

SPACECORP VENTURES

Multiplayer Rulebook



Introduction

! *Note— This set of rules is used only when there are 2–4 players. If you are playing the game solo, put this booklet back in the box: you won't be using it. Instead, use the "Solo Rulebook."*

SpaceCorp: Ventures is an expansion to *SpaceCorp*, and requires the base *SpaceCorp* game to play. *SpaceCorp: Ventures* adds 14 HQ Boards, new contracts, and several new cards to the multiplayer *SpaceCorp* game. It is recommended that players be familiar with *SpaceCorp* before playing *SpaceCorp: Ventures*.

Note that unlike *SpaceCorp*, players should play all three Eras when playing a game of *SpaceCorp: Ventures*, as each HQ has strengths and weaknesses that have been balanced for the full three-Era game.

Unless superseded by a new rule in this rulebook, all rules in the basic game Multiplayer Rulebook apply to *SpaceCorp: Ventures*.

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Game Components

14 Unique HQ

Each HQ represents a different Earth-based faction exploring the galaxy, each with their own motives, advantages, and disadvantages. These HQ are double-sided, with one side used for solo play only. Each HQ has several new features:

- A unique name and ID number (top left), and player count for which it can be used.
- An updated abbreviated Sequence of Play with faction-specific instructions.
- Faction-specific powers, some of which apply for the entire game, and some which take effect starting in the *Planeteers* or *Starfarers* era.
- Faction-specific starting card and team assignment for each era.
- Some HQ have faction-specific limitations marked with an **!** icon.
- Some HQ have limitations on the number and type of Bases available to that faction.



Playing Pieces

One additional contract fulfilled disc is included for use with the Contract Cards.

Cards

Several new cards are included, some of which replace cards from *SpaceCorp*.

New Action Cards

Three new **Action Cards** are included which are used when playing *SpaceCorp* and *SpaceCorp: Ventures*.

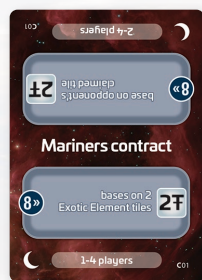
Make the following permanent changes to the Era decks.

- 1 Remove the original card M43 (**Salvage**) from the *Mariners* deck and replace it with the new card M43a of the same name. You may throw away the original card M43.
- 2 Add new card P59 (**Salvage**) to the *Planeteers* deck.
- 3 Add new card S77 (**Negotiations**) to the *Starfarers* deck.



New Contract Cards

Nine new **Contract Cards** are used by players at the beginning of each Era to select an eighth contract for that Era. Each Contract Card is double-ended, showing a different possible contract, the **F** awarded for completing that contract, and the player count for which that contract can be selected.



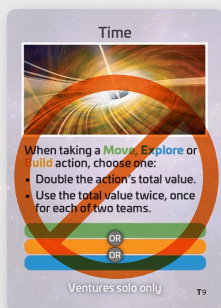
Starfarers Scoring Cards

14 double-sided cards are used by players to indicate their selected **Starfarers Final Profit** option.



Additional Time Card

The additional **Time card** is used only for solo play.



Setting Up Era 1: Mariners

The lettered setup steps in this rulebook correspond to the setup diagram provided in the *SpaceCorp Multiplayer Rulebook*.

A Boards—Place the *Mariners* board on the table. Place the **Business Display** next to the board with the appropriate side face-up (“1-2 Players” or “3-4 Players”).

B HQ—Return the basic *SpaceCorp* **HQ** to the box; they are not used when playing *SpaceCorp: Ventures*.

1. Gather the *SpaceCorp: Ventures* **HQ** marked for the number of players—fourteen if three or four are playing, nine if two are playing. Mix the boards up.
2. Randomly draw four and place them on the table, multi-player side up, for all to see.
3. One player, chosen to select first only for this purpose, selects and takes the **HQ** they will play.
4. Then draw and place another **HQ** so that four are again available. The next player in clockwise order selects an **HQ** from these four.
5. Repeat step 4 for a third and fourth player (if any). Return the unselected **HQ** to the box. Each player takes a quick reference sheet from the original game.

