



THE GALACTIC GALA'

A solo mission for Drop Drive

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For solo play, read the Special Rules provided later, and go for it...

...because there's no one else, in a spaceport bar, who can tell more incredible stories than a desperate dealer trying to earn some credits to fix up his old second-hand spaceship!



Introduction

You are a space trader, and you have been contacted by a collector named Zakhod Dohkaz, who resides on the Green Moon of Alpha in a fairly remote area. Early in the morning, you have arrived at your destination.



The villa is a marvel of alien architecture, perfectly blending with the surroundings. It consists of a series of domes and towers interconnected by bridges and walkways. The domes are made of a translucent material that changes color depending on the light. The gleaming metal towers reflect the sunlight. As you arrived, you crossed a garden of strange green metal plants, producing vibrant sounds and emitting fragrances harmonizing with the climate. The garden is enclosed by a crystal fence, protecting the villa from the acidic green lake that occupies a significant portion of the island. The lake you crossed was inhabited by bizarre and colorful creatures swimming and leaping among the waves. In the background, you could admire the planet Alpha dominating the sky with its mass and beauty, bathed in the intense blue of the morning, adorned with white and violet spots from its storms and Koridium volcanoes.

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The wealthy Zakhod has tasked you with finding a rare fossil he believes is on a meteorite. He intends to open the meteorite during a gala evening he has organized for the Hive authorities to astound onlookers with a spectacular archaeological discovery broadcasted throughout the galaxy. Unfortunately, he doesn't know where it is located but only recognizes it by some red streaks. As Zakhod shares these details, you recall a curious conversation you overheard at the Range or Brine spaceport— you can't quite remember— but they were talking about a trader searching for something similar.

Zakhod gives you 10 Credits for initial expenses, saying you can return whenever you want to request more. Upon successful completion, your reward will be 1,000 Credits, a substantial sum! Will you manage to find the meteorite and deliver it in time for Zakhod's Gala on the Hive planet?

PREPARATION

1. SYSTEM SET UP and PLAYER SET UP: Set up the game as instructed in the rulebook (you can decide whether to include anomalies).
2. Set aside the cards UZ Nebulous, Herdy Mose, Vinny Voody.
3. Take the Bulbous card and add it to the structure of your spaceship.
4. Familiarize yourself with the "Special Rules."
5. During the game, it is recommended to take notes on the discovered information.
6. Read the introduction and... have fun!

If you have any questions or suggestions, write to antonio.viciani@gmail.com

GAME START AND EVENTS ON VISITED PLANETS

The player begins from their home planet as in a standard game, and when the specified events occur, they read the corresponding paragraph. At other points in the game, you may encounter events: when it says Read *(number), read the corresponding ENTRY. (Example: Read *85)

Of course, be careful not to read others to avoid missing out on the adventure!

EVENTS

1. **When the last MARKET TOKEN is used, read *40.**
2. **Every time a pirate is defeated, read *11.**
3. **Upon the First Landing on:**
 - **Planet Range,** read *31.
 - **Planet Crown** read *8.
 - **Planet Hive** read *45.
 - **Planet Brine** read *10.
 - **Planet Alpha** read *9.

SPECIAL RULES

GAME TURN

1. Player Turn
2. Pirates Turn

PIRATES

Pirates behave exactly as in the base rules, with the following exceptions.

Every time they must take their turn, roll a 1d6 to decide how many pirates enter the game according to the Pirates table. Gather the pirate ships already in play and randomly draw, at each turn, the pirate ships that will come into play by extracting them from a cup. (The player also has their pirate ship and behaves as per the game manual.)

Encounters with Pirates

When encountering a pirate ship, its posture on the Pirate Posture table is determined by rolling a 1d6. If an Arm Weapons position occurs, the pirate's decision on combat is established using the Pirate Combat table by rolling 1d6.

Pirates defeated

When a pirate is defeated, proceed to the corresponding event.

PIRATE TABLE	
1d6	Pirati
1	0
2	1
3	2
4	2
5	3
6	4

PIRATE POSTURE TABLE	
1d6	Posture
1 - 5	Hailing Frequencies
6	Arm Weapons

PIRATE COMBAT TABLE	
1d6	Combattimento
1 - 2	Surrender
3 - 6	Battle Station

ENTRIES

*8 Planet CROWN

Crown is quite a remarkable planet, especially if you explore its seven moons. Developed vertically, it has a diverse and multicultural population, making it a reference in the system for both art and the economy.

