



GENERATION SHIP

RULEBOOK

WHAT IS A GENERATION SHIP?

A generation ship is a massive spacecraft, using humanity's most advanced technology, designed for travel across space and time. The journey will take centuries - or even millennia - so your ship will contain a self-sustaining human civilization, where generations of people will live between the stars.

The challenges of a generation ship are immense. Maintaining sustainability for centuries requires efficient use of water, food, and materials to keep the ship growing and surviving.

Designers
Cornelius Cremin
Pawel Mazur
Dirk Sommer

Art Director
Pawel Mazur

Artists
Daniel Lieski
Alex Rommel

Graphics
Alyssa Wing
Nicolas Lee

Your ship will need new technological support systems and (very) long-term supply management. But on your trip, you will find ways to replenish your supplies and build even more systems to support your advancements.

Can you balance the supplies and technologies needed to bring your ship to a distant star system and collect needed supplies successfully?

WELCOME TRAVELERS TO **GENERATION SHIP:** **FROM DUST TO THRUST**

You will each be in charge of expanding your spaceship by constructing different **Sector** cards and building several **Tech** and **Expedition** cards on top. Generate and spend **Supplies** effectively to optimize your sectors and bid on exciting expeditions to obtain the most ★ and win.

CONTENTS

- 4 ships and player aids
- 241 cards
(30 sectors, 137 techs, 26 expeditions, 18 destinations, 30 dangers)
- 126 supply tokens
(30 dust, 24 liquids, 24 metals, 18 organix, 18 electrix, 12 thrust)
- 1 first player token

OVERVIEW

There are 3 different types of cards:



Sectors are the base of your ship and are needed to place the **Techs** and **Expeditions**. You may only have a maximum of **6 Sectors**. Sectors have a gray side and a **colored** side.



Techs are the cards available in your hand. Each **Generation** you draw 6 more of them.

Expeditions provide the most **Victory Points** ★, but everyone can outbid each other!



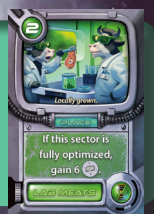
Cards come in **6 different colors** and are represented as a card icon.

They each **cost** and **generate** their respective supply.

You can spend supplies of higher value to pay for cards, but only in the same **Supply Chain**!



Many **Tech** and **Expedition** cards will activate an effect when **placed** on your ship.



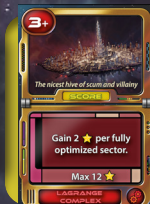
Some cards have an **Always** effect, that can be used throughout the game.



Sectors can be **Optimized** by placing cards of the matching color on the sector.



Scoring cards and Expeditions are worth ★ (**Victory Points**). Collect the most ★ to win the game.



Optimizations and bidding are described on page 6

SETUP

1) Shuffle the **Tech** and **Expedition** cards. Place them next to each other in the center of the table. Make sure to leave space for the discard pile.

2) Shuffle the **Sector** cards, make sure all the gray sides are facing up. Then make 3 piles of 10 cards each and place them below the **Tech** and **Expedition** cards. Fig B

3) Give each player their starting supplies:



4) Give the first player marker to the person who has been the closest to space.

ROUND ORDER

The game is scored after 4 generations. For each generation:

1- Draw 6 **Tech** cards. There is no hand maximum.

2- Reveal 3 **Expeditions**. You will cover up any unclaimed cards. Fig C

3- Reveal 3 advanced **Sector** cards below the 3  piles, for a total of 6 revealed **Sector** cards. You will cover up any unclaimed cards. Fig D

4- **Actions**. Players can perform 1 action (Buy a Tech, a Sector or an Expedition) and any number of free actions (fuse, recycle, research) per turn.

5- **Research/Pass**. You may Research: Discard 1 card to draw 1 card - OR Pass. Once you take this action, you CAN NOT take ANY other actions.

6- **Gain Supplies**. After every player has passed, for every card on your ship gain 1 supply of that color.

7- Pass the first player marker left. Repeat until you have finished 4 generations.

ACTIONS

Players take 1 **Action** until everyone takes the **Research/Pass** action.
Free actions are allowed at any point.

FREE ACTIONS

RECYCLE

Discard a card from your hand to gain a supply of that color.



FUSE 2:1

Exchange 2 supplies into 1 supply of the next higher value.



BUY A BASIC SECTOR

Grey Basic Sectors are available from the market for all players to buy. Spend the card's **cost** and immediately place it on your ship, up to a maximum of 6.



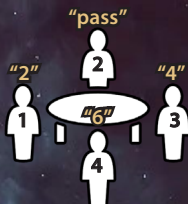
BUY A TECH

Techs are in your hand, only you can buy them. Spend the card's **cost** and place it on an existing **Sector**, with at least 1 free space up to a maximum of 5 cards per Sector.



START A BID

Bid on one of the revealed **Expedition** or **Advanced Sector** cards available on the market. You may bid any number that is equal to or higher than the starting **cost**. The winner places the **Expedition** on an available **Sector** or **Advanced Sector** on his ship. More details on page 6



PASS OR RESEARCH

You may either **Pass** OR **Research**:

Discard 1 card and draw 1 card.

