

## 42

## HYPERSPACE EXPRESSWAY

A board game for 2 players by  
**Markus Hagenauer**

## INTRODUCTION

In the far future, the rubbish problem seems to be solved by simply freighting all the waste to outer space.

But as planet-to-planet travel becomes more frequent, and more and more hyperspace expressways are built, a new (or in fact very old) solution is needed. And that's your cue to enter the waste disposal business.

The game is played in two phases. During the first phase players build a network of hyperspace expressways and waste disposal facilities. They score victory points according to the values of the planets on which they build waste disposal facilities.

During the second phase, you can take over your opponent's planets by moving your waste disposal facilities along hyperspace expressways. At the end of the game, you score points for hyperspace expressways leading from empty planets to your facilities.

The goal of the game is to have the most victory points, but whenever your score becomes higher than 42, you have to acquire a new disposal license, which just happens to cost precisely 42 points. The reasons that the incredibly old Intergalactic Disposal Licensor accepts victory points as payment are lost to history and senility, but the grin of deep satisfaction that creeps across her face with each payment from a licensee is really quite unsettling.

## MATERIAL

- The game board.
- 22 large expressway tiles.
- 20 small expressway tiles.
- 36 waste disposal facilities in 2 colours.

When you first open the game case, you will see some printed circles that are byproducts of the printing process. Please direct them to the nearest waste disposal facility, or repurpose them for use in your own variants and prototypes. Do not attempt to ingest, ride, insult, or debate these circles: They are non-nutritive, immobile, inanimate, and lack the sentience to form a worthwhile rebuttal.

## GAME PREPARATION

Each player chooses one colour, takes the 18 waste disposal facility tokens and places one on the 0 of the victory point track.

The expressway tiles are sorted by their markings (11 piles with two identical large expressway tiles, and one pile with the small expressway tiles).

## HOW TO PLAY

The game is played in 2 phases:

### PHASE 1

Players take turns choosing a large hyperspace expressway tile, and placing it on the board so that it fits the grid. In order to place a tile, you will have to demolish a planet to make room for the hyperspace expressway. What this means in terms of gameplay is that each large tile has a circular center portion that will cover a planet, removing it from the game.

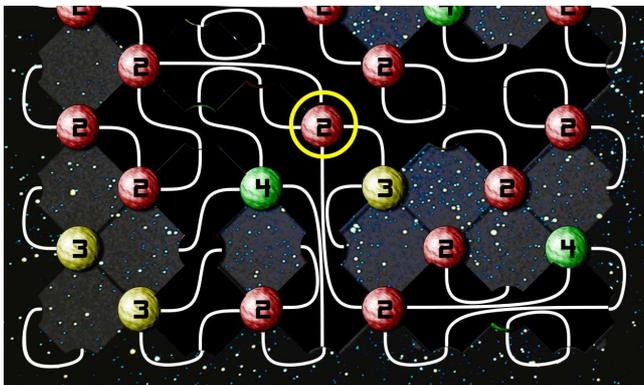
Whenever a planet gets its 4th expressway connection, the player who placed the tile **must** place a waste disposal facility on this planet. He scores from 2 to 4 points, according to the planet's value. A single tile could complete multiple planets; in this case, he must place waste disposal facilities on each planet completed by that tile placement and scoring accordingly.

Designed by Markus Hagenauer

Rulebook (c) 2013 Néstor Romeral Andrés and Markus Hagenauer – Revisions and narrative by Nathan Morse

Art by Markus Hagenauer and Néstor Romeral Andrés

We wish to thank Nathan Morse, Max Adolf, Herman Bingham, Peter Bonner, Daniel Danzer, Steffen Soller, Maria O'Loughnan, Victor González Miguel and Markus' friends for fueling the game on NESTORBOOSTER.



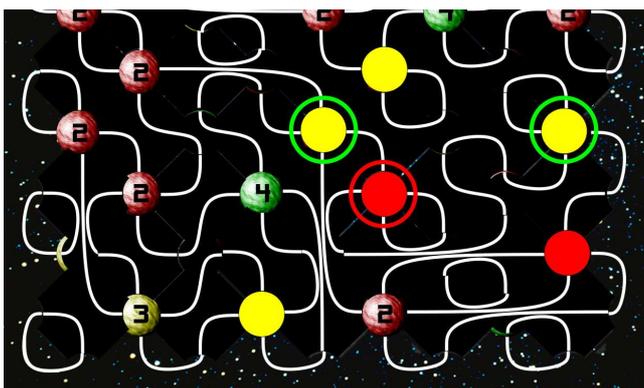
The yellow-edged planet has 4 expressway connections. The player who placed the 4th tile puts a waste disposal facility on the planet and moves his marker 2 steps forward on the victory point track.

The game continues this way until there are no more free spaces on the board that can fit a large expressway tile.

Then continue to take turns placing the small expressway tiles in the same way. The first phase ends as soon as all areas on the board are occupied.

## PHASE 2

Now you can take over your opponent's waste disposal facilities. To do so, move one of your facilities along an expressway to a planet with one of your opponent's facilities. You must have a direct expressway route to this planet. If you can capture a waste disposal facility, you must do so.



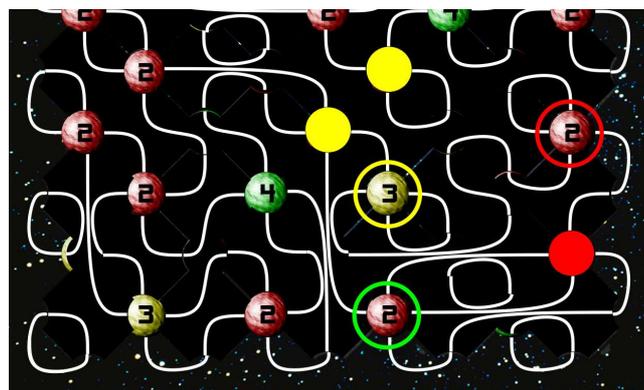
With the red-edged facility either one of the green-edged facilities can be captured. Red can't capture the other two yellow facilities, because there is no direct expressway connection.

Phase 2 ends as soon as no more waste disposal facilities can be captured.

## FINAL SCORE / WINNER

At the end of the game, players score points for connections from their waste disposal facilities to empty planets. Each connection to an empty planet generates victory points equal to the value of that planet.

Be warned though! Whenever a player's score becomes higher than 42, it is reduced by 42, because he has to acquire a new waste disposal license.



From the green-edged planet, 3 expressways lead to a red facility and one leads to a yellow facility. Red scores 6 victory points (3 x 2) and yellow scores 2.

For the yellow-edged planet, yellow scores 3 points, because one expressway leads to a yellow facility.

The other 3 expressways do not lead to planets with facilities, so no more points are scored for this planet. Red scores 2 points for the red-edged planet.

The player with the most victory points is the winner of the game. If there is a tie, the player with more facilities on planets with a value of 4 is the winner. If it is still a tie, the player with more facilities on planets with a value of 3 is the winner. If it is still a tie, the player with more facilities on planets with a value of 2 is the winner.

If even this is a tie, the fourth head from the left of the chairman of Temporal Competition Guarantors, Ltd. is disgusted, and resets this region of space to its prior state, before all the demolition and construction; he demands a rematch.

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