The planet is located in the habitable zone of an M-class red dwarf star. Crown has a dense atmosphere rich in nitrogen, with traces of methane, ammonia, and hydrogen. The surface you fly over is largely covered by deserts, volcanoes, and lakes of nitric acid. The average temperature is -50°C, but it varies significantly depending on the season and latitude.

The indigenous humanoid race that once inhabited Crown can still be encountered, though not frequently. They have bluish, scaly skin, large black eyes, and four arms. Standing at an average height of 1.5 meters and weighing around 50 kilograms, the original Crownians breathe nitrogen and feed on plants and animals native to the planet. They have an advanced and peaceful culture based on science, art, and religion, venerating Nix as the source of life and light, believing themselves to be the children of the stars.

Your tourism infodrone shares these details with you as your hired taxi approaches the planet. However, bored by the continuous chatter, you eventually switch it off and complete the docking.

Planet Options (for each visit to the planet, you can choose only one of the following options):

- If you have spoken with Jaked Oren and pay 2 Credits, Read *19.
- Otherwise, interact with the planet as per the regulations.

*9 Planet ALPHA

Your journey on the planet is like a plunge into a world tightly controlled by the police. Every step you take is closely monitored by the violet drones of the Congress, hovering in the air with an omnipresent presence. Despite your clean conscience and lack of malicious intentions, the constant scrutiny and tight surveillance begin to test your patience.

You navigate through narrow and crowded streets, with the gray facades of buildings seemingly scrutinizing your every move. The violet drones, like mechanical hawks, constantly follow you, their cameras scanning every corner of your path. The Congress wields an inquisitorial power over every aspect of daily life, and the feeling of being constantly observed makes even the most mundane actions seem inherently suspicious.

The city is a labyrinth of streets and alleys, with the fluorescent signs of shops illuminating the pathways, blending with the ephemeral twilight of the planet. The voices of people blend with the noise of quick footsteps as you try to navigate the urban fabric with the utmost discretion possible. The violet drones approach and retreat in a constant rhythm, like silent but ever-watchful presences.

Returning to find Zakhod is out of the question. The butler declares that he is always away on business. And if you ask for more money, he explains that when Zakhod is not present, he cannot assist you.

Planet Options (for each visit to the planet, you can choose only one of the following options):

- If you have someone accompanying you to visit the store ""All Good, All Cheap" Read *98.
- If you are selling BLUE Asteroids Read *35.
- Otherwise, interact with the planet as per the regulations.



***10 Planet BRINE**

The spaceship approaches the planet following the control tower's directions. That side of Brine presents a dry and rocky appearance, with a thin gray-colored atmosphere. The spaceport, a metallic structure, stretches for kilometers on the surface, resembling a tangle of pipes, antennas, and parabolas. The spaceship joins a line of other ships, waiting for their turn to land. Some are large and heavy, loaded with goods and passengers, while others are small and agile, possibly belonging to pirates, used for exploration or smuggling. Once granted permission to land, you head towards an open spot in the frenetic movement of the spaceport. Spaceships come and go, raising clouds of smoke and dust, robots and aliens work to repair, load, or unload the ships. Some aliens are humanoid,

others are insectoid, and others are indescribable. You know that the spaceport is also a vast market where everything is bought and sold. Among the most sought-after goods are asteroids containing precious minerals or rare elements. You hope to make a good deal, avoid trouble, and perhaps find the information you seek.

Planet Options (for each visit to the planet, you can choose only one of the following options):

- If you know about the Red Raven, Read *71.
- If you are selling White Asteroids for at least 8 Credits, Read *76.
- If you have heard about Vinny Voody, Read *51.
- Otherwise, interact with the planet as per the regulations.

***11** Once the pirate is defeated, act as indicated by the rules, then roll a 1d6. If you roll a 1, do nothing; otherwise, Read *99.

***12** The bar seems like a meeting and exchange place among the various species populating the galaxy. The establishment is decorated in a cosmopolitan style, blending elements from various cultures and civilizations. The walls are adorned with abstract artworks and holograms, much like the counter offering a wide selection of drinks and exotic foods suitable for every palate and metabolism. The bar also serves as a spacious venue for live music, featuring underpaid and low-value bands, but the owner comments, "Music boosts sales, even if it's terrible," as he hires the groups. Upon entering, you notice a Zetani orchestra. They play wind instruments made of crystal, producing shrill and vibrant sounds. The Zetani are beings of light, moving in sync with the music, creating captivating visual effects, but their acoustics are terrifying.



