



INTREPID

—CORE RULEBOOK

Can you survive low-earth orbit?

INTREPID is a cooperative, strategic, and highly asymmetric game about surviving 400 kilometers above Earth, aboard the International Space Station.

Players are members of an international crew, each with their own, unique strengths, technologies, and puzzles to solve.

Work together to keep the station operational, generating the four life-sustaining resources necessary for survival.



This can be hard enough on its own, but things are only getting worse. A disaster is raging around you - making these already difficult tasks nearly impossible.

If something goes wrong, it could prove fatal...

...and something **always** goes wrong.

You've only got one hope - outwit the disaster, complete your mission, and live to see another day.

Thankfully, you're not up there alone. United with your crew, you've got more than enough brainpower to outsmart the disaster you face.

If you are brave enough.

If you are...



INTREPID

ATTENTION: Don't float aimlessly in space reading this rulebook. Watch our friendly how-to-play video instead - coming soon

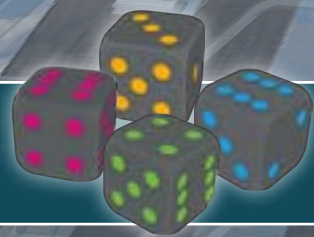
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COMPONENTS

- 1 Game board

- 60 Player dice (15 dice per player)



- 12 Double-Sided Amplify / Strain tokens



- 1 Research marker (green)
- 1 Emergency Supply marker (orange)



- 8 Disable tokens



- 4 Career Badges (Spaceflight Pilot, Medical Officer, Payload Specialist, and Mission Specialist)



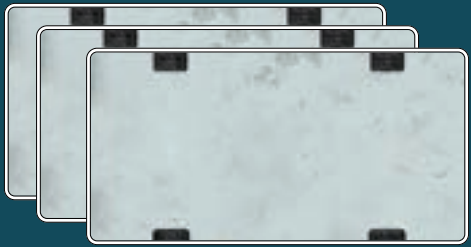
- 4 Country boards (Canada, Japan, Russia, and USA)
- 4 Country player aids
- 4 Converter tokens (only used by Canada)
- 76 Station tiles (19 per country)



- 2 Boost Station tiles

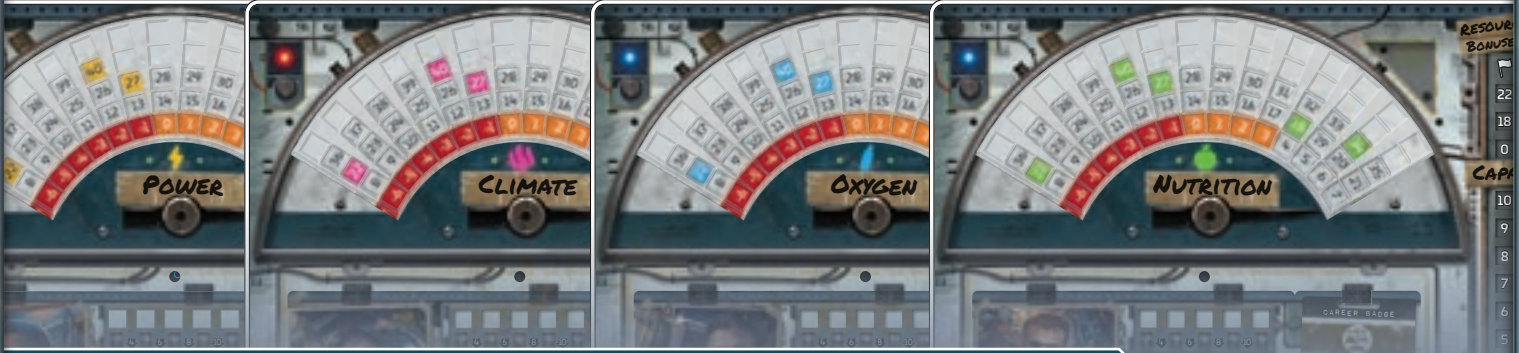


- 3 Blank Country boards



ROUND REFERENCE

1. ROLL AND PLACE DICE 4. RESOLVE DISASTERS



- 4 Resource boards

Power (yellow), **Climate** (pink), **Oxygen** (blue), and **Nutrition** (green)

- 50 Scenario tokens
- 1 Disaster die (8-Sided)
(only used with certain disasters)



- 16 Resource boards markers
(4 cubes per color: red, yellow, white, blue)



- 8 Mission cards

- 5 Training Simulator cards
- 1 Training Simulator player aid

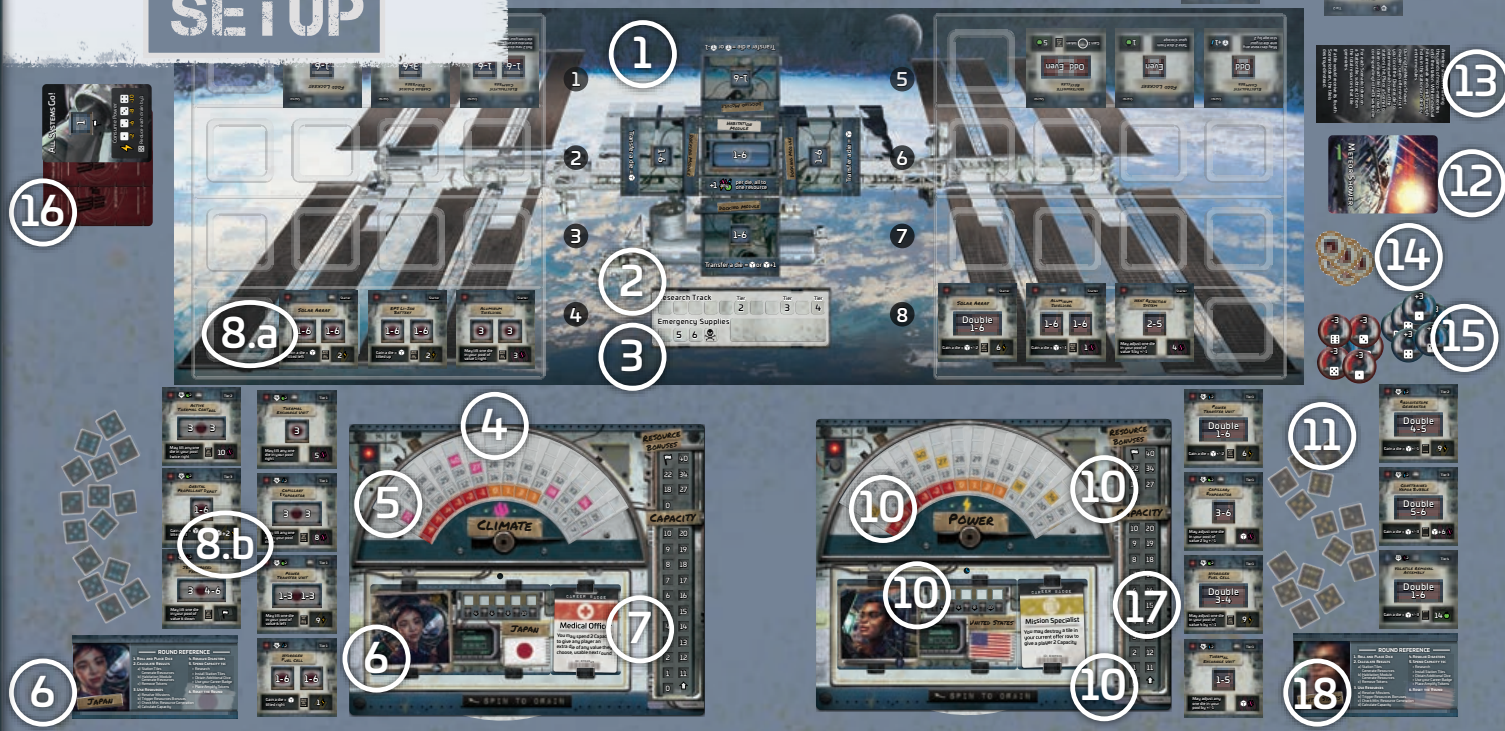


- 22 Meteor Shower Disaster cards
- 4 Meteor Shower Disaster Irregularity cards
- 1 Meteor Shower Disaster player aid

