOLLOWING: WITH THIS *SPACE RACE* EXPANSION, COMPETITIVE PLAY FOR 2 PLAYERS BECOMES POSSIBLE.

The *Space Race* expansion transforms *Interplanetary* into a competitive game. Instead of coming together in peace and unity, Squeakind has formed two politically opposed blocks, currently vying for global dominance on planet *Tree*. With numerous nuclear weapons on both sides of the iron treeline, open war would only result in the destruction of the entire planet. As a result, the conflict has shifted into matters of national prestige and the eyes of both the *North Eastern Coalition* and the *South Western Alliance* turn towards space exploration...

PLAYING WITH THIS EXPANSION


First things first, this is not a standalone expansion. To enjoy competitive play

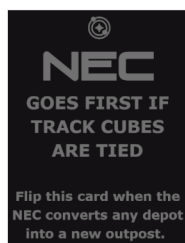
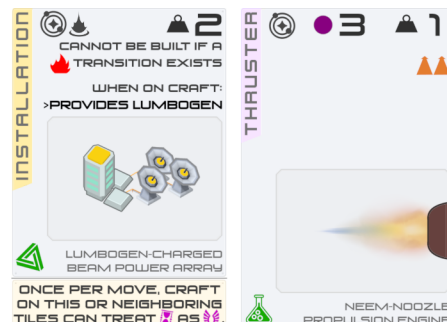
- you must have a copy of Expansion 1 - *Supply Drop*, which contains required additional components for player 1: two **outpost** cards and additional **parts**
- you must have a copy of Expansion 2 - *Unity*, which contains some of the required components of player 2 (**craft**, **depots**, ...) as well as material used by *Space Race* as well, like the player **tokens** and the new **tile** for planet *Tree*
- the cubes, dice and meeples for both expansions must be provided as well

This rulebook document assumes familiarity with both the base game's rules as well as *Unity*'s rules. Only the relevant differences will be explained here.

NEW COMPONENTS

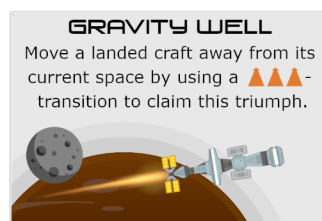
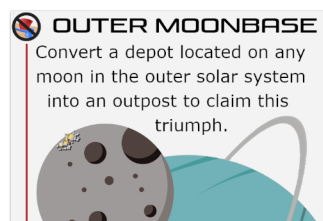
Space Race comes with both duplicates of familiar components, as well as entirely new ones. Again, remember that things like additional **craft** cards are part of the *Unity* expansion and thus not listed here, but are still required to play.

First thing first, *Space Race* features a copy for each and every **part** card from both the base game as well as the *Supply Drop* expansion. This is required because the **part stacks** are no longer shared when two people are playing competitively. As with all *Space Race* components, the  symbol is present on these copies.



The new component on the left is the **tie breaker** card. It determines which player goes first when the **track cubes** are tied. This card has two sides and is flipped during a session under certain conditions. Note that *Space Race* does use player **tokens** introduced by *Unity* but they no longer control who goes first.

To the right, 2 of the overall 18 **triumph** cards are visible. These provide players with various scoring opportunities. Each card's back states how much that **triumph** is worth (in range from 1 to 3).

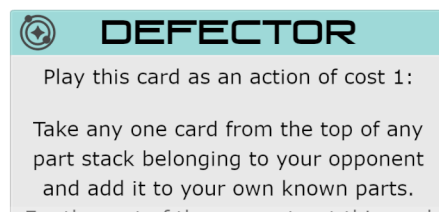


Some **triumphs** show an extra **symbol**, related to *sandbox* mode (see page 7).






The new **decree** cards specify one variant of **discovery** each and if a player manages to gain access to that variant during play, that **decree** will be worth 2 points for that player during scoring.

Finally, there are the new **black ops** cards, which are very similar in layout to **directive** cards but have a bluish card background instead, especially at the top. The **black ops** cards are explained on page 6 in detail.




