

CARD GLOSSARY

0* Shuttle Fin

"You can't afford to make a sh[uttle] look good,
so you do most of it with ominous
music and fins"

-Jim Howick



Card is worth **10** when you have
this in a pair.

Two of these together are worth 20 (10 each). If you have 3 of these, the third has no value because it's not in a pair. If you have 4 they are all worth 10 because you have 2 pairs.

1

Knock-off Parts

"Fake it til you make it"
- Aphorism



**Receive when you fail to
to acquire any other cards this year.**

There is no way to acquire these other than to fail a steal attempt or to be stolen from.

2* Combustion Eng.

"Success isn't the result of spontaneous combustion. You must set yourself on fire."

-Arnold H Glasow



When launching, combust any number of garnets. Increase launch distance by garnets combusted.

Feeding garnets into this on launch increases its value. For example, if you spent 5 garnets, this card is treated as a 7 and is potentially discarded. Combusted garnets are of course, gone.

3* MultiStage Lnch

"Rome was not built in one day"
- French Proverb

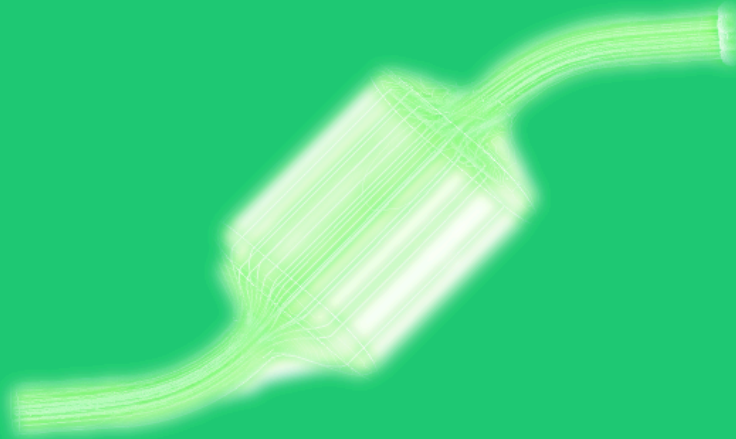


**Worth 30 when you have a 5-number
straight.**

A straight is a set of 5 consecutive numbers, for example 0-1-2-3-4 or 8-9-10-11-12. 0 and 12 do not wrap around. Ignore value when constructing a set.
Card is named Multi-stage Launch, not Multi-Stage Lunch.

4* Cat Converter

"One man's trash is another man's
treasure."
- Aphorism



Worth 2 more for each
Knock-Off Part you have.

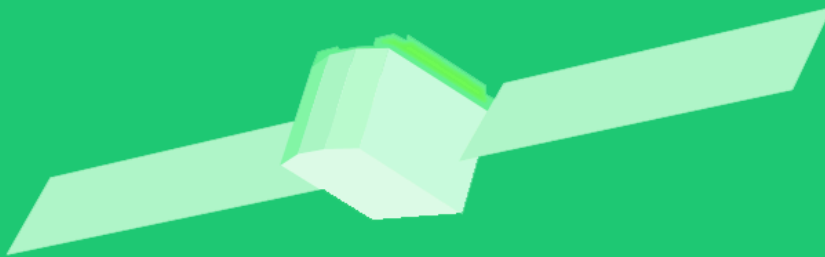
Cat Converter stands for Catalytic Converter, unless your nation has a terrible secret.

5

Comms Array

"The single biggest problem with communication is the illusion that it has taken place."

-George Bernard Shaw



**You may now send messages
and garnets to other players.**

You can send and receive messages from all players, send and receive garnets from all players, and create any number of alliances as long as they include you.

6

Weather Radar

**"Everybody talks about the weather, but
nobody does anything about it."**

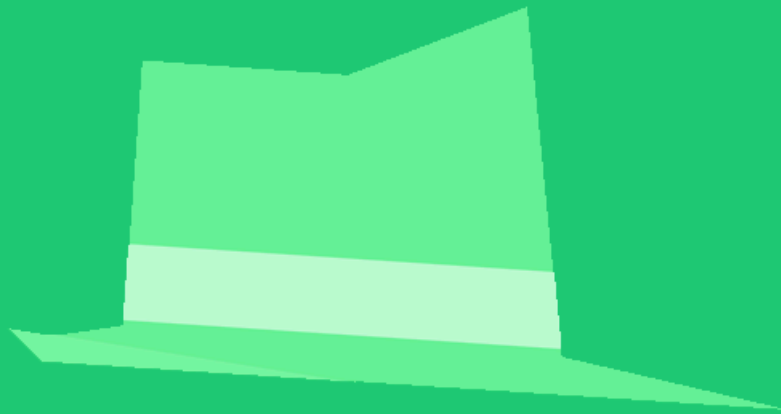
-Charles Dudley Warner



Tells you if background radiation ≤ 12 .

