

Space Park™

Enjoy the galaxy!

Components

6 Space Park Destinations
1 Starlight Station Board
3 Rockets

27 Badge Cards
1 Scout - Explorer Bot
1 Controller

24 Sun Crystals
12 Moon Crystals
12 Sea Crystals

12 Fast Travel Tokens
15 Explore Point Tokens
1 First Traveler Marker

Overview and Goal

Ride a rocket to extraordinary destinations across our galaxy. During your travels you will discover exotic crystals that further our understanding of *what's out there*. Use these crystals to complete exploration badges and turn them in at the mysterious Outpost 13 to prove yourself as the galaxy's next great explorer!

Setup

1. Place Starlight Station onto the table. Shuffle the six Space Park Destinations and place them next to Starlight Station to form a rectangle. Place resources near their corresponding destinations (Moon Crystals near Lunar Woods, Explore Point Tokens near Fusion Falls, Controller near Astral Arcade, etc).
2. Place the three Rockets on the starting destinations: Cosmic Canyon, Lunar Woods, and Celestial Seas.
3. Shuffle the Badge deck and deal one card face down to each player. Players may look at their Badge card. Place the Badge deck at the top of Starlight Station, then reveal 3 Badge cards and place them face-up alongside Starlight Station.
4. Give each player a Sun Crystal and place Scout on Astral Arcade.
5. Give the First Traveler marker to whoever most recently looked at the stars. Play begins with the First Traveler and proceeds clockwise. You're ready to start!

Visiting Destinations

Each turn you will visit a Space Park destination by following three steps:

1. Choose a destination with a rocket on it—Rockets signify destinations you can travel to.
 - You may spend Fast Travel tokens prior to choosing a destination (see *Fast Travel*).
 - If Scout is located at the chosen destination, resolve Scout (see *Your Trusty, Explorer Bot—Scout*).
 - You must have the resources required to perform the action at the chosen destination (you may use resources gained from Scout to perform the action).
2. Perform the action at the chosen destination.
3. Move the rocket to the next destination clockwise, skipping over any destinations that already have rockets on them.

Destinations and Their Actions

Cosmic Canyon: Gain Two Sun Crystals

Lunar Woods: Gain a Moon Crystal

Celestial Seas: Gain a Sea Crystal

Astral Arcade: Move Scout to a different destination
Gain the Controller
Gain a Fast Travel Token

Starlight Station: Look at the top badge card of the badge deck. You may put that badge into your hand OR you may swap it with one of the revealed badges at Starlight Station and put that badge into your hand instead.

Fusion Falls: Spend one Sun Crystal to gain one Explorer Point.

Outpost 13: Turn in Crystals to earn one Badge from your hand

Your Trusty, Explorer Bot—Scout

Whenever a player visits Astral Arcade, they must move Scout to a new destination. Whenever *any* player (including the player with the Controller) visits a destination with Scout on it, the player with the Controller may choose to gain a Sun Crystal or a Fast Travel token from the supply.

Fast Travel

Before visiting a destination, Fast Travel tokens can be spent on your turn to move any Rocket to the next available destination clockwise—skipping over any destination that already have a nearby rocket. Multiple tokens may be spent in a single turn.

Completing a Badge

1. Pay the indicated cost in Sun, Moon, or Sea Crystals (paid crystals are returned to their supplies).
2. Place the completed Badge face up in front of you to gain its Explorer Points and the benefit described on the Badge card (some benefits are ongoing).

Ending the Game

When a player has reached 20 or more Explorer Points, finish the current round of play so each player gets an equal number of turns—the last player should be the person to the right of the First Traveler Marker.

The player with the most Explore Points at the end of the round is the winner of Space Park!

If there is a tie, then the tied player with the most crystals is winner. If there is still a tie, then the tied player who is latest in turn order is the winner.

Solo Mode: Playing Against Scout

Setup is unchanged.

After taking a turn as usual, you must draw the top card of the Badge deck and place it face-up into a discard pile called the *Scout Stack*. Scout moves to the destination corresponding to the Badge type of the drawn Badge card:

Diamond Badges move Scout to Cosmic Canyon

Triangle Badges move Scout to Lunar Woods

Circle Badges move Scout to Celestial Seas

If Scout is already at the drawn destination, then all rockets move simultaneously to the next destination (if all rockets are moving, rockets never skip over each other).

If a Forbidden Badge card is drawn, all the rockets move simultaneously, but do not move Scout.

If you visit the same destination as Scout, you must spend a Sun Crystal or return the Controller to the supply.

When visiting Starlight Station, the player draws one of the revealed Badges or the top Badge of the Scout Stack. If a revealed Badge is chosen, do not replace it with a new badge from the Badge deck.

Ending the Game

The player wins if they reach 20 explore points. Scout wins if a card cannot be drawn for the robot pile.

Other Details

What happens if I can't gain crystals because there aren't any left in the supply?

Determine the player with the most crystals of that type and take from them instead. If two or more players are tied for the most crystals, you may choose who to take from.

Does a Forbidden Badge count as all badge types before it is earned?

Yes, a Forbidden Badge counts as all badge types at all times.

In solo mode, what happens if the player is unable to take an action?

The player's turn is skipped and Scout takes a turn.

Badges that reward with +1XP are ongoing