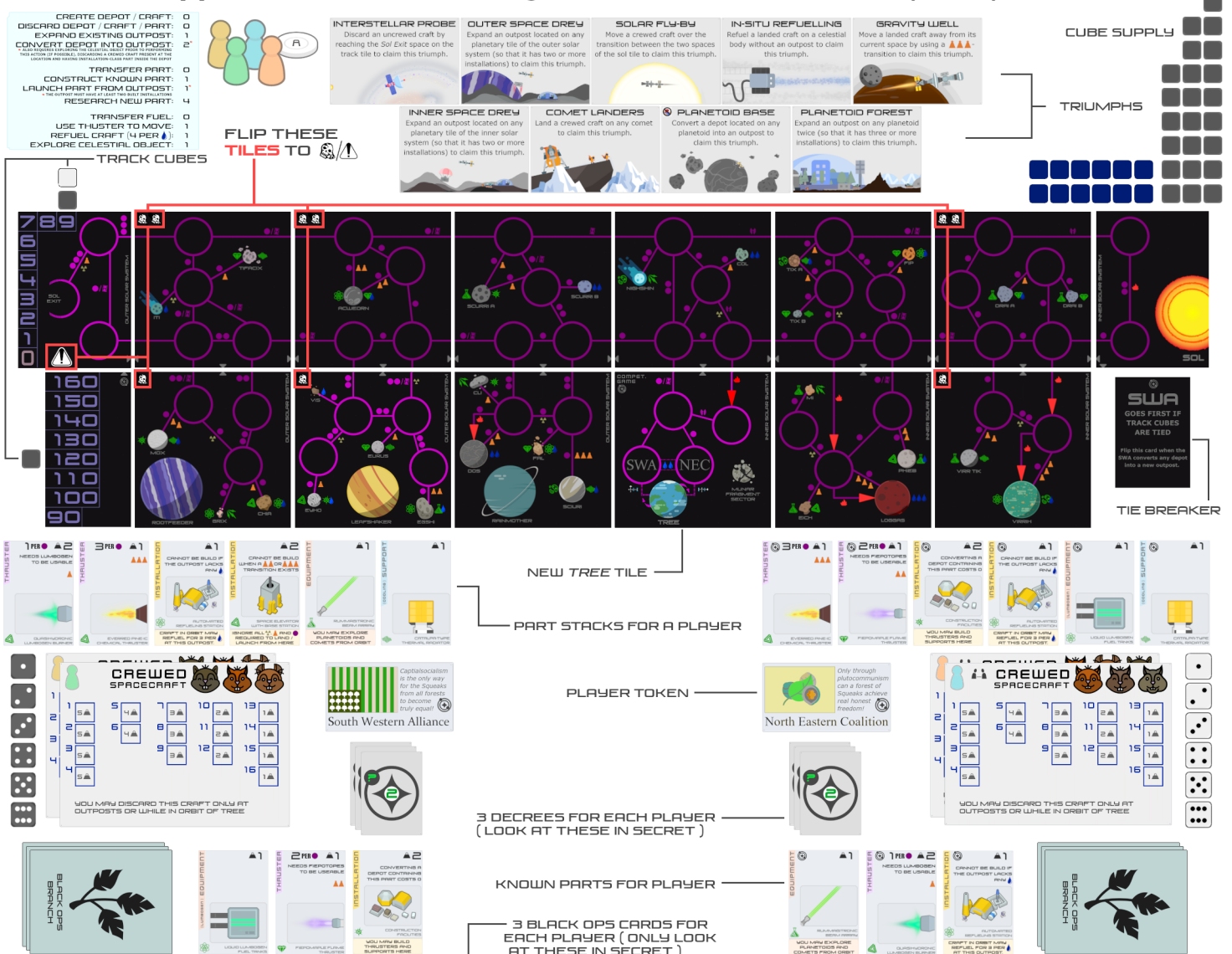
SPACE RACE SETUP

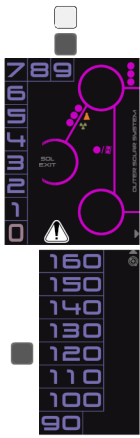
For competitive play, you have to setup separate **part stacks** and **known parts** for each player. Each **part** card showing a  symbol will be associated with one player and every card without the symbol with the other. Also give each player his or her two **craft** and corresponding meeples, all six **outposts** and their associated dice.

To setup a session, first create the solar system as described on page 7 of the base game's rulebook, but use the **tile** for planet *Tree* from *Unity* with the text "*compet. play*" visible in its top left corner. Place the new **lower track tile** in addition to the (**upper**) **track tile** from the base game. Afterwards, skip selecting a **difficulty** and flip the seven **tiles** indicated in **red** in the image below to the side showing some  or .

Next, every player performs step 2 of the setup on his or her own as written on page 8 of the base game's rulebook, thus creating personal **part stacks** and **known parts**. Proceed with the instructions below only after both players have committed to an initial **part** state.

