Escape From a Dying Planet

RULEBOOK

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GAME SUMMARY

The game takes place over 10 rounds. Each round, players will commit cards to overcome the challenges of escaping the planet as it is being destroyed as well as trying to snatch treasure on your way out. At the end of 10 rounds, only the person with the most treasure can escape!

HOW TO PLAY

Game Setup

Each player chooses an Expedition Team Member and takes their corresponding starter cards as well as 2 Contamination cards. This is the player deck. Shuffle the Challenge cards and put 10 in the middle of all players. Set the rest off to the side. Place the Contamination cards in a deck to the side. Shuffle the Treasure cards and put them next to the Challenge deck. Each player then shuffles their player deck and draws 5 cards.

Game Area

Challenge Cards

Active Challenge
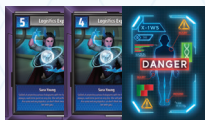
Treasures Deck

Available Treasures

Player Area

Player Discard

Player Deck

Committed Cards

Stash

Your Hand

Round of Play

At the beginning of each round, reveal the top card of the Challenge deck and the top two cards of the Treasure deck *(for games with only 2 players, only reveal 1 treasure)*. Each round is then broken up into three phases: the Challenge Phase, the Treasure Phase and the Refresh Phase.

Challenge Phase

Players commit cards facedown to try and overcome the Challenge. All players reveal their cards simultaneously. All players who meet or exceed the value "pass" and do not gain Contamination cards. Anyone who fails gains a number of Contamination cards equal to the Challenges Danger value. The player with the highest passing bid may choose to either add it to their discard pile or activate its ability.

- If no player has a passing bid, each player gains Contamination equal to the Danger value and the Challenge card is discarded.
- If a Challenge card is played from a player deck, it gets discarded to the Challenge discard at the end of the phase.
- If a Challenge card ability is activated, it gets discarded to the Challenge discard and its ability resolves.

Treasure Phase

Players commit cards facedown to outbid other players and gain treasure. All players reveal their cards simultaneously. The player with the highest bid chooses which Treasure to add to their Stash. The next highest bidder adds the remaining Treasure to add to their Stash. All committed cards are now discarded.

In case of a tie, players reveal the next card from the top of their deck and whomever has the next highest number card is the winner. If there is still a tie, repeat this process until someone wins (you may reshuffle your deck if necessary).

Refresh Phase

At the end of the round, each player draws back up to their hand limit of 5. If your deck runs out, shuffle your discard pile and then draw until you reach your hand limit.

ABILITIES

Certain cards have card effects at the bottom of them. Once a card that has an effect is in your Stash, these effects can be used at the time it specifies. If it does not specify a certain time, they can be played at any time. Actions on Challenge cards are one time use only. Once they are used, they are removed from the game.

> The game is played over 10 rounds. At the end of the 10 rounds, you calculate your score and whomever has the highest, wins!

CALCULATING SCORE

Add together your total points worth of Treasure and any additional bonuses from Challenge cards. Afterwards, you then total how many Contamination cards you have and subtract points equal to the number of cards there are:

Number of Cards:	Points:
0-3	-1
4-5	-2
6-7	-3
8+	-4

In the case of a tie, whomever has the fewest amount of Contamination cards wins. If there is still a tie, shuffle your character decks and reveal cards from the top and whomever has the highest card is the winner.

CARD TYPES

Challenge Cost

Flash Flood — 7

Challenge Name

Contamination Penalty

⚠ ⚠ ⚠
Add To A Player's Stash
Has A Treasure Value Of -2

Game Effect

Challenge Cards are the obstacles
you face in your attempt
to escape the planet.

Card Type

2 — Alien Treasure

Treasure Value

Game Effect

Discard Any Cards In Your Hand, Draw A Card
For Each One Discarded In This Way.

With every little piece of information of these things, it opened a
new whole world of mysteries of some ancient life.

Flavor Text

Treasure Cards are the cards
you are trying to get in order
to get off the planet.

Energy Value

Flavour Text

Player Cards help you overcome Challenges by using your energy to overcome the Challenge.

Contamination Cards clog up your deck. Don't get too many of these!

ESCALATION MODE

Escalation mode allows you to add 3 more players for a maximum of 8, as well as adding Escalation cards that make the game more challenging. In addition, there are now Supply Kit cards that will assist you throughout the game.

Rules
The rules and setup are exactly the same as in the base game, however there are a few additions: With more than 5 players, reveal 3 treasures instead of 2.

Escalation Cards
Draw and play one card at random from the Escalation cards. Place it near the Challenge cards and return the rest to the box. The game effect lasts for the rest of the game.

Supply Kit Cards
• Place the Supply Kit cards next to the Treasure deck. Once the treasures are revealed for the round, reveal one Supply Kit card as well.
• Once Challenge and Treasure bids have been resolved, any remaining bids now go towards the Supply Kit. The next highest bidder gets the Supply Kit card. Supply Kit cards are added to your deck instead of your stash and can be used like a player card. You may activate its ability instead of using it to bid with (you cannot do both).

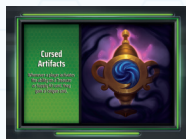# CREDITS AND CONTENTS

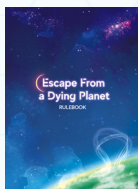**25** Challenge Cards

45 Treasure Cards

64 Contamination Cards

56 Player Cards

15 Supply Kit Cards

9 Escalation Cards

Rulebook