

NO ESCAPE SALVATION

No Escape Salvation requires the base game, No Escape.

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No Escape Salvation consists of:

Two (2) Game Modes



Cooperative
Mode



Rescue
Mode

Two (2) Game Expansions



Alien
Expansion



Android
Expansion

About Game Modes

- Game modes change the objective of the game.
- Some (not all) Modes add new components into the game.
- Some (not all) Modes use components from existing Expansions.
- Only 1 Game mode can be used at a time.

About Game Expansions

- Expansions add in new pieces and rules to the core game.
- Any number of Expansions may be combined together.
- Certain Expansions are required to play specific Game modes.
- Any expansion may be combined with any game mode. Some expansions will state that they are not recommended to be played with a specific expansion.

COMPONENTS

- 20 Android Tokens for the Android expansion
- 8 Mission Tokens for the Cooperative expansion
- 8 Maze Tiles for the Android expansion
- 7 Maze Tiles and 8 Action Tiles for the Alien expansion
- 2 Maze Tiles and 10 Action Tiles for the Cooperative mode
- 8 Alien Meeples for the Android expansion

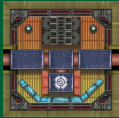
COOPERATIVE MODE



Cooperative Mode is a completely new way to play No Escape. In this mode the self-destruct has been activated, and it is up to EVERYONE to work together to find the code to disable it. Enter code fragments into the various Control Centers scattered around Titan Station in order to survive!

COOP TILES AND TOKEN

Maze Tile



Action Tiles



Mission Token



OBJECTIVE

To win, collect 8 Mission Tokens before the Maze/Action Tile stack runs out. Everyone loses if the Draw Pile runs out.

SETUP

Use standard setup rules. When using the 2-Player Board, place 1 Mission Token on the Starting Control Center.

GAMEPLAY CHANGES

- 1) You try to stay on the board throughout the entire game. Treat all Maze exits as dead ends and turn around when you reach one. Blast doors are closed to the rest of the station so you need to find a way around.
- 2) When a Control Room Tile is drawn, revealed, or placed on the Discard Pile, it must be played immediately in the game in a legal position. Place a Mission Token on the Control Room Tile. This does not count as playing or drawing a tile.
- 3) Control Rooms with Mission Tokens on them can not be moved or replaced.
- 4) If a Control Room Tile is ever removed from the game board, immediately play it again on the board, as far away from its last position as possible. Place a Mission Token onto the Control Room Tile.
- 5) If you move onto a Control Room Tile with a Mission Token, activate the control panel and take the token, placing it in front of you.

COOPERATIVE MODE



MISSION TOKEN EFFECTS

2-5 players

Advanced Countdown

At the beginning of your turn, count up ALL the Mission Tokens that everyone has collected PLUS ALL the Mission Tokens on the game board and flip that total number of tiles from the Draw Pile into the Discard Pile.

If a Control Room Tile is flipped during this "Advanced Countdown" it is immediately added to the game board, and a Mission Token is placed on it.

MISSION TOKEN EFFECTS

6-8 players

Advanced Countdown

At the beginning of your turn, count up ALL the Mission Tokens that everyone has collected and flip that total number of tiles from the Draw Pile into the Discard Pile.

If a Control Room Tile is flipped during this "Advanced Countdown" it is immediately added to the game board, and a Mission Token is placed on it.

ANDROID TOKENS

When Android Tokens are used in the Cooperative Mode, the tokens gain the additional function.

- **Keep Pressing the Button!** You may discard an Android Token at the beginning of your turn to prevent Advanced Countdown. Any player may use this ability during any turn.

RESCUE MODE



Rescue mode is a special competitive game mode that requires Android and Cooperative game pieces.

Shuttles have docked to rescue the remaining survivors, but many of them are trapped on the station. As the pilot of a rescue shuttle, you must decide whether survivors, or the months of research about to be lost is more important to be saved! It's too late to save the station, so make your choice.

OBJECTIVE

Save the most before the tile stack runs out.

SETUP

Use standard setup rules.

Shuffle all Android Tokens and place them face down in a pile.

When using the 2-Player Board, place 1 Mission Token on the Starting Control Center.

VICTORY CONDITION

You win by having the most points at the end of the game.

Each Android Token is worth 3 Victory Points.

Every 3 matching colour Android Tokens are worth an additional 4 points.

