

Designed by Peter Newland

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Number of players: 2-4

Playing time: 45-75 minutes

Playtesters: Kimberly Newland, Tim and Jeni Ellis, Jason Burrows, James Mathe, Charles and Kim Cates, Jacob and Kelly Case, Scott Butters, Brad and Sarah Fitzgerald, Jerry Holkins, Tim and Abigail Horsefall, Kevin Hupy, Clay Johnson, Josh Martin, Steven and Rebecca Miljavac, Thom and Candace Miller, Lester and Emily Newland, Jerry Wood

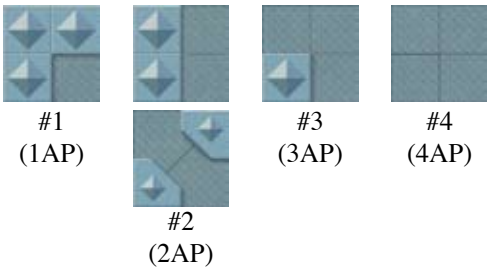
Additional Thanks: Dale Crouch, James Ernest, Joshua Howard, James Mathe

Overview

You are space pirates and have accepted the annual space pirate challenge. This year's challenge is to infiltrate a mobile intergalactic museum containing artifacts from the Solar system. The good news is that the getting in was easy and your remote platform controls work perfectly. The bad news is that you only have so much air and suit power and every round you are closer to running out. You'll need to build a path out of platforms, avoid the traps by collecting items along the way, and get out with the most valuable haul. May the best pirate win!

Components

20 Platform Tiles



9 Gallery Tiles



Artifact Markers

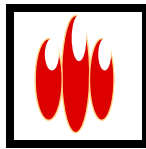
8 Blue, 1 Yellow



2 Transdimensional Doorway Markers



8 Fire Markers



4 Shield Markers



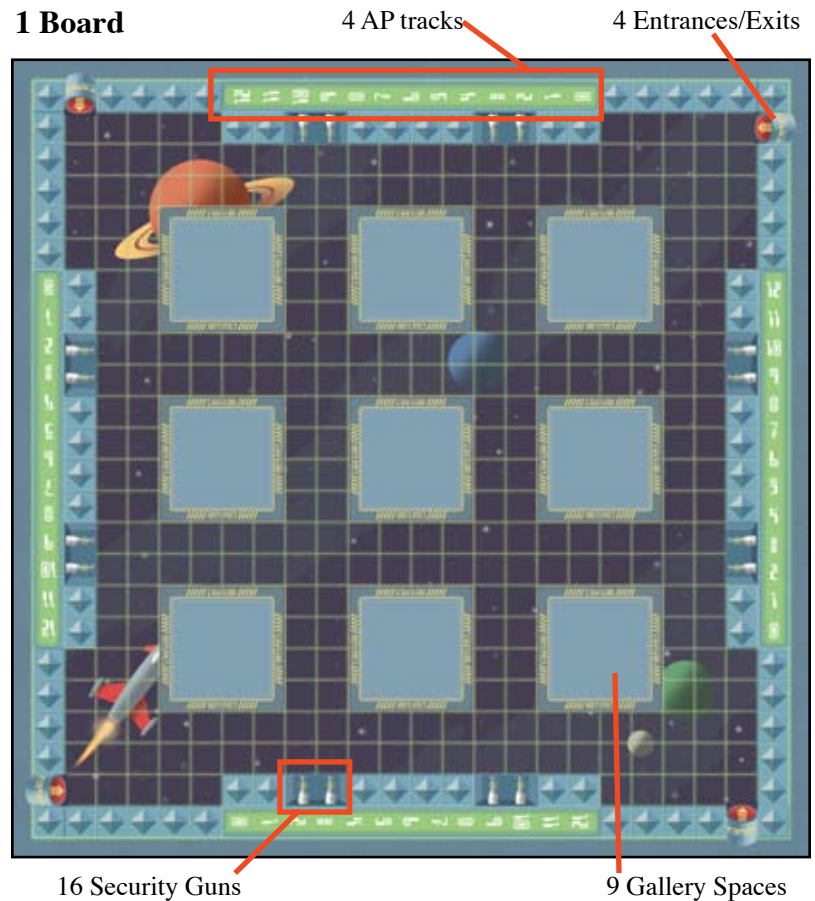
12 Item Markers



30 Charge Markers



1 Board



Components not supplied

- Pawn for each player
- 1 d12 for tracking the current round
- AP tracker for each player.

