

Setup

1. Place the gameboard on a flat surface in the centre of the playing area.
2. Shuffle the Action cards, Cargo cards and Route cards and place them in separate piles face-down next to the gameboard.
3. Each player selects a colour and takes the corresponding playing piece and tokens.
4. Choose a player to be the banker.
5. The banker gives each player; 3 x 100 credits, 3 x 50 credits and 5 x 10 credits.



6. All players place their playing piece on a space station on the gameboard.
7. Choose a player to start.

Playing

1. Each player takes; for 2 players 10 tokens, for 3 players 7 tokens, for 4 players 5 tokens, for 5 players 4 tokens and for 6 players 3 tokens.
2. In turn each player places one of their tokens on an unowned space station until all of the tokens are used.
3. All players take a route card.
4. A player has a turn (see 'Turn'), play continues clockwise.



Turn

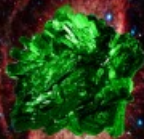
1. Pickup an action card and follow the instructions.
2. Move a minimum of one space station, up to a maximum of six space stations (unless directed otherwise by an action card). You must pay fuel costs to the bank of 10 credits per space station moved. (i.e. move 2 space stations pay 20 credits, move 5 space stations pay 50 credits).
3. Collect any credits due to you for completing a route (see 'Routes').
4. Pay any credits owed to other players and to the bank.
5. If you complete a route, return the route card and cargo card to the discard piles and take a new route card.
6. Buy and/or upgrade space stations (see 'Space Stations').

Routes

1. Route cards determine where you must move between to collect credits.
2. Move to one of the space stations listed on the route card and take a cargo card (This ends your movement for this turn.)
3. Move to the other space station listed on the route card to complete the route (This ends your movement for this turn.)
4. On completion of a route collect the number of credits listed on the route card next to the cargo you are carrying from the bank.

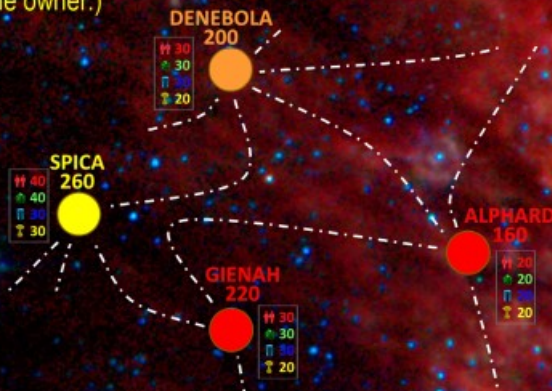
Cargo

1. There are four different cargo cards.
 - a. Passengers
 - b. Minerals
 - c. Fuel
 - d. Food
2. Cargo cards determine how many credits you will receive for completing a route and how much you will pay for traveling to or through a space station (see 'Space Stations').



Space Stations

1. If you travel to or through an owned space station you must pay the owner. Find your cargo in the list next to the space station. Multiply the number of tokens on the space station by the cost of the cargo and pay the owner. If you have no cargo you must pay the owner 10 credits multiplied by the number of tokens on the space station. Do this for all space stations you pass through and the one you stop at.
2. When you stop at a space station you may buy it.
 1. If you stop at an unowned space station you may buy it by paying to the bank the number of credits listed under the space station and placing one of your tokens on it.
 2. If you stop at an owned space station you may buy it by paying the owner 2x the cost of the space station (including upgrades), placing the same number of tokens on it as the current owner and removing their tokens. (i.e. Denebola with no upgrades would cost 400 credits to buy from the owner, Alphard with 1 upgrade would cost 640 credits to buy from the owner.)



3. If you own all the space stations of a colour set your space stations can not be bought by another player.
4. A space station can be upgraded by paying the bank the number of credits listed under the space station and increasing the number of tokens on it by one. (There is no limit to the number of upgrades per turn.)

5. Space stations can be sold back to the bank. Collect from the bank half the cost of buying the space station and remove all of your tokens from the space station (Space station upgrades have no value when a space station is sold.)

Bankruptcy

1. If you do not have enough credits to pay other players and/or the bank you are out of the game.
 1. Return any cards you hold to the discard piles.
 2. Remove your playing piece and tokens from the gameboard.

End of Game and Winning

1. The game is at an end when only one player is left or you decide to stop playing.
 1. When only one player is left they are the Stellar Transporter.
 2. If you stop playing each player adds together the cost of their space stations, space station upgrades and credits. The player with the highest total wins.

Contents

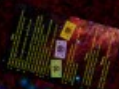
1x Game board



46x 100 credits play money



1x Rule book



30x 50 credits play money



60x Action cards



50x 10 credits play money



24x Cargo cards



432x Tokens



172x Route cards



6x Playing pieces

