

EVACUATE

RULEBOOK



Dedicated to Isaac, Anika, Caleb, and Emily,
May you play this someday and realize that
you are cooler than your dad.

EVACUATE!

It's too late! The Nomia plague has spread throughout the space station. Startropolis, once a bastion of unity, has now been overrun by the Nomia. The last **Evacuation Transport** beacon has been activated. There is only one escape transport left and you must lead your people from a shelter to claim it before the others get there first. You don't want to rush because you don't know what is around the next corner, but you also don't want to be at the back because the slowest always seem to get picked off. The only safe spot is in the middle of the survivors. Outwit the other players, keep your people alive, and **EVACUATE!**

EVACUATE is a community deck-building game where players use social deduction to outwit the other players and reach the **Evacuation Transport** with the most **Survivors**.

COMPONENTS

17 STATION CARDS



EVACUATION TRANSPORT



6 PLAYER TOKENS
1 PER COLOR



34 CIVILIZATION CARDS
 (3 PER CIVILIZATION - 4 FOR GLAZATOO)

11 RUN DECKS:
 8 CARDS PER DECK



48 SURVIVOR MINIS
 8 MINIS PER COLOR



2 NEUTRAL
RUN DECKS
10 CARDS PER DECK



NOMIA CARDS
25 CARD TOTAL



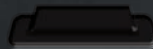
FIRST PLAYER
TOKEN



DIRECTION ARROW
TOKEN



PLASTIC ARROW
STAND



NOMIA TOKEN & 3
URUMAK TOKENS



SET-UP

1

STATION CARDS:

Place the **Starting Station Card** on the table and shuffle the remaining **Station Cards**. Draw an additional **Station Card** and place it next to the **Starting Station Card** to form a line. Draw one more card off the top of the deck, and without looking at it, place it face down next to the second **Station Card**.



2

RUN DECKS AND SURVIVORS:

Basic Game: Each player is given a **Run Deck**, **5 Survivor Miniatures**, and a **Player Token** of the same color and places those components in front of themselves. One Survivor from each player is placed on the first space of the **Starting Station Card**.



Note: For the Basic game, players may choose any of the Run Decks (the specific Civilization doesn't matter) and will not use any of the special Civilization Cards during the game.

Full Game: In addition to the setup from the Basic game, each player also chooses a Civilization and takes the three Civilization Cards for that Civilization. Most Civilizations give the player a unique power, a new **Run Card**, a **Special Card**, and a specific amount of **Survivor Miniatures**.



2-3 Player Games (Basic and Full Game): If playing with 2-players, use both **Neutral Run Decks**. If playing with 3-players, just use one of the decks. Now take the **Neutral Run Deck(s)**, shuffle it, and set it near the **Station Cards**. Choose one set of unused miniatures for a 3-player game, and 2 sets of unused miniatures for a 2-player game. Place one neutral miniature of each color on the start space of the Station. Set the other 4 miniatures (per color) off to the side in a pool.



NOTE: Neutral players never use Civilization Cards.

3

NOMIA CARDS:

The **Nomia Cards** are laid out, face up, into piles based on their titles so that all players can reach them.



The initial **Nomia Deck** is created by adding:

- 1 **No Hostile Entities Detected**
- 1 **Medical Station**
- 1 **Nomia Approaching from Front**
- 2 **Nomia Approaching from Rear**

The **Nomia Deck** is then shuffled and placed face down near the **Station Cards**.

**4**

DIRECTION ARROW:

Place the **Direction Arrow Token** next to the **Station Cards**, facing towards the second **Station Card**. This is the direction the players' miniatures will be traveling. If the direction changes during the game, rotate the arrow to face the other direction.

**5**

FIRST PLAYER TOKEN:

The **First Player Token** is given to the last player to see an alien. Otherwise, choose randomly.

GAME PLAY

Each round has 4 phases. In Survivors Run, players choose one card from their **Run Deck** to play simultaneously. The Survivors will move the distance shown on the card that they played. This creates a line from the fastest to slowest Survivors. After the line is created, Survivor Actions are performed (if any). Then the Nomias Attack; the first player draws a **Nomia Card** and the card's actions are followed. If a player loses a Survivor due to a **Nomia Card**, they then add a new **Nomia Card** to the Nomia discard pile. Finally, players Clean Up their played card to their discard pile and the first player token is passed clockwise.

PHASES

1. SURVIVORS RUN

2. SURVIVOR ACTIONS

3. NOMIAS ATTACK

4. CLEAN UP

1

SURVIVORS RUN:

Players choose a card from their hand of **Run Cards** and place it face down. All players reveal their cards at the same time and move their Survivor Miniature the number of spaces shown on their card.

Note: When playing the full game, each Civilization has one **Special Card** that can be played from their hand and is not considered a **Run Card**. If two players' Civilization actions ever conflict, they are resolved in turn order starting with the player holding the First Player Token.

