SURVIVE! SPACE ATTACK!

GAME RULES

*W*elcome to the height of technology and comfort, the Space Station Atlantis! All the comfort of a five star hotel, mixed with the adventure of space travel. The station is filled with staff, entertainers and guests trying to enjoy their out-of-this-world vacation. But all of a sudden, the Atlantis comes under attack by aliens!

After getting the guests to safety, the crew rushes to escape. Some will find space on the limited escape pods, others will board fighters and attempt to destroy the aliens. The unlucky ones will have to trust in their space suits and float for it. But with the alien Warriors, Spawns, and Queens patrolling the space around the station, it will not be an easy trip!

Who will be able to jump to safety?

Goal

At the end of the game, flip over all of the Crew tokens you have managed to get to Jump Points and total the points printed on the bottom of these Crew tokens. Players also get a 1 point bonus for each different Jump Point one of their Crew tokens has reached. The player with the highest total (and not necessarily the most Crew tokens saved) wins the game!

Contents

- 1 game board;
- 40 Station tiles (12 Cargo Bay tiles, 12 Habitat tiles, 12 Bridge and 4 Reactor tiles);
- 40 Crew tokens (10 of each color);
- 18 Creature tokens:
  - 6 Queen tokens;
  - 6 Spawn tokens;
  - 6 Warrior tokens;
- 17 Ship tokens:
  - 12 Escape Pod tokens;
  - 5 Fighter tokens;
- 4 Laser Turrets;
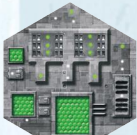- 1 Creature die;
- 1 Rulebook.

Jump Point

Tiles are removed in the following order:

Cargo Bay

Habitat

Bridge

Reactor

🟣 Game Setup

1. Place the game board on the table with the side showing four Jump Points.

2. Place 5 Queen tokens on the spaces of the board with the Queen symbol in them.

3. Shuffle the Station tiles face up (showing the Cargo, Habitat, Bridge, or Reactor side), and place them randomly on the thick white-bordered spaces of the game board. This way, you'll create a Space Station made of tiles with a Queen placed on a space in the middle.

4. Place one Laser Turret on each of the Reactor tiles.

5. Each player chooses a color and takes the 10 corresponding Crew tokens.

6. Each player gets 2 Escape Pod tokens.

7. All remaining tokens are set aside for the moment (they will come into play during the game).

8. Choose or randomly select the player who will play first (quite logically called "first player" from here on). Under each of your Crew tokens is a number from 1 to 6. Take a good look at your tokens, but don't reveal those numbers to the other players. Try to remember throughout the game where you place each of them during setup, as the higher the number is, the more points the crew token is worth when you manage to get the token to a Jump Point.

9. Starting with the first player and proceeding clockwise, the players each place a Crew token on an empty tile (meaning a tile which doesn't contain a Crew token. You may place in a tile with a Laser Turret). Take care not to reveal the numbers printed on your Crew tokens when you place them. Placement continues until each player has placed all 10 of their Crew tokens. When playing with fewer than four players, some tiles will remain empty.

10. Starting with the first player and proceeding clockwise, the players in turn place one of their Escape Pod tokens on an Open Space (a space that doesn't contain a Station tile) adjacent to a Station tile. The chosen space must also not have a Queen or other Escape Pod. The placement continues until each player has placed both of their Ship tokens.

Removing Station Tiles

As a reminder about the order of tile removal, the tiles are different thicknesses. The first tiles to be removed, the Cargo Bay tiles, are the thinnest. The thickness increases for each stage, with the Reactor tiles being the thickest, and the last to be removed.

🟣 Game Overview

The players will now, starting with the first player and proceeding clockwise, take their turns. During your game turn, you must perform these actions in the following order:

🧑‍🚀 1. Play Creatures from your "hand"

You may, but are not required to, play any Creatures that you have captured in a prior turn onto Empty spaces on the board. An Empty space is one that has no tile or tokens of any type. Naturally, you'll skip this step during your first turn as well as on any turn in which you don't have a Creature "in hand".

