

# BUREAUNUTS



A board game by Allison Markello, Todd Markello, and  
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# Table Setup



Space grid for 6 players



Spacedock board



Paperwork board



Career Goal pool



Department Heads board



Jelly Deck, Jelly Tokens, & Almighty Photons supply



Replacement Space cards





# Introduction

Race to the top of the galactic corporate ladder! Hyperjump around space, searching the newest galactic section approved for exploration by the most powerful corporation in the galaxy. You start as an intern who dreams of becoming the next CEO of the most bureaucratic corporation in the galaxy. Prepare for your meteoric rise through the corporate bureaucracy.

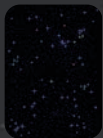
In Bureanauts, the players are galactic interns trying to get promoted through the ranks by completing their own Career Goals. One player may need to defeat space

pirates, while another might be tasked with cleaning up swarms of space jellies! Every time a player completes a Career Goal, he gets more influence with two Department Heads.

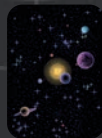
When any player completes all five of his Career Goals, the five Department Heads will hold a vote for the title of Galactic CEO. The more influence a player has with a Department Head, the better chance he has of getting her vote. Whoever gets a majority vote wins the game!

## Components

60 Space cards



20 Solar System cards



18 Border cards  
1-10, A-H



Directions card



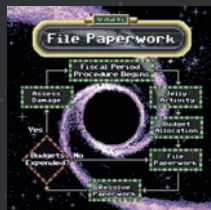
108 Influence cards



Spacedock board



Paperwork board



12 black cubes



6 Schedule Meeting tokens



20 Jelly tokens



42 Almighty Photon tokens



12 Spaceship tokens



35 Career Goal cards



23 Replacement Space cards



9 Replacement System cards



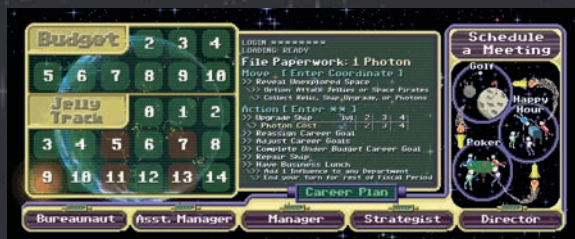
40 Jelly Activity cards



6 Space Phone dials



6 Player boards



Department Heads board





# Setup

1. **Set up borders.** Place the Directions card in the top-left corner of your play area. Then, place the Border cards from A to H in a column below the Directions card down the left side of your play area. Next, place the Border cards from 1 to 10 in a row to the right of the Directions card, across the top side of your play area.

A) **Directions card**

B) **A-H Border cards**

C) **1-10 Border cards**

D) **Solar System cards**

E) **Space cards**

2. **Set up Space grid.** Shuffle the 80 Solar System and Space cards, and randomly place them face-down in a grid, 8 rows by 10 columns, in the 80 spaces formed by the Border cards.

3. **Place boards and supplies.** Place the Paperwork board, Spacedock board, and Department Heads board near the Space grid. Also, place supplies of Almighty Photon tokens and Jelly tokens nearby.

4. **Prepare card decks and stacks.** Shuffle the Jelly Activity cards into a deck and place it near the Space grid. Place the stacks of Replacement Space and Replacement System cards nearby.

