



## The Black Hole Initiative

A Semi-Cooperative Dexterity Game

For 2-4 Players / Ages 12+ / Duration 90 Minutes

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# CAN YOU WORK TOGETHER TO SAVE THE GALAXY? (WHILE ALSO SECRETLY TRYING TO RULE IT!)

*In the year 3083 an inactive black hole in the center of the Space Borne Galaxy has suddenly taken a turn for the worse, forcing an uneasy alliance between warring planets. They must work together in a race against time to save the galaxy. The mission is being called:*

## *"The Black Hole Initiative"*

Four ruling planets of Space Borne have battled and spied on each other for as long as anyone can remember. They spy to locate and steal rare crystals. Each planet only has a small reserve of these crystals on hand. The crystals are needed to power an alien technology called 'The Black Hole Limiter' (or BHL), and whoever controls it, controls the galaxy.

The BHL generates a beam of energy that somehow keeps a black hole, in the center of the galaxy from expanding. Essentially it attracts the light and disperses it instead of allowing it to enter the black hole, starving it of the power it needs to grow.

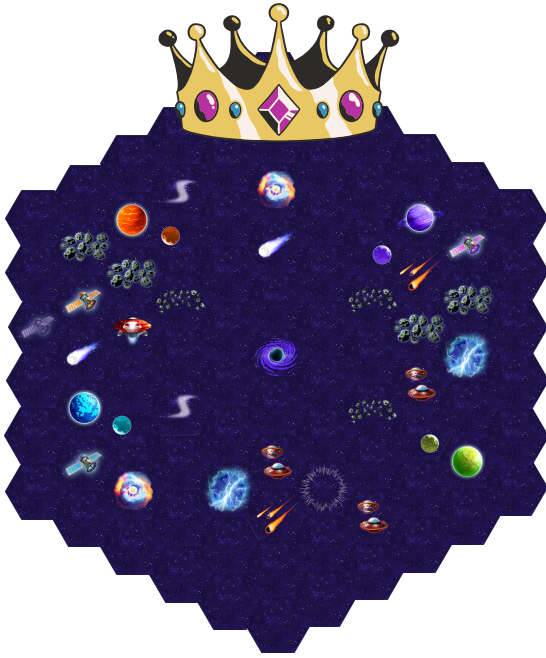
But now, the BHL has drained nearly all the power from the existing crystals, and the light of the galaxy will once again enter the black hole, giving it the power it needs to grow, and grow, and grow. The only way to stop it is by work together to replace the four crystals, before the black hole devours everything!

Each planet has sent their best pilots to take on this mission. The newly formed 'Freedom Flickers' alliance will have to work together, and trust each other in order to survive. Alliance members can easily take advantage of each other, as each one is busy allocating their resources toward this mission, leaving very little to protect their homeland. This vulnerability opens the door for colonization and a potential take over by one of the other planets.

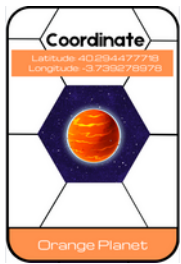
Can you join forces to find the crystals and close the black hole before it devours everything? Can you save the galaxy while also protecting your home planet from rogue pirates and double-crossing alliance members? Will you come out of this as the 'Ruler of the Galaxy' and rule Space Borne? The fate of an entire galaxy is at hand, it will take everything you got to survive!

# Components

## Ruler's Crown



## 91 Galaxy Tiles



48x Coordinate Cards



49x Pirate Attack Cards



38x Bonus Cards



18x Event Cards

## Crystals



## Player Boards



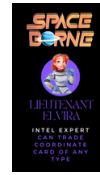
## Ships



## Magic Crystal Tokens



## Pilots



## Action/Pilot & Mission Token



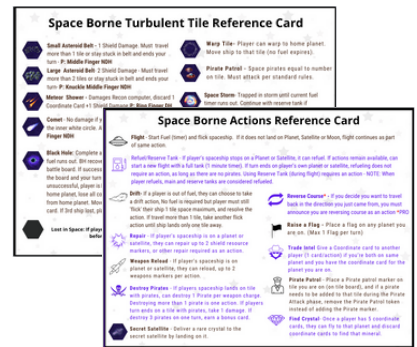
## Flags



## Fuel



## Two-Sided Reference Card



:30 Timer



Pirate Battle Ship



4x Pirate Bases



40 Pirate Tokens



1x Black Hole Marker



5x Fuel Cell Sticker & Tokens



Rocket Launcher

16x Weapon Markers

16x Shield Markers

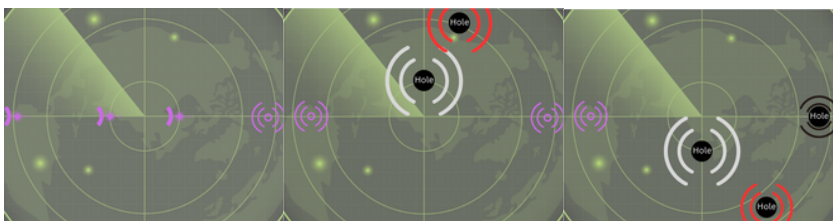
16x Pirate Patrols



Space Tile Board



Ruler Sticker Sheet



Battle Board

# WELCOME TO SPACE BORNE

*The Fate of the Galaxy is in Your Hands!*

*The Official Rulebook of Space Borne, "The Black Hole Initiative"  
Designed and Illustrated by John Garcia and Gavin Garcia  
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**Are you ready to join the 'Freedom Flickers' and work together to save the galaxy from an ever-expanding black hole?**

**BASIC TRAINING:** Before you do, you'll have to earn your stripes and show that you are worthy to be part of the elite 'Freedom Flickers'

**If this is your first time playing we suggest getting familiar with the mechanics**

Place 'Battle Board' in the middle of the table

Each player takes turns placing their spaceship on 'Rookie space'

Flick to hit each of the different targets:

- Level 1 Base and Recovery
- Level 2 Base and Recovery
- Escape the Black Hole!

Players should also flick their spaceships around the universe (main board) a few times to get accustomed to the mechanics of the different tiles, before taking their first official in-game flight.

**To better understand the rules, each page has a QR code on the top right of each page you can scan for a thorough explanation of each rule.**



*Note: This game is best played on a mat with a non-skid surface, or rubber play mat to keep tiles from moving.*

# Space Borne: 'The Black Hole Initiative'



Your mission is to work together to locate the coordinates of 4 rare crystals that power the *Black Hole Limiter* (BHL), an alien technology that keeps the *Black Hole* from expanding. It is located on the *Outer Rim* of the galaxy, on the 'Secret Satellite'.

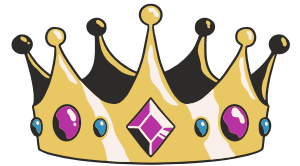
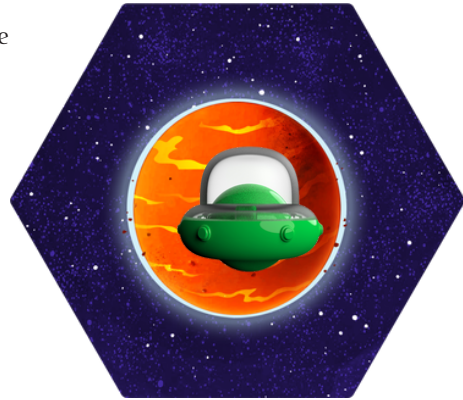
To do this, each player will go on *Recon Missions* by traveling across the galaxy and collecting 'Coordinate Cards'. Once you have 5 matching coordinate cards, you can land on the corresponding planet to locate the crystal. You do this by traveling to that planet, then discarding the 5 matching cards.