🧑‍🚀 2. Move your Crew and/or Ship tokens, and Play Red Station Tiles

You **may** move any combination of Crew and/or Ship tokens. You are allowed three movements in total, on the Station and in Space. For example, you can move two Crew tokens one space each to get them onto an Escape Pod, and then move the Escape Pod in question one space. The goal is to get your Crew onto Escape Pods and Fighters and get them to the Jump Points. Read the "***Moving Crew and Ships***" section later for more details. You can also use a movement to fire a Laser Turret. Read the "***Laser Turrets***" section later for more details on that.

You **may also** play any number of red-bordered Station tiles you've obtained during a previous round. You may mix up spending movement and playing tiles however you'd like. For example, you may move an Escape Pod one space, then play a tile, and then move the Escape Pod a second space.

🧑‍🚀 3. Remove a Station Tile

You must carefully remove a Station tile from the Station. Any Crew on that tile is now on the space it previously occupied. Look at the back of the tile without showing it to other players and refer to the "Using Information from a Station Tile" section later on for more details.

Any Crew tokens that are no longer on a Station tile are out in space and are called Drifters. Fortunately space suits are standard issue on the Space Station, but drifters move much slower than crew that are on Escape Pods or Fighters.

You must respect two conditions when you remove a Station tile. First, you must choose a tile adjacent to at least one open space (even if it's a space which previously had a Station tile). Second, all of the Cargo Bay tiles must be removed first, followed by the Habitat tiles, then the Bridge tiles, and finally the Reactor tiles – this is to represent the parts of the Station that are weaker as being destroyed first. If a Cargo Bay tile is completely surrounded by non-Cargo Bay tiles, remove it as the last Cargo Bay tile (even if it not adjacent to open space). The same goes for any Habitat tile surrounded by Bridge or Reactor Tiles.

4. Roll the die, play Blue Station Tiles, and move a creature

You **must** roll the Creature die. After rolling, you may play any Blue Station Tiles you have.

Then, you **may** move a Creature (Queen, Spawn, or Warrior) corresponding to the die result and already on the game board one or more open spaces in order to attack another player or protect your own Crew. Read the "*Using a Die Result*" section below for more details.

Using a Die Result

The Queens, Spawns and Warriors have no effect on each other. They can occupy the same open space. If the Creature rolled isn't present on the board, nothing happens.

Queen

If the die result is a Queen, move one of these creatures one open space. If the Queen enters an open space occupied by a Ship containing passengers, remove that Ship and any passengers from the game. Also remove any Drifters on the open space. If it was an empty Ship, it remains in play. Remember that Ship means either Escape Pods or Fighters.

Spawn

If the die result is a Spawn, move one of these creatures one or two open spaces. If the Spawn enters a space occupied by one or more Drifters, the Spawn's movement ends. Remove all Drifters from the open space when the Spawn has stopped. If the space on which the Spawn is contains a Ship, the Spawn doesn't affect it (or any passengers it may have).

Warrior

If the die result is a Warrior, move one of these creatures one to three open spaces. If the Warrior enters an open space occupied by a Ship containing one or more passengers, its movement ends. The Ship is removed from the game and its passengers become Drifters. If the open space also contained a Spawn, the Drifters are removed from the game. A Warrior doesn't affect Drifters or empty Ships on the same open space as itself.

Moving Crew and Ships

Crew on the Station

- You can move a Crew token from a Station tile to an adjacent Station tile, even if the latter is already occupied by one or more Crew tokens.
- You can move a Crew token from a Station tile to a Ship located on an adjacent open space.
- You can move a Crew token from a Ship to another Ship on an adjacent open space.
- You can move a Crew token onto an Escape Pod already occupied by Crew of another color (but no more than 3 per Escape Pod).
- You cannot move another player's Crew tokens.
- Once a Crew token leaves the station (by getting on a Ship or becoming a Drifter), it can no longer return onto a Station tile.