Approaching the center of the venue, you feel overwhelmed by the music and extreme vibrations, making conversation nearly impossible as you can barely hear anything. You risk not being able to make yourself understood. A Space Sitar player from the Psychoband, who is scheduled to perform next, approaches you and, through gestures, offers you some contraband Silent Moon pills, shouting, "You'll feel better with these; Zetani should be banned on this planet, darn it!" Silent Moon has the effect of muffling noises to allow for more decent conversations in crowded places. It's used by smooth talkers to have a decent conversation with someone for the first time (then it's no longer needed).

- If you buy Silent Moon, spend 2 Credits and Read *89.
- If you don't buy them and try to talk to the bartender, Read *95.

***18** "Actually," the bartender recounts, "I met a guy, Herdy, a bit of an odd dealer. He told me that someone had contacted him to recover a very rare asteroid. Indeed, he had a bunch of credits, and I sold him an interesting dose of psychedelics, mainly Plutodrug. He was with Prymal girls, you know... those," and he gives a little smirk, "...uh, anyway, he left, but I heard that after the job he had to do, he wanted to take them to his 'den,' a floating house in the acidic sea of the Third Moon of Crown."

***19** With two Credits, you take the first vacuum elevator to the Third Moon, one of the most toxic moons of the planet. Since you are the only passengers, you decide to take a nap for about an hour. Once there, you take an Astrotaxi to Oren's house on the Acid Lake. Wearing the worn spacesuit provided by the taxi, you

arrive under the porch amid the toxic fumes to knock on the door. Oren is busy with two beautiful girls and invites you to join for a fee, but you politely decline. Finally, you thoroughly interrogate him and manage to obtain useful information.

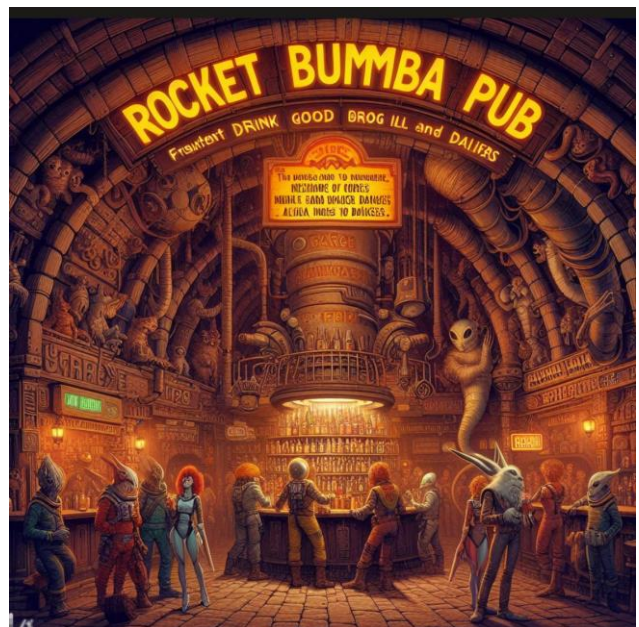
He tells you that a guy named Uz Nebulous had commissioned him a well-paid job. He just had to leave a red-striped asteroid, out of orbit near Alpha. However, Herdy, having received the money in advance for the job, decided to make a significant purchase of Plutodrug at the Rocket Bummba Pub. He then invited three unknown Prymal girls (a race known throughout the System for its legendary practical skills) onto his ship, which was in orbit around Alpha, from where he had to release the meteorite. Unfortunately, just as Herdy released the meteorite, a Prymal with whom he was having fun activated the Drop Drive for fun, causing the ship to shoot into hyperspace and flinging the meteorite who knows where. Realizing the mess he had caused, Herdy thought it best to retreat elsewhere to spend the money. Now, in fact, the money is gone, and he promises that if you take him with you and leave him at the Range port, as soon as you can give him 10 Credits, he will take you to where he met Us Nebulous.

- Take the set-aside card of Herdy Moose and, when you can take him to Range and give him 10 Credits, Read *66.

***22** The shopkeeper confides in you that, in his opinion, there's something shady going on around Zakhod's stone. He heard about it from someone who came from Range.