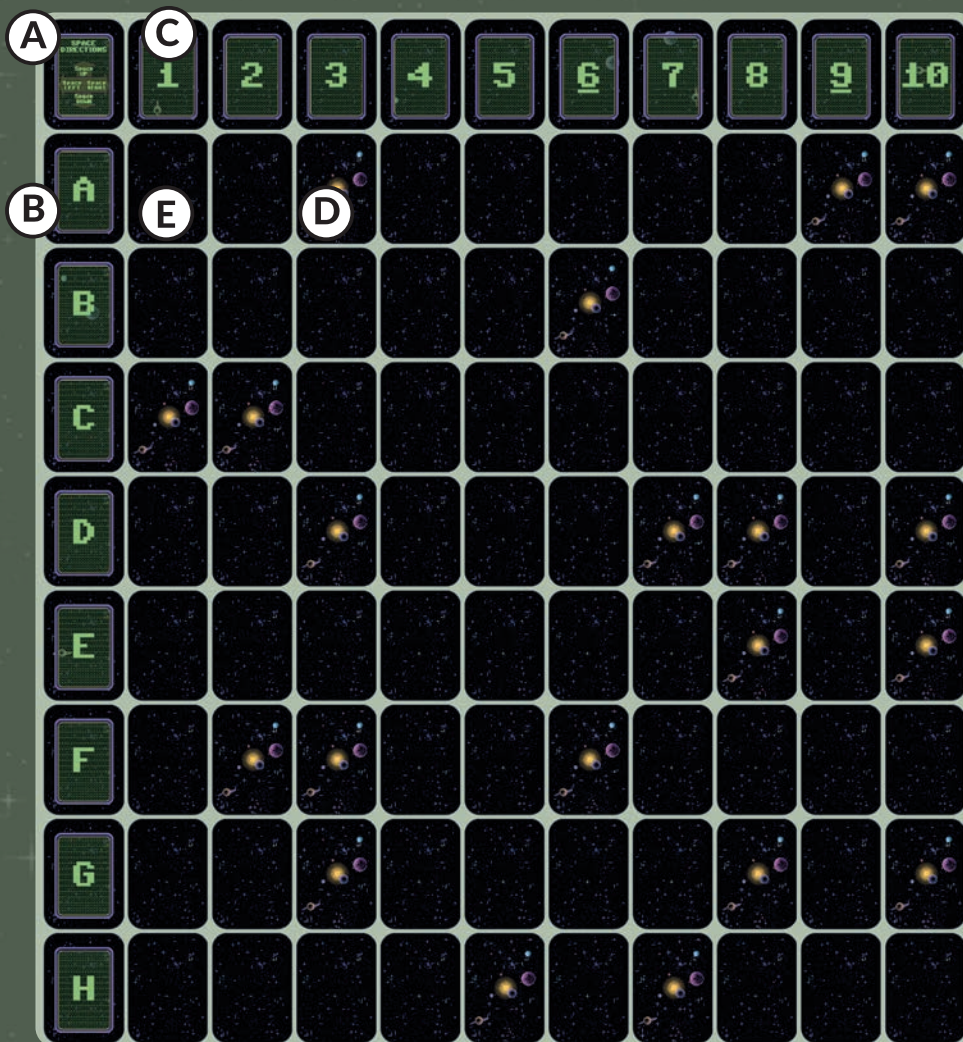
5. **Take colored player pieces.** Each player, pick a color, and take the Space Phone dials, 2 Spaceship tokens (level 1/2 and level 3/4), 1 Schedule Meeting token, and 18 Influence cards of your color.

6. **Take other pieces.** Each player, take a player board and 2 black cubes. Place one cube on your Solar Jelly track at 0, and the other cube on your Budget track at 2.

7. **Draw Career Goals.** Shuffle the Career Goal cards into a deck. Then, each player, draw 5 Career Goal cards, and arrange them facedown on the Career Plan spaces of your player board in any order you choose.

## Space grid, 8 x 10 grid

The top-left card is A1 and the bottom-right card is H10. This is the section of space you are assigned to explore.



**8. Make Career Goal pool.** Draw 5 Career Goal cards and place them face up on the table to form the Career Goal pool.

*You must complete your Career Goals in the order you set now, starting at Bureaunaut and ending at Director. You can only rearrange your Career Goals by performing the Goal Adjustment action (page 7).*

**9. Place Spaceships.** Each player, place your Spaceship token, with "Level 1" showing, on the Ready for Deployment area of the Spacedock board.

**10. Select the first player.** Professional courtesy dictates that the first player is whoever got a promotion or raise most recently.

## Player Board setup



## Winning the Game

When a player has completed all five of her Career Goals, the Department Heads hold the vote for galactic CEO (page 9) at the end of the fiscal period. Whoever wins the vote wins the game!