After you pass/research once, you may not buy cards anymore, but may take part in bids.

The round ends once all players have passed.



SUPPLIES

Use the 6 colored supplies from your **Ship** to buy cards and place them on your **Ship**. Supplies can also be fused to gain supplies of the next higher value and some effects can store supplies on your ship's sectors for **Victory Points** ★



Dust



Liquids



Metals



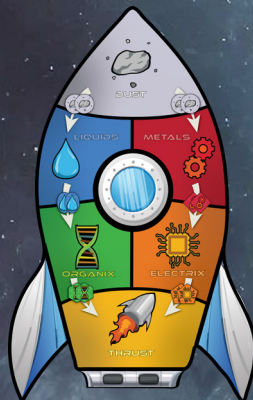
Organix



Electrix



Thrust



You may ALWAYS **Fuse 2:1**:

Lose 2 of the same supply to gain 1 supply of a higher value in the **2 Supply Chains**:

Dust -> Metals -> Electrix -> Thrust

Dust -> Liquids -> Organix -> Thrust

You may ALWAYS **Recycle**:

Discard 1 **Tech** card to gain 1 supply of that color.

Store Supplies: Take 1 supply from the reserve (not your ship) and place it on one of your sectors. **Stored Supplies** are worth 1 ★.

CARDS



When drawing cards you draw from the Tech Deck.

To buy a card pay the **cost**, in the top left with the shown supply or **one of a higher value** in the **2 Supply Chains**.

Thrust -> Electrix -> Metals -> Dust

Thrust -> Organix -> Liquids -> Dust

You may ALWAYS **Recycle** to pay for a card.

Buying an Expedition or Advanced Sector starts a **Bid**. The number shown is the minimum required.

At the end of a **Generation**, each Tech, Sector and Expedition card placed on your ship **generates** 1 supply of its type.

Tuck Cards: Place a card faceup or facedown under one of your sector cards. **Facedown** cards are worth 1 ★. **Faceup** cards are worth their **printed** ★.

OPTIMIZE

Sector cards are where you can place any **Tech** and **Expedition** cards. Optimizing them grants useful bonuses.

To optimize a **Sector**, place matching groups of cards on the sector. Matching a group activates the optimize effect.



Sectors have Optimize 1, 2 or 3, indicated by the tanks, cards and pipes on the card. This means the effect can be activated once, twice or three times per sector.



Note: you don't need to place the cards in order, you can still optimize as long as the cards are matching within the sector.

You can place **ANY** tech or expedition card on any sector, they do not have to match the cards on the sector cards, they simply do not add to the optimization.

You can choose the order in which tech and sector effects resolve.

Some tech card's activations are based on the state of the sector. These conditions are **new**, **complete**, and **fully optimized**. See page 11 for details.

BIDDING



Expeditions and **Advanced Sectors** provide the biggest rewards, to buy them you must win a **Bid**.

During your turn, you may start a bid on any revealed **Expeditions** or **Advanced Sectors**.

The starting value must be at least the bid printed on the card or any higher number.

In turn order, players may make a higher bid or pass until everyone has passed. Players may rejoin the bid even if they have already passed.

The winner pays their bid and places the **Expedition** card on a **Sector** or an **Advanced Sector** on their ship.

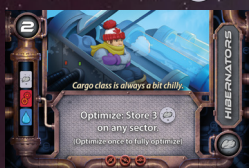
If the winner cannot pay, then the second highest bidder pays the printed cost instead. If you are unable to place the card on your ship, recycle it.

EXAMPLE OF PLAY

Dirk and Pawel both start with 4 dust, 2 metals, 2 liquids, 1 organix, 1 electrtix and 6 cards in hand. Dirk's turns will be on the **left** and Pawel's on the **right**.



Dirk goes first, he buys the Hibernators for 2 .



Dirk buys the Chemical Synthesizer for 2 and tucks a card from his hand facedown under the Hibernators sector and draws 1 card.



Dirk recycles a and buys the cleaning robot for 3 , then recycles a to gain 2 from the card's place effect.



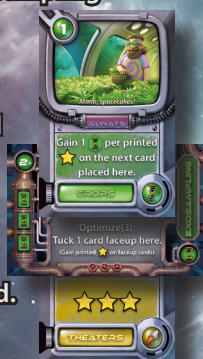
Pawel then starts a bid for the Exosampling for 2 . Dirk passes on the bid. Pawel then fuses 2 into 1 and pays 2 .



Pawel recycles 1 to gain 1 , then buys the Crops for 1 and places it on the Exosampling sector.

This optimizes it, so he tucks a 3 card from his hand under his sector.

It needs 2 more to be fully optimized.



Pawel wants to buy the Central Transport and bids 2 . Dirk passes on the bid.

Pawel buys it for 2 .



Dirk bids 3 ⌚ on the Bio-Compatible World expedition. This starts a bidding round.

Dirk wins and pays 1 ⌚ & 2 ♀ (he can pay with a higher value supply) and places the Bio-Compatible World on the Hibernators, which optimizes the sector and lets him store 3 ♀ on any of his sectors. This sector is now fully optimized, because all cards are matched.