C Contracts—Place seven orange **contract fulfilled** markers in their circles on the **Business Display**. Then, the player with the **HQ** with the highest ID Number selects an eighth contract for the era as follows (see illustration on page 3):

1. Mix the three *SpaceCorp: Venture* **Contract Cards** for the *Mariners* era and draw one at random.
2. Read the two contracts on the drawn card and choose one contract.
3. Tuck the Contract Card under the **Business Display** directly beneath the *Mariners* column so that only the chosen contract is visible.
4. Place the eighth contract fulfilled marker on the left edge of the card.

D Discovery Tiles—Shuffle the six **e1** Discovery tiles face-down, then stack them to form a draw pile in the matching space on the board. Do the same for the three **e2** Discovery tiles.

E Beyond Markers—Place the two **Beyond** markers on the board at the “Asteroid Belt” site.

F Player Colors—Each player selects one of the four player colors then gathers up all wooden cubes and round **base** markers of that color. Place these in the space provided on the player’s **HQ**. Stack bases by type. If your **HQ** indicates that you do not receive certain bases, place those bases back in the box.

G Teams—Each player takes the number of their **teams** indicated on their **HQ** for the *Mariners* Era, and places them on the board at the “Earth” site. *These are the players’ starting teams.* Players place their other teams on their **HQ**.

H Progress Markers—Each player places one tan cube and one black cube in the “start” space of the Progress Wheel on their HQ. If a player’s HQ indicates they do not get either cube, put that cube back in the box.

I The Mariners Deck

Grab the *Mariners* deck. Remove the twelve cards marked “Start”, shuffle them and place them face down. Do not add any *Time* cards to the *Mariners* deck. *Time* cards will be distributed to the player’s starting hands in the next step.

J Starting Hands—Each player receives a starting hand for the *Mariners* era composed of the cards indicated below the name of their HQ. This may include randomly drawn *Mariners* era Start cards, *Time* cards, specific *Mariners* era cards, or no cards at all.

1. The player with the HQ with the lowest ID Number becomes the starting player. Play will proceed in clockwise order.
2. In turn order, players receiving *Mariners* Start cards draw those cards from the shuffled pile of Start cards.
3. Players receiving *Time* cards, take them from the available *Time* cards. Note that some *Time* cards are received only if playing with three or four players. Then set aside any *Time* cards not in initial hands; they will not be used in this era.
4. Players receiving specific *Mariners* era cards for their initial hand, identified by card number on their HQ, take those cards from the deck.
5. Shuffle the *Mariners* deck and place the remaining Start cards face-down atop the deck to form a draw pile.

K Profits—Stack each player’s like-colored *Profit* marker on the “0” space of the Profit Track (with its “+50” side face-down). Player order does not affect Profit marker placement.

L Card Offers—Draw the top four cards of the deck and place them face-up in the four offer boxes on the board.

What About All This Other Stuff?

Keep the rest of the cards, boards and markers in the box for now; most will enter play in later eras.

All Systems Go For Launch

The start player begins the game by taking the first turn.

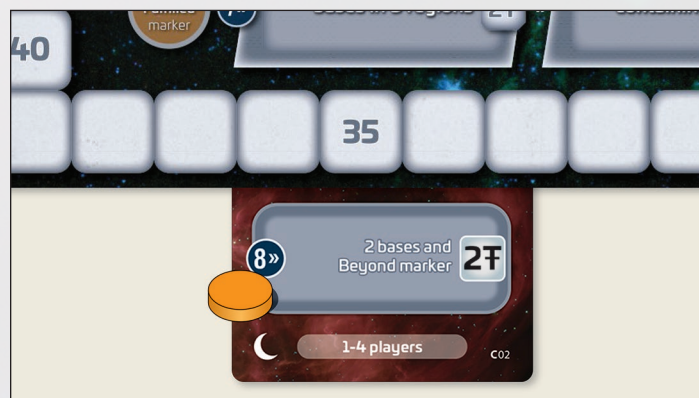
Using the New HQ

Each custom HQ functions like a basic HQ, and adds the special rules and adjustments shown on the HQ. Where a special rule on an HQ contradicts the rulebook, the HQ takes precedence.