Note: In the rare case that players can't fit all of their Survivors on one row of a card due to space limitations, you can place Survivors off the edge of the card still in the same row. Most spaces on cards can hold an "unlimited" number of Survivors.

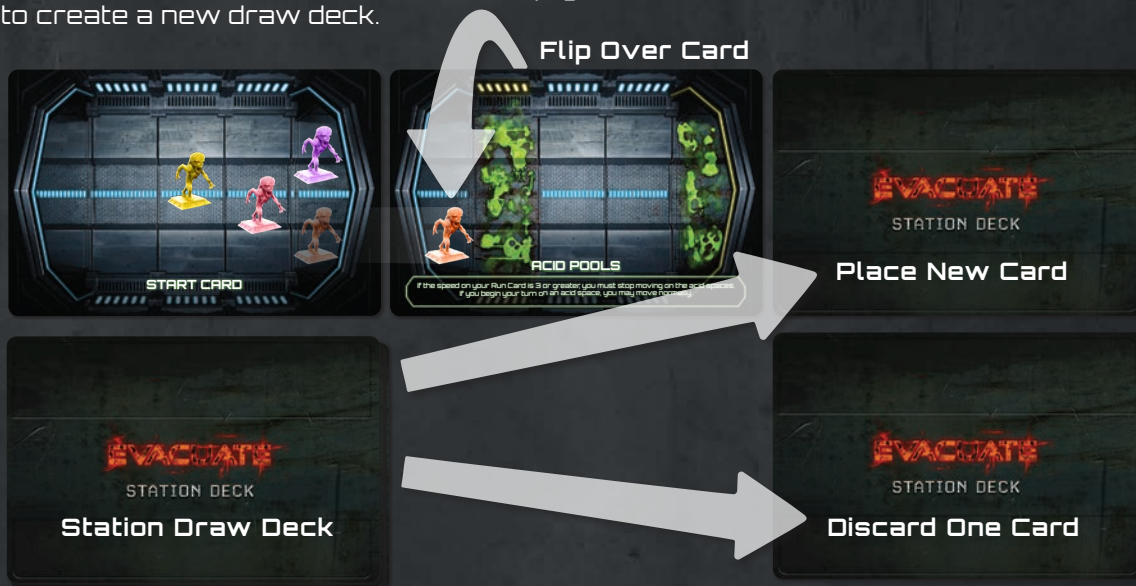


2-3 PLAYERS:

If playing with 2-3 players, draw one card for each neutral-colored miniature on the Station and advance it that many spaces. If a **Neutral Run Deck** ever runs out of cards, reshuffle the discard pile to create a new deck.

Note: Some **Station Cards** will alter how miniatures are moved. **Station Cards** only affect movement if the miniature **STARTED** its turn on that card. If a Station Card would restrict players' movements (such as the Maintenance Access card) where position is important, then all movement should be handled in turn order starting with the first player.

If a Survivor moves to a face-down **Station Card**, turn that card over and they move their miniature the remaining spaces of their movement onto that card. Then, that player draws two **Station Cards** and chooses one to place face down at the end of the card they just moved on to. The other **Station Card** is discarded. If you need to draw a **Station Card** and the deck is empty, shuffle the discarded **Station Deck** cards to create a new draw deck.



Example: The Orange Player advanced to the first space on a face-down Station Card, so the Station Card is flipped over to reveal "Acid Pools." The Orange Player then draws two Station Cards from the deck and **secretly chooses one** to add to the end of the row. The other card is discarded and play continues.

If all players have left a **Station Card**, then remove that card from the row and place it in the Station discard pile.

Flip Over Card



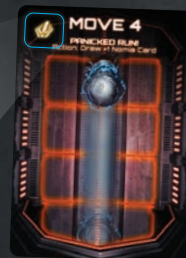
New Card

2

SURVIVOR ACTIONS:

Starting with the first player and continuing clockwise, **Run Card** actions (if any) are performed one player at a time. All actions for a single player are performed before moving to the next player.

ACTION
ICON





Example: Purple played a **Panicked Run Card** and moves 4 spaces. However, an extra **Nomia Card** will be drawn during Phase 3.

3 NOMIAS ATTACK:

A **Nomia Card** is drawn from the **Nomia Deck** and the text on the card is followed. More **Nomia Cards** may be drawn depending on Survivor actions or Station Cards.

Example: **Nomia Approaching from Front** > Players with a Survivor in the first line lose one Survivor and cannot move next turn.

Note: Nomia's attacks always use the **Direction Arrow Token** to determine who is in the front or back of the pack. Yellow is now in the lead.



If a **Survivor** is killed due to a **Nomia Card**, they must place a **Survivor Miniature** from their pool on the bottom-most empty space of the **Evacuation Tracker**, starting with the section matching the player count.



