

# terminal velocity

## a JUMP DRIVE expansion

by Tom Lehmann and Eric Kaminsky

*As empires rapidly expand, the race for the galaxy continues!*

### Jump Drive: Terminal Velocity is an expansion to Jump Drive.

It adds new game cards, optional start worlds and goals, material for a fifth player, and a series of five challenges for solo play. All expansion cards have a **E** in their lower right corner.

### ADDING GAME CARDS

Shuffle the 21 new game cards (blue *JumpDrive* backs) into the deck.

*Diversified Economy* and *Galactic Exchange* gain VPs or cards based on the number of different *non-gray* worlds ( , , , or  ) in their empires.



*Imperium Lords's* bonus is for having (or being tied for) the highest military, not counting any specialized military versus specific colors or types of worlds.

### ADDING A FIFTH PLAYER

A fifth *Survey Team* is provided, as well as additional VP chips, explore markers, and a Round Summary card. For new players, a fifth preset hand is provided, marked by "E" in the corners of its cards.

### ADDING START WORLDS (OPTIONAL)

Each player starts the game with a card already in play, their start world, providing small advantages as indicated.

**Setup.** Separate the non-military (  ) and military (  ) start worlds into 2 groups of 6 by either their card backs or world symbols in their lower right corners. Shuffle and deal 1 world from each group to each player face down. Put the rest back in the box unseen.

After dealing game cards, each player examines all dealt cards (and goals, if used), selects their initial hand, discards 2 cards, and then selects a start world, returning the other start world to the box. Each player then plays their start world face up to form their initial empire.

**Play.** Play normally, applying start world powers as appropriate.

*Galactic Envoys's* power cannot combine with a *Contact Specialist*.




### ADDING GOALS (OPTIONAL)

Goals provide additional ways to score points or gain play advantages.

**Setup.** Shuffle the 13 goal cards and deal 3-7 of them, based on the number of players (see right), face up in the center area. Return the other goal cards to the box. Set the goal markers near the VP markers.

**Play.** Each goal lists a condition. At the *end* of each round, check them. If one or more players currently meet or exceed a goal's condition, they each take a goal marker from the supply. Then flip that goal face down. It is no longer available to be claimed.

Goal conditions count various developments or worlds in your empire, symbols listed on your empire cards, or the number of VP chips you have earned so far. Conditions counting multiple worlds can include any mix of non-military and military worlds. Start worlds, if used, can count towards goal conditions.

Some conditions are based on cost or defense (see next page). The 6 or more  military goal does not count any specialized military versus specific colors or types of worlds, but includes military from powers such as  .

Three goal conditions list a round restriction along their bottom edge. These apply only when using Goals in a solo campaign (see next page).

When claiming goals, it does not matter if one player exceeds a condition by more than another player; all players who first meet a given condition on the same round gain a goal marker.

Enough goal markers are provided for most games. They are not a limit; use beads or tokens for goal markers as needed.

**Goal Markers.** A player with a goal marker may return it to the supply for one of: a 3 discount on a development's cost; +2 military towards conquering a world's defense; or a 2 discount on a non-military world's cost (or a non-Alien military world settled by *Contact Specialist* or the start world *Galactic Envoys*).

Each goal marker can be used to place 1 card. Multiple goal markers can be used to place a given card.

**Game End.** When using Goals, the number of VPs to end the game is **60+ VPs** in chips (in the non-solo game).

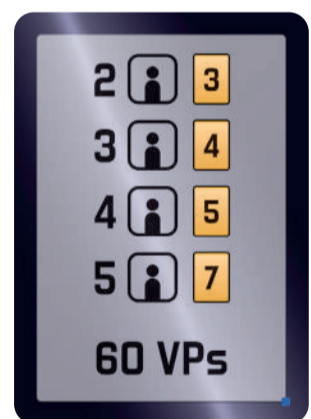
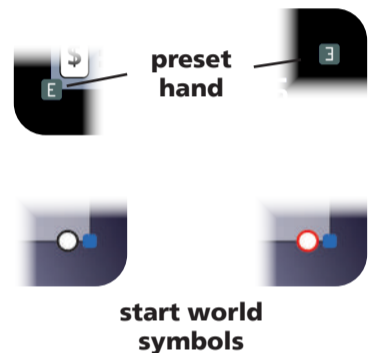
At the end of the game during final scoring, flip over any goal markers held by players. Each one counts as 5 VPs towards its owner's final score.

**Important:** Goal markers do not count towards ending the game; just towards their owners' final scores.

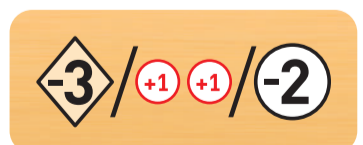
### CONTENTS

- 1 Survey Team card
- 21 game cards
- 13 goal cards
- 12 start world cards
- 5 solo campaign cards
- 3 reference cards
- 12 goal markers
- 2 explore markers
- 21 victory point chips:
  - 5 @ 10, 3 @ 5, 13 @ 1

Carefully remove the markers and chips from their frames before your first game.