10 Artifact Cards



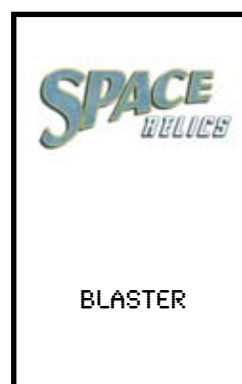
Heart of Sol Card



22 Item Cards



4 Blaster Cards



4 Shield Cards



Winning!

The player to make it out with the most treasure wins! (Tie goes to the first player out with the most points.)
Players can escape from any exit.

Setup

1. Place the board in the center of the table
2. Place the gallery with no walls in the center Caution area and place the yellow artifact marker in the large space (B) on the gallery. (See pg 4.)
3. Shuffle the remaining gallery tiles and place eight of them randomly in the large caution areas. Galleries should be placed as drawn and not rotated by the placer.
4. Place 1 blue artifact marker and 1 item marker on the large squares (A,C) of each gallery. (See pg 4.)
5. Place an additional item in the side galleries (C). (See pg 4.)
6. Shuffle the platform tiles and place 16 of them as illustrated on page 4. The numbering is a suggested order of layout. Platforms should be placed as they are drawn and not rotated by the placer.
7. Set the Heart of Sol card off to the side.
8. Shuffle the remaining artifact cards and place them face down near the board.
9. Shuffle the item cards and place them face down near the board.
10. Shuffle the Blasters and Shields cards together and randomly deal one to each player. Put the rest away.
11. Give each player 2 charge makers and give players with a shield card a shield marker.
12. Starting with the last player and in reverse order, each player selects an airlock as a starting space and places their pawn on the airlock.
13. Give Player 1 the d12 to track starting AP for each round. Set the die to 12.
14. Set all players' AP at 12.

Player Turn

Action Phase

- Use the remaining action points to relocate platforms (1AP per platform move space), move your piece (1AP per space), and/or pick up artifacts (2AP per artifact).
- Picking up items does not cost action points.
- You can use any items you have during your turn.

