Your goal is to safely transport everyone aboard your space shuttle to Planet-X. You will need to plan what items you will need and how much of each item.

1. Available Supplies:
   a. Food
   b. Water
   c. Seeds
   d. Medicine
   e. Entertainment
   f. Repair
   g. Deployable Shelter (only one needed for new life on Planet-X)

2. Items used every turn:
   a. Water (required for survival, one use per group per turn)
   b. Food (required for survival, one use per group per turn)
   c. Power (required for survival, usage described below)
   d. Oxygen (required for survival, usage described below)
   e. Entertainment (optional, one per team per turn, if your team does not have entertainment, you will need to roll dice as described below)

3. Optional Supplies to take:
   a. Seeds (these are described below)
   b. Repair (also described below)
   c. Entertainment (described above)
   d. Medicine (one use for each injury or ailment)

4. Each trip will last 10 years or turns.

5. Water and Food are very important to your team’s survival! You must make sure that everyone is well fed and hydrated throughout your trip; therefore, every turn your group must use one Water and one Food.

6. Both Power and Oxygen are infinite to your team. However, if either one of these items become destroyed or infected you must repair them at once. These two items are necessary for survival.

7. Groups that do not have Entertainment need to draw risk cards to determine their outcome each turn. It is optional for your team to carry Entertainment along with you. However, if you choose not to carry Entertainment, or somehow lose it along your journey, you will be forced to draw risk cards and could possibly end up losing some supplies due to unhappy crew members.

8. Seeds can produce 2 Foods after 2 turns. The group can decide when they want to start growing their seeds. This would be an alternative to bringing lots of Food.

9. Every year (or turn) each group will pull a scenario card. If your crew receives a negative card and you do not have the items to give up, you must give up credits according to the amount of items the scenario card says you lose. Once you are out of credits, you may choose which other items you will give up. After gaining or losing an item (or more!) students can decide if they would like to trade.
10. Once you reach Planet-X, you need to be prepared to start your new life there. So, you also need to keep 1 extra Seed, 1 extra Water, 1 Deployable Shelter, 1 extra Entertainment, and 1 extra Repair available on your shuttle so that your crew can start life on Planet-X.

11. Your group will be provided with 15 space credits which you can use as money to buy items from the alien stores. There will be three chances during your trip for your crew to purchase items from the alien stores. If you cannot afford their items, you may try to negotiate a deal with aliens (the outreach coordinator). You may also trade with fellow space shuttle crews if you are in great need of an item.

12. You will be allowed 25 units on your trip. It is your group’s job to decide how much of each item you want to carry on your shuttle. Use your game sheet to plan your trip.

13. You need to make sure there are enough Water, Food, Oxygen and Power to support your crew every turn as well as having the supplies to start life on Planet-X. If your crew does not have a needed item at the beginning of your turn, you can either try to make a trade with another group, or you can give up credits for the items you do not have.

14. Everyone must survive the trip to win. Good luck!