- 22 Toxic Leak Disaster cards
- 4 Toxic Leak Disaster Irregularity cards
- 1 Toxic Leak Disaster player aid



SETUP

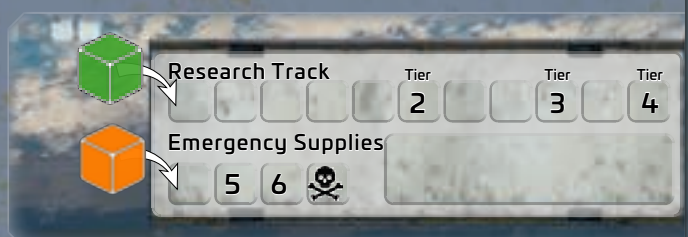


Since the game is cooperative, players should discuss amongst themselves what are the best setup choices for the group. When a setup rule instructs the players to choose, that choice should be taken by mutual agreement (or randomly in case there is no unanimity).

1 Place the Game board in the middle of the table.

Then, place

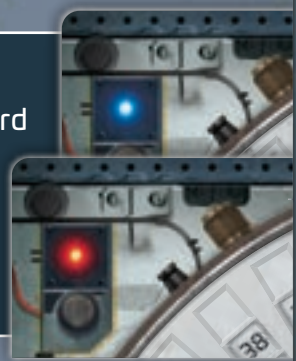
- 2** the Research marker on the first space of the Research track, and
- 3** the Emergency Supply marker on the first space of the Emergency Supply track.





4 Depending on the number of players, each player takes one or more Resource boards and places them around the Game board.


*Each Resource board tracks one of the essential resources for sustaining life aboard the station: **Nutrition**, **Power**, **Climate**, and **Oxygen**.*


NOTE: If a rule mentions a Blue board, it means a Resource board that has a blue light in its top-left corner. A Red board has a red light in its top-left corner.



 Take all Resource boards.

 One player takes two Resource boards: either both red boards or both blue boards. The other players each take one of the remaining Resource boards.

 Each player takes two Resource boards: one player taking both red boards, and the other player taking both blue boards.

 Each player takes one board.

Each player performs steps 5 to 11:

5 Set the position of your Resource wheel so that a certain number shows through the bottom-left window on the wheel. This is based on the number of players in the game:



1 Each wheel is set to -3.

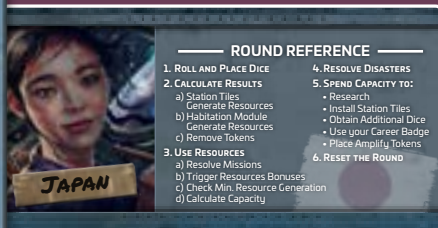
2 The player with two resource boards sets their wheels to -4. The other two players set their wheel to -6.

3 Each wheel is set to -4.

4 Each player sets their wheel to -6.

6 Choose a country and take the associated Country board and Country Player aid.

Place your Country board on the standard side (with the astronaut on the left) in the bottom-left of your Resource board.



Place the country Player aid to the side within easy reach.

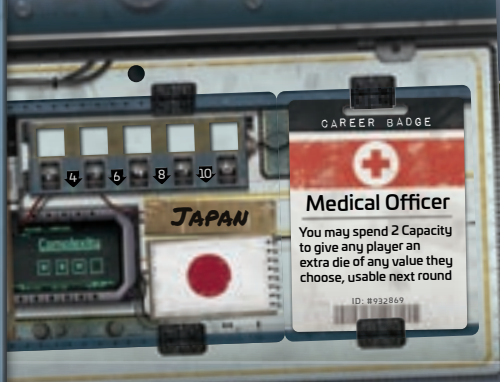
Return unselected Country boards and their Player aids to the box.



If you have more than one Resource board, take a blank Country board and place it in the bottom-left space of each of your other Resource boards.

Each country plays completely differently, with complexity ranging from 1 (least complex) to 4 (most complex).

It is recommended to play with low complexity levels for your first game and only select a country based on the complexity you feel comfortable with.



7 Choose a Career Badge for each Resource board you control.

Place any one of them next to your Country board, and the others next to your blank Country board(s).

Each Career Badge provides a different special ability.

For your first game, you can give each Resource board one of the Career Badges at random. In later games, you can choose which one is assigned to each Resource board.



8 Take all the Station tiles associated with your country (i.e. the ones with the country's flag displayed in the die slots). Place these tiles with either the red light or blue light in the top-left corner of the tiles, so they match the light in the top-left corner of your Resource board.

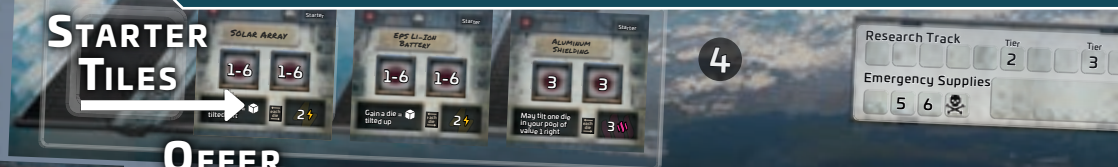
IMPORTANT: Throughout the game, these tiles must always be kept that side up.

8.a Place the 3 starter Station tiles in any empty spaces of the Game board, orientated to face you. For your first game, it is recommended to place them on the Game board in the spaces closest to you.



8.b Sort the rest of your Station tiles into stacks by tier, as indicated on the top-right of each tile, and then:

- Place your Tier-1 Station tiles individually to the side of your Resource board. This is your **Offer row**.
- Place the remaining stacks to the side of your Offer row.



9 (Only read this step in a 2- or 3-player game) If you control 2 Resource boards, take the "Boost 1" tile whose color (shown in the top left of the tile) matches the color on your Resource boards:

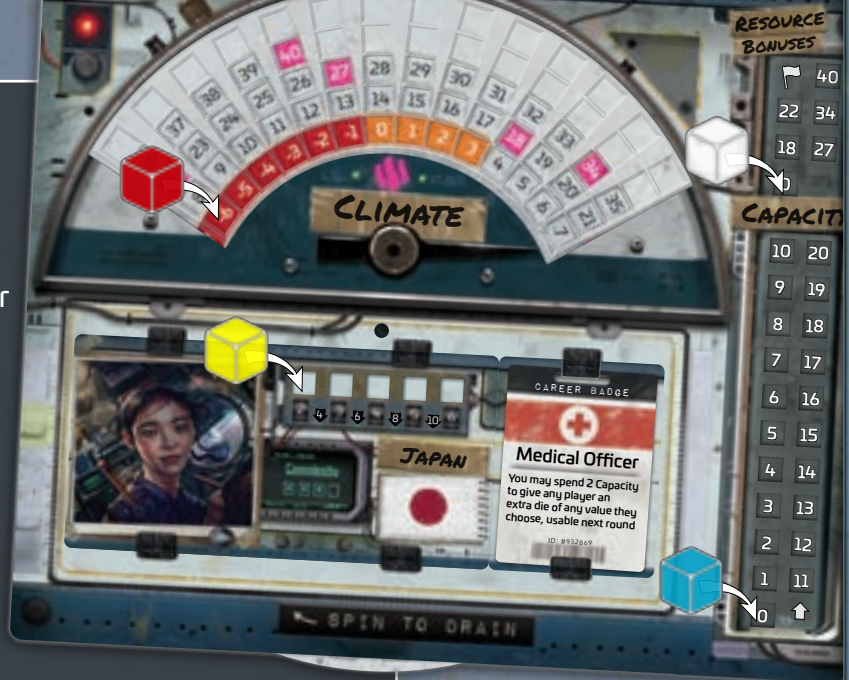
- the Photobioreactor Chamber Boost tile, if you control the two blue Resource boards,
- the Thermoelectric Generator Boost tile, if you control the two red Resource boards.