- If you want to look for the guy from Range, go to Range.
- If you want to return so as not to miss the Gala, Read *28

***27-** The passenger accompanies you to the Rocket Bummba Pub, a notorious establishment on the second underground level of an Orbital Station on the planet. Still at the entrance counter, you see that the Rocket Bummba Pub turns out to be a noisy and crowded place, where you can find everything and more. The establishment, located below street level in an old abandoned refueling station, has an entrance hidden by a trapdoor that opens only with a password. The pub is furnished with pieces of spacecraft, old robots, and edged weapons, and behind the counter, an old cyborg prepares the Grog, a spicy alcoholic beverage, the house specialty. The Grog is served in metal glasses that heat up upon contact with the mouth, a cute touch, but its Grog was famous for causing hallucinations and hangovers. The pub is frequented by space workers, mechanics, and dancers, including aliens. Space workers were those who worked in mines, orbital stations, or colonies, tough and honest people trying to escape the fatigue and boredom of a monotonous life by distracting themselves with Grog and dancers, not always beautiful but sensual, who knew how to seduce and enchant. And among the dancers, there were also some aliens who came from distant and mysterious worlds. They were the most requested and well-paid because they offered unique and unforgettable experiences. The Rocket Bummba Pub, in short, was a meeting and exchange place where you could make deals, friendships, or love, but it was also a place where you could find trouble, where anything was possible, and nothing was certain.



The bored cyborg at the entrance chews gum and then, after an endless time, looks up from her hologram-comedy and says, "So, what's it gonna be, kids? Are you coming in or standing there all night? Know that we don't pay for statues here!" Then she hands you a card and says, "It's 10 Credits each, folks, fork over the money!"

- If you don't have the credits, you can go back; if you pay, continue reading *12.

***28** The Gala. Upon arriving at the Gala, you manage to bypass all police cordons and approach Zakhod. Upon seeing you, he lets out a sigh of relief. "You made it, then!" he exclaims. "Come, tonight you'll be with me and the professor on stage, where we'll unveil this marvel." Vinny explains that he has nothing to do with it and fades away; you must decide what to do.

- If tonight you plan to stay as an honored guest at the Gala during the live galactic broadcast, go to *34.
- If you don't fancy the limelight and would rather go have a Grog at the best bar in Frenha, go to *70.
- If you want to look around and decide later, Vinny decides to keep you company a bit longer before leaving, Read *55.

***31 – Planet RANGE**

You find yourself in the vibrant and captivating space market of the planet Range, a lively place where asteroids of every color rise like chromatic monuments. The scene is animated and full of life, with people moving cheerfully among the stalls, conducting business, and sharing smiles. Sales happen in a symphony of colors and sounds, with passionate sellers presenting their asteroids as authentic cosmic works of art. Each space rock is unique, with shades ranging from sparkling green to fiery red, creating a kaleidoscope of tones that fills the air with positive energy.

Various races from every corner of the galaxy converge in this cosmopolitan market. Inhabitants of Brine and Alpha mingle in the crowd, all in search of ancient artifacts and alien technologies. The stalls are filled with mysterious objects and advanced tools, while traders try to attract the attention of visitors with their unique offers.

The liveliness of the market is accompanied by a constant hum of negotiations and chatter, creating a vibrant atmosphere of excitement. The shops are adorned with bright signs that make the surrounding air sparkle, adding a touch of magic to the visual spectacle. As you explore the space market of Range, you feel the contagious joy of a place where the meeting of cultures and the quest for cosmic treasures blend into a unique and unforgettable experience

Planet Options (for each visit to the planet, you can choose only one from the following options):

- If you sell BLUE Asteroids, Read *35.
- If you try to verify the rumors you remember hearing, you venture into the stalls of the famous "Market at the End of the Universe" and inquire among the asteroid merchants about news regarding a guy looking for strange asteroids. You discover that he was a dealer, a certain Herdy Mose. If you spend 2 Credits with a taxi driver, you find out that he was hired for a substantial sum by a wealthy trader from Alpha to recover a Red-streaked Asteroid. However, no one has seen him for a while, and many believe he might be dead. To learn

more, you can obtain information from the bartender of the place where the man used to go. However, you find out that the bartender has changed jobs because he was caught selling Plutodrug to customers. To locate him, you have to accompany the first passenger found whose destination is Alpha, and when the passenger disembarks, Read *27.

***33.** Search for the set-aside card of Vinny Voody. Vinny tells you that this story about the striped meteorite hiding a rare fossil is simply a scam invented by some clever trader to pocket money from wealthy and unscrupulous collectors, just like Zakhod. Anyway, if you're interested, he has it in his store "All Beautiful, Nothing Expensive" on Alpha, and if you have 50 Credits to spend, he'll accompany you and sell it to you without any problems.

