Space Station Phoenix

A game for 2-4 players by Gabriel J. Cohn. Condensed rules by Eric Postpischil, https://edp.org.

Introduction

Ship Cards

Top-left ship icon shows 1-3 dots for ship level.

Top-center shows metal gained by dismantling ship.

Top-right shows GEM cost to use ship (left) and additional fee paid to owner (right).

Right-center shows type (table to right).

Right-bottom quantifies ship ability or modifies it, including:
- Dismantle: 1-2 more metal gained. Construction: 1-2 less metal consumed.
- Diplomacy: Up to 2 advances, instead of just 1, both paid for, in different tracks.

Space Station Sectors

Top-left number is reference for looking up abilities. First digit is level. Color matches aliens it hosts.

Lightning bolt, if present, indicates one-time immediate reward upon construction.

Top-right metal icon with number shows metal required to construct sector.

Numbered living quarters must be filled left-to-right and, when filled, may provide bonuses.
- Color shows what triggers a bonus. Orange: income. Purple: game end. Black: special. Other: ship of that color.
- Erratum: Sector 111's food icon should have an orange outline.

Residents and Placement Rules

Aerobic aliens (teal, pink, brown) must go in living quarters of their color (because of the atmosphere they need).

Humans and anaerobic aliens (gold) go in any quarters. (Humans use environment suits. Gold aliens do not breathe.)

A resident may go into any level, even if lower levels are not yet full, and goes into its leftmost empty quarters.

Bonuses of newly filled quarters are not active until after the turn in which they are filled (including income turns).

When moving a resident (during an income action), shift residents in the sector left to fill empty quarters.

If there are no appropriate quarters for a resident, you may not acquire that resident.

Setup

Put Diplomacy board, Home Planets board, and Neutral Ships board on table. On the Home Planets board:
- For 2/3/4 players, put 16/20/24 humans on Terra and 50/70/90 random aliens sorted by type onto their planets.

Put GEMs (Galactic Exchange Minerals) aside as a bank. (Orange is 1 unit, clear is 5, and purple is 20.)

Put resources cubes (green food, blue water, and silver metal in 1- and 5-unit sizes) aside as a supply.

Set dice aside. (Each die has 2 food, 2 water, 1 metal, and 1 human.)

Give each player a quick guide, a reference guide, and a scoring reference tile.

Give each player the player board, action marker, 2 score track lap tokens, 5 ship cards, and 6 tokens in 1 color.
- Each player puts the action marker at the top left of their board, 1 token (to be neutral ship token) at the top right of their board, and 5 on the diplomacy board: 1 on score 0 and 1 in the bottom row of each of the 4 tracks.

Choose first player by any mutually agreed upon method. Give 1/2/3 GEMs to player 2/3/4.

Select sectors and display them on the table for players to inspect freely (remove unselected sectors from the game):
- First game: For each level and color, randomly take 1 sector per player from those ending in a digit 1-4.
- Regular game: For each level and color, randomly take 1 sector per player (friendly longer game: add 1 more).

Hubs:
- First game: Use hubs B-1, B-2, B-3, and B-4. Shuffle. Deal each player 1. Remove rest from game.
- Later: Use B hubs. For advanced game, also use A hubs. Shuffle. Deal each player 2. Remove rest from game.
- Erratum: Hubs B-6 and B-7 should show brown (square) aliens, not gold (round), are worth 1 additional point.

Ship cards (see Ship Icons table at top right of this page):
- First game: Give each player cards according to their hub:
  - B-1: level 2 Dismantle and Expedition, level 3 Dismantle and Construction.
  - B-2: level 2 Dismantle, Construction, Transport, and Farm, level 3 Transport and Ice Collector.
  - B-3: level 2 Dismantle and Construction, level 3 Dismantle and Expedition.
  - B-4: level 2 Transport and Expedition, level 3 Construction and Expedition.
- Later games: Shuffle level 3 cards. For 2/3/4 players, deal 5/7/9 face-up to table. Each player drafts 1 in turn order, then reverse order. Remove last one from game. Repeat with level 2 except first reverse, then forward.

If not playing the first game, which has no choice of hubs, each player keeps 1 hub and discards 1 from the game.

Each player takes the bonuses shown on the back of their hub and then inserts the hub face-up in their player board.
- First game: The player with hub B-2 does not get the +3/−1 ship bonus; it was replaced by the extra ships above.
- Take hub bonuses in player order if any player requests that.