Crew in Open Space (Drifters)

- Crew tokens become Drifters when they move into open space from an adjacent Station tile, when they jump from a Ship into the open space on which that ship is, when they fall into open space when a Station tile is removed, or when a Warrior destroys their Ship and makes them fall into the open space it occupied.
- You can move a Drifter only one open space on your turn. When a Drifter goes from a Station tile or Ship into an open space, it's considered to be a movement of one open space.
- You may not move a Drifter from an open space into a Ship in an adjacent open space (since this would be considered 2 movements, and a Drifter may move only one open space in a turn). You can only move a Drifter onto a Ship when they occupy the same open space.
- Open space can hold multiple Drifters.
- If you move a Drifter into an open space containing a Queen or a Spawn, the Drifter is immediately removed from the game.
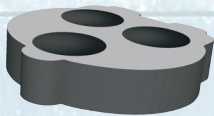
Important Note About Crew Tokens

Once the game has begun, you can no longer look at or reveal the value of your Crew tokens, even if they've reached a Jump Point.

Escape Pods

- When an Escape Pod is empty, any player can move it from one open space to another, as desired (at the cost of one movement per space).

- A given open space can only contain 1 Ship at any time.

- Each Escape Pod can only carry a maximum of three Crew tokens (regardless of color).

- When an Escape Pod contains Crew tokens belonging to more than a single player, it's the player with the most Crew on board who controls the Escape Pod. When you control an Escape Pod, you're the only one who can move it.

- When multiple players have the same number of Crew in an Escape Pod, each player controls the Escape Pod.

- If you move an Escape Pod containing one or more Crew tokens into a open space containing a Queen or a Warrior, the Escape Pod is immediately removed from the game, its passengers becoming Drifters (don't forget that if the open space contains a Spawn or Queen, these Drifters are immediately removed from the game).

Fighters

- A Fighter with a Crew token may only be moved by that player. An empty Fighter can be moved by any player.

- For one point of movement, a Fighter can be moved any number of spaces in a straight line. It may pass through other Ships, but may not end in the same space. It may not enter a space containing a Station Tile.

- A player may spend at most 1 movement point on each Fighter in a turn.

- If a Fighter enters a space containing one or more Creatures, it must stop. If there is a Crew token on the Fighter, the controlling player removes all the Creatures in the space and places them in front of them. They may place them back on the board during Step 1 of a future turn.

- When a Fighter is empty, any player can spend 1 movement point on it to move it using the normal rules for Fighter movement. Empty Fighters must stop upon entering a space with a Creature, but do not capture it.

- Each Fighter can only carry a maximum of one Crew token.

- Unlike Escape Pods, Fighters containing crew tokens are only removed if Creatures move into the space with the Fighter. If the Fighters enter the space with the Creature, the Creatures are captured instead.

- Creatures that evolve into a Queen or Warrior while in the same space as a Fighter will destroy the Fighter.

Example of Fighter movement

For one movement, the Fighter can move as far as it wants in a straight line. Here, the player moves it into the space with the Queen, capturing it and placing it in front of her. Note that she must stop when reaching the Queen space, and can't continue on to the space with the Spawn and Warrior. If the Queen was not there, she could move to that space and capture both the Spawn and Warrior.

Once the Fighter makes this move it cannot move any further this turn.
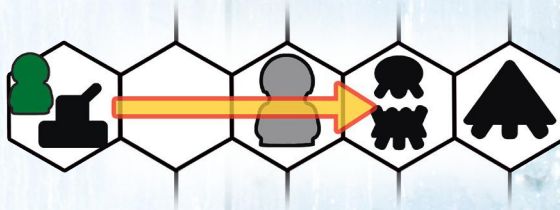
Laser Turrets

If a player has a Crew token on a Station tile with a Laser Turret, they may spend one Movement Point to fire it. Lasers shoot in a straight line from the Turret along a row of spaces, and captures all Creatures in the first space they hit, in the same manner as Fighters. Lasers may not be fired through Station tiles, but may be fired through (and do not effect) Ships and Drifters. Creatures captured by firing a Laser Turret may be placed back on the board by the capturing player at the start of a future turn.