- Adjustments to the “On Your Turn” steps, unique to each HQ, are highlighted in yellow. They apply to all three eras.
- Special rules on the “All Eras” section of the HQ apply to all eras unless specifically limited to the *Mariners* era.
- Special rules in the “Planeteers and Starfarers only” section of the HQ apply to the *Planeteers* and *Starfarers* eras, unless stated otherwise.
- Special rules in the “Starfarers only” section apply to the *Starfarers* era only.

The Eighth Contract

Each era has eight contracts available to be fulfilled. Contract 8 works like the other seven. That is, when fulfilled, the player gains profit and shifts the contract fulfilled marker to the right. If contract 8 is not fulfilled in the era, its profit award is added to the next era’s contract award. *As in the basic game, the end of an era is triggered when six contracts are fulfilled.*



Example: Bob takes a Move action and claims the 1st Beyond marker. Because he has already built two bases, Bob slides the orange marker from the left edge of the Contract Card to the right side of the card and gains 2F. That contract can’t be claimed again for the rest of the game.

Setting Up Era 2: Planeteers

A Discovery Tiles—Shuffle the six *e1* Discovery tiles face-down, then stack them to form a draw pile in the matching space on the board. Do the same for the fourteen *e2* tiles (making two stacks), then the eight *e3* tiles.

B Teams—Each player takes the number of their teams indicated on their HQ for the *Planeteers* era, and places them at their base in the “Inner Solar System” region of the *Planeteers* board.

C 1st Beyond—If a player holds the 1st Beyond marker (from the *Mariners* era), they may instead set up one of their teams at the “Ceres” asteroid site. If so, they draw and place a *e1* Discovery tile there, taking any immediate awards for the tile, then claiming the Discovery.

D 2nd Beyond—A player holding the 2nd Beyond marker may instead set up one of their teams at the “Vesta” asteroid site (unexplored).

E Beyond Markers—Place the two Beyond markers on the board at the “Oort Cloud” site.

F Starting Hands—Grab the *Planeteers* deck. Remove the twelve cards marked “Start”, shuffle them and place them face down. Each player receives an initial hand for the *Planeteers* Era indicated on their HQ, taking any indicated *Time* cards and *Planeteers* era cards. Players receiving *Planeteers* Start cards draw those from the Start card pile. Then set aside any *Time* cards not in initial hands.

G Planeteers Deck—Shuffle the *Planeteers* deck and place the remaining Start cards atop the deck to form a draw pile.

H Offers—Deal the top four cards of the draw pile face-up to the four offer boxes on the board.

I Progress Cards—Place the 16 *Adaptation* and *Breakthrough* cards marked with the *Planeteers* symbol face-up in their allotted spaces of the Sideboard. Stack cards with the same name together, with the card having the profit award (for example “1 \mathbf{F} ”) atop the one without.

Progress Wheel—If during the *Mariners* era any player’s genetics cube advanced around the wheel and into or beyond the “start” space of their Progress Wheel, they gain an *Adaptation* card.

J Contract 8 New Step!—The player with the least profit (highest HQ ID Number if tied) selects an 8th *Planeteers* contract:

1. Mix the three *SpaceCorp: Ventures* Contract Cards for the *Planeteers* era and draw one at random.
2. Choose one of the two contracts on the drawn card.
3. Tuck the card under the Business Display beneath the *Planeteers* column so that only your chosen contract is visible.
4. Do not adjust the position of the contract fulfilled marker.