Then, each player that lost a **Survivor** chooses a new **Nomia Card** from the market (*See Page 8*) and adds it to the Nomia discard pile.

Example: A Nomia in Front card is drawn. The Yellow player is in front so they would lose a **Survivor** from their pool (they do not remove the Survivor on the station unless it is their last Survivor, in which case they are eliminated). The **Survivor** is placed on the **Evacuation Tracker** in the bottom-most space of the track with the correct player count. The Yellow player then gets to choose a new **Nomia Card** from the display and adds it to the **Nomia Deck** discard pile.

Hint: **Blue Cards** are good for the players, **Red Cards** are bad for the players.

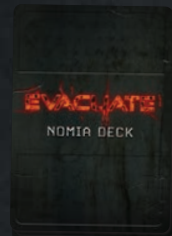
IMPORTANT! If the Nomia Discard pile ever has 2 or more **BLUE** titled cards in it, then the Nomia Discard pile is shuffled back into the **Nomia Deck**. This can happen when a new card is added, or after a second **Blue Card** has been drawn and played during the Nomias Attack phase.

NOTE: This can happen between "Panicked Run" extra card draws or if a player adds a second (or third) **Blue Card** to the discard pile due to a Survivor being killed. This triggers the shuffle condition.

Tip: Rotate **Blue Card** 90 degrees in the discard pile so it's easy to see how many are in there.



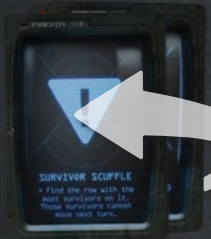
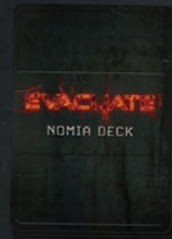
IMPORTANT! When a **Survivor** is placed on the Evac Ready space of the **Evacuation Tracker**, play stops and the **Evacuation Transport Card** is added to the Nomia Discard pile, which is then **IMMEDIATELY** shuffled into the **Nomia Deck**. From now on, the Nomia Discard pile **WILL NOT** be shuffled into the deck again for the rest of the game.



Draw Deck



Discard Pile



Two Blue Cards shuffled back into Draw Deck

2-3 PLAYERS:

If a **Neutral Survivor** is killed, take the matching color **Survivor** from the pool and place it on the **Evacuation Tracker**. Then, take the matching color **Survivor** on the Station and move it to the middle of the pack of runners as best as possible (the first player will break any ties). If there are no more **Neutral Survivors** of that color in the pool, then the one from the Station is removed. When a **Neutral Survivor** is killed, the First Player chooses the new **Nomia Card** to be added to the discard pile.

4

CLEAN UP:

All Run Cards played are placed in their individual discard piles.

Note: If a player only has 2 cards left in their hand (not counting one-time use cards if playing the Full game), they then return all of the cards in their discard pile to their hand.

Pass the **First Player Token** clockwise.

WINNING

The player with the most **Survivors** alive when the **Evacuation Transport** card is drawn wins. Ties are won by the player closest to the front. If two or more players are still tied, they share a victory.

The **Nomias** win if no players have any **Survivors** left on the Station.



Players
Hand



Players
Discard Pile



FAQ:

- Q.** Can actions move people onto spaces that cost extra movement?
- A.** No, unless the actions give them enough movement to do so.
- Q.** Do Station Cards that requires specific movement values affect a Survivor that didn't start their turn on the card?
- A.** Yes, cards like Fallen Debris or Hole don't affect your movement, but require specific speeds to cross.
- Q.** When do Station Cards that add to movement take effect?
- A.** Station Cards only take effect if you start your turn on them.
- Q.** If I leave the Maintenance Access on my turn, can I use an action card once I'm off the Maintenance Access?
- A.** If you started your turn on the Maintenance Access, the action restrictions stay with you for the remainder of the turn.
- Q.** If I didn't start my turn on the Residential Module card, but I ended my turn on there, do we still draw an extra Nomia card during phase 3?
- A.** Yes!
- Q.** If I decide to target someone with an attack, and then the attack is nullified because the target is immune, what happens to my attack?
- A.** Attacks are decided in this manner: You decide on a target, then you resolve the attack. If the target ends up being immune, your attack fails.
- Q.** Some cards force you to lose Survivors based on spaces moved. Is this based on the speed of your run cards or the actual spaces moved?
- A.** It depends on what the card says. For example, Nomia Ambush Card says: "Players that moved four or more spaces this turn lose one survivor." So if your survivor moved 4 spaces this turn, they lose a Survivor. However, the Acid Pools Station Card is based on the speed of the Run Card you played.
- Q.** Which cards are considered "Action cards"?
- A.** Any card with the Action icon  symbol is considered an Action card. So the Move 2: Trip card is considered an Action card, but the standard Move 2 card is not.
- Q.** Why are Station Cards moved to the discard pile after the last Survivor has left the card? What if they come back to that space? Does the station change?
- A.** Thematically, this represents the Survivors taking a different passageway when they come back to that part of the station. Essentially, turn left instead of right this time.
- Q.** When players are going in two different directions (due to the Dead End Station card), how do we determine who is in the front of the pack and who is in the back?
- A.** Nomia's attacks always use the Direction Arrow to determine who is in the front or back of the pack regardless of which way a Survivor is facing.
- Q.** What happens if the timing on two Civilization Action cards conflict? Example: The Skith plays the Warp Reality Run Card and the Mendeku plays