Example of Laser turret fire

For 1 movement point, the Green player may fire the laser turret and capture the Warrior and Spawn. He could then spend another movement point to capture the Queen.

5

Reaching a Jump Point

Stargate

- Crews can disembark from a Ship placed on one of the two Stargate spaces adjacent to each Jump Point. Each Crew token leaving the Ship costs one movement. The Ship remains on the same open space until moved again.

- Moving a Drifter onto a Jump Point from one of the two adjacent Stargate spaces costs one movement.

- Your Crews can disembark on any Jump Point, not just the one in front of you. The more different Jump Points you reach, the higher your score will be. Remember, you get one bonus point for each different Jump Point you have reached.
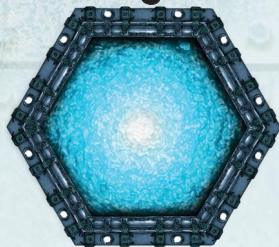
Using Information from a Station Tile

When you remove a Station tile (step #3 from the Game Overview, seen previously), discreetly look underneath it without showing it to the other players. There are four types of tiles, each of which is played differently:

1. To be played immediately.
2. To be played during your movement.
3. To be played after rolling the Creature die.
4. To be played outside of your turn.

Tiles to be Played Immediately (green outline)

If you see one of these icons, immediately reveal the tile to the other players, perform the actions given below, and then remove the Station tile from the game.

Take a Spawn token that had been set aside and place it on the open space that had been occupied by the Station tile. Any Drifter on that open space is removed from the game. If no Spawns are available, do not place one, and Drifters are spared.

Take a Warrior token that had been set aside and place it on the open space that had been occupied by the Station tile. If no Warriors are available, do not place one.

Take a Fighter token that had been set aside and place it on the open space that had been occupied by the Station tile. If that tile contained one or more Crew tokens, place one of them on board the Fighter (chosen by the active player).

Take an Escape Pod token that had been set aside and place it on the open space that had been occupied by the Station tile. If that Station tile contained one or more Crew tokens, place them on board the Ship. If the open space contained more than three Crew tokens, it is the player who has revealed the Station tile who chooses which ones get on board.

Black Hole: Remove from the game all Drifters, Queens, Spawns, Warriors, Ships and Crew from the open space the Station tile used to occupy, as well as from all adjacent open spaces.

Core Breach: refer to the "End of Game" section

Tiles to be Played During Movement (red outline)

If you see one of these icons, place the tile face down in front of you (in your "hand" of tiles). Then during step #2 of your game turn, as indicated in the Game Overview section, you can play as many of these tiles from your hand as you like.

Once a tile is played in this way, remove it from the game.

Exchange the places of two Crew tokens on Station tiles. May belong to you or other players.

Exchange the places of two Crew tokens on Ships. May belong to you or other players.

Move a Drifter onto an adjacent Station tile.

Teleport any Creature to an empty space.

Move a drifter onto a ship in the same or adjacent space with an empty slot.

Move a fighter occupied by any player, and keep any Creatures killed.

Fire any Laser Turret, whether you have a Crew token there or not.

Place a Warrior in an empty space next to a Queen, and a Spawn in an empty space next to a different Queen. Use unused tokens first. If there are none, use one that is on the board. If neither of these are possible you may not use this tile.

Move an empty Ship to an empty space (a space not containing any creatures, drifters, or ships).

Tiles to be Played after you roll the Creature Die (Blue outline)

If you see one of these tiles, place the tile face down in front of you (in you "hand" of tiles). Then, after you roll the creature die during Step 4, but before you move a creature, you may play one of these tiles. You then move a Creature as normal.

Move the creature you rolled one extra space.

Evolve Tiles: There are three types of tiles that allow you to change creatures on the board into a different type. If there is an unused token, use that. If there are none, then use a token of your choice from the board. If neither of these is possible, then you cannot play the tile.

