

FREE TRADER





RULES

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INTRODUCTION

You are a new space trader, with a new ship and big bills to pay off - ships don't come cheap!

You will explore new trade routes, trading Cargo, Weapons , Industrials , Agriculturals  and Illegals , fighting pirates and possibly getting roused by the police. Hopefully while taking part in all of these adventures you'll earn enough **Vectorium*** to make the payments on your ship.

****Vectorium:** A reactive substance used as fuel and as the basic trading currency. Unfortunately no more than 20 units of Vectorium may be collected together at once or it becomes explosively reactive!*

OBJECTIVES

You must make 4 payments on your ship. Each time the Event Card deck is empty (even if you are in combat!), a month has passed and a payment comes due. The payment schedule is as follows (all payments are made in **Vectorium**):

First Month	5
Second Month	10
Third Month	10
Fourth Month	15

If you are unable to make a payment, you lose. If you make all 4 payments you win!

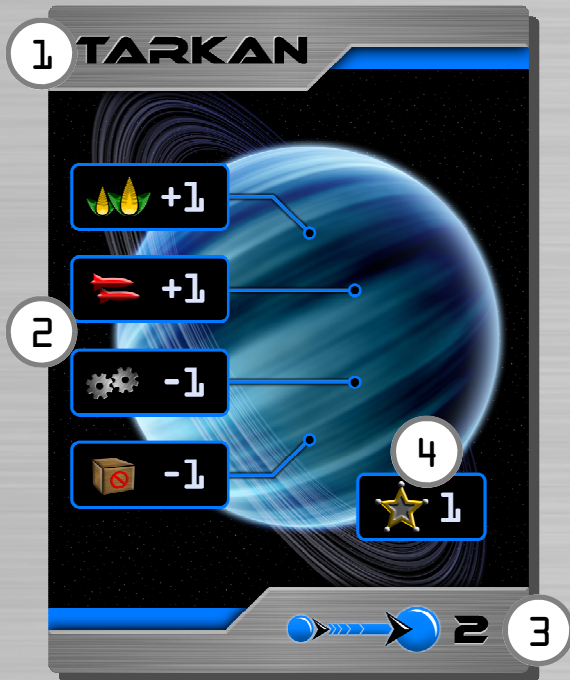
COMPONENTS

- 16 Planet Cards
- 16 Event Cards
- Ship (Player) Token*
- Play Area



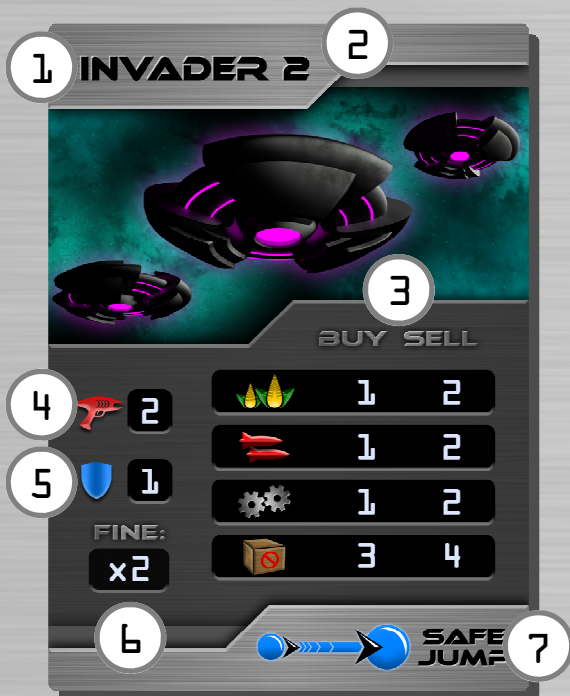
**Player Token*

PLANET CARDS



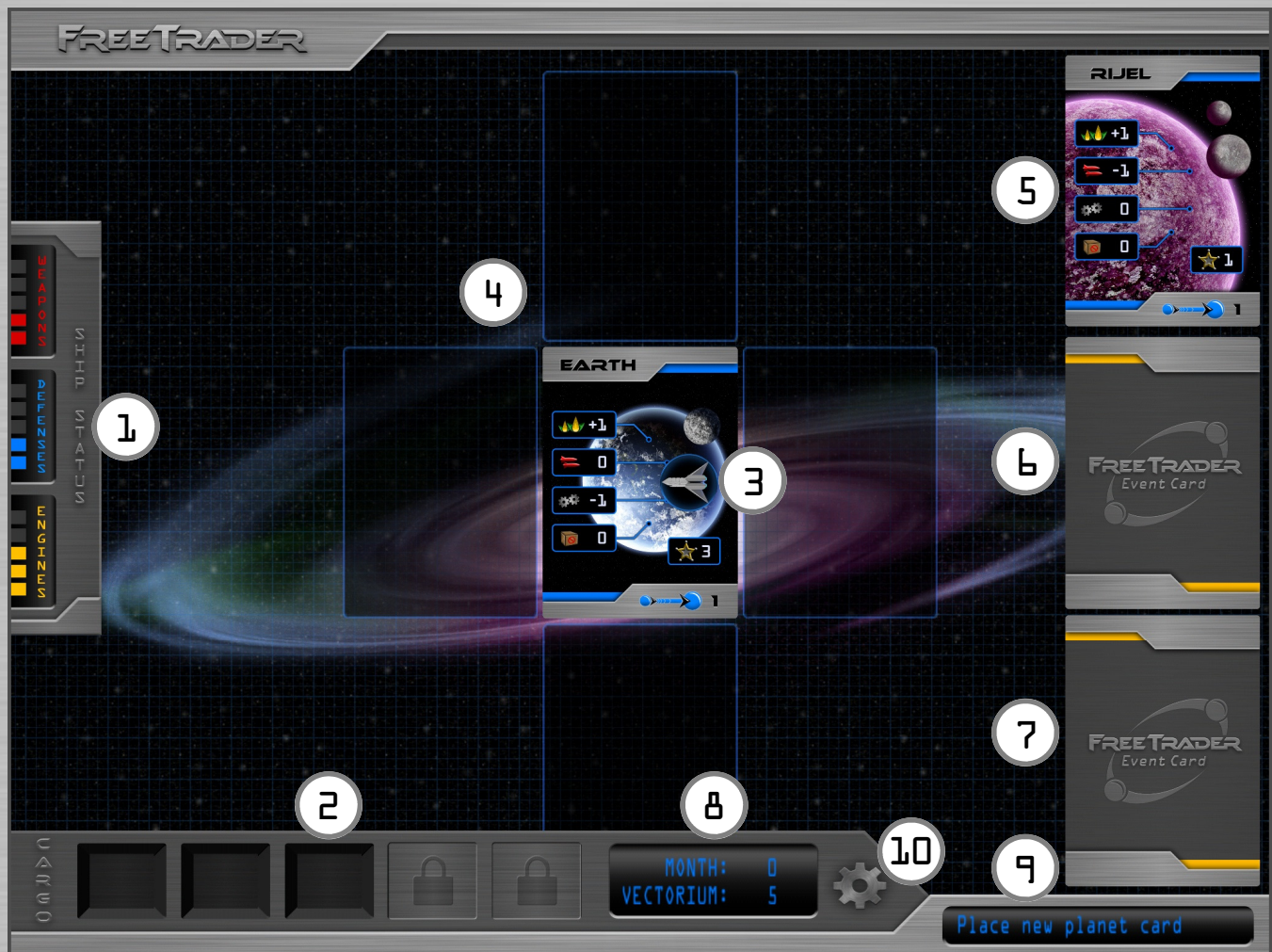
1. **Name:** The name of the planet.
2. **Cargo Modifier:** The modifiers used when buying or selling Cargo at this planet.
3. **Distance:** The Engines level required to jump here.
4. **Law Level:** The base fine when you are caught with illegals at this planet.