Place it in any empty space on the Game board, oriented to face you. For your first game, place it in any empty space close to you.



NOTE: During the game, your Boost tile is treated as one of your Station tiles. Only you can place dice on, and activate your Boost tile.

- 10** Place the Resource board markers on your Resource board(s) as follows:
- A **Red** marker is placed on the bottom leftmost space of every Resource wheel (either -3, -4, or -6, depending on the number of players).
 - A **White** marker is placed on space 0 of every Resource Bonus track (top-right of the Resource board).
 - A **Blue** marker is placed on space 0 of the Capacity track in the bottom-right side of the Resource board that has your Country board on it.
 - A **Yellow** marker is placed on the leftmost slot of the dice track on your Country board.

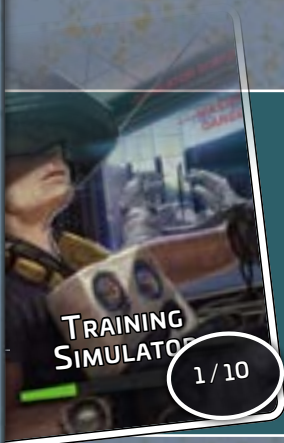


- 11** Choose a color and take all of the dice in that color, placing them to the side of your Resource board. This is your supply.



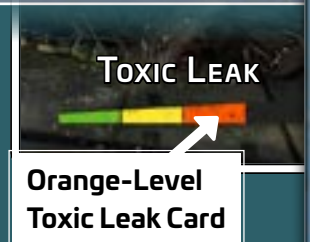
After all players have completed steps 5-11, continue setup with steps 12-18 as a group.

- 12** Choose a disaster to face during this game. For your first game, it is recommended to choose the "Training Simulator". Take the associated Disaster cards, returning any cards associated with other disasters to the box. Then create the Disaster deck as follows:



For the Training Simulator, sort the Disaster cards into numeric order based on the number in the bottom-right corner and place them face down in a deck with card #1 on the top and card #10 on the bottom.

For other disasters, follow these steps:



1. Sort the Disaster cards into stacks according to their level. There are 4 levels (green, yellow, orange, red), determined by the color of the right-most colored bar on the back of the card.
2. Shuffle each stack individually.
3. Randomly select **3 red-level cards** and place them face down nearby. Then randomly select **3 orange-level cards** and place them face down on top of the red-level cards. Repeat with **3 yellow-level cards**. Finally, place **2 green-level cards** on the deck. You should now have a deck of 11 cards.
4. Return any unselected Disaster cards to the box without looking at them.

- 13** Follow any setup instructions on the Disaster Player aid and then place it nearby.

Setup: Place the Scenario tokens and Disaster die to the side of the Game board

EXAMPLE:
You choose the Meteor Shower.





You are instructed to place the Scenario tokens and the Disaster die on the table to the side of the Game board.


14 Place the Disable tokens in a pile to the side of the Game board.



15 Place a number of Amplify/Strain tokens in a pile to the side of the Game board depending on the number of players:



 /  6 Amplify/Strain tokens, numbered 1-6.

 9 Amplify/Strain tokens, one each of 1, 3, and 5. Plus two each of 2, 4, and 6.

 All 12 Amplify/Strain tokens, two each of numbers 1-6.

16 Shuffle the Mission cards, choose 3 of them at random and place them face down in a deck nearby, returning the rest of them to the box unseen. Flip the top card of the deck face up.



17 Select a difficulty level for the game and make the following changes according to your chosen difficulty.

It is recommended to play your first game on Moderate difficulty.



- **Moderate** — Each player starts with 6 Capacity
- **Challenging** — Each player starts with 3 Capacity
- **Severe** — Each player starts with 0 Capacity
- **Futile** — Each player starts with 0 Capacity and rotates their Resource wheel two spaces clockwise, ensuring the red marker is still placed on the bottom-left space on the wheel.

To mark your Capacity, move your blue marker to the appropriate space of your Capacity track.

18 Each player follows any specific setup instructions for their country as described on their Country Player aid.

For further solo setup instructions, see page 27.

KEY CONCEPTS - RESOURCES

Four essential resources are required to stay alive aboard the station:

 **POWER**,  **CLIMATE**,  **OXYGEN**, and  **NUTRITION**.

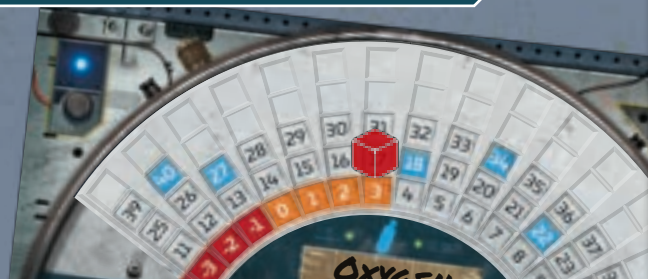
The quantity of each resource the players have is tracked by the corresponding Resource wheel.

— AVAILABLE RESOURCES AND DRAIN —

The **number shown through the bottom-left window** on a Resource wheel indicates how much of that resource is being **currently drained**.

The **position of the red marker** indicates how much of that resource is **actually available** (i.e. the total generated during the round minus the current drain).

Resources do not carry over from one round to the next; in Phase 6 of each round, the red marker moves back to the bottom left-most slot.



EXAMPLE: players have generated a total of 20 **Oxygen**, but, since the current drain of **Oxygen** is -3, they actually have 17 **Oxygen** available (as indicated by the red marker).

— GENERATE AND CONSUME RESOURCES —

Whenever a resource is **generated**, advance the red marker on the corresponding Resource board **forward** 1 space per resource generated.

Whenever a resource is **consumed**, move the red marker on the corresponding Resource board **backwards** 1 space per resource consumed.

EXAMPLES:

- You generate a total of 5 **Oxygen**.
The red marker moves from -2 to 3.
- You consume a total of 6 **Climate**.
The red marker moves from 5 to -1.



NOTE: It is possible to consume resources so that the marker moves to a negative number. During phase 3 of each round, there will be a check. If one or more of the red markers are on a negative number during this check, the game ends immediately and all players lose (see page 23).

— DRAIN A RESOURCE —

During the game, you will be instructed to **Drain** one or more of your resources.

To do this, **rotate** the bottom part of the corresponding Resource wheel(s) **clockwise** the indicated number of times, so a new number is showing at the bottom-left space each time.

For example, if an effect instructs you to Drain each resource by 3, each Resource wheel must then be rotated 3 steps clockwise.



Rotate the wheel **clockwise to Drain**.

NOTE: As a resource is drained, you will need to produce more of that resource in order to survive.

EXAMPLE: An effect instructs you to Drain **Oxygen** by 3. You currently start each round at -3 **Oxygen**. After Draining, you will start future rounds at -6 **Oxygen**. This means that, to reach the minimum amount of **Oxygen**, in future rounds, you will have to generate 3 more **Oxygen** than before.




In the unlikely event that you need to rotate a Resource wheel beyond its minimum (-29 showing in the bottom left box), Drain that resource as much as you can and then Drain every other resource by half the excess amount (rounded up).

EXAMPLE: An effect causes you to drain **Climate** by 6. The bottom left box of the **Climate** Resource wheel is currently showing -26, so you rotate it to -29 (the maximum drain available). You then Drain **Power**, **Nutrition**, and **Oxygen** Resource wheels by 2 (half of the remaining 3, rounded up).



— REDUCE THE DRAIN —
Some game effects will instead instruct you to **Reduce the Drain**. To do this, **rotate** the corresponding Resource wheel(s) **counter-clockwise** the indicated number of times, so a new number is showing at the bottom-left space each time.

 Rotate the wheel **counter-clockwise** to Reduce the Drain.