**WINNING THE GAME:** Once all four crystals have been found and brought to the secret satellite, the BHL is powered up, and the Black Hole is once again deactivated, saving the universe, and the players win the game!\*

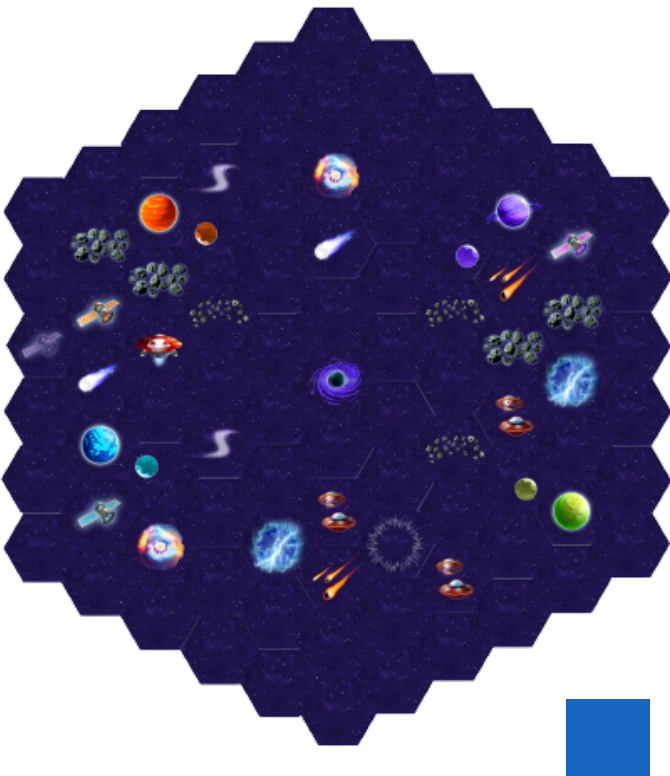
**\*LEGACY VERSION** - The player who raises the most flags at the end of the game becomes the new 'Ruler of the Galaxy' and as such, gains the crown and can pass new rules for the next game (select from 'Ruler' stickers)

**LOSING THE GAME: Players lose if:**

- 1) The Black Hole consumes the Space Borne Galaxy (obviously)
- 2) The Coordinate Card Deck runs out
- 3) The Pile of 40 Pirate Tokens or 4 Pirate Base tokens are exhausted and no more can be added to the Space Tile Board on Pirate Attack turn
- 4) All players run out of pilots



## Sector: Space Borne



**About This Game-** At its core, Space Borne is a dexterity game. Players will need a great deal of skill to successfully flick their spaceship around the galaxy, and complete *Recon Missions* to gather coordinate cards that will essentially shut down the black hole.

**Semi-Cooperative** - It is also a semi-cooperative game, which means while players have to work together to successfully reach the end game winning conditions, they also have a secret agenda to expand their empires during the game. The player who manages this the best, will score the ultimate victory and become the new *Ruler of the Galaxy*!

**Modes:** The game can be played in three different modes: Rookie, Intermediate, or Pro, so you can increase difficulty as you get better. As a Rookie, landing on the tile means you resolve the tile action, Intermediate requires you to land on the actual graphic, and in the Pro Version we add the 'Reverse Course' action, if your ship goes beyond the tile you attempt to land on. You also have 3 different starting points on the 'Battle Board' based on which mode you are playing. For more clarification scan the QR code any any page to access the video rulebook.

# Playing The Game



## Before Game Starts:

- 1) Separate tiles into stacks by numbers on back
- 2) Set-up Galaxy
- 3) Perform 'Basic Training' (optional)
- 4) Determine starting order and if starting with a 'Ruler' clarify the 'Ruler Rules'.
- 5) Determine, 'Rookie', 'Intermediate', or 'Pro' mode
- 5) Complete Game Set-up and get ready to play!

## Turn Order Summary (Each player has a maximum of 4 actions)

- 1) Takeoff! Start flight by turning over the 1 minute fuel timer
- 2) Fly your ship (flick it where you want to go)
- 3) When the ship comes to rest, determine result (Recon/Land/Turbulent/Lost in Space)
- 4) As long as your ship doesn't land on a Planet, Satellite, or Moon, the next flick is considered part of the same flight action. You may continue as long as you have fuel
- 4) If ship lands on Planet, Satellite or Moon tile, stop your fuel by putting it on its side, and choose another action if you have not taken 4 actions
- 5) After 4 actions, reward or discard coordinate cards based on results of recon missions
- 6) Initiate Pirate Attack Phase and add pirate tokens to tile board
- 7) If 'Black Hole' card is drawn, initiate 'Black Hole' phase

## Set Up Summary

### Get Ready to Takeoff!

In this amazing game, you are a 'Freedom Flicker' working with your newly formed allies to save the universe. It will take all of your focus, determination and skill to complete the mission!

### Designing the Galaxy

To design the galaxy, you will create stacks of tiles for each set numbered from 1 to 4 and place the 'Black Hole' tile in the middle of the table or playing surface (dormant side up). Start by placing the black hole in the center of the board and add the solid black tiles (numbered 1) around the black hole until completely surrounded. Continue this process with tiles numbered 2, until you have completely surrounded all of the black tiles and do the same for tiles numbered 3 and 4 (note 'planet placement' rules on next page), until you have exhausted all the tiles. The last circle of tiles forms the 'Outer Ring'. **Place Pirate Battleship on designated tile marked on board (this is the only piece that is placed on board other than player's own spaceships).**

**Choose Your Pilot!** - Each player chooses a pilot that represents one of the four ruling planets. Take the player board and corresponding color spaceship (slider), flags and magic crystal. Players place their spaceship on the corresponding colored planet tile on the galaxy board.

**Plant Your Flag** - Each player places one of their own flags on their planet, on the 'Space Tile Board'.

**Prepare Your Ship** - Each player gets 4 weapon ammo markers and 4 shield power markers and places them on their player boards. Each player places the 'Magic Crystal' of their corresponding player color in the middle of their player board

**Upgrades** - Each player gets 1 'Bonus Card' dealt from the bonus card deck at random.

### Starting Coordinate Cards (deal at random)

#### Based on number of players:

- 2 Players = 4 Coordinate cards each
- 3 Players = 3/2/3 (one player gets 2)
- 4 Players = 2 Coordinate cards each

**Coordinate Card Deck** - After handing out the starting coordinate cards to each player, divide the cards into 5 even decks. Add 1 Black Hole Card to each deck. If playing Pro, add 6 Black Hole Cards (2 to the last deck). In Rookie mode, use only 4 (none in first deck). Event Cards are also included based on the level as you see below:

**Pro:** 6 Black Holes (2 in last deck), **0 Event Cards**

**Intermediate:** 5 BH, **2 Event Cards**

**Rookie:** 4 BH (none in first deck), **4 Event Cards**. (Note: If you're playing Legacy, each time you lose add 1 Event Card, each time you win take away 1 Event Card).

Now stack each deck on top of each other to create 1 Coordinate Card draw deck.

### Pirate Card Deck -

Draw the top 9 *Pirate Attack* cards from the Pirate Attack deck, add 1 pirate marker to the corresponding tile on the Space Tile Board of each card drawn. Do not add more than 3 pirates to any tile, instead draw another card and place a pirate marker there and return unused card to draw deck. Place used cards, face up in a discard pile.

### Fuel/Action & Recon Markers -

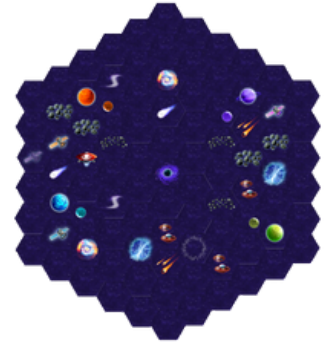
Give each player one of each marker and place on player board. Place a red and gray fuel sticker on each side of the fuel cell (top and bottom). The player who has General Jack will go first, or players choose.

# The Game Boards



*Space Borne has 3 main game boards, and each player also receives a player board to keep track of vital resources throughout the game.*

**The Galaxy** - Your galaxy board comes together randomly each time you play. Using the rules of set-up, you create your galaxy. Players travel on the galaxy board by flicking their spaceship. At the start of the game, the Black Hole is dormant, players can fly their ships over it with no penalty. Once it becomes 'active' (in the Black Hole Phase), players must observe the Black Hole rules to navigate around it.



**The Battle Board** - The battle board is used to resolve 2 different types of actions. Each type will be further explained on the Battle Board page.

**NOTE: IF PLAYING PRO VERSION, ANY TIME YOU LAND IN A PURPLE TARGET ZONE, YOU FAIL YOUR MISSION AND YOUR TURN IS OVER.**

**Recovery Missions** - Whenever a player flies off the edge of the galaxy (game board) or into a Black Hole, they can become 'Lost in Space'. A Lost In Space player reduces their total pilot count by one (each player starts with 3). If all 3 are lost, the player is out of the game.