EVENT CARDS



1. **Event Type:** The type of event pirate, police, invader or star port.
2. **Event Value:** The value of the event during combat.
3. **Base Prices:** The base prices used when buying or selling Cargo.
4. **Attack Modifier:** The attacker's combat value modifier.
5. **Defense Modifier:** The defender's combat value modifier
6. **Fine:** Multiplies the base fine when caught with illegals
7. **Safe Jump/MisJump:** Used to determine the outcome of an emergency jump.

PLAY AREA



1. **Ship Status:** The level of ship Weapons, Defenses and Engines modules.
2. **Cargo Status:** The number of available Cargo spaces and their contents.
3. **Ship Token**
4. **Play Area**
5. **Planet Card draw pile**
6. **Event Card draw pile**
7. **Event Card discard pile**
8. **Finances Status:** Shows the current month and the amount of Vectorium available.
9. **Phase Text:** Contains messages regarding the current game state.
10. **Settings:** Brings up the settings menu.

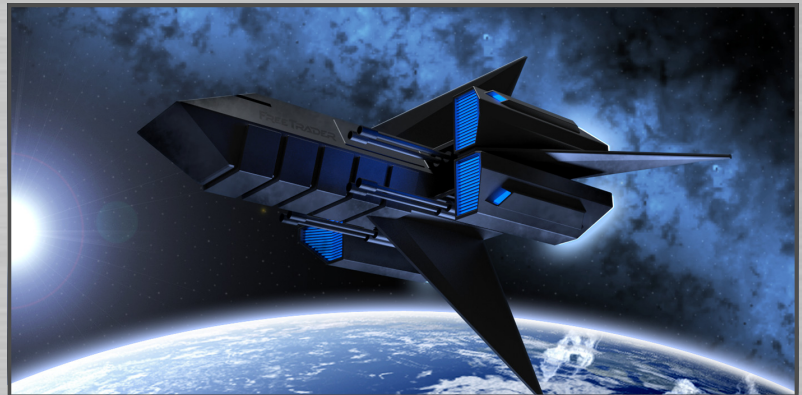
SETUP

1. Place the Earth planet card face up in the center of the play area. Place the ship token on the card
2. Shuffle the remaining Planet Cards and place them on the Planet Card draw pile.
3. Shuffle the event cards. Remove two and place them face down on the event card discard pile without looking at them. Place the remaining Event Cards face down on the event card draw pile.
4. Set the following ship module levels: Weapons 3, Defenses 2, Engines 3, Cargo 3.
5. Set Vectorium stores to 5.

TURN SEQUENCE

Each turn is divided into six phases:

1. Explore
2. Buy Cargo
3. Jump
4. Event
5. Sell Cargo
6. Upgrade



1. Explore Phase

If there are no Planet Cards left in the draw pile, skip this phase.

Draw the top Planet Card from the draw pile and look at it. Place it orthogonally adjacent to the planet you are currently on. If there is no available space orthogonally, place it diagonally. If there is no space available diagonally, then you may place it on a free space orthogonally adjacent to any Planet Card.

2. Buy Cargo Phase

Draw an Event Card (you MUST do this even if you have no intention of buying Cargo). You may now optionally purchase



Cargo. The Event Card lists a "buy" price for each type of Cargo.

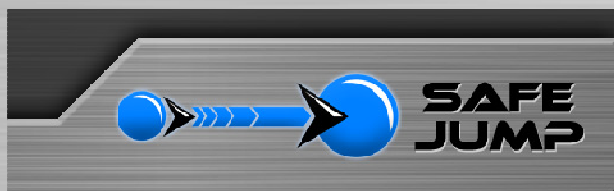
Adjust the price by the Cargo Modifier found on the Planet Card you are on. The result is the cost for one Cargo of that type. Note that regardless of modifiers, the minimum price of any Cargo is 1.

If either the Planet Card or Event Card has a value of 0, that type of cargo is not currently available for purchase on that planet.