Set Remaining Action points

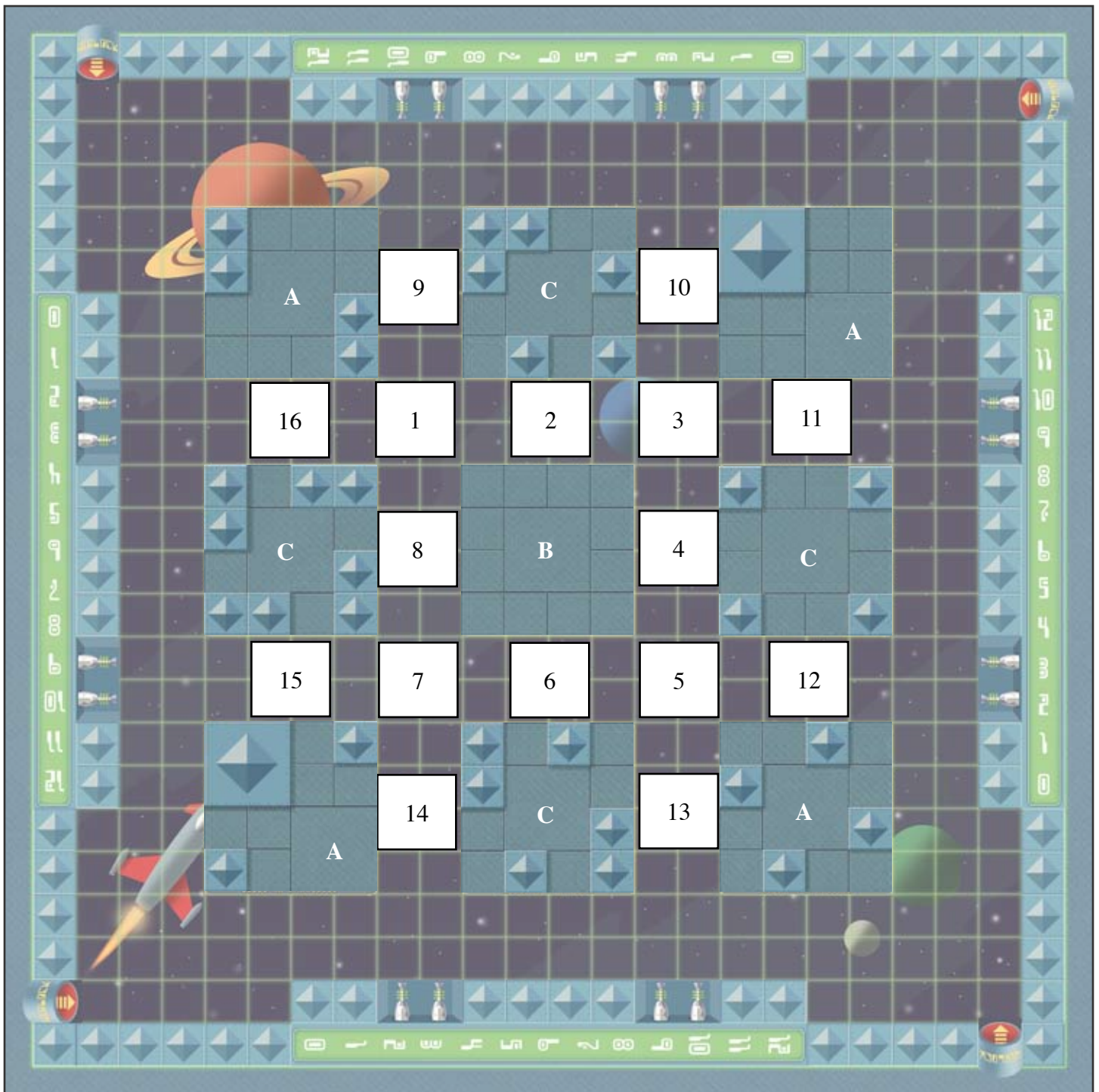
Each round, as your air and power run out, you have one less action point to spend than the round before. Set the marker at 12 for the first round, 11 for the second round, etc. Also reduce for any penalties left over from the turn you just took.

Platforms

Relocating a platform costs 1AP per move space on the platform. Platforms can be placed on any empty space on the board, in any orientation, but cannot cover another platform or gallery. A platform with a player on it cannot be picked up by any player.

Movement

Players move in straight lines to adjacent squares on platforms and galleries (no diagonal movement). Each movement costs 1AP. Players cannot end their movement on space occupied by another player but can move through a space occupied by another player.



Relics

The artifacts require 2 AP to collect as you deal with the display case.

When you collect an artifact, draw a card from the artifact deck. These will tell you what you managed to swipe, how much it's worth, and the trap tied to it. You must deal with the consequences of springing the trap listed on the artifact card before continuing your turn.



The artifact in the center is the Heart of Sol and is worth 12 points. The player that picks up the Heart of Sol starts each round with 1 less AP due to the extreme radiation.

Security Guns

The aliens have placed motion sensing security guns into the walls to protect the collection from intruders. Any player in a direct line with a gun is hit with a blaster which tears a hole in their suit. (To prevent being hit, place a map tile with the wall squares between your piece and the guns.)



The rocket pack, grapple gun, and adrenaline will get you past the guns before they can fire at you. Additionally, moving into the path of a gun and shooting it with a blaster or heat ray will disable the gun permanently and happens before the gun can shoot the player. (Player guns act before security guns.)

Last Defense

When any player takes the Heart of Sol from the center gallery they trigger the museum's main security trap.

At the start of each of the following turns of the player who took the Heart of Sol, each player removes one platform permanently from the game. Once all of the empty platforms have been removed, each player takes one last turn to attempt escape. Any players unable to escape are collected by the museum security robots and transported to the nearest prison base.

Items

When you move onto the large gallery space with an item token, remove the token and draw an item card. This item can be used any time on your turn.

Each item still in your possession, other than a blaster or shield, is worth 1 point at the end of the game.



