

# Space Dealer

A game for 3-8 players by Tobias Stapelfeldt. Condensed rules for 3-4 players by Eric Postpischil, <http://edp.org/>.

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## Introduction

### Orders.

- Many cards have orders to be filled, depicting colored Goods to be delivered and points awarded for filling the orders (written upside-down to the owning player, for easy reading by other players).
- Each order may be filled only once. The delivering player receives the first number of points shown. The receiving player receives the second number (possibly 0).
- Orders may never be built over, whether filled or not.

### Timers.

- A timer is **available** (ready to go), **running** (timing a job or penalty), or **completed** (the thing it timed is done).
  - When a completed timer is used (as by taking the goods a job provided), the timer becomes available again.
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## Setup

### Cards:

TechLevel 1 cards:

- Generators: Give each player 2 Generators. For 3 players, remove 2 Generators from game.
- Depots: Shuffle Depots. Give each player 1 Depot. For 3 players, remove 1 Depot from game.
- Mines: Group Mines by colors they produce. Shuffle each group. Stack together. Deal to 4 piles. (Each pile will lack a different color.) Give 1 pile to each player. For 3 players, remove 1 pile from game.

TechLevel 2 and 3 cards:

- Omit for basic game, use for advanced game (“1-2” indicates to use 1 for 3 players, 2 for 4 players):
  - TechLevel 2: 1-2 Sabotage Probes, 1-2 Interstellar Rockets, 1-2 TechCenters.
  - TechLevel 3: 1-2 Robot Factories, 1 Orbital Dockyard, 1 Transport Probe.
- Shuffle TechLevel 2 and 3 cards separately. Place decks in center of table.

### Each player:

- Place squarish tile depicting planet in front of player.
- Attach two long tiles to tabs below planet.
- Place orbital field (straight segment with holes for tabs) above planet. (It will be linked into a ring, below.)
- Place ship pointing to orbital field.
- Place 1 Generator on either side of planet tile, above long tile, energizing two power connections in long tile.
- Keep 1 Generator, 1 Depot, and 3 Mines as a hand for future play.
- Place cylinders of player’s color on or near planet tile.
- Place remaining cylinder on TechLevel 1 on planet tile.

### Orbital ring:

- Form a ring by linking the orbital fields above players’ planets, 1 additional orbital field (depicting an unnamed planet) between each pair of players, and the connecting elements (for 3 players, 6 labeled “3”; for 4 players, 4 labeled “4” and 4 labeled “4-8”).
- The ring is used for scoring. The starting line is marked with an extra red divider. Put one cylinder from each player behind the start line.

### Goods and more.

- Place the 40 Goods (10 each of red, yellow, green, blue) in the center of the ring.
- For the advanced game:
  - Place 2 timers, the white spaceship, and the 10 black attack cubes in the ring.
  - Shuffle the Gizzi cards and place one beside the orbital field of each neutral planet.

## Space Dealer

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### Play

**Start a 30-minute timer. During the 30 minutes, each player may freely perform these actions:**

**Play a card** to one of the two planning spaces above their planet tile, provided it is empty, either:

- From their hand.
- By drawing 2 cards from a TechLevel deck at or below the player's TechLevel and playing 1 card. Return the other card face-down to the bottom of its deck.

**Assign a job** to an available timer by starting the timer and placing it:

- On the planet to raise the technology level  $\frac{1}{2}$ . (This must be done twice to raise the level by 1.)
- On a technology card above the planet to build it.
- On a built technology card to use it.
- On or by the spaceship to move it. (Also move ship to intended destination.)
  - An empty ship may move to any planet.
  - A non-empty ship may move to either adjacent planet. (Neutral planets count; there are 8 planets in a 4-player game).

**Perform the job** of a completed timer:

- Increase technology level  $\frac{1}{2}$  by moving white cylinder.
- Build technology by moving the card from above planet to tableau. (See rules page 8 for tableau layout.)
  - Use the proper orientation for the card, horizontal or vertical.
  - Power receivers must connect and be energized.
  - Solar Satellite must be built over Generator.
  - Fusion Reactor must be built over Solar Satellite.
  - Orders for Goods may never be covered. Other cards or parts of cards may be built over.
  - An unwanted TechLevel 2 or 3 card may be returned face-down to the bottom of its deck.
- Mine: Take Good(s) shown (if desired) and put them into a Depot or Spaceship present at the planet.
  - A Depot holds up to 4 Goods. A spaceship holds up to 8 Goods.
- Converter: Transform Good(s) in a Depot or Spaceship present at the planet.

**Deliver an order** to the planet a spaceship is at:

- Move Good(s) for the order from spaceship to stock.
- Advance victory point markers of delivering player (1<sup>st</sup> number in order) and receiving player (2<sup>nd</sup> number).
- Cover order with one of player's cylinders to mark it filled.

**Exchange or give away Goods** between Depots and Spaceships at same planet. (Exchanges must be consensual.)

**Dump Goods** by moving to stock.

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### End of Game

When the 30-minute game timer ends, running timers may be used as if they were complete.

The player with the most victory points wins. Ties go to the player with the most orders. Remaining ties are shared.

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## Advanced Game

### **Additional Cards:**

- TechCenter increases planning area capacity by 2 cards.
- Robot Factory increases timers by 1.
- Orbital Dockyard provides white spaceship from stock.
- Sabotagesonde (Sabotage Probe) comes with two one-use black attack markers, which provide a new action:
  - Place an attack marker on an opponent's running timer to sabotage it. The timer runs to completion with no effect. When complete, the opponent returns the marker to the stock and may restart the timer in the same location or elsewhere.
- Interstellarrackete (Interstellar Rocket) comes with two one-use black attack markers, which provide a new action:
  - Place an attack marker on the timer field of a card in an opponents's action area (see layout in rules, page 8). That field cannot be used until a timer has been run there. A player may be blocked by at most 2 markers at a time. When a timer has been run, the opponent returns the marker to the stock.
- Transportsonde (Transport Probe): Two Goods may be placed in a probe. Then a timer may be started. When the timer completes, the Goods arrive at the player's spaceship, wherever it is.

### **Additional Actions:**

Assign a job to discard a card in the planning area. When done, put the card face-down under its technology pile.

Trade (or give away) cards in the planning area with those in another player's planning area by mutual agreement.

Deliver an order to a neutral planet.

- Score points for the delivering player (only).
- Instead of marking the order filled with a cylinder, draw a Gizzi card and place it over the filled order.
  - If more than one player can fill the order immediately (has a ship with the goods at the planet), put the card under the Gizzi pile and draw a new card.

Drop or pick-up Goods at the orbital fields of neutral planets.

- Any player may pick up dropped Goods. Players should negotiate in connection with this.