## Gameplay Summary

In Bureaunauts, you'll play through a number of fiscal periods. Each fiscal period has four phases. Phases 1, 2, and 4 are played simultaneously, while phase 3 is played in turns, starting with the first player and going clockwise.

### Fiscal Period Summary

**Phase 1: Jelly Activity.** Move, spawn, and possibly grow Solar Jellies.

**Phase 2: Receive Budgets.** Players receive their budgets of Almighty Photons.

**Phase 3: File Paperwork and Resolve.** In turn order, each player can either **pass** or **file paperwork**, by paying 1 Almighty Photon to move or act. Players

may also attack. After resolving all paperwork steps, repeat phase 3 until everyone runs out of Almighty Photons or passes.

*After resolving all actions, movement, and attacks, repeat phase 3 until everyone runs out of Almighty Photons or passes.*

**Phase 4: Administration and Damage.** Return spent Almighty Photons to supply, and place damaged spaceships on the Spacedock board.

When phase 4 ends, the fiscal period ends and a new one begins.



# The Fiscal Period

## Phase 1: Jelly Activity

In this phase, Jellies will move and then spawn. First, draw and reveal a Jelly Activity card then resolve the following steps.

*Solar Jellies are the scourge of Bureanauts everywhere. They mindlessly float through the universe looking for solar energy to feast upon. Solar winds blow them through this section of space as they look for tasty solar systems.*

### 1. Move Jellies:

Move every Jelly token on the Space grid by one card in the direction shown at the top of the Jelly Activity card. If a Jelly moves off the Space grid, return it to the supply.



**2. Spawn Jellies:** Place Jelly tokens on the card listed on the Jelly Activity card. The number of spawning Jellies equals the number of players.

Whenever there are multiple Jelly tokens on the same card, stack all of those tokens. The Jellies combine into a larger, more powerful form.

Whenever a Jelly spawns on or moves onto a Solar System card, add another Jelly token to the card.

### Example

There are Jellies at B3, H3, and D10. Allie draws a Jelly Activity card, which shows that all Jellies move down by one space.



The Jelly at B3 moves to C3. The Jelly at H3 moves off the Space grid and returns to the supply. The Jelly at D10 moves to E10, which is a Solar System card, so another Jelly token gets placed on E10.

Then, because there are four players, Jellies spawn on C4, C3, H4, and D3. C4 and H4 are Space cards, so 1 Jelly token spawns on each card. There is already a Jelly token at C3, so it stacks with the Jelly token spawning there. D3 is a Solar System card, so 2 Jelly tokens get placed there, rather than 1.



## Phase 2: Receive Budgets

Each player, gain Almighty Photons equal to the amount shown on your Budget track.



*Almighty Photons are the game's money, spent to file paperwork so you can act and move. For faster and more varied gameplay, you may decide that everyone starts with a higher budget.*

**Starting Budget:**  
**2 Almighty Photons**



## Phase 3: File Paperwork and Resolve

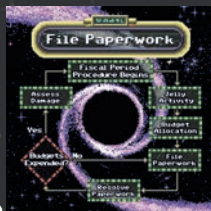
Starting with the first player, each player declares whether she will file **paperwork** or **pass**.

If you file paperwork, place 1 Almighty Photon on the Paperwork board. Then, secretly enter a set of coordinates on your Space Phone: If you want to perform an **action**, enter  . If you want to **move**, enter the coordinates (A-H and 1-10) of the card to which you want to move your spaceship.

If you pass, you cannot file paperwork for the rest of the fiscal period.

After everyone has filed paperwork or passed, everyone who filed paperwork reveals their Space Phones

*Due to the corporate bureaucracy, the Bureanauts must file paperwork to act or move their spaceships.*



simultaneously. Everyone who filed paperwork then resolves four **paperwork steps**:



1. **Action**
2. **Attack**
3. **Movement**
4. **Attack**

Players should resolve the individual paperwork steps one player at a time according to turn order. However, if two or more players have the same action or movement, they need to schedule a Meeting to determine which player resolves first.