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Play

Keep all ships, resources, and other components visible at all times. No information in the game is secret.

Take turns clockwise until the **active player** has 40 or more points or has built all 9 sectors of their space station or there are 4 or fewer total aliens (not humans) remaining in the supply. Each other player then takes one final turn.

Each turn is a ship action or an income action, described below.

The GEM and resource supplies are unlimited. If the provided tokens run out, use alternates.

Ship Action

Put your action marker on an unused ship (one with no GEM on it).

- You may not put your action marker on any neutral ship while your neutral ship marker is on a neutral ship.
- Pay the GEM cost to use the ship, putting at least one on the ship to mark it used. The rest may go to the bank.
- If the ship belongs to another player, pay them the owner's fee.
- If the ship is a neutral ship, put your neutral ship marker on it.

Check for applicable bonuses (color coded to match ship) from your hub or occupied living quarters.

- Bonuses that modify the ship's action are used during the action.
- Bonuses that grant an action are used **after** the ship action.

Perform the ship's action. You must perform at least some of a ship's action or you cannot choose it.

- **Dismantle:** Remove an unused ship in your fleet from the game. Receive the metal shown on it.
  - A ship cannot dismantle itself since it is not unused once a player puts their marker on it.
- **Construction:** Pay the metal cost of an available sector and add it to a wing of your station.
  - You may build one wing of each color, and each wing must be only one color. Wing location is immaterial.
  - Each wing must be built in order: level 1, then 2, then 3. Each wing may be built independently of others.
  - Upon building a level-3 sector with an immediate bonus, take the bonus, to the greatest extent possible.
- **Transport:** Perform up to as many transactions as the ship shows. Transactions are:
  - Pay 1 food and 1 water to add 1 teal, pink, or brown alien to your station in a sector of its color.
  - Pay 1 food, 1 water, and 1 GEM to add 1 gold alien to your station in any sector.
  - Pay 3 GEMs or any 2 resources (food, water, metal) to take any 1 resource from the supply.
- **Terran Expedition:** Roll the left number of dice, then select the right number of dice. Take the dice benefits:
  - Leaf: food. Droplet: water. Metal: metal. (You may pay for humans, below, with these or prior resources.)
  - Human: Either gain 1 point or pay 1 food, 1 water, and 1 metal to add 1 human to your station in any sector.
- **Diplomacy:** Pay the lobbying cost (1-5 GEMs, corresponding to new row) to advance in any 1 diplomacy track.
- **Farm or Ice Collector:** Take the food or water shown.

Take any hub or quarters bonus actions granted for the ship action. Bonus actions do not trigger ship-action bonuses.

After anyone uses a construction, dismantle, transport, or expedition ship, all players get diplomacy bonuses:

- Only ship actions, not bonus actions, trigger diplomacy bonuses. Take them in turn order if any player requests.
- A sole leader in the track for the action may take any in-track bonus in their current space or below.
- Any other player may take any in-track bonus below their current space. (There are none below the start row.)
- In the top two rows, the bonus is any two different in-track bonuses from the bottom four rows.

Income Action

You may only perform an income action if you have 7 or fewer GEMs, at least 1 of your ships is used, or you cannot take an action with any ship (yours, another player's, or the neutral ships).

Return all GEMs on your ships and/or the neutral ship with your marker to the bank.

Move your action marker and your neutral ship marker to your board.

Return any other players' action markers on your ships to their owners.

Take income shown in your hub (most hubs generate 1 GEM per ship) and **occupied** living quarters with an icon with an orange background (and the misprinted food icon on sector 111 that should have an orange background).

If desired, relocate residents for 1 GEM per move, obeying the resident placement rules.

Game End

To points earned during game add (using the 50/100/150/200 tokens to mark laps around the score track):

- 4/6/10 points per level-1/2/3 sector built.
- 2 points per resident (alien or human) on the player's space station.
- For each resident species, 10 points for having more than any other player and 5 for 2nd (with at least 1 resident).
  - Ties for 1st split 15 points, rounded down, and there is no award for 2nd. Ties for 2nd split 5, rounded down.
- Points for the player's hub game-end bonus (purple).
- Points for each **occupied** living quarters with a game-end bonus (purple, in some level-3 sectors).
- 1 point for each 20 GEMs, rounded down.
- 1 point for each set of 5 resources (food, water, metal), regardless of type(s), rounded down.

Ties are broken in favor of most aliens, then most humans. Further ties are shared.