No **directives** are in play! Instead, sort all **triumph** cards face-down by their back, shuffle each sorted **triumph** stack and then place three **triumphs** from each near the play area and reveal them. Set aside the remaining ones without looking (for now). Furthermore, shuffle all **decree** and **black ops** cards. Deal three of both types of cards to each player, then set aside all remaining ones without revealing them (again, for now). Finally, place the **tie breaker** card in the play area (any side up) and then assign the **player tokens** at random ( side up) and place one white and one black **track cube** next to the **upper track tile** and a single black cube on the other (lower) **track** at 120.





The *Unity* expansion contained an additional **track tile**, referred to as the **lower track tile** due to its intended placement below the base game's one (which is called the **upper track tile** for distinction now). The cube on **lower track tile** tracks the overall number of **actions** in steps of 10, while the **upper** cubes encode individual steps in 0 to 9.

Note furthermore that **Space Race** is always played with the **special** side of the base game's **track tile**, showing ⚠ and the *Sol Exit*. The following rule is in effect: An **uncrewed craft** entering that **space** is immediately **discarded** and a **crewed craft** may never enter it.

Note: the setup instructions on the previous page are a recommendation only. Playing a shorter or longer game, or simply a more **difficult** game (by flipping more **tiles**) is of course possible. Also check out the **favor** variant on page 7.

ORDER OF PLAY:

In *Space Race*, one player acts as the *North Eastern Coalition* (NEC) and the other as the *South Western Alliance* (SWA). Similar to *Unity*, the **track tile** defines which faction must select an **action** next: the player who's **track cube** is further up on the **upper track** (larger number) must perform an **action** and pay its **cost**. Then, repeat this process, comparing the **track cubes** again and so forth. Note that the **tie breaker** card in the play area specifies who goes first when the two cubes share the same position of the **upper track**. Also note that the **tie breaker** itself might need to be flipped, as specified on the card itself.

When one player **resets**, place his or her cube onto the **upper 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 (see *Unity*).

Once that second **reset** occurs, place both **track cubes** back onto the edge of the **upper track tile** next to their respective number, then move the singular black cube on the **lower track tile** one step down before resuming play. If the cube of the **lower track tile** needs to move below the minimum value, flip the **tile** first. If it is already flipped, remove the lower **track cube** from the game. In this case, players are limited to **actions** that do not trigger a **reset** from now on.

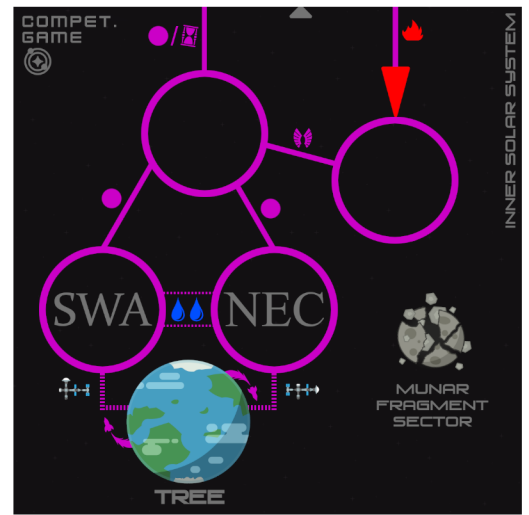
PLAYING AGAINST ANOTHER PLAYER:

Unless stated otherwise (see **black ops** cards), you may only interact with your own components, be it card, meeple or dice. Any **action** may only be executed if you control all components involved, which includes **part stacks** and **known parts** too. Effectively, you are never interacting directly with your opponent.

Also, recall that there may only be a single **outpost** per **celestial object**, thus the first player able to convert a **depot** somewhere blocks the other from doing the same there later. Even so, you may still **land** your **craft**, create a **depot** or **refuel** without the opponent's **outpost** (using a specific **part**) at this location. **Discarding** your **crewed craft** there is invalid though, as it is not your **outpost**.

If you were wondering why planet *Tree* has two **orbit spaces** when playing competitively, that is simply for ease-of-play only (to avoid cluttering): For the *SWA*-player, the left space counts as *Tree*'s **orbit** and for the *NEC*-player, the right one does. The **refuel** amount is the same for both spaces and all other rules are entirely unaffected.

Note that it is not forbidden to enter the player's **orbit** but it makes no sense to do so as you cannot affect anything there, as per the previous page.

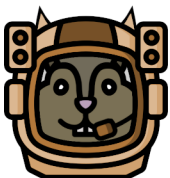


ON THE TILE, YOU CAN ALSO SEE WHAT IS LEFT OF *TREE*'S BEAUTIFUL SATELLITE NOWADAYS... AND YOU CAN THANK THE CAPITALSOCIALISTS FOR THAT! FIRST, THEY TURNED THE *MUN* INTO A LAUNCH SITE FOR NUCLEAR MISSILES, AIMING THEIR WARHEADS AT US FROM SPACE. AND LATER, ALL THAT UNSAFE EQUIPMENT DETONATED INSIDE THEIR MUNITION BUNKERS DEEP INSIDE THE MUNAR SURFACE!