After resolving all paperwork steps, repeat phase 3 until everyone runs out of Almighty Photons or passes.

*Throughout play, players may wish to perform the same movement or action, or they may complete Career Goals at the same time. Sometimes, the order in which players resolve a step will matter. To resolve this order or priority, you will schedule a Meeting (page 12). Do not use turn order to resolve conflicts in resolving steps; turn order only matters for orderly game play.*

### Step 1: Action

If you entered   into your Space Phone, you can perform **one** of the following actions:

- Upgrade Ship**
- Reassign Career Goal**
- Adjust Career Goals**
- Complete Under Budget Goal**
- Repair Ship**
- Have Business Lunch**

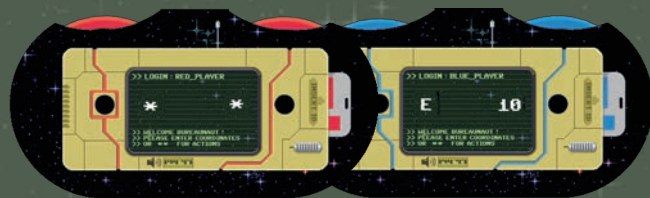
### Upgrade Ship

To upgrade your spaceship by one level, pay Almighty Photons equal in number to the new level of your ship, as shown on the Photon Cost table on your player board.

When you upgrade your spaceship to level 2 or 4, flip your Spaceship token to its reverse side.

Action

Move





When you upgrade your spaceship to level 3, replace your Spaceship token with levels 1 and 2 with your Spaceship token with levels 3 and 4.

You cannot upgrade your spaceship by multiple levels during one Upgrade Ship action, and you cannot upgrade your spaceship beyond level 4.

### Example

The red player wants to upgrade his ship, so he pays 1 Almighty Photon to file paperwork and sets his Space Phone to ☒ ☒. When it is his turn to perform an action, he pays 3 Almighty Photons to upgrade his spaceship from level 2 to level 3, replacing his Spaceship token on the Space grid.

## Reassign Career Goal

Replace one Career Goal card from your Career Plan with a face-up Career Goal card from the Career Goal pool. You cannot change the order of cards on your Career Plan.

If multiple players chose this action during the same round of filing paperwork, resolve this by scheduling a Meeting (page 12).

## Adjust Career Goals

Rearrange any of your Career Goal cards on your Career Plan.

## Complete Under Budget Career Goal

You can complete your Under Budget Career Goal by spending the number of Almighty Photons specified on the Under Budget card.

You cannot pay the Almighty Photons required to complete this Career Goal during one fiscal period, and

### Example

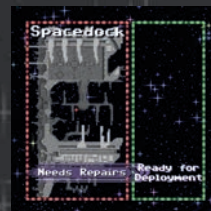
Jack chooses to file paperwork, paying 1 Almighty Photon. When it's his turn to resolve an action, he chooses to complete his Under Budget Career Goal. Because he has already completed the Under Budget Career Goal once, he pays 2 Almighty Photons to complete it this time.

then flip the Career Goal card during another fiscal period. You must fully pay for and complete the Career Goal at the same time.

## Repair Ship

If your Ship token is on the Needs Repairs space of the Spacedock board, move your Ship token to the Ready for Deployment space.

*Ship dead in space? File an insurance claim!*



If your Ship token is on the Ready for Deployment space of the Spacedock board, you can file paperwork to move your spaceship to any card on the Space grid. If it contains another spaceship, resolve this by scheduling a Meeting (page 12).

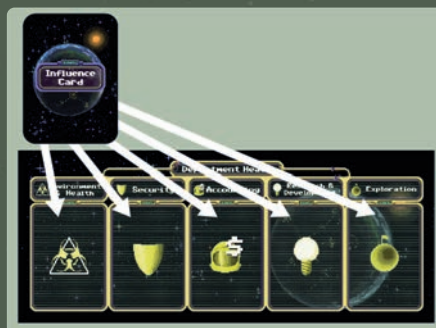
## Have Business Lunch

Add one of your Influence cards facedown to any Department pile on the Department Heads board.