Dirk researches, he discards a card, then draws a new card.



Pawel bids nothing on the bid, because he has no ⌚ and does not want to recycle any cards.

Pawel buys the Industrial Academies and places it on his Central Transport.

Any ⚙️ tech cards he buys from now on will cost 1 less.

Pawel researches, he decides not to discard any cards and passes.



Both players have passed. Each card now generates 1 supply of its color.

Dirk generates:



Pawel generates:



END OF GAME/SCORING

The game end after 4 generations. Each player counts up the ★ they have on their ship. We recommend going through each *Sector* individually, and calculate ★ from all *Techs*, *Expeditions*, stored supplies and tucked cards. The player with the most ★ wins the game. In case of a tie both players win.

Dirk scores 5 ★, 3 from stored supplies, 1 from the facedown tucked card and 1 from his expedition. Pawel scores 3 ★ from the faceup tucked card.

GENERATION FLEET

A CO-OPERATIVE JOURNEY

Grab your friends or fly solo and set course for a new home planet!
Fulfill the **Missions** with your friends, send cards between your ships using **Shuttles**, and encounter and solve **Dangers** in the depths of space.

The **Generation Fleet** expansion is sold separately.

FREE ACTION

SHUTTLE

Pay the shuttle cost to send 1 card from your hand to any player.

SOLVE DANGER

You may solve the danger by paying it's cost. The entire cost must be paid at once.

DESTINATIONS



Destinations consist of:

The Difficulty.

The Duration, number of Generations.

The **Mission**, comes in two types:

“Per player,” all players may contribute any number to the mission.

“All players,” each player must reach the number of the mission.

The Shuttle Cost, of sending cards.

DANGERS

Reveal 3 **Dangers** at the start of the Generation, after drawing 6 cards. Dangers come in two types: Place and Always. They can also be Solved.

Place: Activate once upon reveal, and if not solved, again at the start of each generation, if it is impossible to pay the cost, nothing happens.

Always: Activate upon reveal, effect is permanent until the danger is solved.

Solve: Any player can solve any revealed danger as a free action. All players may contribute payment at the same time.



SETUP

Follow regular Setup as described on page 3 with these changes:

- 1) Pick 1 of the 18 **Destinations** or reveal 3 randomly, then pick 1.
- 2) Shuffle the **Dangers** and place them next to the expeditions.
- 3) **Expeditions** are not revealed as part of the **Round Order!**

Only **Sector** and **Tech** cards can reveal them.

When buying an **Expedition**, do not bid, simply pay the printed cost.

ROUND ORDER

The **Mission** tells you the duration of the Mission:

- 1- Draw 6 **Tech** cards. There is no hand maximum.
- 3- Reveal 3 advanced **Sector** cards below the 3  piles, for a total of 6 revealed **Sector** cards. You will cover up any unclaimed cards.
- 2- Reveal 3 **Dangers**, resolve effects one at a time, starting with the oldest. Flip resolved dangers. Do not cover unsolved cards. You can always solve **Dangers**.
- 4- **Actions**. Players can perform 1 action (Buy a Tech, a Sector or an Expedition) and any number of free actions (fuse, recycle, research) per turn.
- 5- **Research/Pass**. You may Research: Discard 1 card to draw 1 card - Once you take this action, you CAN NOT take ANY other actions OR Pass.
- 6- **Gain Supplies**. After every player has passed, each card on your ship gain 1 supply of that color.
- 7- Pass the first player marker left. Repeat until you have finished 4 generations.

END OF GAME/SCORING

After the last Generation, check to see if you have completed your Mission.

If you meet or exceed the requirement you all win!

Otherwise you all lose and humanity is doomed, good job idiot(s).

TERMS TO REMEMBER

Some tech cards have a conditional effect, which only activates if the card is placed in a matching sector:

FULLY OPTIMIZED

The final matching card placed onto a **Sector** will fully optimize the sector. Cards with "if fully optimized" conditions will now resolve, including the card that was placed to fully optimize.



NEW

Sectors with no cards are new.

The **1st** card placed onto a **Sector** will activate its "if new" effect.

COMPLETE

Sectors with 5 cards are complete.

The **5th** card placed onto a **Sector** will activate its "if complete" effect.

TUCK CARDS

Cards may ask you to **Tuck Cards**:

Place a card faceup or facedown under one sector.

Facedown cards are always worth 1 ★.

Faceup cards are worth their **printed stars** ★.

PRINTED STARS

Faceup tucked cards and some other effects look at the number of printed stars on a card.

The Exosampling sector has 1 ★ printed star.

Civic Government has 5 ★★☆☆★ printed stars.



STORE SUPPLY

Cards may ask you to **Store Supplies**:

Take 1 supply from the reserve (not your ship) and place it on your sector. **Stored Supplies** are always worth 1 ★.



CARD ICONS

Card icons represent tech, sector and expedition cards.



= Dust



= Liquids



= Metals



= Organix



= Electrix



= Thrust



= Any card



= Card with any printed ★