Galaxy Trucker

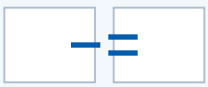
First-flight quick start • Czech Games Edition, second edition (2021) • 2–4 players

01 / Set up the learning flight

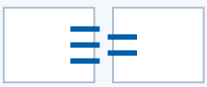
Set out the flight board marked **L**, dice, goods cubes, batteries, astronauts and credits. Shuffle the ship tiles face down in the middle. Each player uses the **level I** ship board, puts their colored starting cabin in its center, and takes two matching rockets: one on their ship board and one in the flight board's parking lot. Set aside the **eight level I adventure cards marked L**. No timer or alien crew on this flight.

02 / Build together

On "Go," use **one hand** to take one tile at a time. Bring a face-down tile to your board before revealing it; return rejected tiles face up to the shared pile. Rotate and test-fit the tile; picking up the next one locks the previous placement. Build inside the marked grid.



NO / One to two



YES / Universal to two



NO / Pipe to smooth

Equal pipe counts fit. A three-pipe connector fits any connector. Smooth-to-smooth can touch, but doesn't attach anything. Every touching edge must be legal, and the new tile must connect to the ship. Empty neighboring squares may leave pipes exposed; each exposed edge counts once.

03 / Spot the parts



Cabin



Engine



Cannon



Battery



Cargo hold



Shield

These are diagram symbols, not tile artwork. **Engines** must exhaust toward the rear; **cannons** may point any way. Keep the square directly beyond the exhaust or barrel empty. **Shields** cover the two marked sides. **Cargo holds** carry one cube per container; red cubes need red containers. Use structure tiles to link and reinforce the hull.

04 / Claim a starting spot

Move your parked rocket to the earliest available numbered start space. Check each other's ships. If you rebuild an illegal ship, release your spot so others can move up.

Fly it. Then score it.

Keep this side handy once the adventure cards start turning.

05 / Launch and resolve the deck

Put **two astronauts in each cabin** and fill each battery component to its printed capacity. Shuffle the eight L cards and hand them to the leader. Reveal and complete one card at a time; pass the deck when the lead changes. Finish after card eight.

Open Space: Declare engine strength in flight order and move immediately. A single engine counts 1; an activated double counts 2 and spends one battery. **Planets:** Pick in flight order, one rocket per planet. Landing is optional; load the goods, then move the landers back, rearmost first. Count only **empty** spaces in either direction.

WORKED MOVE / PASS A SHIP IN OPEN SPACE



1 single + 1 powered double = 3. Count spaces 2, 4 and 5; skip the occupied space 3.

06 / Handle trouble

Impact: Trace the indicated row or column from the attack direction to the first tile. A small meteor bounces off a smooth side; a correctly oriented shield (one battery) can stop a small meteor or light shot. Use a cannon for a large meteor; heavy shots cannot be blocked. Discard destroyed and detached pieces; return their contents to the bank.

Other cards: Abandoned Ship and Abandoned Station go to at most one player, with first refusal in flight order. Smugglers test cannon strength; a tie passes them on. Combat Zone penalizes the weakest for each line, with ties hurting the tied ship farthest ahead. Check the official card guide for full resolution and cannon targeting.

07 / Get paid

Keep credits earned on cards. Add your finish-order payout and the sale value of your leftover goods, using the flight board. The fewest exposed connector edges earns the best-ship bonus (all tied players get it). Pay one credit per lost tile. Anyone with at least one credit wins the learning flight; compare totals for bragging rights.

OFFICIAL CGE RULEBOOK, PP. 4–15 **TAP PASS OR PLAY SHORT / QUICK TAKE**

Unofficial companion for the learning flight only; no expansions or advanced flight setup.