All Systems Go For Launch—The player with a team on Ceres takes the first turn of this era. If none, the player with the least profit goes first (highest HQ ID Number if tied).

The Leader

L Some rules in the *Planeteers* and *Starfarers* eras refer to the Leader. The Leader is the player with more \mathbf{F} than all other players when the rule is to be applied. When players are tied for the most \mathbf{F} , there is no Leader.

Setting Up Era 3: Starfarers

A Discovery Tiles—Shuffle the 16 *Primary* Discovery tiles face-down, then stack them to form two draw piles of eight each in the matching spaces on the board. Do the same for the twelve *Secondary* tiles (in two stacks of six), then the five *Alien* tiles.

B Teams—Each player takes the number of their teams indicated on their HQ for the *Starfarers* era, and places them at their base in the “Sol” region of the *Starfarers* board.

C 1st Beyond—If a player holds the 1st *Beyond* marker (from the *Planeteers* era), they may instead set up one of their teams in the “Alpha Centauri” region, placing the team on the star symbol there.

D 2nd Beyond—A player holding the 2nd *Beyond* marker may instead set up one of their teams in the “Luhman 16” region, placing the team in the box of the star track furthest from the star. Put the *Beyond* markers back in the box.

E Starting Hands—Grab the *Starfarers* deck. Remove the twelve cards marked “Start”, shuffle them and place them face

down. Each player receives an initial hand for the *Starfarers* era indicated on their HQ, taking any indicated *Time* cards and *Starfarers* era cards. Players receiving *Starfarers* Start cards draw those from the Start card pile. Then set aside any *Time* cards not in initial hands. Each player places the *Starfarers* Scoring card for their HQ next to the Business Display, for selection during the era.

F Starfarers Deck—Shuffle the *Starfarers* deck and place the remaining Start cards face down atop the deck to form a draw pile.

G Offers—Deal the top four cards of the draw pile face-up to the four offer boxes on the board.

H Progress Cards—[Remember: all unclaimed progress cards from the *Planeteers* era should still be on the Sideboard.] Place the 16 *Adaptation* and *Breakthrough* cards marked with the *Starfarers* symbol face-up in the allotted spaces of the Sideboard. Stack cards with the same name together, with the card having the profit award (for example: “2 \mathbf{F} ”) atop the one without.

I Colony Tiles—Gather all colony tiles that have the number of players in the game marked along their left hand side (*there will be 20 colonies with four players; 17 with three players; and 12 with two players*). Place these tiles face-up in their allotted spaces of the Sideboard. Put the remaining colony tiles back in the box.

J Contract 8 New Step!—The player with the least profit (highest HQ ID Number if tied) selects an 8th *Starfarers* contract:

1. Mix the three *Venture* Contract Cards for the *Starfarers* era and draw one at random.
2. Choose one of the two contracts on the drawn card.
3. Tuck the card under the Business Display beneath the *Starfarers* column so that only your chosen contract is visible.
4. Do not adjust the position of the contract fulfilled marker.

All Systems Go For Launch—The player with a team on Alpha Centauri takes the first turn of this era. If none, the player with the least profit goes first (highest HQ ID Number if tied).

Starfarers Final Profit Option

Each player’s HQ has a corresponding card which lists an alternative final profit adjustment that the player may choose to apply at the end of the *Starfarers* era, instead of applying the standard final profit bonus for number of colonies.

All players must choose the standard or their HQ’s alternative final profit option at the end of the player turn in which the second *Starfarers* contract is fulfilled. At the end of that turn, all players make their declaration, in turn order beginning with the player who just completed their turn, by taking their *Starfarers* Scoring card from next to the Business Display and placing the card on their selected side next to their HQ so all players can see it.

Once a player chooses a final profit option, they can’t change their choice.

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