Charges

Guns and shields have charges associated with them which is how many times these guns can be used. Ray gun charges have an additional option. You can choose to apply all remaining charges to your suit, gaining 1 AP per charge applied.

Player guns act before traps or security guns.



Shield Generator Band

Use the shield charges to activate your shield (turn the shield maker green side up). Shields can take one hit from all rayguns, an energy bolt, or block one round of radiation. Shield bands cannot be recharged once all the charges have been used.



Transdimensional Doorway

The Transdimensional Doorway opens a path between two doors. When using this card, place a doorway marker on a wall of the tile (platform or gallery) your piece is on and a doorway on a wall of any other tile (platform or gallery). The doorway can be reused without needing to play the same card again.



Moving onto the doorway space on either end costs 1 AP and automatically transports the player to the matching doorway at the other end.

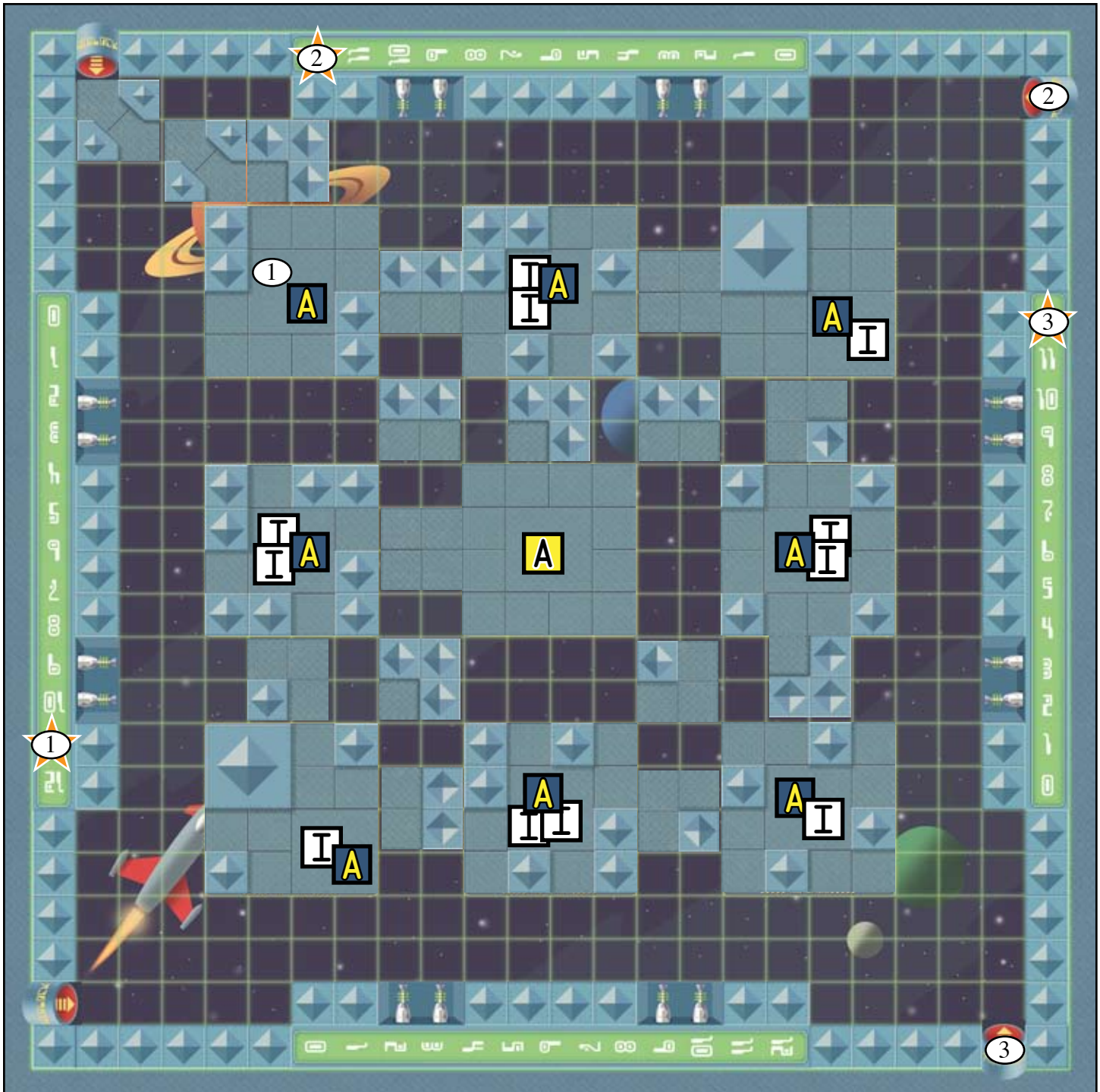
Hole in your suit!