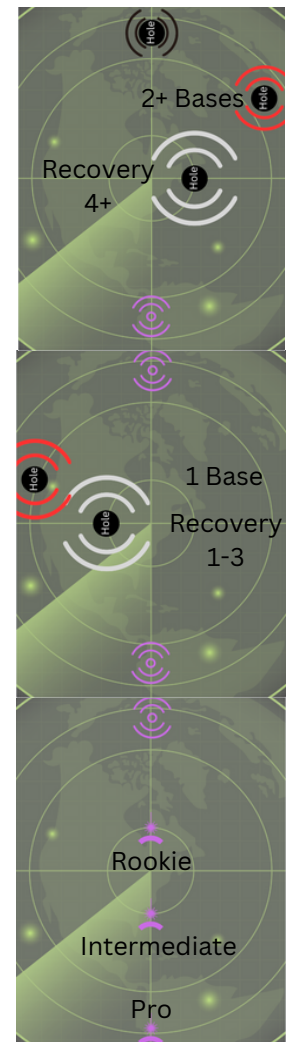
To successfully complete a recovery mission the player will need flick their ship from the launch zone and land on the appropriate target zone, based on how far they traveled before they went off the board, and which attempt the player is making.

**Destroy a Pirate Base** - If a player lands on a tile with a pirate base (or runs into the Pirate Ship), they must attempt to defeat it. To successfully complete a battle mission the player will need to flick their photon weapon (large yellow slider) from the launch zone and stop on the appropriate target zone, based on how many bases are currently on the universe board, and which attempt the player is making. This must be completed before the fuel runs out. If it does, player can use their reserve tank. If both run out, the players ship is destroyed.

Keep in mind the starting is point based on which mode you are playing, Rookie, Intermediate or Pro.

**Space Tile Board** - Instead of placing flags or pirate markers on the galaxy board, they are placed on the Space Tile Board. Refer to this board during flight action, to determine whether or not there are pirates or bases to contend with.

**We highly recommend 1 player be in charge of the Space Tile Board.** That players adds the pirates tokens & bases to the corresponding spaces during the Pirate Attack phase, and calls out the areas in distress to all players at the start of each turn. If there is a Pirate Patrol token on that space, remove it instead of adding a Pirate during the attack phase.



# The Player Boards



**Each player starts with a player board matching their spaceship and flag colors.**

**Pilots-** Each player starts with 3 Freedom Flickers (pilots), that will put their life on the line to save the galaxy. Each time your ship is either, lost in space, or is defeated by a Pirate Mother Ship or Base, you lose one of your pilots. Place your 'Pilot Marker' on the top pilot circle on the player board. Move the marker down from the top position to the middle when you lose your first ship, and then to the bottom, when you lose your second ship. If you lose all 3, you are out of the game.

**Lost in Space Penalty-** Each time you lose a pilot, from a failed 'Lost in Space' recovery mission or by losing a pirate base attack battle, you start again from your home planet. Keep 2 Coordinate cards from your hand, and take 1 new bonus card from the draw deck. Discard all other cards in your hand.

**Fuel -** When you start, place your fuel marker token on the space that matches the top side of the fuel tank when you flip it over. This insures you will correctly 'restart' your fuel timer after a 'pause and play'. If you don't refuel at the end of your turn, take the black :30 fuel cell to indicate you will start your next turn with your reserve fuel tank. If you don't refuel again, put the marker on the white circle, indicating you are out of fuel to start your next turn.

**Shields and Weapons -** Place 4 yellow tokens in the squares for the 'Shield' and 4 black tokens in the 'Weapon' spaces on your player board. Discard them, when your shields are damaged, or you use your weapons. Replace them on your board when you take a repair or weapon reload action.

**Magic Crystal-** Place your starting 'Magic Crystal' in the center space of your player board, and discard it when you use it.

**Tracking-** You will track all of your resources with the corresponding tokens







# Meet The Freedom Flickers!

## These Guys are Good!

### Who will Captain Your Ship?

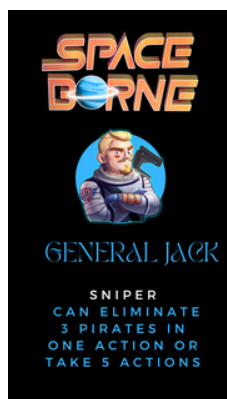
Freedom Flickers can either be shuffled and handed out at random, or starting with the youngest player, choose one and pass the deck to the next youngest player, until everyone has chosen a pilot. Take the corresponding color player board, and flags.

## Magic Crystal

### "A Pilots Best Friend"

Each pilot starts with a magic crystal. Use as:

- 1) Any Coordinate Card (to complete a set of 5)  
Note: 2 Magic Crystals cannot be used to complete a set of 5 Coordinate Cards
- 2) Automatic Success on any Battle/Recovery or Black Hole attempt  
Note: Only 1 Magic Crystal can be used to complete a set of 5 matching coordinate cards.



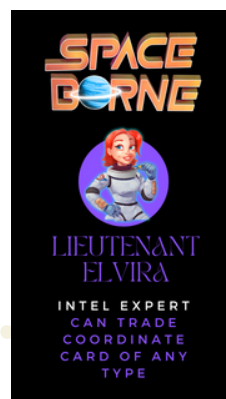
### General Jack

#### Sniper

Can eliminate 3 pirates on one tile, with 1 shot (as long as he has a weapon charge).

2nd Ability: Can take 5 Actions instead of 4.

Can only use only 1 ability per turn.



### Lieutenant Elvira

#### Intelligence Expert

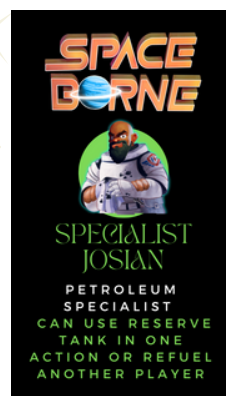
Can give a Coordinate Card of any type to any other player as an action, when they are on the same tile.



### Captain Ryder

#### Geologist

Needs only 4 Coordinate Cards to Mine a Rare Crystal



### Specialist Josian

#### Petroleum Specialist

Can use reserve tank in same turn for free (no an action). If you are on the same tile with another player, you can refuel that player as an action - only can refuel 1 other player/turn.

# The Actions

Maximum of 4 actions per turn. Players can take any action multiple times as part of the 4 actions.

**Flight** - One of the most common actions players will take is the Flight action. The flight action is how the player's spaceship travels around the galaxy (which you do by flicking it) on Recon Missions to collect the coordinate cards required to find the 5 rare crystals. To start a flight, a player must turn over their fuel cell (make sure to mark the top side on your player board for 'pause and play' purposes), and can continue to fly (flick their ship), until their fuel runs out, or by landing on a planet, moon or satellite. Always keep in mind of the '**3 Strike Rule**' when flying around the board (pg. 13)



## 4 Possible Outcomes of Flight: 1) Recon 2) Landing 3) Turbulence or 4) Lost in Space.

**1) Recon Mission/Open Space-** Whenever a player's ship lands on an 'Open Space' tile (a tile with no objects on it) he checks to see whether or not it was a successful recon mission. **NOTE: At start of game, the tiles surrounding the black hole are not considered Open Space.** If the distance of the flight to land on that Open Space tile was 4 or more tiles, your recon mission was successful, and you earn one Coordinate Card (drawn at the end of your turn). Mark the first Recon Mission on your player board, to show that you have succeeded.



Open Space



**Successful Recon Mission Max:** Repeat this process each time your ship lands in Open Space, and record only the successful missions. Each player has a maximum of two Successful Recon Missions per turn (even if they refuel and take another flight action). Any subsequent Open Space landings during that turn, do not uncover any additional intel and do not count as Recon Missions, simply flick again.



**Failed Recon Mission:** If your flight to an Open Space tile was 1-3 tiles long, it is a failed Recon Mission, and you do not earn a coordinate card for that portion of your flight (failed missions are not tracked on your player board). There is no limit to failed recon missions in one turn.