Example: You roll a Spawn on the creature die. There is a Warrior right next to some drifters. You play a tile allowing you to evolve a Warrior. Exchange the Warrior for an unused Spawn token, and then move it into the drifters, removing them from the game.

You do not need to move the creature you evolve. You can evolve any creature of the correct type on the board.

Evolve a Spawn into a Warrior or a Warrior into a Spawn.

Evolve a Spawn or Warrior into a Queen.

Evolve a Queen into a Spawn or Warrior.

Tiles to be Played Outside of your Turn (Yellow outline)

Finally, if you see one of these icons, place the tile face down in front of you (in your "hand" of tiles), as the side with the icon should remain hidden. These tiles can only be played during another player's turn, and not on your own. They are considered to be "reaction" tiles, as they are played in reaction to a moves made by an opponent. Once such a tile has been played, remove it from the game. Here's how they should be resolved:

Defense Tiles

There are three types of tiles that allow you to defend against a Creature when it enters your space. All of these follow similar rules. If a Creature is attacking a Drifter or Ship you control, you may play one of these tiles, stopping any tokens in the space from being removed.

You then move the Creature up to the number of spaces shown on the tile, using the normal rules. It affects tokens in the space it ends.

'Attacking' means that the Creature enters the space or appears there and can remove your Drifter or controlled ship.

When you are attacked by a Warrior, play this tile to move the Warrior up to four spaces.

When you are attacked by a Spawn, play this tile to move the Spawn up to three spaces.

When you are attacked by a Queen, play this tile to move the Queen up to two spaces.

Steal Creature: When another player captures one or more Creatures with a single action you get them instead.

End of Game

Under one of the Reactor tiles is the Core Breach. As soon as this tile is revealed, a Core explosion destroys what remains of the Station as well as any Crew who haven't reached Jump Points. The game ends.

At the end of the game, flip over all of the Crew tokens you have managed to get to Jump Points and add up the number of points printed on them. Add a bonus point for each different Jump Point that your tokens have reached. The player with the highest total (and not necessarily the most Crew saved) who wins the game.

If two players are tied for the highest score, the player who saved the most Crew tokens wins. If it is still tied, the player who reached the most different Jump Points wins. If still tied, the player who went latest in turn order is the winner.

It's possible that you might not have any Crew left to move while the game is not yet over. In that case, continue playing, but during step #2 of the Game Overview (Move your Crew and/or Ship tokens) you may only play Station tiles. You may no longer move empty ships.
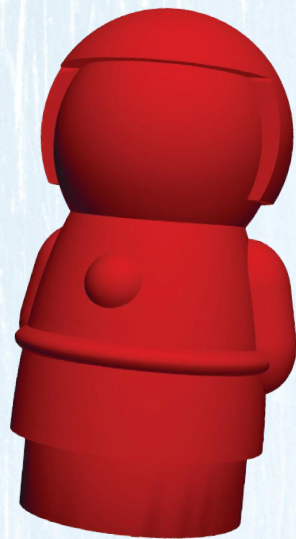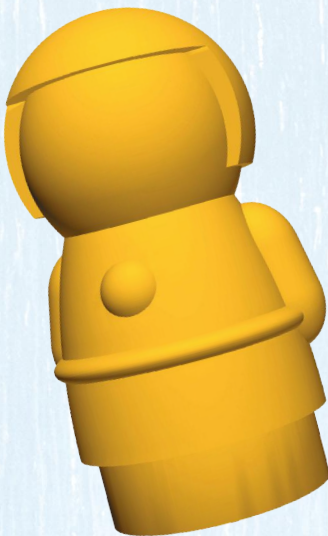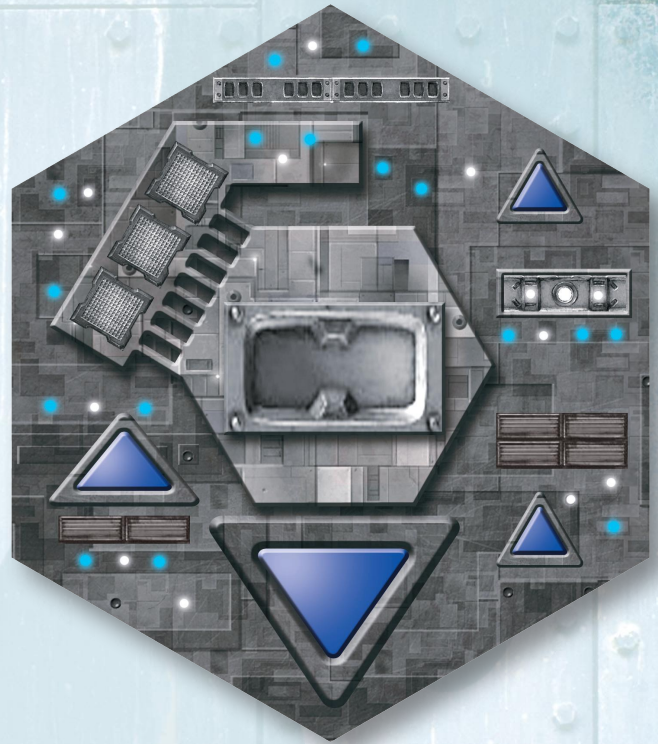
Two Player Games