If you get a hole in your suit, you must stop immediately and patch it. This costs 2 AP and you cannot continue until you patch the hole.

Example Round of Play

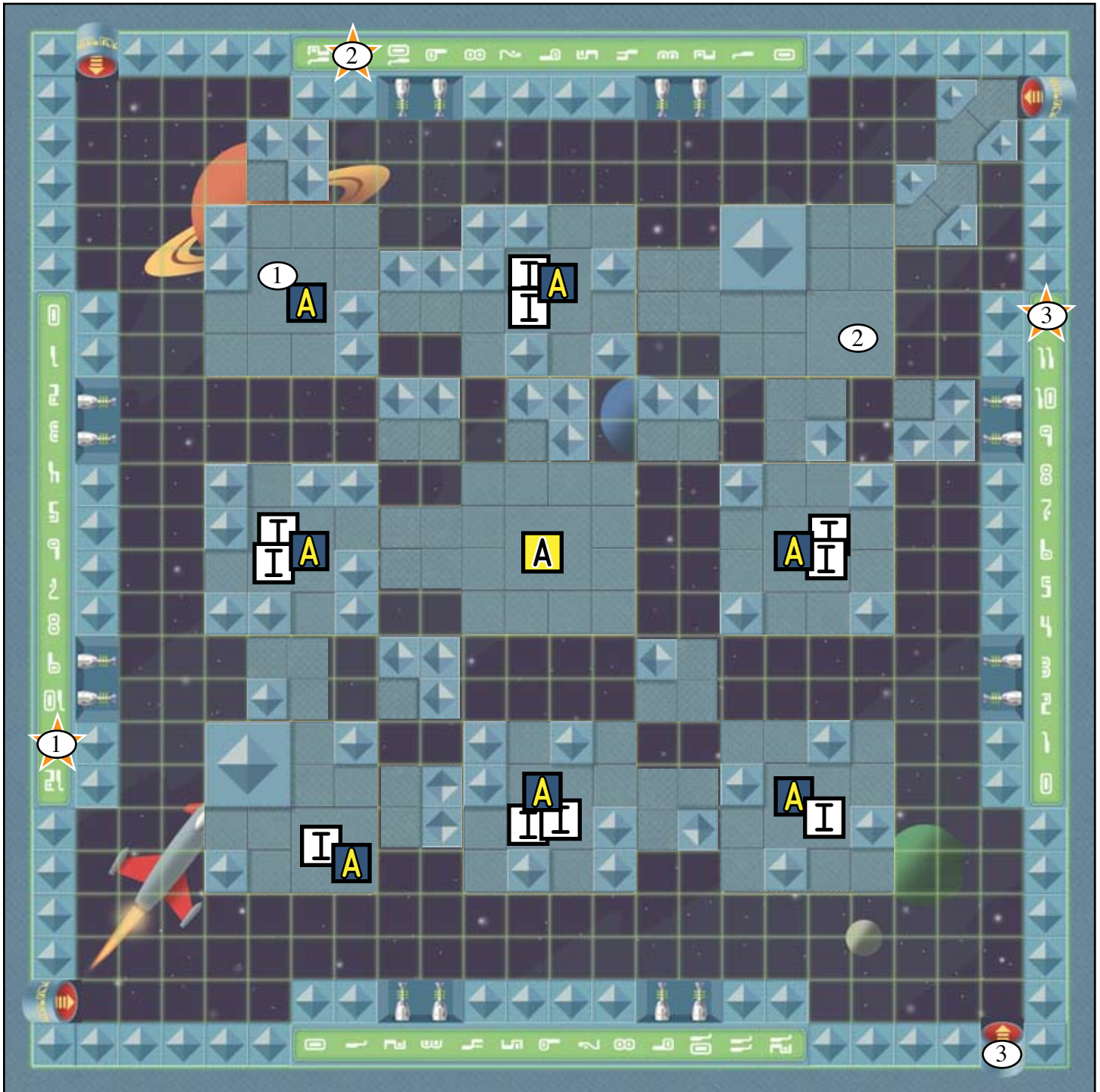
Example Turn #1

- Player 1 starts by moving two #2 platforms and a #1 platform then moves 7 spaces.
- Reaching the item on the first gallery, she removes the marker, and draws a Bit of Tape.
- Now Player 1's turn is over so she sets her AP marker at 11.