THAT IS A LIE AND YOU KNOW IT! THE *NORTH EASTERN COALITION* ATTEMPTED AN ARMAMENT OF THEIR BASE ON THE *MUN* AND WHEN THEIR WARHEADS BLEW UP AND TRIGGERED THE QUAKES, THEY TRIED TO BLAME IT ON US!

YOU CAN DENY IT ALL DAY, YOU WARMONGER! THE READER OF THIS DOCUMENT WILL NOT BE FOOLED BY YOUR PETTY LIES! THANKS TO YOU AND YOUR REGIME, THE *MUN* IS LOST!



THERE, DEAR READER, THERE YOU CAN SEE THE LENGTHS THAT THE DAMN PLUTOCOMMUNISTS ARE WILLING TO GO TO IN ORDER TO HIDE THEIR DIRTY SECRETS, ALL THE WHILE ENDANGERING EVERY LIVING SQUEAK ON THE PLANET!

WINNING THE *SPACE RACE*

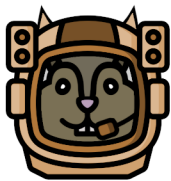
The game ends in one of two ways: Either a player gives up (and loses) or once no player can perform any **actions** of non-zero **cost** anymore. In the later case, the player with the higher score wins. A player's score is computed as follows:

- claimed **triumph** cards, worth 1 to 3 points depending on the card
- fulfilled **decrees**, revealed for the first time now (each worth 2 points if fulfilled)
- **outposts**, each worth points equal to half the distance in **tiles** they are away from the *Tree* **tile**, rounded up if necessary. Here is a computation example:



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.

VARIANT: FAVOR

Favor is an optional variant, you may choose to play with or without this during setup time. Using **favor**, you gain limited access to your opponent's **outposts**.

To play with this variant, you require an additional number of poker chips, discs or coins (but different from the coin you flip on e.g. **exploring** a celestial object). Each such chip represents a **favor** your opponent owes you. You may play with any even number of **favours** but the recommended amount is 4. During setup, simply give half of the total amount of **favours** in the game to each player:



FAVOR



Before selecting an **action**, you may give a **favor** to your opponent and select one of his or her outposts. For your next **action**, you may make use of all boons without the word "you" in their texts from any **installations** of that **outpost**.

In addition, **refuelling** your **craft** is allowed at that opponent's **outpost**.

Your opponent simply receives the **favor**, he or she cannot prevent this effect.


SO, THROUGH USAGE OF FAVOR, YOU CAN FOR EXAMPLE MAKE USE OF A RESEARCH LABORATORY INSTALLATION BELONGING TO YOUR OPPONENT TO UPGRADE ONE OF YOUR OWN KNOWN PARTS. BUT OF COURSE, EVERY PIECE OF FAVOR GIVEN AWAY IS GONE UNTIL YOUR OPPONENT DECIDES THAT IT IS TIME TO CALL IN ON THESE FAVORS...



Remember that **favor** only takes effect for a single action. If you want to **refuel** a **landed craft** twice at an opponent's **outpost**, it will cost you two **favours**!

VARIANT: SANDBOX MODE FOR SOLO PLAYERS

Playing the competitive game by yourself is obviously not possible. However, together with expansion 1, *Supply Drop*, an alternative mode of solo play called *Sandbox* becomes available once you have printed a copy of this expansion. To play a *Sandbox* session, setup the game for solo play as described on pages 7 and onwards in the base game's rulebook, with the following minor alterations:

- place both the **upper** and **lower track tiles**, as well as two cubes onto the maximum values of each respective **track tile** (encoding 169 at this time)
- instead of a **campaign deck**, lay out all **triumphs** without the -symbol
- play with the **special** side of the **upper track tile**, so that *Sol Exit* is visible

In *Sandbox*, you play against an **action cost** limit, the 169 maximum.

Pay the **costs** for your **actions** as normal and update the **lower track cube** when **resets** occur, eventually flipping the **lower track tile** (see page 4).

Your job is to claim all available **triumphs** and **explore** all celestial objects of the solar system! Once this is achieved or if you run out **actions** (of non-zero **cost**), the game ends. In this mode, your score is determined exclusively by the **track cubes'** value: The remaining amount at the end of the game is your score. Record that score in the *Hall of Fame* as usual, but mark it as a *Sandbox*-game!