JOHN D CLAIR

SPACE BASE

GENESIS

AEG

RULEBOOK

An expansion for Space Base by John D Clair.
For 2-5 players (6 or 7 with Command Station), ages 10 and up.

INTRODUCTION

Genesis can be used with any *Space Base*™ expansions. No other expansions are needed to use *Genesis*.

COMPONENTS

This box should include the following components. If it does not, please visit our website at alderac.com/customer-service for assistance.

- 102 Ship cards divided into 3 decks
- 36 Colony cards
- 1 Rulebook

SET UP SHIPS

Simply shuffle the new ship cards into their corresponding decks.

SET UP COLONIES

This expansion features three new sets of colony cards for sectors 1 through 12. Set up colonies using the following steps.

1) Shuffle the 36 new colony cards together but keep the original 12 colonies from the base game separate. If you have colonies from other expansions, you may shuffle them together with the new colonies as well.

2) Reveal colony cards, one at a time, until you have 6 from different sectors. If you draw a card and already have a colony for that sector, place the newly drawn card on the bottom of the deck and draw again.

3) Use the regular colony cards from the base game for the remaining 6 sectors. Simply "fill in the blanks" of missing sector numbers so you have 12 colony cards for sectors 1–12. Return any remaining colony cards to the box.

The new cards work similar to the colonies from the base game; you may not buy any more cards for sectors with colonies.

IMMEDIATE REWARDS

Rewards with **YELLOW** backgrounds work similar to colony cards from the base game. When the card has been bought and placed on your board, its effect resolves immediately and then has no other effect for the rest of the game. Immediate rewards are not optional unless specifically stated otherwise.

You may swap all cards in your 7 and 6 sectors or your 8 and 5 sectors
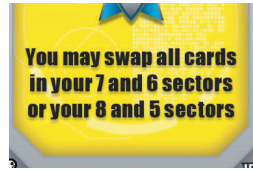
If you buy a card with an immediate reward that allows you to gain blue or red rewards, they are gained after setting your ⬤ cube to 0.

If players use the optional light-speed variant and draw any cards with immediate rewards at the beginning of the game, they must replace them by drawing cards from the respective deck. After all players have finished buying, shuffle any unbought cards into their respective decks.

Immediate rewards cannot be gained using directional arrows and dice-arrows activation abilities, nor doubled by other abilities.

END OF TURN ⬤

Cards that reward you ⬤ at the end of the turn are resolved after setting your ⬤ cube to 0, if you bought a card, and after you move your ⬤ cube up to be equal with your 🌐 cube. After its effect resolves, it has no other effect for the rest of the game.

At the end of this turn, gain

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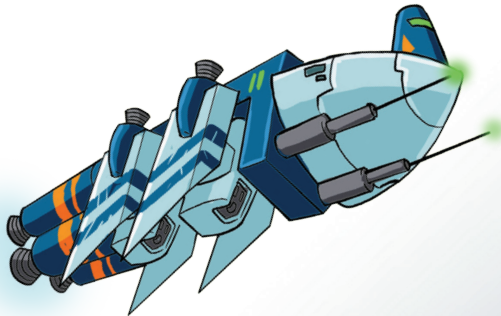
CLAIMED COLONIES

Colonies with RED text list a condition that any player may fulfill to claim the card for free without paying for it. You may only claim these colonies during your turn. This is not a buy and you may still make your normal buy. You are not required to claim a colony if you fulfill its condition. You may claim any number of colonies during your turn as long as you fulfill their conditions.
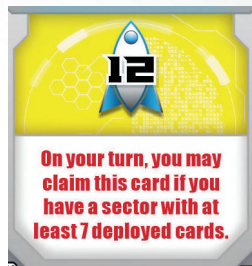
BONUS ROLLS

When you gain a , roll two dice. You may allocate the dice and gain rewards for this roll like you would as the active player. However, any effect that would cause you to affect other players, the shipyard, or the unbought colony cards is ignored. You may use re-roll abilities and modify your sector rewards with effects as normal. Other players ignore your bonus roll—it does not affect them.

SHARED REWARDS

Some colony cards give a reward to the player who bought it and also a reward to other players. The player who bought the colony gains the reward listed above, and all players gain the shared reward listed below.

The example colony on the right shows that the player who bought the colony gains 5, and then all players place one charge on any empty charge square on one of their cards.
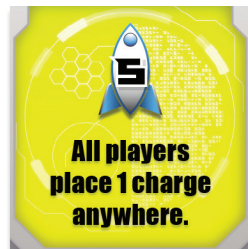
CLAIMING A SHIP ON A COLONY

Some rewards allow players to claim ships from the top of a deck or the shipyard. If you claim a ship and already have a colony in its sector, the ship is immediately deployed instead of being placed on your board. You are not required to claim all the cards indicated on a reward and return it to the bottom of its deck instead.