***34** The ceremony is splendid; all the authorities are lined up in front of the stage. A massive crowd gathers in Golden Square, one of the largest in the galaxy, where the magnificent Galenian marble statues by Herbert Zahn frame one of the most beautiful planetary views in the galaxy. You hold the precious asteroid in its golden case and present it to Zakhod, who, in an elegant white suit, opens it ceremoniously. Your excitement is at its peak – not only will Zakhod make you rich, but half the solar system is watching you...



Then it's a moment. As the rock opens, you see a strange hologram emerge, rising and quickly filling the sky, obscuring the planets. It's a message hundreds of meters long that reads, "Greetings from the Revolutionary Alien Group, suckers!" And it's the last thing you read.

An instant later, the bomb asteroid explodes, and you just have time to think, "I knew I'd never make it to retirement!" THE END.

***35** It seems that blue asteroids are suddenly in high demand. For each asteroid sold, in addition to the regular price, you can draw 2 cards, choose one, and discard the other.

***40** It seems that there is no more time; there are now only two days left until the gala. You receive a message from Zakhod's butler. "Dear friend, your incompetence has seriously harmed Mr. Zakhod. It is clear that we have mistaken the person. See to it that you do not show up anymore. Best regards." THE END

***45 Planet HIVE**

Your Spacetaxi gracefully lands in a central square, where fascinating alien creatures float in the air, serving drinks to passersby with elegance. These native flying beings of the planet, with colorful and luminous wings, create a magical atmosphere that permeates the entire place. The city comes alive with bright lights and vibrant colors, while buildings are adorned with intricate and beautiful details. The streets are filled with shops and stalls displaying unique alien goods. An inviting fragrance of exquisite food wafts through the air, coming from restaurants offering lively delicacies: luminous worms from Range, the famous Electric

Fireflies from the satellites of Nest, and other peculiarities caught in the nearby Rotating Ports Bay, one of the great attractions of the planet.

You step out of the Spacetaxi, carrying with you an assortment of exotic goods. Your presence does not go unnoticed, drawing the attention of the flying aliens and other curious passersby intrigued by the extraordinary offerings from distant worlds. The city is a sensory feast, with colors, sounds, and smells capturing your attention at every corner. Curious aliens approach, eager to explore the novelties you have to offer. As you immerse yourself in alien culture, you discover a world of wonders that exceeds all your expectations, combining the charm of the unknown with the elegance of cosmic diversity.

Planet options (for each visit to the planet, you can choose only one of the following options):

- If you are selling on the planet, read *53
- If you are with Vinny, read *28
- If you intend to go shopping in the famous rotating bays of the port, read *56

***47** – You find a communication in the ship from a certain Us Nebulous of the Revolutionary Army Group, a group of fanatical anarchists. It becomes clear from the message that he has organized an attack on the Galactic Gala!

***51** You go to the Archaeological Museum of Brine, hoping to find Vinny Voody. You speak with the Director, a 5-year-old child with two degrees and several master's degrees. She hasn't seen Voody for a while but is aware of the search for the Striped Asteroid and believes that Voody might have gone to look for it near the Hive Planet. Read to collect the nearest pink asteroid to the Hive planet. Once you have it, read *33.

***52** The cook of your ship, as you dock at the pirate's ship, turns against you and threatens you with a laser. You hired him at the last stop, and you don't know him at all, but he had good references. Just before entering the pirate ship, you discover that he took all your credits (!) and, flipping you the middle finger, vanishes into space.

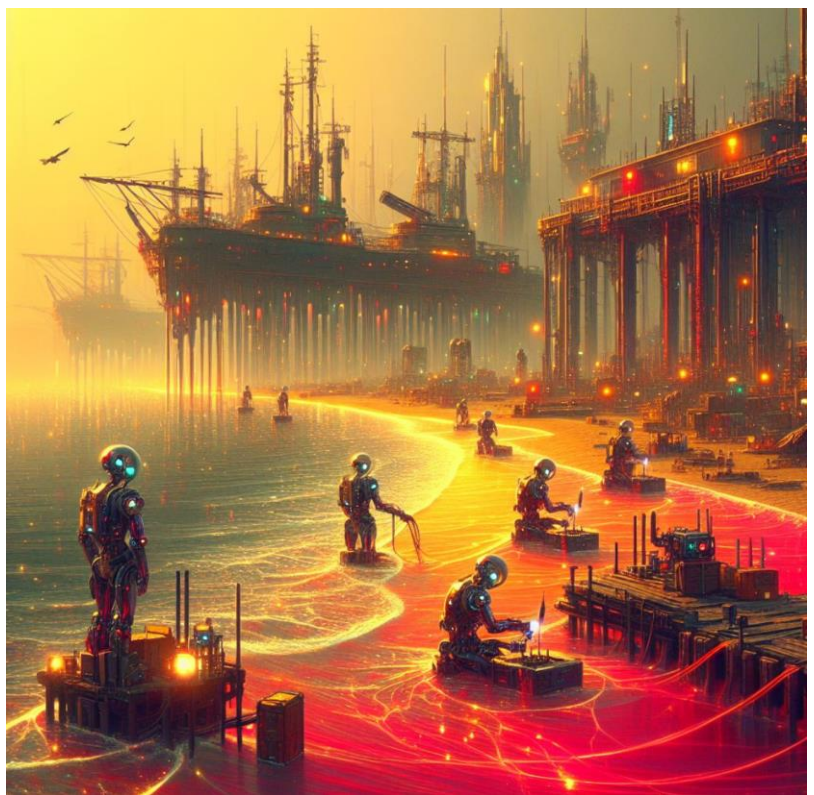
***53** It seems that a new tax has been imposed on trades. For each asteroid sold, the regular price is reduced by 1 credit.