*You bring a Department Head to a business lunch.*

Once you perform the Business Lunch action, you cannot file paperwork for the rest of the fiscal period.

### Business Lunch



## Step 2: Attack

You may attack an enemy on the same card as your spaceship. An **enemy** is a Solar Jelly token, Jelly Swarm card, Pirate Outpost card, or Space Pirates card.



You may always choose not to attack an enemy, and you can always move away from a card with an enemy.

To defeat an enemy, your spaceship must be **higher level** than the enemy.

**Jelly Swarm:** Level 3

**Pirate Outpost:** Level 3

**Solar Jelly:** Level equals the number of Jelly tokens in the space. If Solar Jelly tokens are on the same space as a Jelly Swarm, add their levels.

**Space Pirates:** Level 2

If your spaceship is not a high enough level, you may pay Almighty Photons to increase your spaceship's level for the current attack, one Almighty Photon per level for that paperwork step only.

### Example

*Drew lands on a card with 2 Jelly tokens, and he flips over the Space card to reveal a Pirate Outpost.*

*Drew has a level 3 spaceship, so he can defeat the level 2 Jelly without paying extra Almighty Photons. However, because the Pirate Outpost is level 3, he must pay 1 Almighty Photon to defeat it. He defeats the Jellies, returning the 2 Jelly tokens from their Space card to the supply, and moves his Jelly track up by two.*

*Drew decides he does not need to defeat the Pirate Outpost. The next time he files paperwork, he'll move off the card, leaving the Pirate Outpost undefeated.*

If you defeat a Jelly, remove all Jelly tokens from your current card, and increase your Jelly track by the number of Jelly tokens removed. If you defeat a Jelly Swarm card, increase your Jelly track by three spaces.

If you defeat any enemy represented by a card—Space Pirates, a Jelly Swarm, or a Pirate Outpost—remove the card, and set it near your player board. Then, if the enemy's card was a Space card, fill the empty space on the Space grid with a Replacement Space card; if it was a Solar System card, do the same with a Replacement System card.

## Step 3: Movement

Flip the Space or Solar System card at the coordinates you selected on your Space Phone, place your spaceship on that card, and then resolve the effects of that card (pages 13–15).

*Due to your spaceship's hyperspace jump technology, the distance between one coordinate and another does not matter.*

If your destination card is occupied by another spaceship, or if another player also wishes to move a spaceship to the destination card, resolve priority by scheduling a Meeting (page 12).

### Example

*Drew is on E10 and wants to perform an action, so he isn't moving. Allie wants to move to E10. Drew resolves his action first, and then Allie must schedule a Meeting to see if she can move her spaceship to the card occupied by Drew.*

Flipped cards on the Space grid remain face up for the entire game.

## Step 4: Attack

This step works identically to step 2. You may attack during both step 2 and step 4.

## Phase 4: Administration and Damage

Return any Almighty Photons on the Paperwork board to the supply. If a spaceship is on a card with an enemy—a Jelly token, Jelly Swarm card, Space Pirates card, or Pirate Outpost card—then the spaceship becomes damaged, moving it to the Needs Repair space of the Spacedock board.

*A damaged spaceship cannot return to the board. To repair your spaceship, you must file paperwork to perform the Repair Ship action (page 7).*

# Winning the Game

When any player completes the Career Goal card on the Director space of his Career Plan, the vote for CEO happens at the end of the fiscal period. Any player who completes the Director Career Goal cannot file paperwork for the rest of the fiscal period.

Completed Career Plan triggers the End Game



## The Vote

To win the vote and the game, you must get a hard majority or two soft majorities. Shuffle the stack of Influence cards for each Department then draw one card from each Department pile.

**Hard Majority:** Win 3 votes

**Soft Majority:** Win 2 votes, and no other player wins 2 votes

On a tie or soft majority, remove the drawn Influence cards from the game, and repeat the vote.