Collected Mission Tokens are worth:

1 token =	3 point
2 tokens =	6 points
3 tokens =	10 points
4 tokens =	14 points
5 tokens =	19 points
6 tokens =	24 Points
7 tokens =	30 points
8 tokens =	36 points



RESCUE MODE



GAMEPLAY CHANGES

- 1) At the beginning of your turn remove 1 tile from the top of the Maze/Action pile and place it in the Discard Pile.
 - 2) You try to stay on the board throughout the entire game. Treat all Maze exits as dead ends and turn around when you reach one. Blast doors are closed to the rest of the station so you need to find a way around.
 - 3) When a Control Room or Android Tile is drawn, revealed, or placed on the Discard Pile, it must be played immediately in the game in a legal position. Place an appropriate random token onto that tile. This does not count as playing or drawing tile.
 - 4) Tiles with tokens on them cannot be moved or replaced from the game board.
 - 5) If a Control Room or Android Tile is ever removed from the game board, play it immediately again on the board, as far away from its last position as possible and place a new Android Token it.
 - 6) When you move onto a Control Room Tile with a Mission Token, you:
 - a) activate the Control Panel
 - b) take the Mission Token, and place a random Android Token onto the Android Tile furthest away from you.
- NOTE:** There may be multiple Android Tokens on a single tile.
- 7) When placing an Android Tile, add a random Android Token on the tile with the Android Icon showing.
When a player moves onto the Android Icon, they take ALL the tokens on that tile.

LEAVING THE STATION

When you re-enter the Starting space on the main tile, you may choose to re-board the ship and leave the station. The first time a player leaves the station, Endgame begins.

ENDGAME

During Endgame, at the beginning of each player's turn remove additional tiles from the top of the deck equal to the number of players left on the station. The game ends when either there are no tiles left, or all players have left the station. Any players that do not manage to leave the station before the tiles run out do not score any points.

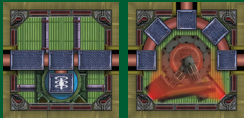
ALIEN EXPANSION



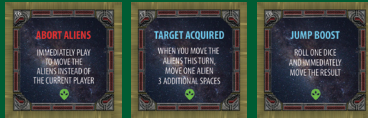
Aliens add a new element to No Escape. While players still compete to be the first one off of Titan Station, Aliens are now invading and making it even harder. Avoid the Aliens, before there is No Escape! Aliens are usable in any game mode, but may be too challenging for first time players when playing Cooperative Mode.

ALIEN TILES

Maze Tiles



Action Tiles



Front of
Alien Meeple



ALIEN EXPANSION



CONTROL CENTERS • TELEPORTERS • BOARD EDGE

Aliens do not interact with Teleport or Control Centers (treat them as dead ends). However, Aliens interact differently with Maze exits. When an Alien leaves the board, it immediately re-enters the board from any open board edge (controlling player's choice).

ALIENS ON TILES

Aliens are Meeples, so any tile they are on cannot be moved or replaced.

JETPACK

You may use your Jetpack to "fly over" aliens, as you would any other Meeple.

ANDROID TOKENS

When Alien and Android Expansions are played together, the Androids Tokens gain the following ability:

- **Take Him!** If you come into contact with an Alien, instead of being captured you may discard an Android Token and move the Alien to any Teleporter.

MOVEMENT

Aliens ONLY enter the game when a Teleport Tile is placed into the game. Alien are then put onto that newly placed Teleport Tile.

After you roll the dice, in addition to moving your Meeple, move all the Aliens the number on the RED dice, in whichever direction you choose.

You may also choose in what order to move your Meeple and the Aliens.

NOTE: For the 2-player board, place 1 Alien Meeple on the starting Teleporter.

CONTACT

When you come into contact with an Alien, you have been captured and must escape. Remove your Meeple from the board (You do not count as being off the board). At the beginning of your next turn, place your Meeple onto any Teleport Receiver, then continue your turn as normal.

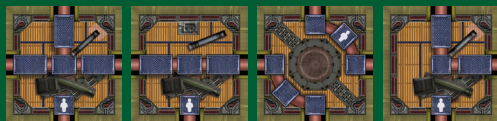


ANDROID EXPANSION



As you run through the access walks, you can hear calls for help. It seems like others made it here and need your help! Who knows, maybe they could help you too. Or maybe they have equipment you'll need to survive. The choice is yours.

ANDROID MAZE TILES



ANDROID TOKENS



NOTE: The different colours ONLY matter for Rescue Mode.

In the Android Expansion the Android Tokens have 3 different functions:

- ***I Need A Boost!*** Use an Android Token to refill ALL your energy tokens.
- ***Abort! Abort!*** Use an Android Token to CANCEL an Abort Tile used against you.
- ***Go That Way!*** Use an Android Token to turn your Meeple to face a new direction.

After an Android Token is used, place it on any available Android Maze tile.

Android Tokens are always placed with Android Maze Tiles.

When you move onto an Android Icon whose tile has a token, take that token.



• ***Take Him!*** If you come into contact with an Alien, instead of being captured you may discard an Android Token and move the Alien to any Teleporter.



• ***Keep Pressing the Button!*** You may discard an Android Token at the beginning of your turn to prevent Advanced Countdown. Any player may use this ability during any turn.