Galaxy Trucker: Easy-To-Forget Rules

Cards:
- Before each round, create 4 piles of cards (3 that can be checked a 1 that cannot)
  - Round 1: 2 level I cards
  - Round 2: 2 level II cards + 1 level I card
  - Round 3: 2 level III cards + 1 level II card + 1 level I card
- Once you've **built at least 1 piece**, you may **check the 3 piles** one at a time

Timer:
- The official tabletop rules are needlessly complex (page 11-12)
- Digital rules and house rules:
  - The **first person** to finish building simply **flips over the timer once**
  - Everyone else has **90 seconds** to finish
  - When the sand reaches the **cone** of the timer, there are **30 seconds** left

Building:
- You may only use **one hand**
- **To flip** a new piece, you must **bring it toward you** first (hovered over your ship)
- Once you **touch a new piece**, your previously piece placement **can't be undone**
- New pieces must be placed **orthogonal to existing pieces**
- You can **set max 2 components aside** at a time
  - If left unused, they become "lost" components (negative points)
- If you **break a rule** while building, don't fix it until the end of the building phase
  - Then you must remove components until your ship conforms to the rules
    - This results in "lost" components (negative points)
    - You get to **keep** your numbered flight board **positioning tile**
- If your ship is **discovered to be illegally built** during flight, perform the steps described above but also **lose 1 credit**

Cannons & Engines:
- **Cannons can point down/left/right** and contribute 1/2 point of strength
- Cannons cannot have another piece directly in front of them
  - But if there are **other pieces in front of them at least 1 square away**, **the cannon placement is still valid** and can be used as normal
- Engines must point down
- Engines cannot have another piece directly behind them
  - But if there are **other pieces behind them at least 1 square away**, **the engine placement is still valid** and can be used as normal

Aliens:
- The **pilot (starting/central) cabin** always houses **2 regular crew, never aliens**
- Aliens may be placed on cabins with an adjacent, matching life support system
  - Aliens aren't placed on the purple/brown life support systems themselves
  - If a life support system is **lost during flight**, you also lose the alien
- Each player can only have 1 alien of each type in their ship
  - **Purple** gives you **+2 cannon** strength, if you have at least 1 actual cannon
  - **Brown** gives you **+2 engine** strength, if you have at least 1 actual engine

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Turn Order:
- The leading player on the flight board always takes their actions first
- When adjusting flight days after landing on planets, the trailing player goes first
- When evaluating which player has the **fewest of something**, ties are broken by the leading player (i.e. the leader suffers the penalty)

Meteors:
- Large meteors can be shot at, and every **sideways cannon** defends its own row and **each adjacent row**
    - **Large meteors don't come from below**, so downward-pointing cannons will not be of use (except for adding 0.5 strength to the total)
- **Small meteors cannot be shot at** and so if they come at your exposed parts from the side, your adjacent sideways cannons will not protect you

Enemies:
- If you **exceed** enemy cannon value you beat them; other players won't face them
    - You can take the **reward** and **lose some flight days**, or choose to do neither (but the enemy is still defeated and won't face the other players)
- If you **match** their cannon value, they pass you by and face the next player
- If you cannot match or beat their cannon value, you suffer the penalty
    - If **multiple players are shot at** by enemies, the **same rolled dice apply** to each and every player

Goods:
- **Any colour of good** can go in the special **red cargo holds**
    - **Red goods must** go in the special red cargo holds
    - You can always **rearrange** goods when you obtain new ones
- When you lose goods, **lose the most valuable ones first**
    - **If you run out** of goods to lose, **lose batteries** instead
    - If you're out of goods and batteries, you are **unaffected**

Giving Up:
- You must "give up" if you
    - Lose all your **human** crew (finish the current card first)
        - When forced to lose crew, you choose any aliens/humans you wish
    - Encounter **"Open Space"** but have **no engines** (even with a brown alien)
    - Are **lapped on the flight board**
    - Decide to for whatever reason
- Giving up entails:
    - Removing your marker from the flight board
    - Sitting out the rest of the round (cards don't affect you)
    - **Forfeiting** both end-of-flight **bonuses**
    - Receiving only **half of the total value of goods sales** (rounded up)
    - Losing points (per usual) for lost components
- If you are the **last player standing**, ignore Combat Zone and Sabotage cards (as these penalize the player with fewest of something)