NOTE: Drain cannot be reduced beyond -3. Ignore any excess of Drain reduction beyond -3.

EXAMPLE: An effect instructs you to Reduce each drain by 1. The drain of both **Power** and **Climate** is currently at -3. This means their Drain cannot be further reduced. You then rotate **Nutrition** and **Oxygen** counter-clockwise 1 time each to reduce their drains by 1.



KEY CONCEPTS - DICE WRAPPING

Unless specified otherwise, any time you increase the value on a die beyond 6, the die “wraps around” to 1.

Similarly, reducing a die below a 1 “wraps around” to a 6.

EXAMPLE: You have a die of value 5.

An effect causes you to increase its value by 3. It first goes to a 6, then wraps around to a 1, and then increases to a 2.



KEY CONCEPTS - HOW TO WIN

ALL SYSTEMS GO!



All players are on the same team and win or lose the game together. Your goal as a team is to survive long enough to complete three missions.

Furthermore, each round you must generate a certain number of each life-sustaining resource just to survive.

Failure to do so will result in the essential life support systems failing, and all players lose.



The game immediately ends and all players **win** if 3 Missions have been completed **and** you generated enough resources to keep the life support system active (*pages 21 and 23*).



The game immediately ends and all players **lose** if:

- you don't have enough resources to keep the life support systems active (*page 23*)
- a disaster destroys your Station (*page 24*)

GAMEPLAY

A game of Intrepid is played over a series of rounds.

Each round consists of 6 phases, carried out in the following order:

Phase 1 - Roll and Place Dice

Phase 2 - Calculate Results

Phase 3 - Use Resources

Phase 4 - Resolve Disasters

Phase 5 - Spend Capacity

Phase 6 - Reset the Round

PHASE 1 - ROLL AND PLACE DICE

IMPORTANT: During this phase, players do not take turns; instead, they act simultaneously. All the steps described below are performed simultaneously by all players.



1. TAKE DICE FROM YOUR SUPPLY

Take a number of dice from your supply as indicated by the number below the yellow marker on your dice track.

In this example, you get 4 dice.

2. ROLL DICE INTO YOUR POOL

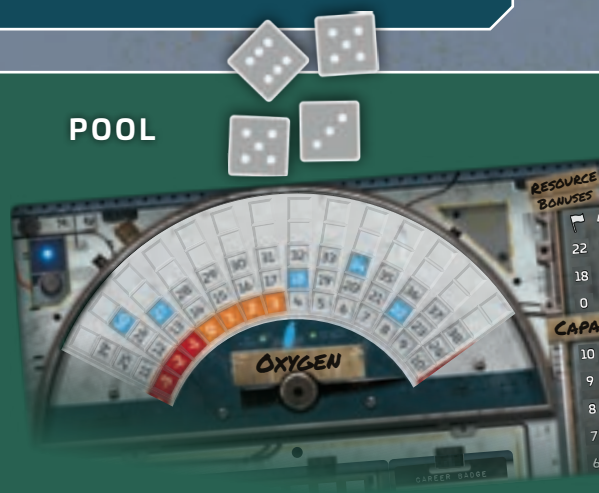
Roll these dice and place them in front of you, forming your pool for the current round.

IMPORTANT: Ensure that the pool is kept separate from your supply.

You can use either the areas around your Resource board or your dice tray, which has appropriately labeled spots.



SUPPLY



3. PLACE DICE

You may now perform a series of actions by using the dice from **your pool and placing** them onto the following **locations**:

- your own Station tiles that are on the Game board (including your Boost tile) (pages 14 - 15)
- Mission cards (page 16)
- Persistent Disaster cards (page 16)
- Docking Modules (page 17)
- Habitation Module (available only as your last action during this phase, see page 17).

When all players cannot or choose not to use any more dice, the phase ends.

COOPERATION IS KEY

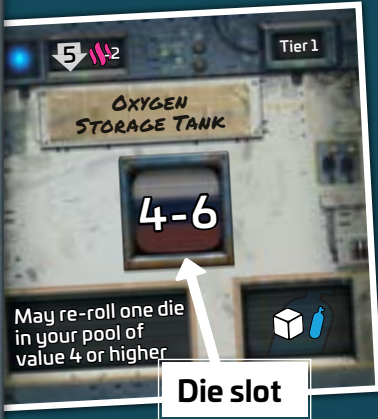
Players do not take turns placing dice; they place their dice at the same time as each other.

However, players are encouraged to communicate and work together, using the Docking Modules to transfer dice and maximize the resources they generate.

NOTES:

- You can only use dice from your pool. You cannot use dice from your supply.
- You cannot place your dice on other player's Station tiles (including other players' Boost tiles).
- Different nations often roll different numbers of dice.
- You are not limited by the number of dice included with the game. If you run out of dice, use other dice temporarily.

STATION TILES



Each Station tile has one or two die slots. Each die slot can hold one die, and depicts which values of dice can be placed on it.

For example, on this Station tile, you can only place a die of value 4, 5, or 6.

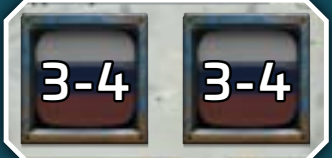
After placing the required die (or dice) on a Station tile, the tile activates.

This has two effects:

- the tile's ability is immediately resolved (see below)
- in Phase 2, the tile will generate the depicted resource (see page 18).

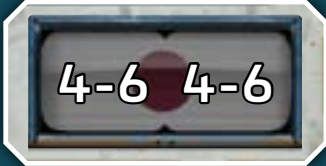
Some Station tiles have **multiple die slots**.

Multiple die slots that are **separated** can each be filled individually. You may decide to use one or both of the two dice slots independently.



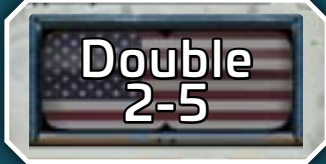
Multiple die slots that are **joined** must be filled simultaneously.

To activate this tile, you must place 2 dice at once, both of them showing a 4, 5, or 6. They may be of different values.



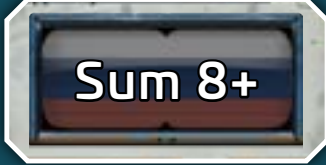
Some joined die slots require **doubles** and must be filled simultaneously with the same number.

In this example, you must place 2 dice at once, both of them showing the same number (either 2, 3, 4, or 5).





Other joined die slots require the **sum** of the placed dice to equal at least a certain total.

In this example, you must place 2 dice at once, with the 2 dice adding up to at least 8.



— TILE ABILITIES —

When a die is placed on a Station tile, the ability of that tile is immediately resolved. Abilities allow players to manipulate their dice in several ways. Each Country has its own special abilities; they are explained in detail in the Appendix.

-  If the tile has multiple die slots that are separated, the ability is triggered each time a die is placed. This is indicated by the "each die" symbol.
-  If the tile has multiple slots that are joined, the ability only triggers once, when all slots are filled. This is indicated by the "all dice" symbol.



The ability is indicated on the bottom left corner of the tile.

— MANIPULATING DICE —

- If an ability instructs you to **gain a new die**, take one from your supply and place it in your pool. You may use this new die in the round it is gained. The ability will specify if the die should be rolled or set to a specific value.
- If an ability instructs you to **adjust a die**, adjust a die already in your pool. Remember that die values “wrap”; i.e. it is possible to increase a 6 into a 1, or decrease a 1 into a 6.

EXAMPLE: The ability of this Station tile gives you a new die of the same value of the activating die plus or minus 1 (your choice).

In this example, after triggering the ability, you take a die from your supply and place it in your pool, setting it either to 1 or 3.



IMPORTANT:

- Tile abilities that adjust dice can **only** affect those dice that have not yet been placed. Once placed, a die **cannot** be adjusted.
- Tile abilities can only ever affect your own dice. In other words, a player can **never** manipulate (adjust, move, roll, place or remove from the pool, and so on) other player's dice.
- Tile abilities that begin with the word “may” are optional; it is up to you whether or not to resolve the tile’s ability.
- Tile abilities that **do not** begin with the word “may” **must** be carried out when placing a die on the tile, if able.
- If you **don't want to** resolve a non-optional ability, you should not place a die on the tile.