***55** Wandering through the city, you come across the Embassy District. Behind the wide avenues traversed by thousands of delivery drones and private vehicles, you find some interesting asteroid shops. Here, you can sell Pink, Yellow, or Green asteroids for 2 Credits each, without consuming Tokens.

***56** – The colleagues are very nice, but the shops are definitely expensive. You try to invite one of them for a drink after work. It's just an attempt, but it works! Since you are careful with money, you pass by the place the woman mentioned and find out that the "Holy Grail" is one of the most expensive venues in the city. To afford the evening, 6 credits won't be enough... when you have the money, Read *73.

***57** – This ship has a surprise in store for you. Take the first three ship expansions from the deck, choose one, then shuffle the deck.

***66** – Once landed, the port of Brine reveals itself as a fascinating place, with spaceships lined along the docks, ready to sail the cosmic waves. The port structures stand majestic, reflecting the modernity of the city. The port's water, a shimmering yellow-red, gives a surreal aura to the entire scene, creating an image that seems to come from distant worlds. As you approach, you notice droids on the beach, active and methodical, repairing fishing nets with welders. These mechanical fishermen are engaged in their activity, preparing for a new fishing cycle in Brine's extraordinary red-yellow sea. The sound of their activities draws attention to the fusion of advanced technology and marine traditions. Once landed, Herdy reveals an interesting detail: Us Nebulous, the dealer you are looking for, operates a warehouse in the port area of Brine, known as the Red Crow. Then, he walks away towards a bar in the port. (Remove his card from the game).



***67** – The ship's captain has a surprise in store for you. Just before you board, he raises a flag of the Revolutionary Army Group, a group of fanatical anarchists, and blows up his ship (remove it from the game). Your ship sustains damage, and the recovery of the loot has failed.

***70** "The Poor Blind" is a noteworthy bar, with good music and excellent Grog. You move a sleeping drunk and sit comfortably at the strip bar counter. Towards the middle of the evening, you sense some commotion. Many people gather in front of the holoscreen. You go to check it out. The live broadcast of the Hive Grand Gala has been interrupted. A reporter, in orbit around the planet, shows the huge crater caused

by the explosion and explains that "Dohkaz was showing the live discovery of an ancient artifact that was supposed to be inside a rare meteorite, while a bomb was hidden in the fake object. The planet's authorities have practically been wiped out; the attack has been claimed by a subversive group..." You turn back towards the bar. The model who was dancing has left, another, even better, arrives.