To purchase a Cargo, reduce your Vectorium by its cost and add it to any empty cargo space. You may buy as much Cargo as you like of any type as long as you have the required amount of Vectorium and free cargo space. The Cargo status shows your available cargo spaces and what is in them.

Discard the drawn Event Card.

3. Jump



If possible, you must jump to another planet. It costs 1 Vectorium to jump as it gets used as fuel. You may only jump to a planet that is orthogonally adjacent to the

one you are on. Each Planet Card has a Distance value. If the Distance value is greater than the engines level, you cannot jump to that planet.

You can not jump back to the planet you just came from except under emergency conditions. The jump drive bends space in some pretty radical ways and doubling back can cause a ship to wink out of existence! (see the Emergency Jump rules below). Of course, if your ship is unable to jump because of Distance restrictions, this constitutes an emergency.

If you are unable to jump, you lose! If you are able to jump, move your Ship Token to the destination Planet Card.

Emergency Jump



When you are forced into an emergency jump, there is a chance of a MisJump. Draw an Event Card and check for a Safe or MisJump. If the result reads "Safe Jump", simply

discard the Event Card and continue playing starting with the Event phase.

If there is a MisJump, the worst has happened! Your ship has jumped to an alternate universe where everything is different except of course you still owe the bank their payments! Pick up all the Planet Cards except the one you are one. Shuffle them together with the cards in the Planet Card draw pile to form a new draw pile. Then resume play starting with the Event phase.

On rare occasions after a MisJump to a new universe, you may need to perform another emergency jump - except there are no planets to jump to! If this happens, draw a new Planet Card and place it following the normal rules. Then jump to this planet.

4. Event

Draw a new Event Card and refer to the Event Type. If the result is "Star Port", you arrive uneventfully. Discard the card and move to the next phase. Otherwise, follow the instructions below for the Event Type.

Pirate

You are attacked by Pirates! The Pirates will attack first (they have the drop on you). Draw a second Event Card. Add the Event Value from the first card to the Attack Modifier from the second card. This is the Pirate attack value. To obtain your defense score, add the Defense Modifier from



the second Event Card to your current Defenses level. If the Pirate attack score is equal to or less than your defense score, you survive the attack unscathed. If the Pirate attack score is greater than your defense score,

you are damaged. Reduce a module (Engine, Weapons, Defenses or Cargo Spaces) by 1 level. If you choose to lose a Cargo Space that contains Cargo, this Cargo must be jettisoned and is lost. Discard the second Event Card to complete the attack. Once the Pirate attack is complete, you have the choice of counterattacking or performing an Emergency jump to escape. If you choose to escape, follow the normal rules for an Emergency jump. Remember, an Emergency jump uses 1 Vectorium as fuel. If you choose to counterattack, draw another Event Card. This time add the Attack Modifier on this card to your Weapons level to get your attack score. The Pirate's defense score is calculated by adding this card's Defense Modifier to the Event Value on the original Event Card drawn this phase (i.e. the one that triggered the Pirate attack).

If your attack score is less than or equal to the Pirate's defense score, the counter attack was unsuccessful. Discard the most recently drawn Event Card and continue the combat with a new Pirate attack. If your attack score is greater than Pirate's defense score, the Pirate is destroyed! You also manage to salvage some Vectorium from the destroyed Pirate ship. The amount salvaged is based on the Event Value of the Pirate and is shown below.

Pirate 1	1
Pirate 2	3
Pirate 3	4

Discard all face up Event Cards and move to the next phase.

Note that in subsequent months, Pirates become more aggressive and get a combat bonus of +1 in the second month, +2 in the third month and +3 in the last month. This bonus applies when calculating both the Pirate's attack and defense scores.

Invader

Invaders are very aggressive aliens from another galaxy. Treat them the same as Pirates with the following exception. When calculating their attack and defense scores double the Attack Modifier shown on the Event Card.

Invaders receive the same combat bonus as Pirates in subsequent months. There is nothing to salvage when you destroy an Invader.