At the end of your turn, based on your successful Recon Missions, you draw either 0, 1, or 2 Coordinate Cards from the maximum of 2 you can collect, and add to your hand. You then discard, 0, 1 or 2 cards from the top of the coordinate deck, if you did not complete a successful recon mission. **Example:** You would draw the top card and discard the next card from the top of the deck if during your turn, you were able to only successfully complete 1 Recon Mission. If you did not complete any successful Recon Missions, you would discard the top 2 Coordinate cards from the deck. If you completed both, you draw both and add them to your hand. **Note: Hand limit is 7 cards but does not include Event or Bonus Cards.**

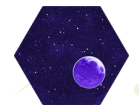
Coordinate Cards



**2) Landing: Planet or Satellite** - If a player lands on one of these tiles (ship must be touching graphic), player immediately places the fuel (timer) on its side so that it does not waste any more fuel (no more fuel is spent since the spaceship has landed). A player on any one of these tiles can now take any of the other actions (as long as they have actions left to take). If a player refuels, and they still have actions left, they can start a new flight (as an action), and can fly in any direction. They can also start a new flight with the fuel they have remaining, instead of taking a refuel action.



**Landing: Moon** - If a player lands on the Moon, place your fuel timer on its side, (must land on the actual graphic). Can only take repair action, can't refuel or reload weapons.

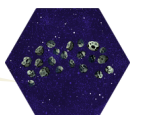


Bonus Card

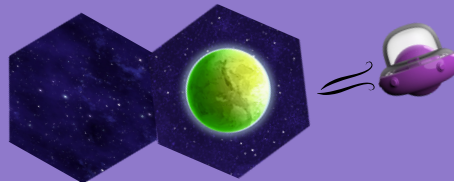
**Earn a Bonus Card** - If a player lands in Open Space and has traveled 5 or more tiles, the player draws one bonus card. Bonus cards are not counted as part of the players hand limit of 7 cards, and can be played on the players next turn. Players have a maximum of 3 bonus cards (draw down at end of turn).



**3) Turbulent Tiles** - Tiles other than Open Space, Planets, Moons or Satellites are considered 'Turbulent Tiles' that must be resolved. Each one is explained in the rulebook and summarized on the **Turbulence Tile Reference Card**.



# Lost in Space!



## Houston, We Have a Problem!

### 4) Lost in Space - Flying off the board

Occasionally, you'll put a little too much rocket fuel in your engines, and, well...off you go (literally)! If your spaceship flies off the edge of the board you'll have to attempt a 'Recovery Mission', or play a bonus card in order to save your ship from becoming 'Lost in Space'.

**Recovery Mission** - As soon as you fly off the board conduct a 'Pause and Play' (explained in next column), while you check to see how many tiles your ship traveled before it fell off the board. That distance will determine the target zone you'll need to stop at, on the mission board, in order to make a successful recovery mission.

**Successful Recovery Mission** - Once the zone is identified, place your ship on the starting zone based on the mode you are playing, and turn your fuel timer back on. You must flick your ship and land inside the hole.

For example, if your spaceship flew between 1 to 3 tiles before going off the board, you'll need to land in the hole of the first recovery target zone on the mission board. If you succeed, continue your turn from that spot.

You can continue flicking as long as you have fuel. If your fuel runs out, **you can use your :30 reserve fuel timer to continue**. If you have not completed the recovery mission by the time it runs out, your ship is **Lost In Space!**

**Modes** - Rookie, land anywhere inside the outside bracket.  
Intermediate - Anywhere inside middle bracket  
Pro - Must go in the hole to be successful



**Pause & Play:** When your spaceship comes to rest, you can briefly place your fuel timer on its side while you read the outcome of that tile. The time of this pause should be long enough to understand the rule, and the action to take. As soon as that is clear, the fuel timer is turned back on. Be sure to place the fuel cell with the same side up, as you have indicated on your player board when you took off (either Red or Grey)

**Bonus Card** - If you succeed on your first attempt, draw one bonus card and it to your hand.

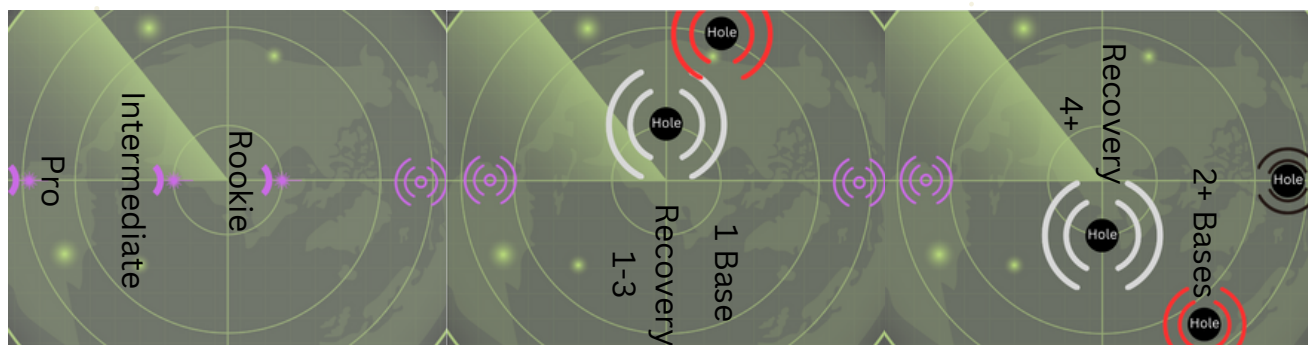
**Lost In Space** - If you fail a recovery mission (after flying off the board or into a black hole), or damaged with less than zero shield markers, you are Lost in Space. Reduce your pilots by 1 (from 3 to 2) and lose all the cards in your hand except 2 coordinate cards that you choose to keep. Draw a new bonus card. You will start your next turn back at your home planet, with 4 shield and weapon markers. If you lose all 3 pilots in your fleet, you are out of the game.

**Rescue Mission** - When fuel runs out, the player can be rescued by another player. The player whose spaceship is closest to the location where the player went off the board, is the one that can attempt the rescue mission, but is not forced to.

The player attempting the rescue can only use the reserve tank to do so.

**Successful Rescue**- If player successfully rescues another player, they get 2 bonus cards, and can place a flag on the rescued player's planet as a free action. A magic crystal cannot be used on rescue missions, they must be completed with an actual flick. Both players start next turn where the first player fell off the board.

## Recovery Mission



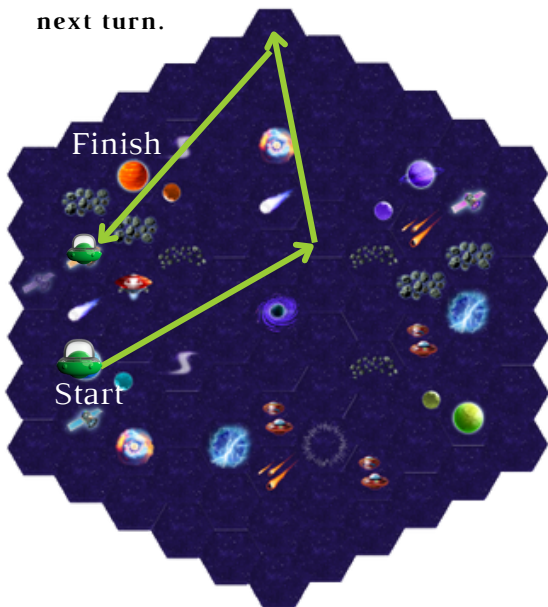
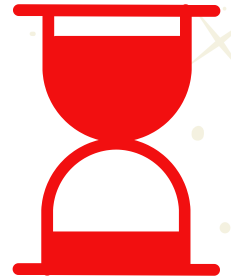
# The Flight Action



Let's look a little closer at the flight action.

**Initial Flight** - At the start of the game, players have a full tank, represented by their colored fuel timer. When they are ready to takeoff, they turn over their fuel tank and begin flying (flicking their ship).

**Continuous Flight** - If the flick does not end on a Planet, Satellite or Moon tile, the player resolves the action based on the tile they landed on, and can flick again, as part of one continuous flight action. They can continue to do this, as long as the fuel does not run out, or they land on a planet, or satellite (in which case they stop their fuel cell by turning it on its side), and can take a 'Refuel' action, **but don't have to**. **Since each player has their own fuel (hourglass) they can use the remaining fuel to start their next turn.**



In this example, the green planet player's first flight lands in open space. Because the flight was 4 tiles, they earn 1 Coordinate Card. The second flight, also lands in Open Space, and earns another Coordinate Card because it was also 4 tiles in length.