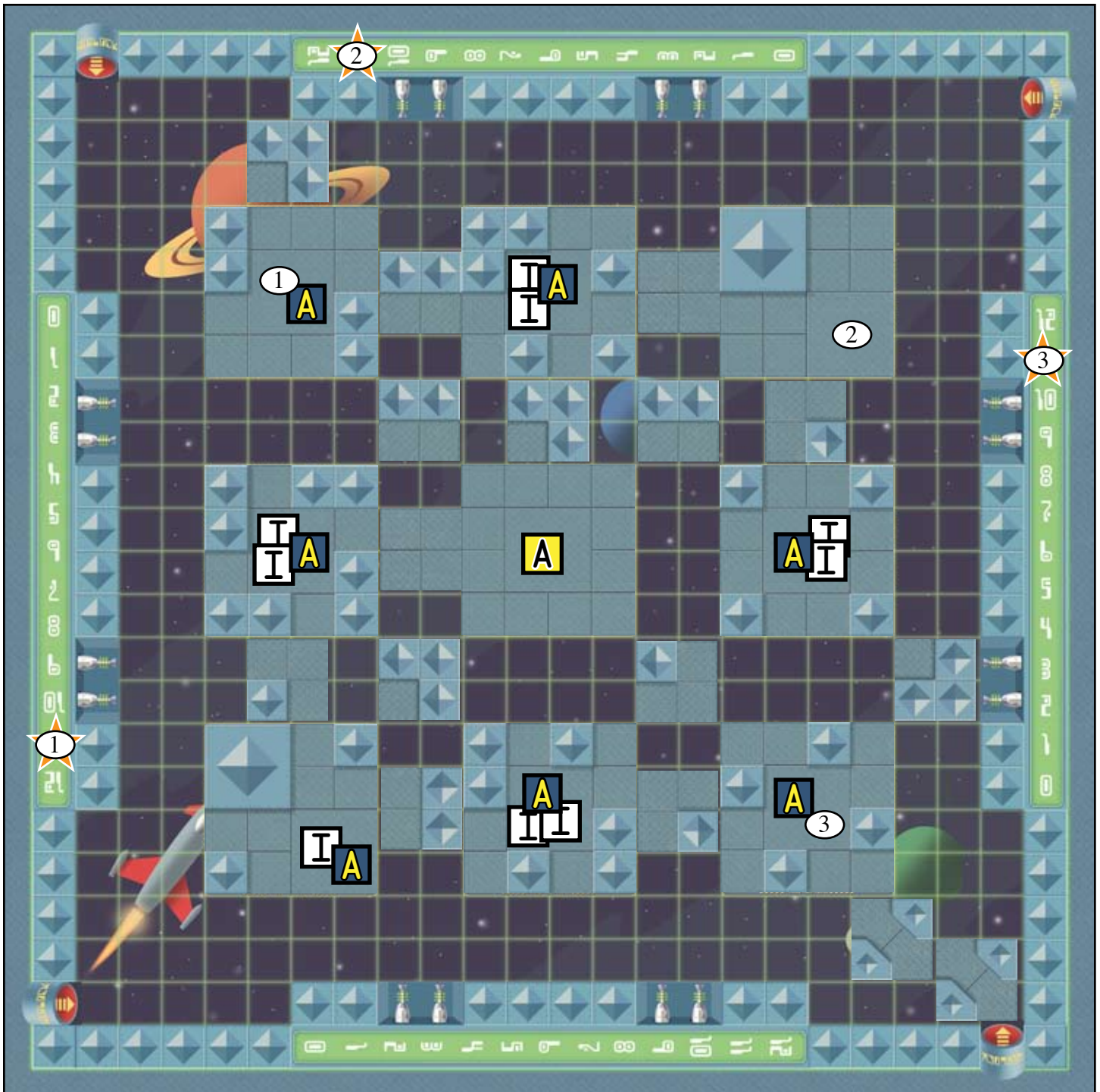
Example Turn #2

- Player 2 follows suit and moves the same two #2 platforms, moves 7 spaces, removes the item marker and draws a Canister of O2.
- He decides to use the O2 now, putting his remaining AP back up to 3 which is enough to pick up the artifact.
- He spends a charge to activate his shield and draws the Saturnian Hourglass. His shield takes the hit!
- With 1AP left, he moves a #1 platform to block the security guns in preparation for the next round.
- He sets his AP to 11 and his turn is over.



Example Turn #3

- Player 3 moves the same #2 platforms and moves to the large room on the gallery, drawing a Foam Gun.
- With 1AP left, she decides to move the #1 platform to reveal the guns so that player 2 will need to spend AP to not get hit.
- She sets her remaining AP to 11 and her turn is done.



Artifacts - Value and Traps

Mecurial Salamander - 6 points.

Picking up the salamander triggers a fire trap on this gallery, setting each move space on fire. Each space you move through burns a hole in your suit as you put out the fire.

Venusian Dragonfly - 7 points.

Moving the dragonfly triggers an acid spray which burns a hole in your suit and destroys one of your items.

Lunar Sickle - 8 points

Grabbing the sickle, you are hit with a fear ray. While on this gallery your anxiety causes you to burn through your O2 at twice the rate (all AP costs double).

Cererian Flower - 8 points.

Touching the flower calls its mother. You are hit with poisonous thorns that rip a hole in your suit and poison you. Start your next round with 3 less AP.

Martian Spearhead - 8 points.

Moving the spearhead opens a hidden panel revealing a security gun that fires twice, putting 2 holes in your suit, then goes quiet.

Jovian Scepter - 6 points

Picking up the scepter causes you to be hit with bolts of electricity. Your platform remote malfunctions. You cannot control #2 platforms. Corrects after moving two platforms

Saturnian Hourglass - 7 points