Police

You are stopped by the police for a routine inspection. If you have no Illegals Cargo, you are free to go on your way.

If you are caught transporting Illegals you are fined. Draw a new Event Card. Calculate the fine by multiplying the Law Level from the planet you are on by the Fine value on this card. To pay this fine, you may use your Vectorium and/or sell Modules from your ship. When you sell Modules, you receive only half it's purchase price (see the Upgrade phase below). The police also confiscate all the Illegals cargo. Once you pay the fine and remove all the Illegals cargo, discard the Event Card and move to the next phase.



If you are unable to pay the fine, your ship is impounded and you lose.

5. Sell Cargo Phase



If you have Cargo you may optionally sell some during this phase. Similar to the Buy Cargo phase, calculate the sell price use the numbers in the sell column of the last Event Card drawn added to the Cargo Modifier on the Planet Card. When a Cargo is sold, increase you Vectorium

stores by the sell price and remove it from the cargo space. You may sell as much Cargo as you like.

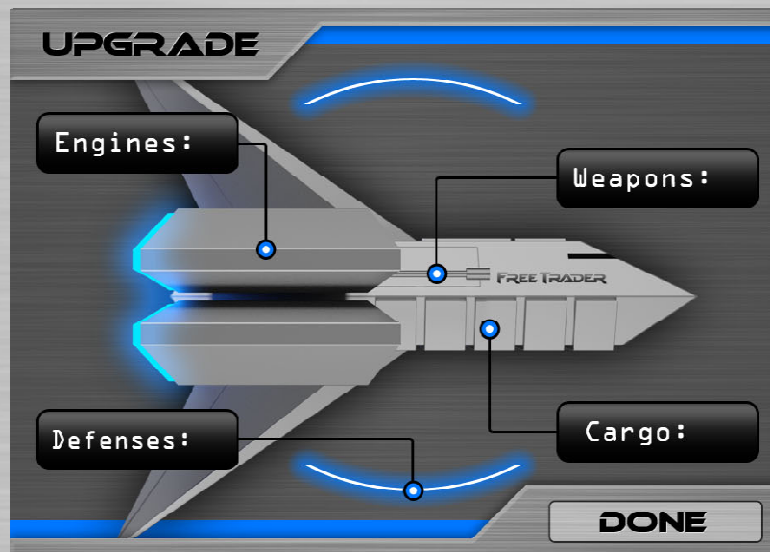
If at any point your Vectorium stores exceed 20, the excess is immediately given away as charity to avoid the unstable explosion caused by collecting too much Vectorium in one place.

6. Upgrade

Your ship's Cargo Space, Engines, Weapons and Defenses level may be increased by purchasing additional modules for your ship. During this phase you may only purchase a single module. The cost (in Vectorium) of the modules are:

Cargo	5
Engine	3
Weapons	4
Defenses	5

If you purchase a module, reduce your Vectorium stores by the appropriate amount and increase the system's level by 1.



FAQ

Q: If a Cargo Space containing Cargo is damaged, is the Cargo lost?

A: *Yes*

Q: After combat do you draw a new Event Card to establish sell prices?

A: *No. Sell prices are always calculated using the most recently drawn Event Card.*

Q: If I arrive at a new planet and the Event Card does not give me a good sell price, can I stay on this planet next turn?

A: *No. You must move every Jump phase.*

Q: What do you do when the Event Card Draw Pile runs out?

A: *Shuffle all the Event Cards and form a new Event Card Draw Pile. Then, discard the top 2 cards of the draw pile without looking at them.*

Q: If I run low on Vectorium, can I sell modules to raise funds?

A: *No. Modules may only be sold to pay fines.*

Q: Does it cost 1 Vectorium to jump any distance?

A: *Yes.*

Q: Do I add the Distance of the planet I am on to the Distance of the planet I am going to when calculating my Engines level requirement?

A: *No. Only use the value of the planet you are jumping to.*

Q: The first Planet Card drawn was too far to reach. What now?

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