Because the player's fuel (timer) has not run out, they can flick again. Now the player lands on the satellite tile, and turns the fuel timer on its side since the player has landed and is no longer using fuel. They don't earn a Coordinate Card because they already executed 2 Recon Missions which is the Maximum per turn (also the ship did not land on an Open Space tile). This entire flight is considered 1 action, so the player still has 3 more actions to take. **If player does not refuel, leave fuel timer on its side, and start with that much fuel on next flight action.**

## Rookie, Intermediate or Pro Modes

**Rookie Mode:** Your spaceship can stop anywhere on the Planet, Moon or Satellite tile and it's considered landed. For Turbulent Tiles it must land on the actual graphic in order to be affected by the turbulent tile.

**Intermediate mode:** Spaceship must actually touch the Planet, Moon or Satellite graphic with any part including the plastic ring, and land anywhere on the Turbulent tile to be affected.

**Pro Mode:** Uses same rules as Intermediate, but if ship overshoots tile, it must use a 'Reverse Course' action to flick directly back in the direction of the previous flick.

## Running out of Fuel

*Players who do not end their turn or stop at a planet, or satellite during their turn, cannot refuel.*

If a player runs out of fuel before landing on a planet, or satellite, or does not end their turn on one of these tiles, the player cannot refuel before the start of their next turn. In this case, they place the 'reserve' gas tank (black timer) on their player board, indicating they will start next turn with the :30 reserve tank. **Keep in mind, players can use their reserve tank if main tank expires, by using one action.**

If the player is once again unable to refuel during their next turn, or does not end their turn on a planet, or satellite, they move their fuel marker to the bottom circle, to indicate they are out of fuel. On the following turn, they will only be able to take the 'Drift' action, flicking one tile at a time (per Drift action), until they are able to get to a planet or satellite to refuel.

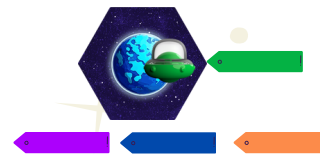
# Flight Rules



## Landing on a Planet, Satellite or Moon

**Intermediate and Pro Mode:** As long as any part of your spaceship (including the plastic ring) is touching the Planet, Satellite or Moon graphic, your spaceship has landed safely

**Rookie mode:** As long as your spaceship is on the tile (the entire silver ball), then you have landed safely.



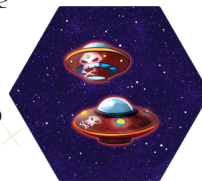
**Flight Markers:** If your ship is in the flight path of another player, use your Flight Marker by sticking it on the board with the arrow next to your spaceship. You can now pick up your ship. Return your ship to that spot and pick up your marker when you start your next turn.



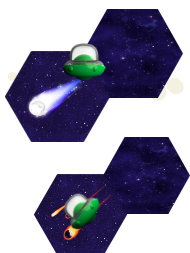
**Pirate Patrols:** We recommend 1 player be in charge of the Space Tile Board. This player adds the pirates tokens to the corresponding spaces during the Pirate Attack phase, and calls out the areas in distress to all players at the start of each turn. If there is a Pirate Patrol token on that space, remove it instead of adding a Pirate during the attack phase.

When you land on a tile, take a quick glance to the Space Tile Board to see if there are any pirates on it. If so, you can choose to attack, or get away quickly.

**Pirate Ship:** If your flight hits the Pirate Ship token on the universe board, you must perform a Pirate Ship Battle Mission to get away. Put your spaceship on the Pirate Ship tile and begin the battle mission.

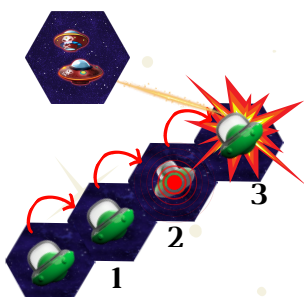


If you end your turn on a tile with pirates, you will take 1 shield damage (regardless of how many pirates are on that tile). If you land on a tile with a Pirate Base, you must take a Pirate Base Battle Mission, even if you are out of actions.



**Landing On Turbulent Tile:** In the Intermediate or Pro mode your spaceship is considered on a turbulent tile, as long as your spaceship is on the tile (the **silver ball** part of the spaceship is on the tile). Example on left shows silver ball of spaceship is on the Comet tile so the ship is considered to be on the turbulent tile.

In the Rookie Mode any part of your spaceship must be touching or overlapping the turbulent tile graphic in order for it to be affected, including the plastic ring around the spaceship.



**Pirates on Your Tail! (3-Strike Rule!):** Pirates are always patrolling. The first time you flick your ship one tile or less (if flick stays on same tile), pirates will begin to catch up to you. If you do this a second consecutive time, they lock onto you. If you do it a third consecutive time they fire and you take a shield damage. Each additional consecutive flick of one tile or less, take 2 shield damage. This includes the flicks during a 'drift' action. (also known as the 3-strike rule!). A simple way to track this is to simply say out loud 'Strike 1', Strike 2', etc., each consecutive time you flick your spaceship 1 tile or less.

# Player Actions



Players can take any of the following additional actions, up to 4 actions total per turn, same actions can be repeated.

**Refuel/Reserve Tank** - If player's spaceship stops on a Planet or Satellite, it can refuel. If actions remain available, player can start a new flight with a full tank (1 minute timer). If turn ends on player's own planet or satellite, refueling does not require an action, as long as there are no pirates. **Using Reserve Tank in same flight action, after main tank runs out, requires an action - NOTE: When player refuels, main and reserve tanks are considered refueled.**



**Drift** - If a player is out of fuel (and only if they are out of fuel), they can choose to take a drift action, No fuel is required but player must still 'flick' their ship and resolve the action if land on 'turbulent tile'. If travel more than 1 tile, flick again until ship lands only one tile away. **Note: Movement is subject to 'Pirates on Your Tail'/3-Strike Rule (see page 13)**



**Shield Repair** - If player's spaceship is on a planet or satellite or moon, they can repair up to 2 shield resource markers per repair action.



**Weapon Reload** - If player's spaceship is on planet or satellite, they can reload, up to 2 weapons markers per action.



**Reverse Course\*** - If you decide you want to travel back in the same direction you just came from, you must announce you are reversing course and use up one action. **(\*Pro Action Only)**



**Destroy Pirates** - If players spaceship lands on tile with pirates, you can destroy as many pirates in one action, as weapon charges you have. If player's turn ends on a tile with pirates, take 1 damage.



**Raise a Flag** - Place a flag on any planet you are on, **limited to 1 per turn.**



**Trade Intel** Give a Coordinate card to another player if you're both on same planet and you have the coordinate card for that planet. This action draws attention from Pirates. Each additional trade on that turn draws fire from Pirates. Take 1 Shield Damage for each additional trade, even if you have Lieutenant Elvira.



**Pirate Patrol** - Place a Pirate patrol marker, and if a pirate needs to be placed on that tile during the Pirate Attack phase, remove the pirate patrol marker instead.



**Find Rare Crystal**- Once a player has 5 coordinate cards, they can fly to that planet and discard coordinate cards to find that crystal. **NOTE: Only 1 Magic Crystal or 1 Bonus Card can be used to complete a 5-card set.**



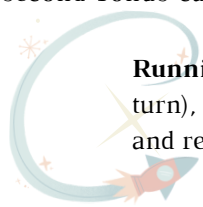
**Secret Satellite** - Deliver a rare crystal to the secret satellite by landing on it.



**Bonus Card:** Players can play a bonus card at any time and is not considered an action. A player can play a second bonus card as an action. Max bonus cards in hand is 3. If draw more, discard down to 3 at end of turn.



**Running a Simulation (Optional rule)** - If on a player's first flight, (and only the the first flight of each turn), their ship goes off the board or into a Black Hole, they can announce a 'simulation' **as an action**, and re-hit their ship from the previous location (reset fuel time). They must take the result of the next shot.



# Pirates Attack & Black Hole!



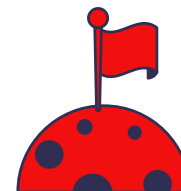
Once a player completes their 4 actions and takes and/or discards from the coordinate card deck, that player must initiate the 'Pirate Attack' phase.