If a Department pile runs out of Influence cards before someone wins the game, continue the vote without drawing from that pile.

If all of the Influence cards have been removed from the game, and no player has won the game, count up the number of soft majorities:

### Example

It's a 6-player game, and it's time for the vote, the piles from each Department have been shuffled separately. A card from each Department pile is drawn and placed below its Department.

**Allie gets one vote: Environment & Health.**  
**Constance gets one vote: Security.**  
**Jack gets one vote: Accounting.**  
**Drew gets two votes: Research & Development and Exploration.**

Because Drew got two votes and nobody else did, he wins a soft majority but doesn't win the game yet. The drawn Influence cards get returned to the box, and another vote happens. A new card from each Department pile is picked:

**Allie gets one vote: Environment & Health.**  
**Constance gets three votes: Security, Accounting, and Research & Development.**  
**Jack gets one vote: Exploration.**  
**Drew gets no votes.**

Because Constance got three votes, she wins a hard majority, so she wins the game!



—If **one** player has a soft majority, that player wins.

—If **multiple** players have a soft majority, those players schedule a Meeting to determine the winner.

—If **no** player has a soft majority, everyone schedules a Meeting to determine the winner.



# Completing a Career Goal

When you satisfy the conditions for completing a Career Goal, immediately flip the card face up to show you completed it; you cannot wait to complete a Career Goal. Then, add your Influence cards facedown to the Department piles listed on your Career Goal.

You must complete your Career Goal cards from left to right on your Career Plan, from lowest rank to highest: Bureauaut, Asst. Manager, Manager, Strategist, Director. If you satisfy the requirements of a Career Goal, but it is not the leftmost facedown Career Goal in your Career Plan, you cannot complete it.

*Here's a key strategy: you can use the Adjust Career Goals action to change the order of your goals.*

If you are the first player to complete a Career Goal of a particular rank, you get to place an Influence card in any one Department pile, in addition to the reward of the Career Goal. Also, every player's Budget track increases by one space. If multiple players complete a Career Goal of a new rank during the same paperwork step, resolve the advantage by scheduling a Meeting (page 12).

Keep your completed Career Goals face up for the rest of the game. You can never lose completed Career Goals.

## Example

Constance has satisfied the requirements for her Relic Hunter and Spaceship Career Goal cards. However, these are her Career Goals of Asst. Manager and Manager ranks, and she has not yet completed her Bureauaut Career Goal, so she cannot complete them.



During the next fiscal period, Constance completes her Bureauaut Career Goal, Law & Order, flipping it face up. Because she still satisfies the requirements for her Career Goals of Asst. Manager and Manager ranks, Relic Hunter and Spaceship, she completes them as well!



Because she completed these Career Goals, she adds 1 Influence card each to the Security, Exploration, and Research & Development Department piles. She can also add a total of 3 Influence cards to any Department piles, so she chooses to add 1 Influence card each to the Environment & Health, Security, and Accounting Department piles. She's also the first player to complete a Career Goal of Manager rank, so she gets to add another Influence card to any Department pile. She chooses the Accounting Department pile.

Finally, because a Career Goal of Manager rank was completed for the first time, every player's Budget track increases by one space. This sector's quarterly performance report shows improvement. Good job, Bureauauts!



## Career Goals

### Space Jelly

*You landed clean-up duty, my fellow Bureaunaut!*

**First Time:** Increase Jelly track to 5. (You do not need to end your Jelly track on 5. If you pass space 5 without stopping on it, you still complete the Career Goal.)

**All Further Times:** Increase Jelly track by two more spaces—7, 9, 11, and so on.

**Reward:** Place an Influence card in Environment & Health, and place an Influence card in a Department pile of your choice.