— RESOURCE GENERATION —

Your most important objectives during the game are to generate the most possible resources, to fulfill the missions, and to keep the life support system active.

When placing dice during this phase, it is important to consider that tiles with dice placed on them will generate resources in the next phase; the more tiles you can activate during this phase, the more resources will be generated.



The generated resource is indicated on the bottom right corner of the tile.

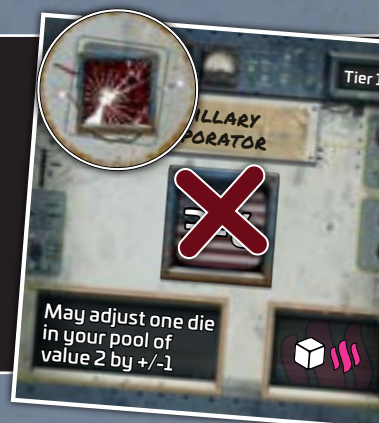
If, for example, you have one die left and two unused Station tiles, one of which also gives you a new die, it is often better to use that tile first so that you can also place a die on the second tile (and therefore generate more resources during Phase 2).

— DISABLED TILES —

During the game, Disable tokens may get placed on some Station tiles.

A tile with a Disable token on it is not currently functioning.

Players may not place any dice on those tiles and cannot trigger their effects.



MISSION CARDS

Placing a die of value 1 onto the top Mission card starts that Mission.

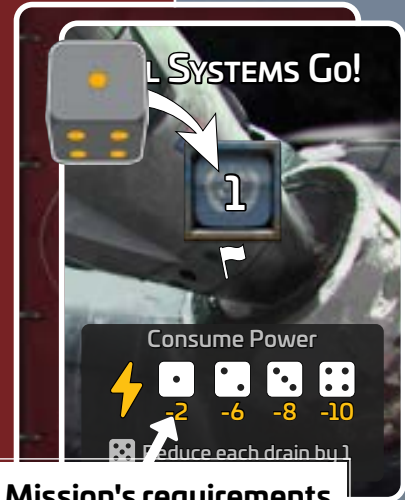
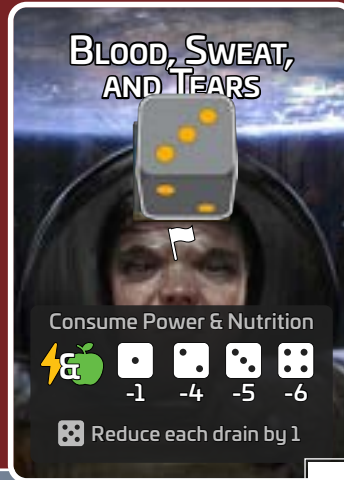
Once started, the Mission stays active until it is completed (see page 21).

Mission requirements must be fulfilled in Phase 3 of every round the Mission is active, including the round the Mission was started.

When a Mission is started, place the Mission card next to the deck and flip the next Mission card face up.

The newly revealed Mission card is immediately available for players to start.

Any player can start a mission.



The Mission's requirements are indicated on the bottom of the card.

EXAMPLE: The "Blood, Sweat, and Tears" mission is already active. Now, players decide to start the "All System Go!" mission, so one of the players places a die of value 1 from their pool on the card.

— STRATEGIC HINT —

Choosing the right time to start a mission is a crucial decision for your crew. Once a Mission is active, there is no turning back; you must see it through to the end.

Start too soon, and you might not be able to generate enough resources needed to stay alive (see page 23); start too late, and you might not have enough time to complete the three required missions before the disaster destroys your Station (see page 24).

In both cases, the game will end with a defeat of all the players.

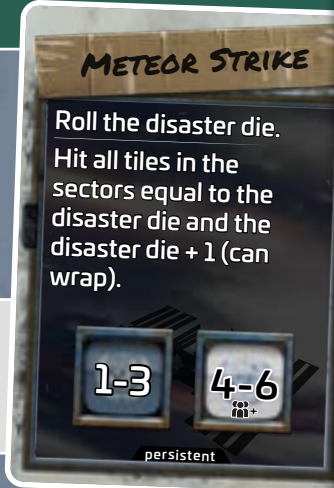
PERSISTENT DISASTER CARDS

Players may choose to place dice on any persistent Disaster cards (see page 24). In 1-2 player games, only 1 die is required to satisfy a persistent Disaster card. This increases to 2 dice in 3-4 player games.

NOTE: Placing the required dice on a Persistent Disaster card allows the players to remove the card from the game during Phase 4.

This means that its negative effects will no longer go into effect.

EXAMPLE: In a 1-2 player game, a die of value 1, 2, or 3 is needed to satisfy the requirement of the Meteor Strike card. In a 3-4 player game, a second die of value 4, 5, or 6 is also required.



DOCKING MODULES



If a player is in need of a certain die number, they can request it from their fellow players.

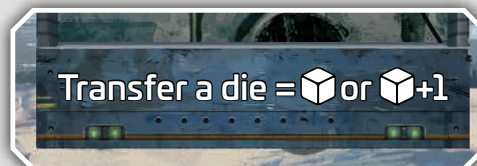
When you choose to transfer one of your dice to another player, you must first place the die on one of the four Docking Module spaces on the Game board.

The receiving player does **not** take the die from the docking module — instead, they take a new die from their supply, set it equal to the die that was transferred, and place it in their pool.

Two of the docking modules allow players to optionally transfer a modified die.

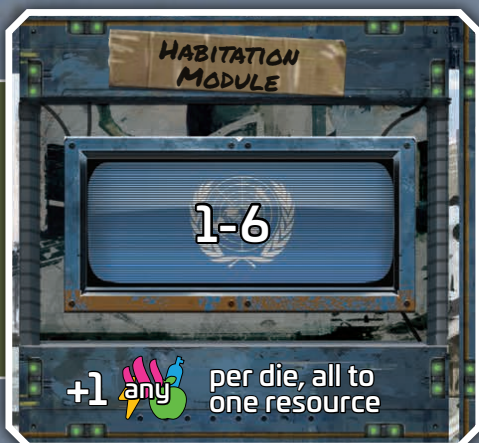
EXAMPLE: This docking module allows the receiving player to gain a die equal to or one greater than the placed die.

If a player placed a 4-value die on this docking module to transfer, the receiving player could take a new die from their supply equal to either a 4 or a 5, at the discretion of the receiving player.



NOTE: The transferred die is not removed from the Docking Module until Phase 6 (see page 27). Once all four docking module spaces are full, no more dice may be transferred this round.

HABITATION MODULE



Players may also choose to place dice in the Habitation Module in the middle of the Game board.

While not very efficient, dice in the Habitation Module provide a small benefit during the Generate Resources phase (see page 20).

NOTE: Unlike other dice slots, the Habitation Module can hold any number of dice (from any number of players).

IMPORTANT: Once a player places one or more dice on the Habitation module, that player cannot place any more dice this round.

PHASE 2 - CALCULATE RESULTS

This phase is divided into 3 steps, carried out in order.

1. Station Tiles Generate Resources
2. Habitation Module Generates Resources
3. Remove Amplify, Strain, and Disable Tokens

1. STATION TILES GENERATE RESOURCES

Station tiles **with dice on them** will now generate resources.

It is recommended to calculate one resource at a time (the order does not matter), as follows:

For each resource, each player looks at the dice placed on **their own** Station tiles, and **calculates how many of that resource is generated** by summing up the amount generated by each tile (see below).

Then, the player controlling the Resource board adjusts the red marker accordingly.



EXAMPLE:

Players are currently checking the **Nutrition**.

USA Station tiles generate 8, and Russia Station tiles generate 9, while Canada, and Japan Station tiles don't generate any **Nutrition**.