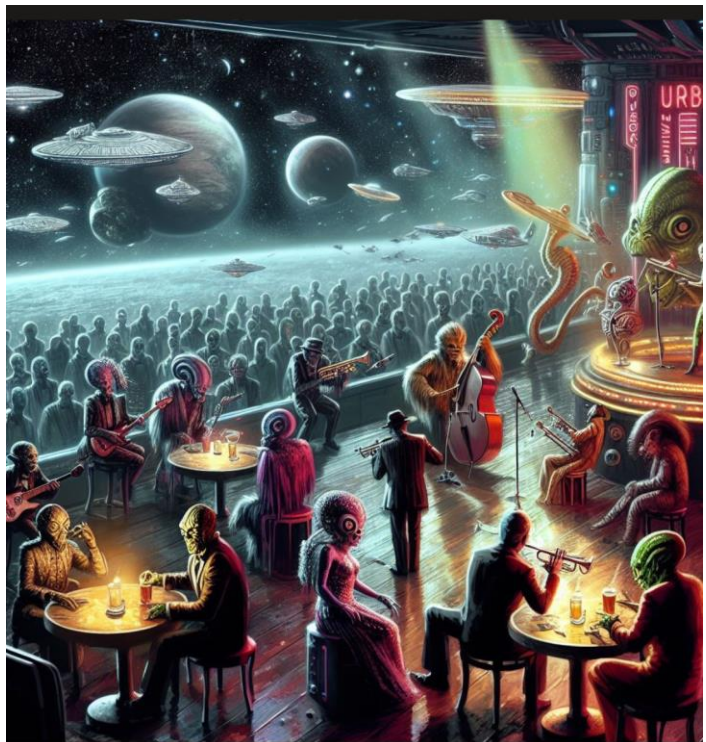
You smile, feeling no guilt as you order the second Grog, meanwhile muttering "the richer they are, the dumber they get..." THE END Evaluate your outcome using the Epilogue table at the end of this manual.

***71** Arriving at the outskirts, you find the Red Raven. The warehouse has been hastily abandoned, but you find something that arouses suspicion. There are half-burned flyers, as if someone had tried to erase traces. They belong to the Revolutionary Aliens Group, a terrorist unit known throughout the galaxy, aiming to overthrow the government of Hive. They are ruthless and bloodthirsty, at least that's what the news reports say, known for organizing explosive attacks with Plasmatron capable of devastating areas of thousands of square kilometers. You discover a half-burnt Spacedrone where copies of the memories of a Biopod are stored, and they are intact! This way, you find out about a meeting that took place weeks earlier between Dohkaz and a certain UZ Nebulous (the pod owner), a dealer from the planet Brine. You realize that the credentials regarding specializations in space archaeology are forged. In fact, a brief search on the ship's computer is enough to discover that this Uz Nebulous is none other than the notorious Hugo Stiglitz, wanted for years as a subversive: the head of the Revolutionary Aliens Group... and you have his biometric data in the pod to recognize him even if he has changed his face!

***72** – The ship you captured belongs to the Revolutionary Army Group, a group of fanatical anarchists wanted by the police. You hand it over to the first patrol and collect the bounty of 2d6 Credits. Remove this ship from the game.

***73** At the end, you find out that the woman is the daughter of the owner of the establishment and is quite wealthy, so you really can't afford to pay. You end up drinking for free. It's a pleasant evening, and if the woman isn't interested in chatting and invites you to see her collection of Hive prints, her father is interested in politics, and you exchange a few words. You realize that here on Hive, they are very afraid of the terrorism of the Revolutionary Aliens Group, an extremist sect that, according to them, practices the rituals of an ancient religion and wants a return to nature. The entire police force has been alerted for Zakhod's evening.

- If you thank the man and accept the daughter's invitation, read *91
- If you thank the man and decline the daughter's invitation, read *97



***76** You find yourself in the meteorite shop, your gaze drawn to the light reflecting off the displayed asteroids. The dealer, to whom you are about to sell the white asteroids you've collected, welcomes you with a smile. You show him your precious specimens, telling him about your search for asteroids with red veins. The dealer, intrigued, listens carefully to your story and then, with a thoughtful expression, begins to tell you a strange tale. He talks about another dealer, Vinny Voody, who is looking for similar asteroids. Vinny works for the Archaeological Museum of Brine and seems to be on the trail of something truly extraordinary. The dealer shares details about Vinny's search, mentioning that he seems to be particularly interested in asteroids with red veins, just like the ones you are looking for. He warns you to be careful, as Vinny's story is surrounded by an aura of mystery. Intrigued by the possibility of combining your research with Vinny's, you decide to delve into the matter with him, since you know where he works.

***89** Finally, the noise becomes bearable. You approach the bar counter, order a trendy drink, and have a chat with the bartender. Jaked Oren is a man with a strong Brinean accent reminiscent of the Rocket Bummba days, but he loves tips. If you give him any asteroid or 2 Credits, he will tell you the following: read *18, then come back here. If you can't afford it, read *95.

You're a bit dizzy, though, and when you leave the planet, you'll have to try to avoid hitting the entrance of the spaceport (roll a 1d6: if you get 1-2-3, you have no problems; if you get 4 or 5, your ship will suffer damage; if you get 6, you lose a ship part of your choice or suffer 3 ship damages).