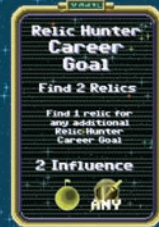


### Relic Hunter

**First Time:** Have 2 Relic cards.

**All Further Times:** Have another Relic card.

**Reward:** Place an Influence card in Exploration, and place an Influence card in a Department pile of your choice.



### Law & Order

**First Time:** Defeat a Space Pirate or Pirate Outpost.

**All Further Times:** Defeat another Space Pirate or Pirate Outpost.

**Reward:** Place an Influence card in Security, and place an Influence card in a Department pile of your choice.

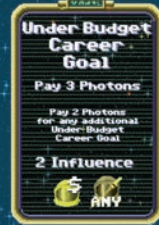


### Under Budget

**First Time:** Perform the Complete *Under Budget* Goal action and pay 3 Almighty Photons.

**All Further Times:** Perform the Complete *Under Budget* Goal action and pay 2 Almighty Photons.

**Reward:** Place an Influence card in Accounting, and place an Influence card in a Department pile of your choice.



### Spaceship

**First Time:** Upgrade your spaceship to level 3.

**Second Time:** Upgrade your spaceship to level 4.

**Reward:** Place an Influence card in Research & Development, and place an Influence card in a department of your choice.

**Limitation:** Each player can only complete 2 Spaceship Career Goals per game.





# Scheduling a Meeting

When multiple players choose the Reassign Career Goal action, wish to occupy the same Space or Solar System card, or complete a Career Goal card of a new rank during the same paperwork step, they'll resolve who gets priority by scheduling a Meeting. Meetings work just like rock, paper, scissors.

*To win your boss over to your side, you're taking them out to happy hour, a round of golf, or a poker night.*

The participating players hide their choices and reveal them simultaneously:

**Happy Hour beats Golf.  
Golf beats Poker Game.  
Poker Game beats Happy Hour.**

On a tie, keep playing until there is a winner. Once you do, follow the appropriate scenario below:

**If multiple players wish to occupy the same Space or Solar System card, the winner moves her spaceship to the destination card and then places the loser's spaceship on any facedown Space or Solar System card with no Jelly tokens, flipping the card face up and resolving its effects. If there are no facedown cards remaining on the Space grid, the winner may place the loser's spaceship on a face-up card.**

**If multiple players are completing Career Goals of a new rank during the same paperwork step, the winner completes her Career Goal first, placing the extra Influence card in a Department of her choice. The loser does not gain the extra Influence card though he does complete his Career Goal.**

*Found on the right side of the Player Board*



**If multiple players selected the Reassign Career Goal action, the winner resolves the action first, and then the loser may either resolve the Reassign Career Goal action or choose to perform a different action if his intended career goal is no longer available.**

**If multiple players are doing anything else that causes a conflict, the winner performs the action first, and then the loser.**

## Example

*Taking the Upgrade Spaceship action, Allie upgrades her spaceship to level 3. Because she has completed her Bureonaut and Asst. Manager Career Goals, she completes her Spaceship Career Goal card of Manager rank.*

*During the same paperwork step, Drew takes the Reassign Career Goal action, taking a Relic Hunter Career Goal from the Career Goal pool and swapping it into the Manager space on his Career Plan. He has already found 2 Relics and completed his Bureonaut and Asst. Manager positions, so he completes the Relic Hunter Career Goal card of Manager rank.*

*Nobody else has completed a Career Goal of Manager rank, and Drew and Allie completed the Manager Career Goal on the same round of filing paperwork, so they must schedule a Meeting.*

*Drew picks Happy Hour, and Allie picks Golf. Drew wins, so he completes his Career Goal first and gets the extra Influence card for completing the Manager Career Goal first.*



## Scheduling a Meeting with 3 or More Players

When scheduling a Meeting among three or more players, all the participants reveal their choices simultaneously.

*If the participants picked all three choices, all the participants must schedule a Meeting again.*

*If multiple participants picked the same choice, which won against the other participants, the winners are tied for first in order, and the losers are tied for second in priority.*

*If one participant wins and the other participants lose, the winner is first in priority! The losers are tied for second in priority.*

If winners or losers are tied for a particular spot in priority, the tied winners or losers must schedule a Meeting again to resolve priority.