7* Spy Agency

"Every man is surrounded by a neighborhood
of voluntary spies."
-Jane Austen



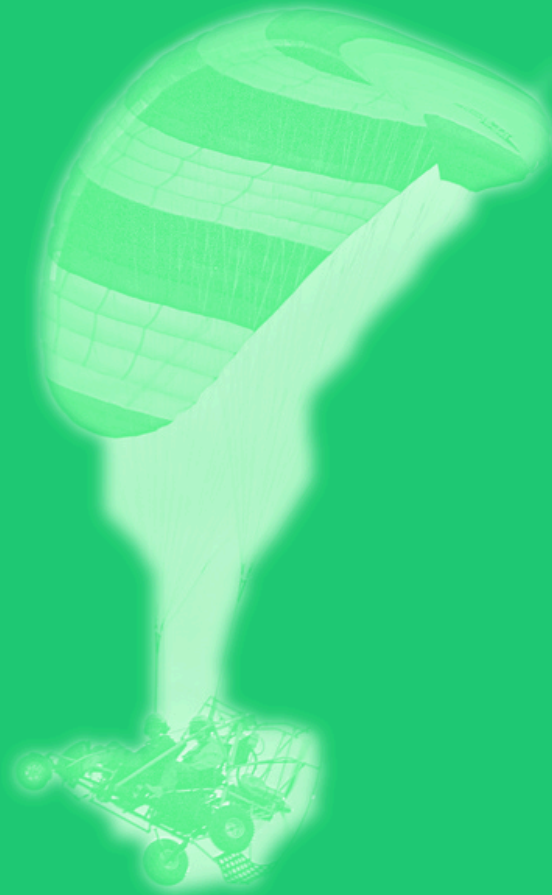
Worth 14 if stolen

8

Parachute

"I'm not a daredevil. I don't fly without a safety net."

-Steve Wynn



If you would normally discard this card, don't discard anything.

9

Missiles

"When in doubt, stay silent. People can't tell if you're plotting a nuclear war or just bored."

-Joyce Rachelle



Pick a player. If they would end up in SPACE, their height is reduced by 1.

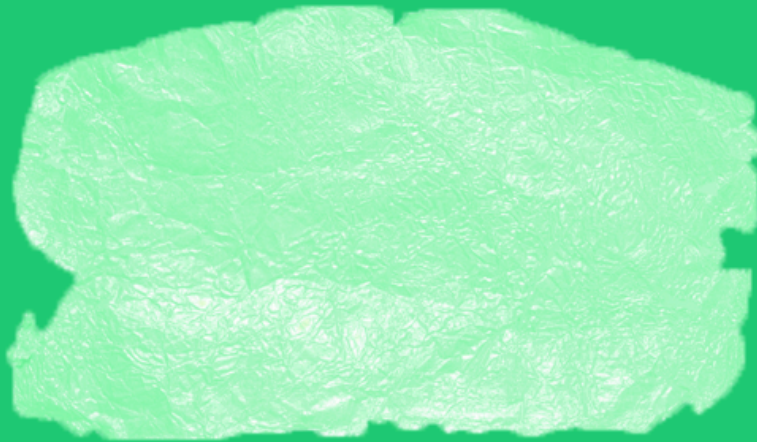
This card can prevent players from winning the game if it reduces someone's height below space.

One player can launch multiple missiles and the effect of missiles stack.

At worst, missiles can reduce your height to one below the threshold of space. **Who you target is public. Mandatory usage** (but usage does not cause a discard).

10 Gold Plating

**"All that is gold does not glitter."
-JRR Tolkien**



**Must spend 2 garnets to
try to research or steal this part.**

You can't try to acquire this if you don't have at least 2 garnets. Sorry.

11

Intense Fuel

**"If you want to shine like a sun
first burn like a sun."**

-A. P. J. Abdul Karam



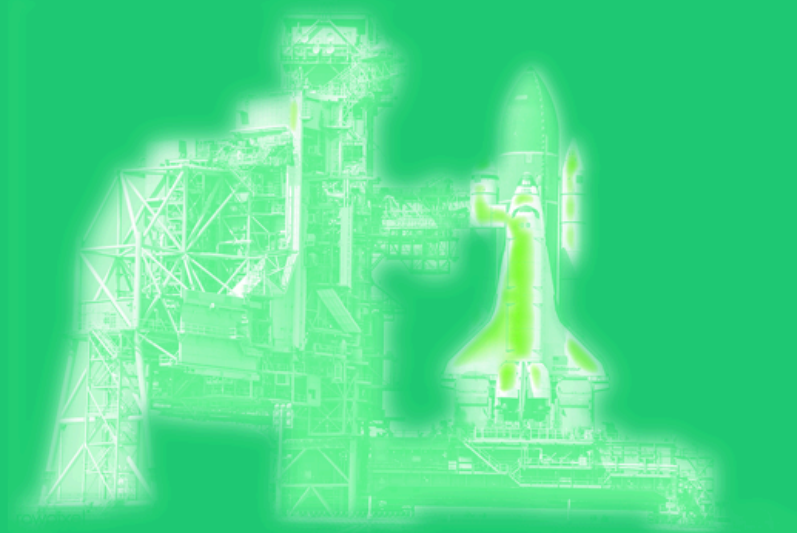
**Discard your lowest value card
when you gain this.**

If you don't have any other cards when you gain Intense Fuel, you end up discarding Intense Fuel.

12 Launchpad

**"You don't have to be great to start,
but you have to start to be great."**

-Zig Ziglar



**Automatically
launch in the launch phase
if you gain this.**

When you acquire this, you don't get your own special launch phase; you are simply forced to launch with everybody else.