Touching the hourglass triggers the life drain ray stealing 4 AP.

Uranium Gem - 8 points

Disturbing the gem triggers a laser net over the gallery. To disable it, use a blaster, or a raygun with one charge set to overload. Otherwise it takes 5ap to disable the net.

Neptunian Shell - 7 points

Picking up the shell, you are hit with a freeze ray, doubling your movement costs. You thaw after moving 4 spaces.

Item Descriptions

- **Raygun Power Pack** - Discard to recharge raygun for 2 charges or suit for 2 AP.
- **Bit of Tape** - Discard to seal a hole in your suit for no AP loss.
- **Vitality Booster Shot** - Discard to recover 3 AP.
- **Adrenaline Injection** - Discard to get your heart pumping. Movement this round is 2 spaces / 1 AP.
- **Grapple Gun** - 2 charges. Impales a nearby ledge with a hook and wire for swinging over any 2 non-walled spaces for no AP cost. Cannot swing diagonally.
- **Transdimensional Doorway** - Place a door on the wall of your current tile and the other door on a wall of a different tile. Spend 1 AP to move in to the door and instantly appear at the other door.
- **Canister of O2** - Discard to regain 2AP
- **Curator Keycard** - Discard to disable the trap tied to one artifact before picking it up. Using the keycard costs 1AP.
- **Rocketpack** - Using the rocketpack costs 1 AP and allows you to move up to 4 non-walled spaces. Movement must be in a straight line but may be diagonal.
- **Foam Gun** - 2 charges. Use foam to patch your suit or put out fires.
- **Heat Ray** - Raygun. 3 charges. Used to counteract freezing, stop attacking plants, or take out a security gun.
- **Platform Hack 1** - Discard to power up one platform. Draw from the platform tiles and place it on the board at no cost.
- **Platform Hack 2** - Discard to rotate one platform that is either your current platform or any empty platform.
- **Security Hack** - Discard to disable one security gun.
- **Freeze Ray** - Raygun. 3 charges. Used to stop plants, negate acid, or put out fires.

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