the Hyper Evolved Run Card in the same turn.

A: The cards are resolved in turn order, starting with the player with the First Player Token and going clockwise.

Q: When can Civilization Special Cards be played?

A: Most can be played at any time. Check the text on the card to see when would be the most relevant.

Q: In a 2-3 player game, can the Collector collect Neutral Survivors?

A: Yes! One of each color if playing with 2 players.

Q: Does the Urumak player have to kill one Survivor before adding hits to another?

A: No, you can assign hits to your Survivor as you desire (use the hit tokens included). The Survivor only dies when it takes a second hit.

Q: What happens if the Mendeku uses their power to take the "Collect Nomia" card from the Collector player after use?

A: The Menduku can't use the Nomia token as a Survivor, so this card would have no effect for the Mendeku player.

Q: How do we resolve movement on Station Cards like Dark Passageway, Narrow Passageway, and Maintenance Access, where players are restricted from passing other players' spaces?

A: In situations like this, movement should be handled in turn order, starting with the first player and continuing clockwise.

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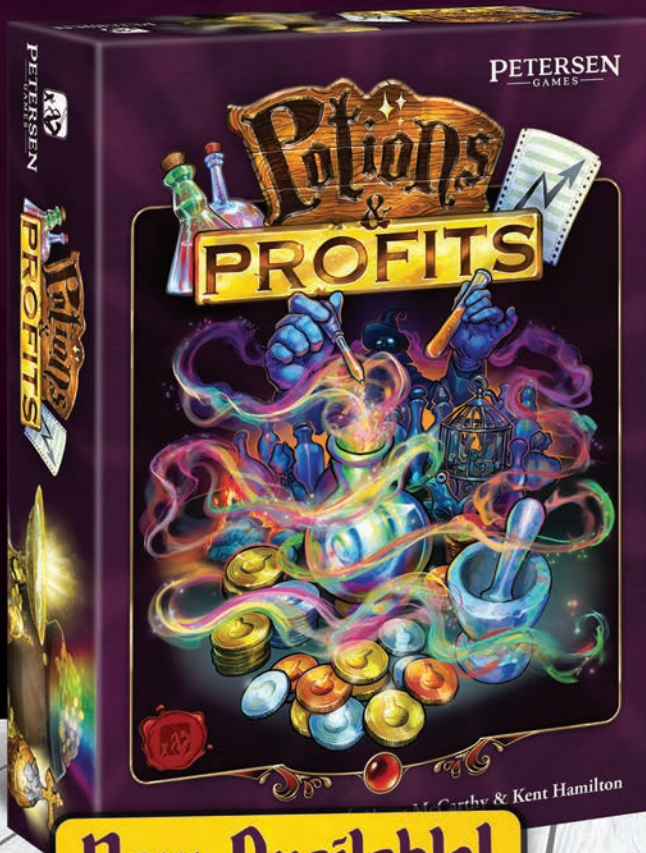
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1

SURVIVORS RUN:

Players choose a card from their hand of **Run Cards** and place it face down. All players reveal their cards at the same time and move their Survivor Miniature the amount of spaces shown on their card.

2

SURVIVOR ACTIONS:

Starting with the first player and continuing clockwise, **Run Card** actions (if any) are performed one player at a time. All actions for a single player are performed before moving to the next player.

3

NOMIAS ATTACK:

A **Nomia Card** is drawn from the **Nomia Deck** (or more based on **Survivor Actions** or **Station Cards**).

If a **Survivor** is killed due to a **Nomia Card**, they must place a **Survivor Miniature** from their pool on the bottom-most empty space of the **Evacuation Tracker**.

Then, each player that lost a **Survivor** chooses a new **Nomia Card** from the market (*See Page B*) and adds it to the **Nomia discard pile**.

4

CLEAN UP:

All **Run Cards** played are placed in their individual discard piles.

Pass the **First Player Token** clockwise.

WINNING

The player with the most **Survivors** alive when the **Evacuation Transport** card is drawn wins. Ties are won by the player closest to the front. If two or more players are still tied, they share a victory.

The **Nomias** win if no players have any **Survivors** left on the **Station**.



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