## Space Cards

This chapter describes the effect of each Space card and gives the number of each Space card found in the Space grid.

### +2 Photons

*Congratulations, you have found an anomalous energy cluster!*

**Effect:** If you flipped this card, gain 2 Almighty Photons.

**Amount:** 11/60 cards

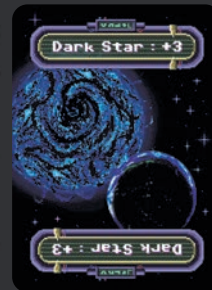


## Dark Star

*In your initial map readings, this looked to be space, but it is, in fact, a solar system with a long-dead star surrounded by formerly inhabited planets. You collect some Almighty Photons from these now-defunct civilizations. Someone deserves a promotion!*

**Effect:** If you flipped this card, gain 3 Almighty Photons.

**Amount:** 3/60 cards



## Open Space

*You did not find anything, but the Corporation thanks you for your dedication to your job. Now get back to work!*

**Effect:** None.

**Amount:** 15/60 cards



## Relic

*You found an ancient artifact left by an unknown, highly advanced civilization.*

**Effect:** Take the Relic card and set it near your player board. Then, place a Replacement Space card in the open space on the Space grid.

**Amount:** 16/60 cards



## Ship Upgrade

*You found some highly useful space junk that enables you to immediately upgrade your spaceship!*

**Effect:** If you flipped this card, upgrade your spaceship to the next level. Your spaceship cannot upgrade beyond level 4.

**Amount:** 8/60 cards





## Space Pirates

*Arrrr, there be pirates in this space territory!*

**Effect:** You may attack to destroy the Space Pirates (page 7-8). The Space Pirates are level 2.

**Amount:** 7/60 cards

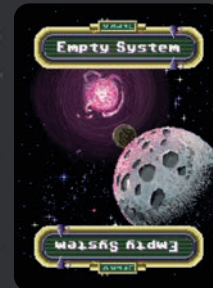


## Empty System

*You have found a Solar System that holds little to no value. Are you sure you are working hard enough? Maybe you should stay and work late tonight...*

**Effect:** None.

**Amount:** 5/20 cards



## Solar System Cards

This chapter describes the effect of each Solar System card and gives the number of each Solar System card found in the Space grid.

### +2 Photons

*You have found a suitable solar system for the Corporation to build in that area. The Corporation rewards you!*

**Effect:** If you flipped this card, gain 2 Almighty Photons.

**Amount:** 3/20 cards



### +3 Photons

*You have found an outstanding solar system for the Corporation to build in that area. Your boss rewards you with an instant bonus of Almighty Photons. The Corporation always knew you had it in you.*

**Effect:** If you flipped this card, gain 3 Almighty Photons.

**Amount:** 1/20 cards



## Jelly Swarm

*Uh-oh! You found a Solar System infested with Photon-hungry Solar Jellies! They are tough to beat!*

**Effect:** You may attack to destroy the Jelly Swarm (page 7-8). The Jelly Swarm is level 3.

**Amount:** 2/20 cards

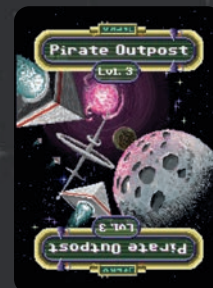


## Pirate Outpost

*Arrrr, there be pirates in this space territory!*

**Effect:** You may attack to destroy the Pirate Outpost (page 7). The Pirate Outpost is level 3.

**Amount:** 2/20 cards



## Relic

*You found an ancient artifact left by an unknown, highly advanced civilization.*

**Effect:** Take the Relic card and set it near your player board. Then, place a Replacement Space card in the open space on the Space grid.

**Amount:** 5/20 cards



## Ship Upgrade

*You found some highly useful Space Junk that enables you to immediately upgrade your spaceship!*



**Effect:** If you flipped this card, upgrade your spaceship to the next level. Your spaceship cannot upgrade beyond level 4.

**Amount:** 2/20 cards

## Credits

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