The player controlling the **Nutrition** board then moves its red marker 17 steps forward (8+9).

Nutrition started the round with -8 Drain.

Moving the red marker 17 steps brings the players to 9 **Nutrition**.

NOTE: Station tiles with no dice on them **do not** generate any resources.

REMINDER: The position of the red marker doesn't indicate the total generated amount of a resource, but how much of that resource is **actually** available (i.e. the total generated minus the current drain).

Which and how many resources are generated by each tile depends on the following conditions (they are explained in full on the following pages):

- Whether the tile generates a fixed or a variable amount
- Whether the tile has joined or separated die slots
- Whether it is a unique Station tile
- Whether the tile has an Amplify or a Strain token on it

— FIXED OR VARIABLE AMOUNT —

Some Station tiles generate a fixed amount of resources regardless of the dice placed on them, while other tiles generate a variable amount that is dependent on the dice placed on the tile.

This is indicated on the tile's bottom right corner.

EXAMPLE: If there is a die placed on Aquapad System, it generates 6 **Nutrition** regardless if the die is of value 3, 4, or 5.





EXAMPLE: The Photocatalysis Conductor generates **Power** equal to the value of the die placed on it multiplied by 2. So, if activated, it generates 8, 10, or 12 **Power** depending on whether the die on it is a 4, a 5, or a 6.



EXAMPLE: The Active Thermal Control generates **Climate** equal to the value of the die placed on it, plus 2. In this example, it will generate 7 **Climate** (5 + 2).

NOTE: When the amount of resources a tile generates is dependent on the die, the player should work to ensure the most optimal (often the highest) die is placed.

— SEPARATED OR JOINED DIE SLOTS —



If the tile has multiple die slots that are separate, each die on the tile generates the resources depicted. This is indicated by the “each die” symbol.



If the tile has multiple slots that are joined, the resources depicted are only generated once, not once per die. This is indicated by the “all dice” symbol.



EXAMPLE: Each die placed on the Electrolysis Chamber generates 1 **Oxygen**. In this example, it will generate a total of 2 **Oxygen** (1 per die).



EXAMPLE: The Constrained Vapor Bubble generates **Climate** equal to 6 plus the value of ONE of the dice placed on it (even though it requires two dice of the same value). In this case, it will generate 11 **Climate** (5 + 6).

— UNIQUE STATION TILES —

During the game, you may unlock unique, tier-4 tiles that do not produce the typical resources. Each country may unlock 2 unique tiles.



EXAMPLE: This tile generates one type of resource of your choice, equal to the value of the dice placed on it. You may wait until all other resources have been totaled before choosing which resource this tile generates.

EXAMPLE: This tile does not generate any resources itself. Instead, it increases the value of any one die on a Mission card by 1. See page 21 for more information about Missions.



— AMPLIFY AND STRAIN TOKENS —



These are double-sided tokens with Amplify on one side and Strain on the other. They are added to tiles by different game effects. Amplify tokens potentially increase the amount of resources generated by a Station tile, while Strain tokens potentially decrease the total amount of resources generated by all players.



Amplify Tokens

If there is an **Amplify token** on a Station tile, and **at least one die** on that tile **matches** the dice symbol on the Amplify token, that tile will produce an **additional 3** resources, of the type it generates.

NOTE: Having an additional die on the tile that matches the Amplify token does not provide additional resources.



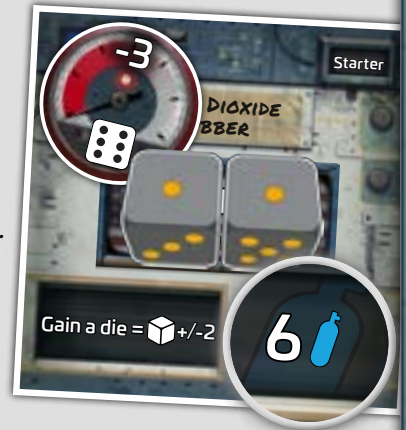
EXAMPLE: This tile generates **8 Nutrition**: 5 for the default generation, plus 3 because the placed die matches with the Amplify token.



Strain tokens

If there is a **Strain token** on a Station tile, and there are **no dice** on that tile **that match** the Strain token (or **no dice at all**), the **total** number of the resource depicted on the tile **generated by all players** is **reduced by 3** for that round.

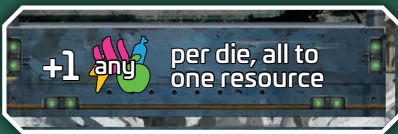
EXAMPLE: This tile generates **3 Oxygen**: 6 for the default generation, minus 3 because no die on it matches the Strain token. If other tiles generated **4 Oxygen** this round, the **total Oxygen** generated would have been 7. If this tile had no die on it, the **total Oxygen** generated would have been 1: 4 generated by the other tiles minus 3 for the Strain token on this tile.



NOTE: The number of Amplify/Strain tokens in the game is based on the number of players; you are limited to using only these tokens.

For example, in a 2-player game, there are 6 tokens available. If you currently have 2 Amplify and 4 Strain tokens in play, you cannot add another Amplify token until one of the other tokens is removed.

2. HABITATION MODULE GENERATES RESOURCES



The Habitation Module generates **1 resource** for each die placed there, but all resources generated by the Habitation Module during a round must be of the same type.

Players choose which resource will be generated.

Then, the player controlling that Resource board adjusts the red marker accordingly.

NOTE: The decision about which resource is generated by the Habitation module is done after all other resources have been generated to ensure you get the most benefit.

3. REMOVE AMPLIFY, STRAIN, AND DISABLE TOKENS



Any Amplify, Strain, or Disable tokens should be removed from the tiles at this time, and returned to their respective piles.

Any Scenario tokens placed on tiles are **not** removed.

PHASE 3 - USE RESOURCES

With your resources calculated, you are ready to work on active Mission cards, supply the Station's life support systems, and generate Capacity.

This phase is divided into 4 steps, carried out in order:

1. Resolve Missions
2. Check Minimum Resource Generation
3. Trigger Resource Bonuses
4. Calculate Capacity

1. RESOLVE MISSIONS

The requirements of **all** the active Mission cards (i.e. with a die on them), must now be fulfilled.

If there are multiple Mission cards with dice on them, resolve them from oldest to newest, based on when the Mission cards were revealed.

For each active Mission, check the table on the bottom of the card and **determine how much of the depicted Resource(s) must be consumed**, according to the value of the die on the card.

For each consumed Resource, the player controlling the Resource board moves the red marker backwards accordingly.

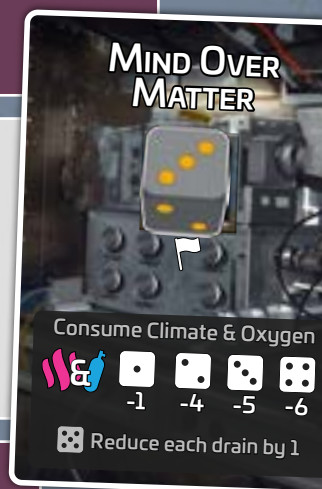
Then, players increase the value of the die on the card by 1.

EXAMPLE: To fulfill the requirements of this card, players must consume both **Climate** and **Oxygen**.

Players are required to consume 1, 4, 5, or 6 of each Resource, depending on whether the die on the card has a value of 1, 2, 3, or 4.

In this example, players must consume 5 **Climate** and 5 **Oxygen**.

They will then increase the value of the die by 1 setting it to 4.



— MISSION COMPLETED —

As soon as the die on the Mission card reaches 5, the Mission is completed; perform the following steps:

1. Return the die on the Mission card back to the appropriate player's supply.
2. Remove the Mission card from the game.
3. Reduce the Drain on each Resource wheel by 1.

IMPORTANT: When reducing the Drain, ensure the marker does not move. For example, if you had 6 **Oxygen** and reduce the Drain by 1, you now have 7 **Oxygen**. This is important when triggering Resource Bonuses and calculating Capacity later on.