If you're playing with two players, you can decide to use two colors for each player. This will keep the Station from being underpopulated and make the game more fun.

At the end of the game, total up the points earned by each color of Crew tokens, and gain a bonus point for each individual color you get to each Jump Point.

For example: You are playing Red and Yellow, and get a Red and Yellow token to the same Jump Point, you score two bonus points.
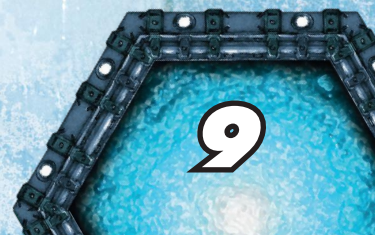
Challenges

Here are a few variants, or challenges, which will add a bit of variety and complexity to the game.

Challenge #1: Overpopulated!

During the game setup, the players can place up to two Crew tokens on Station tiles, except for those adjacent to open spaces, on the outside edge of the Station, where only one Crew token can be placed.

Challenge #2: To the last!

The game ends when the last Crew token is removed from the game board (by being saved or removed by a creature or black hole). When the Core Breach tile is revealed, treat it as a black hole tile and continue the game if Crew tokens remain on the board.
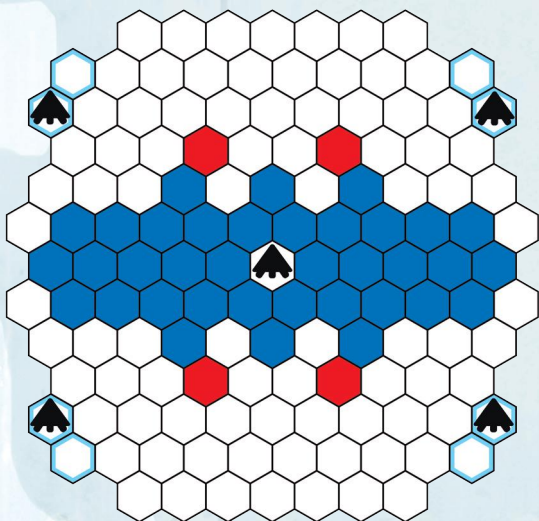
Challenge #3: Challenge Maps