**Draw Pirate Attack cards-** Turn over the top card from the Pirate Attack deck, and add a Pirate token to that tile. Repeat this step, as many times as the current Pirate Attack level shown on the Space Tile Board (attack level starts at 2, so 2 cards are drawn).



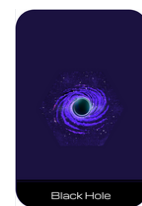
**Adding a Base-** If any tile already has 3 pirate tokens on it, and the Pirate Attack card for that tile is drawn again, add a Pirate Base Token instead, and discard the 3 pirate tokens (they are no longer part of the available supply),

**Base on Planet:** Remove all flags on that planet and discard (no longer available to players to re-use). If on a subsequent turn you have to add a pirate to a tile that already has a base, discard that pirate token from the supply. While planet is under the rule of a Pirate base, the player who is from that planet can no longer earn Bonus Cards. Players also cannot play the 'Find a Rare Crystal' action until base is defeated.



**Base on Satellite** - Players must use any finger on NDH on each shot.

**Base on Moon** - 1 Pirate is adding to that moon's planet on each subsequent turn. Draw one less Pirate Attack card per pirate added in this manner.



**Black Hole!** - When drawing a Coordinate Card, if a 'Black Hole' card is drawn, initiate the 'Black Hole' phase and take the following steps:

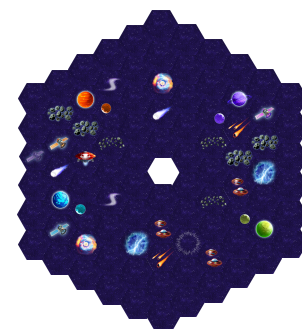
1) **Move Counter** - Move the Black Hole Counter at the top of the Space Tile Board on space to the right.



2) **Attack** - Take the bottom card from the Pirate Attack deck and add 1 pirate token to that tile on the tile board, add card to discard pile. Now, shuffle the discard pile and place the cards on the top of the Pirate Attack. Draw as many cards as indicated on the Black Hole Counter and place one pirate on each tile or add a base if 3 pirates are already there. If there is a base, instead of adding a pirate, discard the pirate token from the supply. That token is now out of the game.

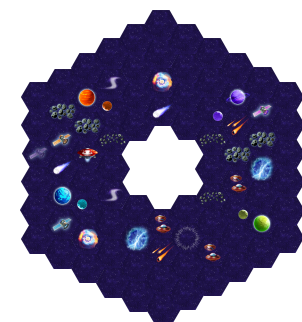
3) **The Black Hole Expands!**

The first time the Black Hole card is drawn, remove the Black Hole tile from the board, creating a missing space in the middle of the board.

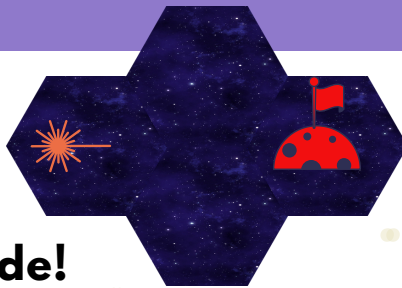
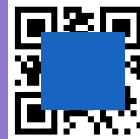


The second time the 'Black Hole' card is drawn, and any subsequent time the Black Hole card is drawn, remove all the tiles that are immediately surrounding the missing black hole tile(s) (the entire ring of tiles).

Whenever the black hole expands it removes all tokens that are on it. Discard any pirate tokens from Space Tile Board, and if a player has their spaceship on one of those tiles, they must complete a successful black hole recovery mission or be lost in space. If a player with a crystal is lost in space, the crystal goes back to that planet and can be collected by any player that's on, or lands on that planet (does not need coordinate cards). If a pirate attack card tile that is drawn, is already consumed, discard the pirate token instead.



# Destroying a Pirate Base



## Switching to Photon Mode!

### *Battling a Pirate Base*

If your ship hits the Pirate Ship marker on the board, or lands on a tile with a pirate base token on the Space Tile Board, you must battle it, or it will destroy you!

**Battle Mission - Pause and Play** - Place your spaceship on the launch area of the battle board. Your target depends on how many total bases are currently on the space tile board (the Space Pirate Ship token on the galaxy board does not count as a base). **When you're ready, turn over your current fuel timer.**

**How to Hit The Base (or Pirate Ship):** If there is only 1 Base on the Space Tile Board, you must land your ship in that target zone, based on the mode you are playing to be successful.



You can continue to make attempts as long as your fuel has not run out. **When it runs out, you can use your :30 reserve fuel tank for an action. If that fuel runs out, you failed your mission.**

**Photon Mode-** To destroy a pirate base, your regular weapons won't do, so you switch to 'Photon Mode'. To power your photon laser, it requires the fuel in your tanks, which is why you can keep shooting as long as you have fuel. If you destroy the base, you continue the turn with whatever amount of fuel you have left. If you complete when your fuel runs out, you must drift to fly again, until you refuel.

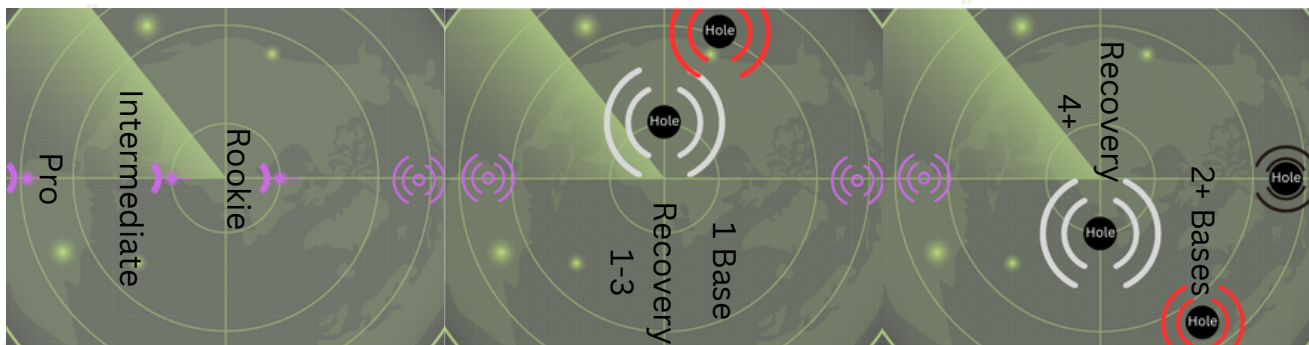
**Successful Battle Mission** - If you succeed on your first attempt, draw two bonus cards. If you succeed on second attempt, draw 1 bonus card. Continue turn with remaining fuel. If you defeat a base that was on a planet, you can add 2 flags to that planet as a free action. Remove the Pirate Base token from the Space Tile Board and return it to the supply.

**Failed Mission:** If you fail to hit the target before your fuel runs out, you take 5 shield damage. If you go below zero, your ship is destroyed (follow Lost in Space rules), and start over on next turn. If you are at zero shields or more, you escape.

**Pirate Ship** - If you encounter the pirate ship on the Universe Board - the battle target zone is the same as the 1 Base Zone. The pirate ship is never destroyed, it simply lets you get away, and it remains on the board.

**REINFORCEMENTS!** If the first player fails, any other player can enter into the battle, using the same rules, but they will forfeit their next turn. If successful, first player does not go 'Lost in Space', instead starts next turn with no fuel from that same tile. The rescue player earns 2 bonus cards, and can put 2 flags on rescued player's planet as a free action.

## Battle Mission







## Secret Satellite

*Can you restore its power and save the galaxy?*

**To win the game:** As you know, the goal of the game is to bring 4 rare crystals to the Secret Satellite, to power the Black Hole Limiter (BHL) and reverse the gravitational pull of the black hole, back to its dormant state.

Doing so will not only reverse the damage done by the black hole, but it will completely restore your galaxy (so you can play another game if you have the guts!).

**Transporting the Crystals** - Once a player has located the crystal, they can transport it to the Secret Satellite through standard flight actions.