NOTE: Even if the final Mission card has been completed, players still need to generate enough resources this round (see step 3 on the next page) to win the game.

2. TRIGGER RESOURCE BONUSES

— AVAILABLE BONUS SPACES—

On each Resource wheel, there are 5 spaces colored with that resource's color: 18, 22, 27, 34, and 40. They are called *bonus spaces*.

A bonus space is considered **available** if its number is **higher** than the number depicted in the space where the white marker is on the Bonuses track.

EXAMPLE: the white marker on the **Oxygen** board is on the number 22. Therefore, the available **Oxygen** bonus spaces are 27, 34, and 40.



Check each Resource board one at a time. For each resource, compare the current position of the red and the white marker, and proceed accordingly as described below.

If the red marker has **reached or passed an available bonus space**, the player controlling that resource may activate a bonus, by following these two steps:

- 1 - Advance the white marker 1 step up to the next slot in numeric order (e.g. from 18 to 22).
- 2 - Choose **one** of the following two options:
 - All players increase their Capacity by 3
 - Increase the value of a die on a Mission card by 1

If the die on the Mission card reaches 5, the Mission is complete and the card is removed from the game (see pages 21 - 22).

If multiple resources trigger a bonus on the same round, you may choose the same or a different option for each bonus (including the same Mission card).

EXAMPLE: Both the **Nutrition** and the **Climate** triggered a bonus. You decide to use both bonuses on the same mission, increasing its die by 2.

Each Resource offers only **one bonus per round**, and each **white marker** may **move at most 1 step up** each round (even if the red marker reached more than one bonus space).

EXAMPLE: On the **Power** board, the white marker is on the number 18, and the red marker is on the 34. The white marker moves up to space 22 (not to space 34), and players take one bonus (not two).

If, instead, the red marker does not reach at least the next available bonus space, no bonus is activated, and the white marker does not move.

EXAMPLE: The white marker is on space 18, meaning that in a previous round the red marker reached at least the bonus space 18. In the current round, the red marker reaches space 18 again. No bonus is activated (you would need to reach 22 or more), and the white marker stays on the 18.

NOTE: In Phase 6, red markers move back to the bottom left-most slot. White markers never move back.

3. CHECK MINIMUM RESOURCE GENERATION

Each round, the players must generate a certain number of each life-sustaining resource just to survive. Failure to do so will result in the essential life support systems failing, and all players lose. Check the current position of the red markers on each Resource wheel, and proceed accordingly as described below.

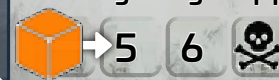


If **one or more** red markers are on a **red space** (indicating a negative amount), the game ends immediately and all players lose.

If one or more red markers are on an **orange space** (numbered 0-3), the players must use up some of their emergency supplies, by advancing the Emergency Supply marker on the Game board to the next space.

If the orange marker moves to a space with a number in it (the Emergency Supply value), set every red marker that is currently on a number lower than the Emergency Supply value to the Emergency Supply value.

Emergency Supplies



NOTE: Red markers are set to exactly the Emergency Supply value, not increased by that number.

EXAMPLE: You have 2 **Oxygen**, 3 **Power**, 4 **Climate**, and 7 **Nutrition**. The red markers of both **Oxygen** and **Power** are in Orange spaces. Therefore, the first of the emergency supplies must be used. **Oxygen**, **Climate**, and **Power** are then set to exactly 5, while **Nutrition** stays on 7.



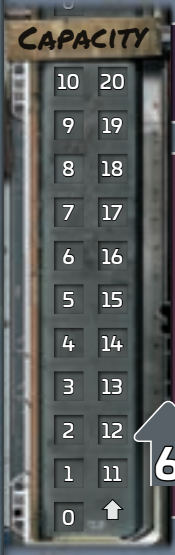
If the orange marker moves to the final space (with the skull symbol), the game immediately ends and all players lose.

Emergency Supplies




If, at the end of this step, players have not lost the game, and **three Mission cards have been completed**, the game ends immediately and all players **win!**

If **all** red markers are on **white or bonus spaces** (numbered 4+), but less than three Mission cards have been completed, proceed with the next step.



4. CALCULATE CAPACITY


Players receive Capacity equal to the lowest of the four resources the players currently have.

 Each player advances the blue marker on their Capacity tracks by a number of steps equal to the Capacity received.

For example, if the players currently have 8 Oxygen, 12 Nutrition, 6 Power, and 14 Climate, each player would increase their Capacity by 6.

Capacity is spent during Phase 5 (see page 25).

PHASE 4 - RESOLVE DISASTERS

If, at the start of this Phase, the Disaster deck is empty (representing the disaster destroying the station), the game ends immediately and all players lose. 

Otherwise (i.e. if the Disaster deck is not empty):

1. Flip over the top card from the Disaster deck and place it face up near the deck.
2. Then, if any persistent Disaster card has been satisfied (i.e. the card has 1 die on it in a 1-2 player game or 2 dice on it in a 3-4 player game), remove it from the game and return any dice on it back to their owner's supply.
3. Finally, resolve the effects of all face-up Disaster cards. If there is more than one card face up, resolve them from oldest to newest.

Resolve the effects of each Disaster card by following the instructions on it from top to bottom. See the appendix for more details about the Disaster cards.

There are 2 types of Disaster cards - momentary and persistent.

- **Momentary cards** have a one-off effect and are then removed from the game.
- **Persistent cards** (indicated by the die slots at the bottom of the card), have an immediate effect when revealed, but also stay in play. Their effects are resolved each round until they are removed by placing the indicated dice on them during Phase 1.

— DISABLING TILES —

If the Disaster card instructs you to disable a Station tile, place a Disable token on it. That tile may not be used, either for its ability or resources, until the end of phase 2 of the next round.

Only tiles on the Game board can be disabled. If a tile is already disabled, players cannot select it to be disabled again.



— DESTROYING TILES —

If the Disaster card calls for a tile to be destroyed, remove that tile from the game. Destroying a tile does not return the Drain caused when installing it (see page 26).

PHASE 5 - SPEND CAPACITY

In this phase, players may spend their Capacity on one or more items.

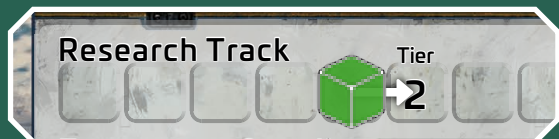
There are five things you can spend Capacity on. These can be done in any order and as many times as you want (unless noted otherwise).

- Advance the Research marker
- Install a Station tile
- Obtain Additional dice
- Place an Amplify token
- Use your Career Badge (once per round)

NOTES:

- Some Career Badges do not cost Capacity to use, but they are still used in this phase.
- Capacity may not be shared between players: your Capacity is yours to spend alone. When you spend Capacity, move your marker down on your Capacity track. Any unspent Capacity will carry over to future rounds.

ADVANCE THE RESEARCH MARKER



Players can work together to advance the Research marker on the Research track. This costs 1 Capacity per player, but the cost can be split among one or more players.