Here are three alternate setups. Two of these use the two Jump Point side of the board. The rules are exactly the same as the standard game. The setups show recommended locations for the four Reactor tiles (in Red). All other tile types should be selected at random, as normal. If desired you may select all tiles, including Reactor, at random.
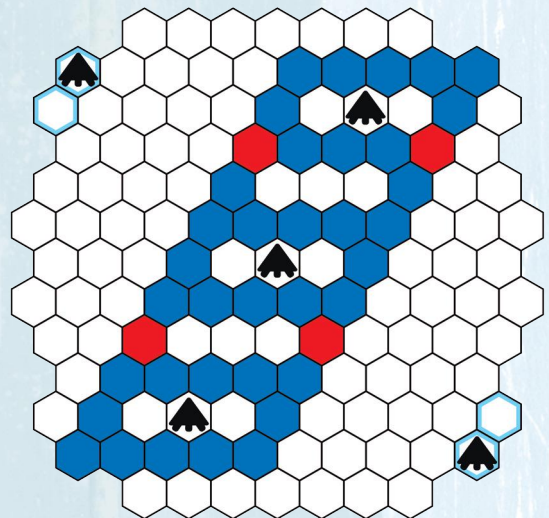
Jacob's Ladder:
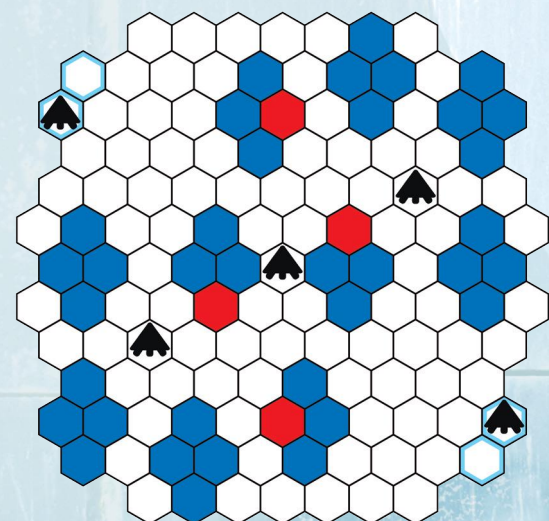Use the Two Jump Point side of the board

Starship Titanus:
Use the Four Jump Point side of the board

Asteroids:
Use the Two Jump Point side of the board

**5-6 PLAYER
MINI EXPANSION**

**THE CREW
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Tiles to be Played Immediately

Take a Spawn token that had been set aside and place it on the open space that had been occupied by the Station tile. Any Drifter on that open space is removed from the game.

Take a Warrior token that had been set aside and place it on the open space that had been occupied by the Station tile.

Take an Escape Pod token that had been set aside and place it on the open space that had been occupied by the Station tile. If that Station tile contained one or more Crew tokens, place them on board the Ship.

Take a Fighter token that had been set aside and place it on the open space that had been occupied by the Station tile. If that tile contained one or more Crew tokens, place one of them on board the Fighter.

Core Breach: refer to the "End of Game" section

Remove from the game all Drifters, Queens, Spawns, Warriors, Ships and Crew from the open space the Station tile used to occupy, as well as from all adjacent open spaces.

Tiles to be Played after you roll the Creature Die

Move the creature you rolled one extra space.

Evolve a Spawn into a Warrior or a Warrior into a Spawn

Evolve a Spawn or Warrior into a Queen

Evolve a Queen into a Spawn or Warrior

Tiles to be Played During Movement

Exchange the places of two Crew tokens on Station tiles. May belong to you or other players.

Move a Drifter onto an adjacent Station tile.

Exchange the places of two Crew tokens on Ships. May belong to you or other players.

Fire any Laser Turret, whether you have a Crew token there or not.

Move an empty Ship to an empty space (a space not containing any creatures, drifters, or ships)

Move a drifter onto a Ship in the same or adjacent space with an empty slot.

Teleport any Creature to an empty space

Move a fighter occupied by any player, and keep any Creatures killed.

Place a Warrior in an empty space next to a Queen, and a Spawn in an empty space next to a different Queen.

Tiles to be Played Outside of your Turn

When you are attacked by a Warrior, play this tile to move the Warrior up to four spaces.

When you are attacked by a Spawn, play this tile to move the Spawn up to three spaces.

When you are attacked by a Queen, play this tile to move the Queen up to two spaces.

When another player captures one or more Creatures with a single action you get them instead.