DIAGONAL ARROWS

These arrows point diagonally to the top left and the top right. When this card is deployed, they can trigger station rewards, and while in station they can trigger deployed rewards.

When you gain the **blue** version of this reward, you gain all the **red** rewards on your deployed cards that one sector to the left or right. When you gain the **red** version of this reward, you gain the **blue** station rewards of the card one sector to the left or right.

VARIABLE SECTORS

When you see a ship's sector listed with a "+" after it, that means when the ship is first acquired it may be placed in any sector equal to or greater than the sector shown. Thus a ship with a "1+" could be placed in any sector, whereas a ship with an 8+ could only be assigned to sectors 8, 9, 10, 11, or 12.

EMPTY SECTORS

Some effects deploy or discard cards on your board, resulting in an empty sector. You do not gain any rewards for allocating dice to an empty sector on your turn. You may buy a new card to place in an empty sector as normal.

CARD CLARIFICATIONS

CARD 28 - U.E.S. VALIANT 9899-H

This ship allows you to exchange it with any card on your command console that is in the sector to the left or right. If you use this ship on your command console, you may exchange it with a colony. If you use this ship when it is deployed, you may only exchange it with a ship.

CARD 69 - U.E.S. MADDOCK 5866-C

You may exchange one of your ship cards with any of your other ship cards, even if that means exchanging a deployed ship with a stationed ship.

CARD 70 - U.E.S. ULRIC 5422-C

After you place this ship on your board, it allows you to move a deployed card one sector to the left or right. The card must remain deployed after it moves. You may move the card that you deployed immediately after placing this ship.

CARD 81 - U.E.S. HAUMEA 1794-G

This ability allows you buy a colony during your turn, in addition to your normal buy. Unlike a normal buy, this buy will not reduce your 🟡 to 0; it will only reduce your 🟡 by the actual cost of the card. If you have other rewards that give you 🟡, you may gain those rewards first.

CARD 84 - U.E.S. MANDELA 1071-C

This ability allows you to gain red rewards for two sectors after deploying the ship and placing it on your command console. You may gain red rewards from the card you just deployed.

CARD 92 - U.E.S. TRIUMPH 3231-H

This ship allows you to move a deployed card into sector 7, 8, or 9. The card must remain deployed after it moves. You may move the card that you deployed immediately after placing this ship.

CARD 114 - U.E.C. PETERSCHMIDT

Yup, you read that correctly. When you use this ability, points are irrelevant; the game ends immediately and you win! Do not finish the round. If another player has more than 40 🚀 you win anyway.

CARD 125 - U.E.C. ZINSER

After you buy this colony, reduce your 🟡 cube by the amount you spent (39 🟡). You must spend all of your remaining 🟡 by reducing your 🟡 cube to 0. Gain 1 🚀 for each 5 🟡 spent until it is reduced to 0.

Example: After buying the colony, you have 12 🟡 remaining. You gain 2 🚀 after reducing your 🟡 cube to 0.

CARD 128 - U.E.C. WOOTTON

This colony rewards the player who bought it 4 🚀; then all players place one charge on each of their own cards that has an empty charge square.

CARD 130 - U.E.C. SATKOWIAK

After you buy this colony and gain 6 🚀, choose another player to trade with. Each player may simply give the other player their least wanted card, or the players can first try to negotiate so they each get a more preferred card. If players cannot agree to any of the offers, the player who bought the colony must give the other player a card first (you cannot choose another player to negotiate with). The other player must then give you one of their cards (they cannot give back the card you gave them).

Any charge cubes and tokens remain on cards when they are given. Giving a card to another player does not active its immediate rewards. Players may give one of their colony cards.

If a player is given a deployed card, the card must remain deployed. If a player is given a stationed ship card, they may deploy it instead of placing it on their board.

SPACE BASE

This is an expansion for Space Base. You will need a copy of the Space Base core game to use this expansion.

CREDITS

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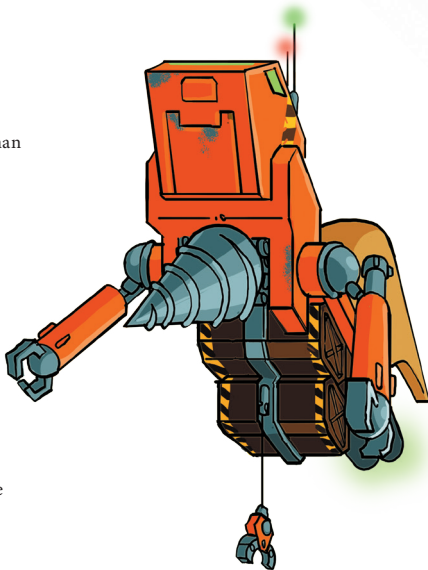**Development:** John Goodenough

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