

Micro ships

Introduction

The space fleet of the famous Ganuuk trader is for sale. 13 glorious space ships that any space trader would be happy to put their hands on them, and now you have a chance. Each ship is worth some victory point or will help you in acquiring other space ships. The space trader that will earn the most victory points from the new Ganuuk space ships will be the winner.

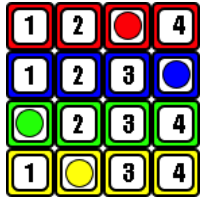
Components

13 Space ship tiles, 1 resource table, 5 resource of each 4 colors, starting player marker.

Setup

Setting the resource table:

Put the “resource tile” aside. Randomly select one of the four resource colors and mark its value as '1'. next resource will be value '2' and so on going cyclic on the from bottom to top.

	In this Example the resource that randomly selected was Green, so it was set as value '1', then in increasing order Yellow is set to value '2', Red to '3' and Blue to value '4'.
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Setting the ships:

Shuffle tiles face down and open 3 tiles and put them in a row. Put one tile aside face down, that tile will not be used in the game and will not be known to the players.

Initial resources:

Shuffle the resource cubes (use only 3 of each type in a 2 player game) in a cup and each player draw and equal number of cubes (depending on the number of players: 5 – 2 players, 5 – 3 players, 4 – 4 players). Leave any undistributed cubes in the cup.

Randomly select starting player and give him the starting player marker.

Turn

Open a space ship tile (if there is any tile left) and put it last in the row. The players will bid on the first space ship in the row. Each player will select secretly which resources he wish to bid with. Players are limited to bid three resource (four resource cube of three types in 2 players game) but All the player show their bid simultaneously and the value of the bid for each player is calculated based on the value of each resource on the resource table + if there are modifiers on the tile of the won space ships.

There are several modifiers:

- Amount modifiers: If you a player supply an indicated resource he will get another resource of that type as indicated. Amount modifiers are always positive.
- Color Modifiers: A space ship might give a +2 bonus to a space ships of a specific type indicated by color.
- Specific Modifiers: A specific space ship might give a +2 value bonus to a specific space ships.

The players who's bid is the highest after all modifications wins the bid and earn the space ship.

Before returning the winning bid resources to the cup they are used to update the resource value table:

The value of each type of resource that was used to buy the ship the is demoted by one, with the value '1' as being the lowest. Even if more then one resource cube of that type was used, it is reduced by one.

The value of each type of resource that was **not** used to buy the ship is increased by one, with the value '4' as being the highest.

After the table is updated the resources are returned to the cup and the winning player takes the space ship and puts it in front of him, earning and modifiers to next auctions if there are any.

In case there is a tie for the highest auction value then no one wins the bid and the space ship is put aside and each player that bid the highest bid starting with the player after the current first player can select one resource and change its value by one upward or downward by one.

Any player that bid a losing bid takes his resource back into his hand.

After resolving the winning bid any player that did not bid any resource at all, take randomly one resource cube from the cup starting with the starting player.

As the last action of the turn, the starting player marker moves to the left of the current starting player.

Game end

The game ends after 12 ships are auctioned. The winner is the player who ships are worth the most VP. In case of a tie, the winner is the player who resources are worth more as currently indicated by the resource value table.