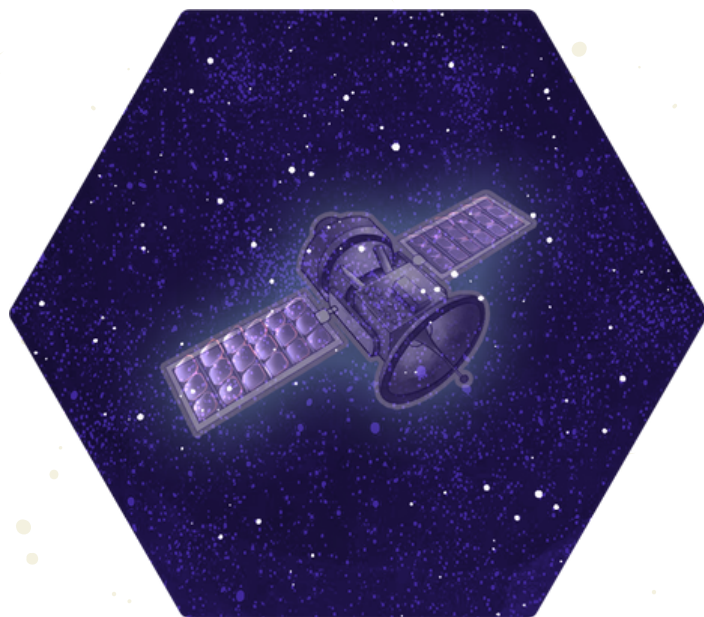
The Secret Satellite is always located on the Outer Rim, which is why space pirates can't get to it. Even they are too afraid to venture this far out into the unknown.

To successfully transport the crystal, you must land on the satellite tile. As long as any part of your ship, including the plastic ring, is touching the satellite, you have successfully docked, and can place your crystal on the Secret Satellite itself (or right next to it on the table).

**Power UP!** As soon as the fourth crystal is successfully transported, the players win and the game ends. Complete end of game scoring and determine who the **Ruler of the Galaxy** is. If you decide to start a new game, make sure the Ruler chooses a rule first, and keep track of any previous rules by adding the stickers to this rulebook on page 21.

### Optional Rookie Rule:

The crystal is deemed delivered once the player lands on Secret Satellite, no additional action is required.



# The Black Hole



**The Black Hole** - At the start of the game, the black hole is dormant and players do not suffer any consequences when they fly over it or next to it. Once the black hole becomes active....EVERYTHING CHANGES! Also, the 6 tiles surrounding the Black Hole at the start of the game are considered 'Deep Space' and no recon missions allowed on these tiles.

**Active Black Hole** - When the first Black Hole card is drawn, the black hole now becomes active. Remove the black hole tile from the board creating an actual hole in the middle of the galaxy. On each subsequent black hole card drawn, you will remove all the tiles that are immediately surrounding the current black hole (empty space), essentially removing a complete ring of tiles each time. If you reach the 5th level, the game is over (and you're probably glad it is!). Falling in the black hole requires a black hole recovery mission, explained below.

**Adjacent Tile (Pro Rules Only)** - At any time during the game, if you land in any tile that is adjacent to an active black hole, you must take the next flight with your eyes closed, in addition to any other flight restrictions that tile requires.

**Black Hole Recovery Mission** - If you ever fall into the Black Hole, you must complete a Black Hole Recovery Mission. Once you're ready, start the :30 timer. Place your ship on the launch space and you must land in the hole at the very end of the Battle Board.

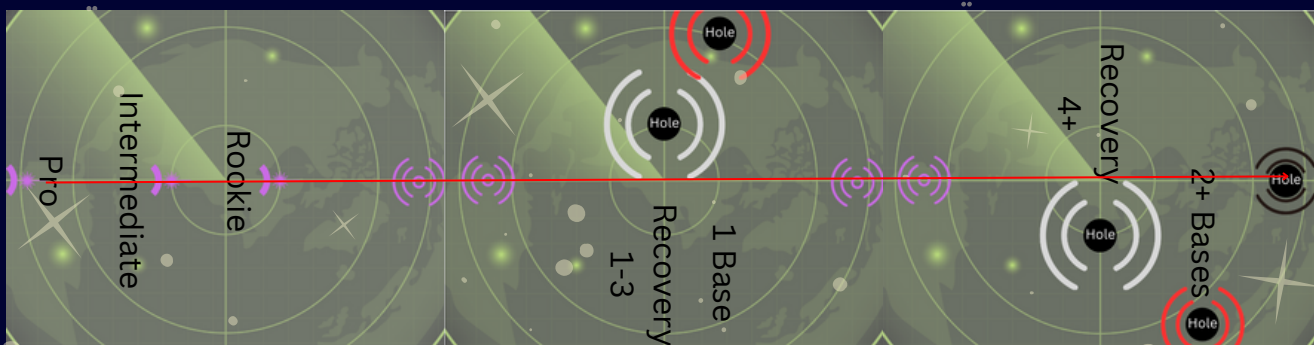
**Mode Rules: Rookie: Inside outer ring, Intermediate: Inside Middle Ring, Pro: Must land in the hole.**

If your reserve fuel runs out, you can use your magic mineral or you can also play a bonus card that saves you at any time.

**Bonus:** If you succeed by landing your ship on the target zone, you get 2 bonus cards and you also recover your magic crystal if you have already used it.

If you fail you are 'Lost In Space' refer to the lost in space rules. There is no other player help for the Black Hole recovery mission, other than a bonus card.

## Black Hole Mission



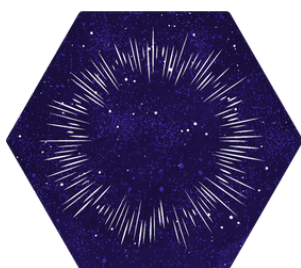
# Turbulent Tiles



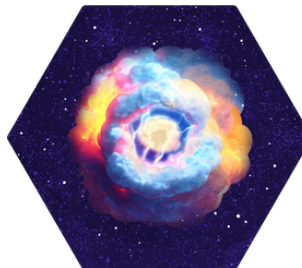
**Electrical Field**



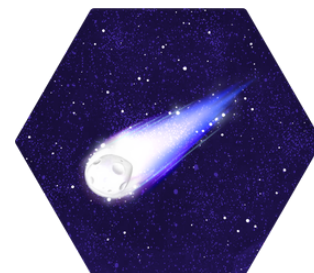
**Space Warp**



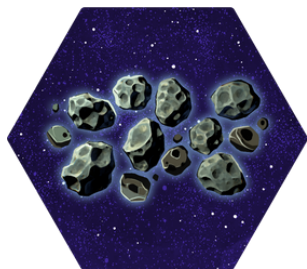
**Space Storm**



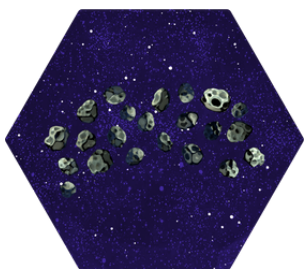
**Comet**



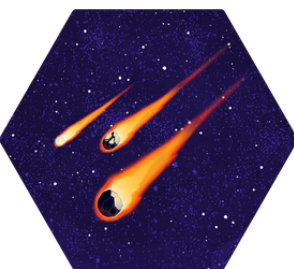
**Large Asteroids**



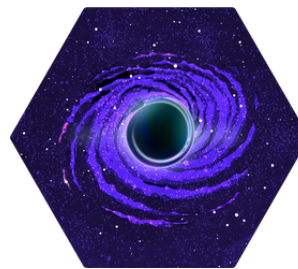
**Small Asteroids**



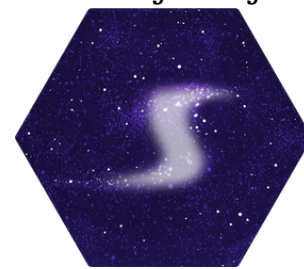
**Meteor Shower**



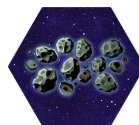
**Black Hole**



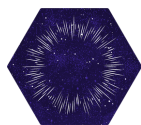
**Milky Way**



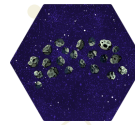
**Electrical Field** - Destroys radar, you will not be able to draw any Coordinate Cards this turn unless you land and perform a 'repair' action **P: Pinky NDH**



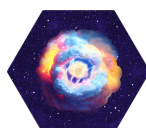
**Large Asteroid Belt:** 2 Shield Damage - Must travel more than 2 tiles or stay stuck in belt- **P: Knuckle Middle Finger NDH**



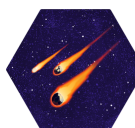
**Space Warp:** Player can warp to home planet. Move ship to that tile (no fuel expires).