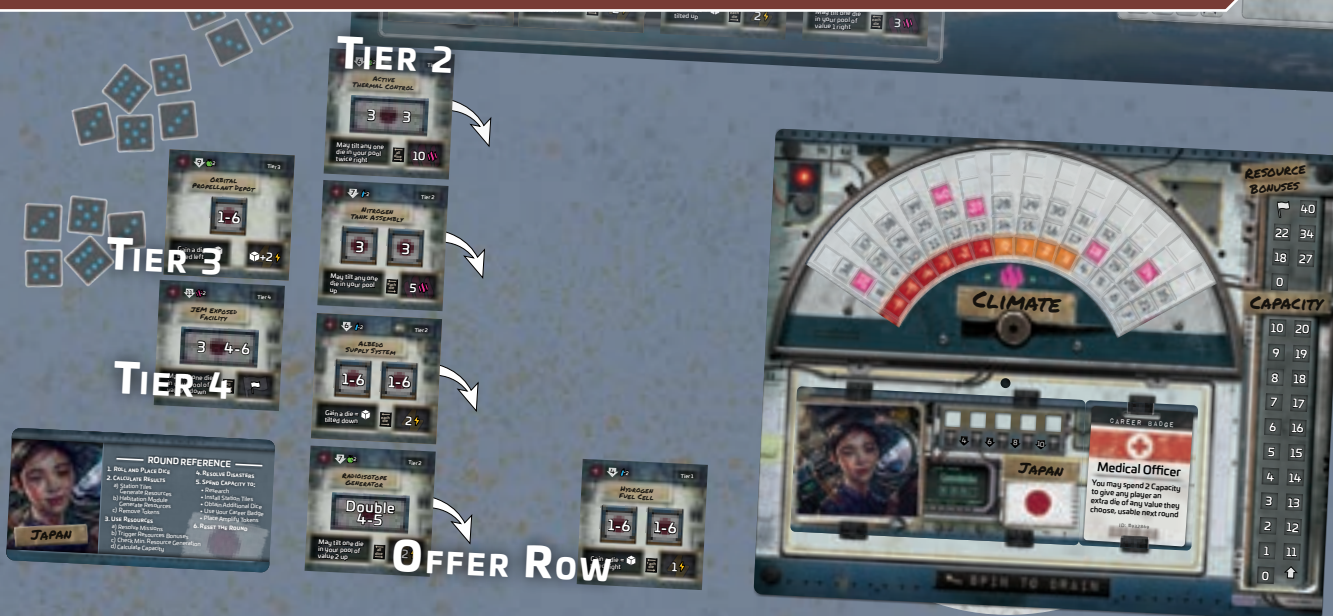
EXAMPLE:

In a 3-player game, advancing the Research marker costs 3 Capacity. This cost can be paid for all by one player or split however the players choose.

— ADD TILES TO THE OFFER ROW —

If the Research marker moves onto a slot depicting a new Tier value, all players immediately take their stack of Station tiles of that tier and add them to their Offer row, ensuring they are on the correct side face-up (i.e. so that the light depicted in their top-left corner, matches the one on your Resource board).

These tiles are immediately available to be installed (see page 26).



INSTALL STATION TILES

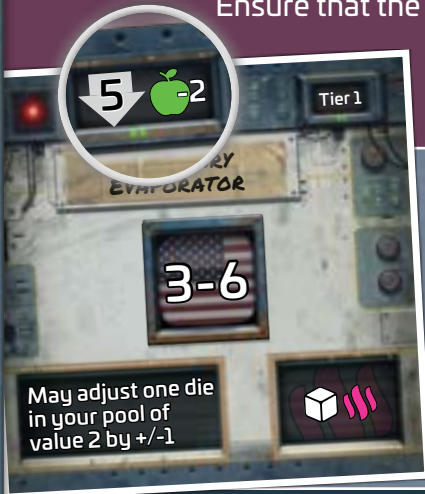
You can install a new Station tile from your offer, adding it to the Game board.

Whenever you install a new tile, **pay the Capacity cost** indicated in the top left corner of the tile, and **Drain the resource depicted** at its side by the indicated amount.

After paying the cost, place the tile onto any empty space of the Game board.

Ensure that the tile is on the correct side up (i.e. with the red or blue color matching your Resource board) and the tile is oriented so that it faces you.

You are allowed to place a tile on any side of the Game board.



EXAMPLE: To install the Capillary Evaporator tile, you have to spend 5 Capacity and Drain Nutrition by 2.



IMPORTANT: You cannot install tiles from Tiers that have not yet been added to your Offer Row (see page 25).

If there are no empty spaces on the Game board, no new tiles may be placed.

Any player may destroy one of their tiles at any time to make room for a new tile. Destroying a tile does not return the drain caused when installing it.

OBTAIN ADDITIONAL DICE

You can advance your marker on your dice track, increasing the number of dice you will roll in future rounds.

The Capacity cost is depicted on the dice track between the two slots.

EXAMPLE: The player playing Japan is currently rolling 4 dice.

They spend 8 Capacity in order to advance their yellow cube to the next slot.

On future turns, they will roll 5 dice.



USE YOUR CAREER BADGE

You may use the ability on your Career Badge.

Each Career Badge ability may be used **once per round**.

For a full description of the Career Badge abilities, see the Appendix.



PLACE AMPLIFY TOKENS



You may spend 3 Capacity to purchase an Amplify token and place it on **any** Station tile on the Game board that does not already have an Amplify token on it, even another player's tile.

This will potentially increase the number of resources generated by that tile by 3.
For more details on Amplify tokens, see page 20.

PHASE 6 - RESET THE ROUND

In this phase, all players retrieve their dice, returning them to their supply.

Then, reset the red marker on all Resource wheels to the bottom left-most space; resources do not carry over from one round to the next, so players must generate new resources each round.

Do not rotate the Resource wheels themselves at this point.

NOTE: Dice placed on the Mission cards **do not** return to the player's supply until the mission is complete. Having one or more dice placed on Mission cards at the beginning of Phase 1 does not affect the number of dice you roll into your pool.

Once Phase 6 is complete, proceed back to Phase 1 - Roll and Place Dice (page 13).

SOLO GAME RULES

— SETUP —

To play a solo game of Intrepid, follow the setup as normal, with the following adjustments:

- Place all 4 Resource boards in front of you with the Resource wheel set to -3.
- Choose a Country board and place it on any of the Resource boards with the "solo" side face-up (with the astronaut on the right).
- Place a blank Country board on each of the other Resource boards.
- Choose a Career badge for each Resource board.
- Make sure all of your starter tiles are on the same side (either red or blue-light in the top-left corner), then take the "Boost 1" tile that matches the color of your starter tiles and the "Boost 2" tile of the other color and place each of them on an empty space of the Game board.
- Return the "Reboot the Station" Mission card to the box; it is not used in a solo game.
- Finally, roll 4 dice and place them above the board to create your stash. Ensure that the stash is kept separated from your supply.



— GAMEPLAY —

Play proceeds as normal with the following adjustments:

- When you place a die on a Docking Module, immediately take any 1 die from your stash and add it to your pool.
Then take a new die from your supply, set it equal to the die you placed on the Docking Module, and place it in the stash.
If you use one of the Docking Modules that allows you to manipulate the die, you may alter the die you receive as per the instructions on the Docking Module.

EXAMPLE: You place a die of value 4 on the Docking Module. You take a die of value 3 from your stash and change it to a 2. You then place a die of value 4 into your stash.

NOTE: You cannot manipulate the die you place into your stash, only the die you receive.

- When you place dice on the "Boost 2" tile, immediately take 2 dice from your stash and add them to your pool. Then take 2 new dice from your supply, set them equal to the two dice you placed on the Boost 2 tile, and place them in the stash.
- During the "Calculate Capacity" step, receive double the amount of Capacity. For example, if your lowest resource was 6, you would receive 12 Capacity that round.
- When installing a new Station tile, you may install either side of the tile (red or blue).

NOTE: Dice in your stash remain between rounds.

VARIANT RULE - IRREGULARITIES

Once you are experienced with the game, you can introduce some irregularities to the disaster you are facing to add an additional layer of strategy to the game.

To do this, during setup (for any player count), select one or more Irregularity cards associated with your chosen disaster.

Each Irregularity card adds both a benefit and an impediment to the game. When selecting an Irregularity, be sure to follow the rules for both.

Irregularities may affect your tiles, your dice pool, your Capacity, or even your win condition.

GAME DESIGN: Jeff Beck, Jeff Krause

ILLUSTRATIONS: Gwalchmai J. Doran

GRAPHIC DESIGN: Heiko Gunther, Juju B. Jones

SCIENCE CONSULTANT: Andrzej Stewart

RULEBOOK EDITING: Paul Grogan, Jon Bobal

LEAD TESTERS: Skye Larson, Madison Beck

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