Goals setup
















Goal marker



at game end: 5 VPs

**GOAL CONDITIONS** - based on your empire at the end of the round in which you claim the goal.

 4+ developments	 5+ worlds	 3+ Novelty worlds	 3+ Rare worlds	 2+ Alien worlds
 at least 1 world of each color	 7+ VP chips	 4+ chromosome symbols	 6+ explore symbols	 6+ Military (not specialized)
 Have at least 1 development of cost 6 or more	 Have at least 1 non-military world of cost 5 or more	 Have at least 1 military world with defense 6 or more		


**SOLO CAMPAIGNS**

5 different solo campaigns, in increasing difficulty, are provided. Each campaign consists of 4 games, each with an unique victory condition. To win a campaign, you must satisfy a *different* victory condition each game.

**Setup.** Select a campaign card and place it in the center.

**Play.** Play normally, except as follows:

- Always play 7 rounds.
- Ignore all bonuses listed for cards or symbols in other empires.

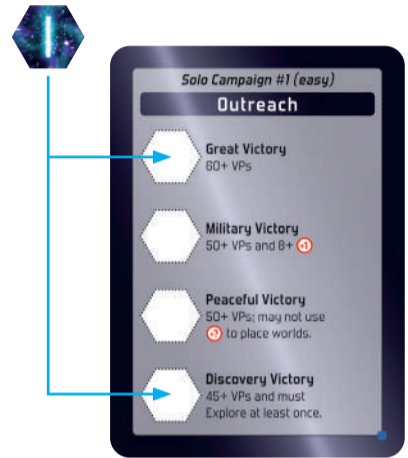
For *Imperium Lords* and *War Propaganda*, assume that another empire exists with  equal to the current round number when checking highest military to see if its bonus is scored or the card is lost (or regained), respectively.

**Game End.** After 7 rounds, compare your VPs and empire to any of the 4 listed campaign victory conditions that you *haven't completed in a previous game*. If you satisfy 1 or more of them, choose 1 and mark it as complete by placing a VP chip next to it on the campaign card.

The Industrial Victory of Campaign #2 and the Production Victory of Campaign #5 can be satisfied with any mix of the listed worlds. The Diverse Victory in Campaign #3 requires at least 1 of every listed colored world.

**Winning or losing.** To win, satisfy a *different* victory condition in each of 4 successive games. If you ever fail to do so, you lose the campaign.

*Example.* After completing a Great Victory and a Discovery Victory in your first 2 games of Campaign 1, you need to satisfy either a Military Victory or a Peaceful Victory in game 3 or lose the campaign.



A player who ends a game with 60+ VPs in which they Explored at least once can complete either a Great or a Discovery victory, marking their choice with a VP chip.

In future games, this player could not complete the same victory as the one they previously marked.

**SOLO CAMPAIGNS PLUS GOALS AND START WORLDS**

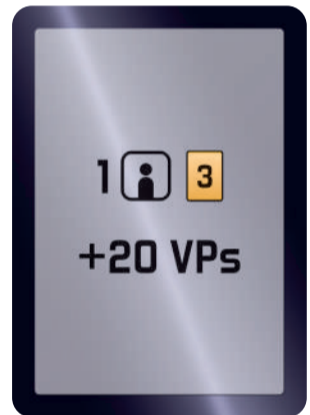
You may combine solo campaigns with *both* the Start Worlds and Goals options. Perform setup normally, dealing 3 goals into the center area. To win each game, you must score at least 20 VPs more than the number listed in the campaign card's victory condition that you satisfy.

Playing a start world is part of setup; it does not count as 1 of the 7 rounds.

The +20 VPs solo game requirement is greater than the +10 VPs when using goals in multi-player games due to the lack of player competition for goals and the increased value of start worlds in games that always go 7 rounds.

**Round restrictions.** Three goals (4+ developments, 5+ worlds, and 7+ VP chips) list the last round in which that goal can be claimed in a solo game (rounds 5, 6, or 3, respectively). If you fail to claim it by the listed round, flip that goal face down to mark it can no longer be claimed.

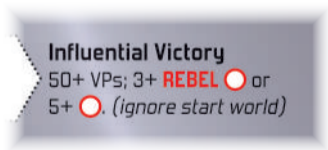
**Start World Restrictions.** 3 campaign victory conditions say "ignore start world". You must satisfy the non-VP portion of these conditions without counting your start world towards them. You may use powers, score VPs, and collect income from your start world normally.



solo Goals setup



round restriction



start world restriction

**CAMPAIGN CHALLENGE**

Do all 5 solo Campaigns in order without ever failing. Good Luck!

**CREDITS**

**Design and rules:** Tom Lehmann  
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**Special Thanks:** all BGG users who tested and improved the solo campaigns!

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