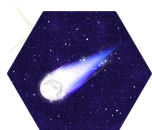
**Small Asteroid Belt:** 1 Shield Damage. Must travel more than 1 tile or stay stuck in belt **P: Middle Finger NDH**



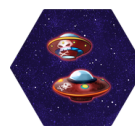
**Space Storm:** Trapped in storm until current fuel timer runs out. Continue with reserve tank if available, if not, run out of fuel.



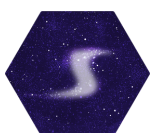
**Meteor Shower:** Damages Recon computer, discard 1 Coordinate Card +1 Shield Damage. **P: Ring Finger DH**



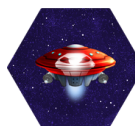
**Comet** No damage if you land in or touch any part of the inner white circle. All other is 2 damage. **P: Index Finger NDH**



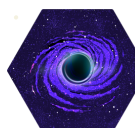
**Pirate Squad:** Space pirates equal to number on tile. Must attack - destroy 1 pirate per action & weapon ammo.



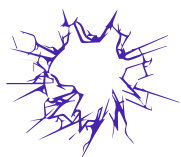
**Milky Way:** Slows ship, can only travel one tile in any direction. If go beyond that, take 1 damage and hit again from previous spot. **P: Thumb NDH**



**Pirate Mother Ship-** Must attack - Use Battle Board and must land on middle 'Pirate Base' target zone to defeat it.



**Black Hole-** Must attempt Black Hole Recovery mission on Battle Board.



**Shield Damage:** Anytime your ship's shield markers are reduced to zero your ship is in critical condition. Any additional damage before you repair, destroys your ship, and standard 'Lost In Space' rules apply.



# The Ruler of the Galaxy!

## RULE THE GALAXY & TAKE YOUR CROWN!

**Work Together but Rule Alone** - The goal of the game is to work together to save the galaxy from the impending black hole, but players have another, less patriotic agenda at hand.

Each player is also taking this opportunity to expand their planet's reach by conquering land when the ruling planet is distracted in this larger semi-cooperative battle.

**Adding Flags** - Throughout the game, you will have opportunities to plant a flag on any planet you land on. Each player starts with one flag on their home planet. As an action, you can also add a flag on another player's planet that you land on.

**Controlling a Planet:** If adding a flag gives you one more than anyone else, you take control of that planet. Take a flag of that planet's color from players supply. You now control that players bonus cards & magic crystal as if they were yours.

**Losing Control** - If at any point, you become tied for number of flags on a planet, you lose the control marker (if tied give flag back to home planet player, or new majority player), and lose your benefits.

**Ruling a Planet:** If at the end of your turn you have 3 more flags than anyone else on another players planet, you Rule the Planet, and no one else can add any flags to it. At the end of the game, the player who has planted the most flags is the Ruler of the Galaxy!.

## RULER LEGACY RULES!

If you decide to play again, the Ruler of the Galaxy chooses a rule at the start of the game from the list and adds the sticker to the Ruler Page.

The first time a player is ruler, they can pick from the 1st Rule Column. 2nd time, they can choose from 1st or 2nd column, and the 3rd time, they can choose from any column.

Next to the rule, write in the player's name that it belongs to. Also, Ruler starts the game with 1 flag on each planet, and 2 on their own planet, and the crown (which is also the first player marker). You can continue to 'stack' rules from game to game,

Tiebreaker 1) Most Pilots 2) Most Shields 3) Most Weapons 4) Majority vote by all players.

### Ruler of the Galaxy

1ST RULE	2ND RULE	3RD RULE
<ul style="list-style-type: none"> <li>1 Extra Flag on Home Planet</li> <li>1 Extra Shield Marker</li> <li>1 Extra Weapon Marker</li> <li>1 Extra Pilot</li> <li>1 Automatic 1-3 Recovery Mission</li> <li>1 Extra Bonus Card to Start</li> <li>1 Event Card to Start</li> <li>1 Time Warp, Re-flick Last Flight</li> <li>1 Extra Coordinate Card to Start</li> <li>1x Free Refuel Action</li> </ul>	<ul style="list-style-type: none"> <li>Remove 1 Flag at Start of Game</li> <li>1 Flag on any other planet</li> <li>1 Reserve Tank Per Turn</li> <li>Hand limit 9 instead of 7</li> <li>Invisible to Pirate Ship</li> <li>1 Extra Simulation Flight per Turn</li> <li>2 Extra Shield Markers</li> <li>2 Extra Weapon Markers</li> <li>1 Space Warp to Any Tile</li> <li>Bonus Hand Limit 4 Instead of 3</li> </ul>	<ul style="list-style-type: none"> <li>Choose Any Players Role</li> <li>Home Planet Cannot be Ruled</li> <li>1 Automatic Black Hole Recovery</li> <li>1 Automatic Pirate Base Destroyed</li> <li>1 Automatic 4+ Recovery Mission</li> <li>1 Additional Coordinate Wild Card</li> <li>1x Rearrange Top 6 Coord. Cards</li> <li>1x Rearrange Top 6 Pirate Cards</li> <li>1 Extra Magic Crystal</li> <li>Always use 1 Base Attack Zone</li> </ul>



# Bonus Cards & Event Cards



## Bonus Cards

**Earning a Card-** All players start with 1 Bonus Card at Random. Anytime during the game, if a flight travels 5 or more tiles and lands in Open Space, it earns the player a new bonus card. All cards collected, can be played on the next turn.

**Playing Bonus Cards** - Players can play a bonus card at any time on their turn, but it is not considered an action. The bonus only applies to the player that played it, unless it creates an effect that applies to the game in general. There is a 3 card hand limit to bonus cards. You must draw down to 3 at the end of your turn.

The first bonus card you play is free (not an action). If you play a second bonus card it is an action. Maximum of two bonus cards can be played per turn.

**Trading Bonus Cards-** Same as trading intel, players can trade bonus cards when they are both on the same planet, satellite or moon tile. The second traded bonus card draws fire from Pirates and each player takes 1 shield damage.

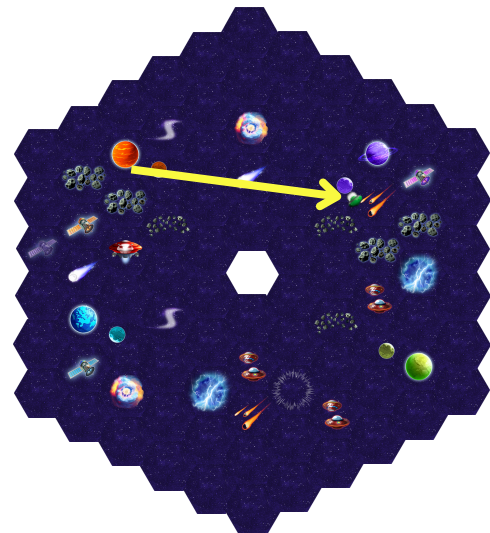
## Event Cards

**Playing Event Cards-** Each game will include Event Cards in the Coordinate Card deck, based on your level (Rookie, Intermediate, Pro). These cards can be played when drawn, and at anytime, even out of turn. However, these cards do count as part of your 7 card hand limit.

## DETERMINING POSITION OF YOUR SPACESHIP

**In between 2 Tiles** - As a final note, if your spaceship is in between 2 tiles, and your not sure of it's placement, it is considered on the tile closest to the direction from where you just made your previous flight from (closest to you).

In this example, the spaceship would be on the Moon tile, not the Meteor tile based on where the player flicked it from.





**Credits:** This game is dedicated to all the Freedom Flickers in America - our country's service men and women that sacrifice their lives to protect our rights.

**Designed by:** John Garcia for Meeple Mania Games, LLC with additional design and production by Gavin Garcia.

**Artwork:** Felipe C. Sabino

**Teamwork:** Thank you to all who play-tested! To my sons Gavin and Dean for never saying no when I want to play. To Ivonne who has supported me through every journey, and to all of my friends and family who love to play!

To order the game, additional components, merchandise or expansions please visit: [www.SpaceBorneTheGame.com](http://www.SpaceBorneTheGame.com)

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