***91** The girl is used to a rather luxurious lifestyle, and you immediately regret the choice because, before the Hivian erotic prints, she wants to have some more fun outside and accompanies you for a drink at the Astra Hotel, one of the most beautiful resorts on the planet. Spend 2d6 credits to have an evening with her, if you have them, but if they're not enough, she will get very angry and will have your ship damaged (2 damages) by a gang of Space Bikers who are her friends, and the evening will end up on the beach with them.

***95** At the bar counter, a young Krabben dressed in LEDs joins you, definitely a pleasant sight but not what you were looking for. There is no trace of the old bartender from the Rocket Bummba. Leave the place, but if you want, you can leave the planet and come back later to look for him.

***96** You find an interesting supply on the ship: exactly what you wanted. Choose 3 meteorites of the color you prefer from the map and replace them with the ones in the hold of the pirate ship. Then, eliminate this ship from the game.

***97** The girl doesn't take it well, treats you quite poorly, and leaves.

***98** Before going to the store, since you are on the planet, try to contact Zakhod. The butler informs you that Zakhod is away for a few days to organize the Gala, but he has given permission to provide you with money if needed, up to 100 Credits. He hands you the 100 Credits and bids you to hurry to go to Hive because the gala is the next day! (Leave only one MARKET TOKEN and eliminate the rest).

Without much difficulty, you find the shop "All Good, All Cheap" in an alley. It's a well-kept little shop where a series of drone attendants guide you to a display case, where you pay the 100 credits, and Vinny hands you a Red-Streaked Pink Asteroid. "This is it," he exclaims, "but you can even open it, and you won't find anything. It even seems recent to me..." However, you paid well for it, and that's fine. Ask Vinny to accompany you with the Streaked Asteroid to deliver it to the Gala, and, wrinkling his nose a bit, Vinny agrees. Put a Pink Asteroid on Vinny's card (take the nearest red asteroid on the map, this will be the Red-Streaked Pink Asteroid, but if there aren't any... oh dear! It means that the precious stone has been stolen by some pirate! It's a big problem! At this point, you have to attack a pirate who has a Pink Asteroid and take it back. Then head to Hive.

***99** When you enter the defeated ship, you notice something you hadn't anticipated. Roll a 1d6. Then follow the chart below and mark the option. If the same option comes up when defeating another pirate, roll the die again.

1 Read *67

2 Read *52

3 Read *96

4 Read *57

5 Read *47

6 Read *72

WARNING SPOILER!!

READ ONLY IF YOU NO LONGER WANT TO PLAY

The explanation of what really happened

In the end, what happened? The wealthy Zakhod, an ambitious collector, was deceived by Us Nebulous, a dealer linked to the Revolutionary Aliens Group, which aims to overthrow the government of Hive. Nebulous somehow provided Zakhod with information about the fossil, while secretly hiding a devastating explosive in the meteorite. The plan was for Zakhod to find and open it during the Gala on Hive, intending to kill the government leaders. Unfortunately, Nebulous entrusted the task of preparing the meteorite (in an easily discoverable manner for Zakhod) to a certain Herdy Mose, an Asteroid Dealer too distracted by Plutodrugs.

Herdy, having received payment in advance for the job, instead of carrying out the task, decided to make a significant purchase of Plutodrugs. He organized a party with three lively Prymal girls (a race known throughout the System for their legendary erotic practices) on his ship, which was in orbit around Alpha, where he was supposed to release the meteorite. Unfortunately, during the party, just as Herdy was releasing the meteorite, a Prymal with whom he was having fun playfully activated the Drop Drive, causing the ship and the meteorite to shoot off somewhere in the solar system. Realizing what he had done, Herdy disappeared with the girls into the solar system.

When Zakhod, following the instructions, went to search for the meteorite where indicated... obviously, he didn't find it! Meanwhile, the event, the live broadcasts, the guests... had already been scheduled and couldn't be postponed. So, he found himself forced to privately hire the "best" available merchant on the planet at the time to recover the meteorite before the Gala – that's you!

"This solo scenario was originally written in Italian. I apologize if the English translation is not very good. I hope you still enjoy it, and thank you for giving it a try. You are brave adventurers!"

Antonio Viciani

EPILOGUE	
Cr	Outcome
<10	You survived, what are you complaining about!
11-20	You should have stayed home, who's going to listen to your wife now?!?
21-30	An honest job, with an honest paycheck!
31-50	Wow! There goes the new spaceship...
51+	And now: 6 months on the icy moon of Crown!

If you have any questions or suggestions, write to: antonio.viciani@gmail.com