



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"

The four ruling planets in Space Borne have a history of battling and spying on each other, all in the pursuit of precious crystals. These crystals, essential for powering the Black Hole Limiter (BHL) alien technology, are scarce, with each planet possessing only a limited supply. Control of the BHL means control of the entire galaxy.

The BHL operates by emitting an energy beam that prevents the black hole at the galaxy's core from expanding. By deflecting light and dispersing it rather than allowing it to enter the black hole, it deprives the black hole of the energy it requires.

With the BHL depleting the current crystal reserves, the black hole is on the brink of gaining power again, posing a threat to everything. To avert this crisis, cooperation is crucial to replace the four crystals in time, a mission known as 'The Black Hole Initiative.'

In this game, players are forced to unite as the 'Freedom Flickers' to locate and replace these rare crystals while simultaneously expanding their empires to contend for the title of the new Ruler of the Galaxy. The mission will test even the most talented of dexterity players, requiring them to navigate through perilous asteroids, comets, meteor showers and more! Plus, rogue pirates are constantly attacking players, building bases, and doing everything possible to sabotage their mission.

Will your team of Freedom Flickers secure the crystals and seal the black hole before catastrophe strikes? Can you emerge victorious as the Ruler of the Galaxy and govern Space Borne? We wish you luck...the destiny of the Space Borne galaxy hangs in the balance.

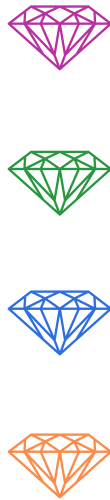
Components

Medal of Honor



91 Galaxy Tiles

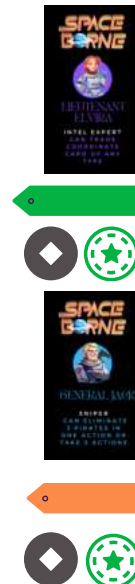
Crystals



Player Boards



Pilots



Action/Pilot & Mission Token



Flags 10x/each



Fuel 1x/each



Ships



Magic Crystal Tokens

Two-Sided Actions & Turbulent Tile Card Reference Card

:30 Timer



48x Coordinate Cards



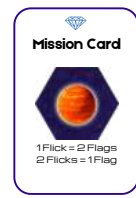
49x Pirate Attack Cards



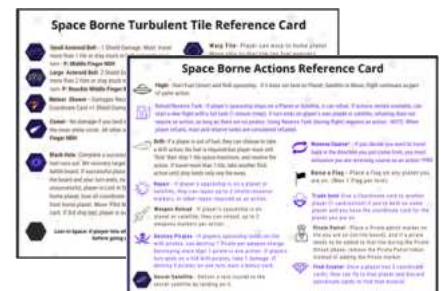
38x Bonus Cards



18x Event Cards



20x Mission Cards



2-Sided Player and Pirate Base Reference Card



Difficulty Setting Reference Card



1x Black Hole Marker



Pirate Battle Ship



4x Pirate Bases



5x Fuel Cell Sticker & Tokens



Space Tile Board



Rules Sticker Sheet



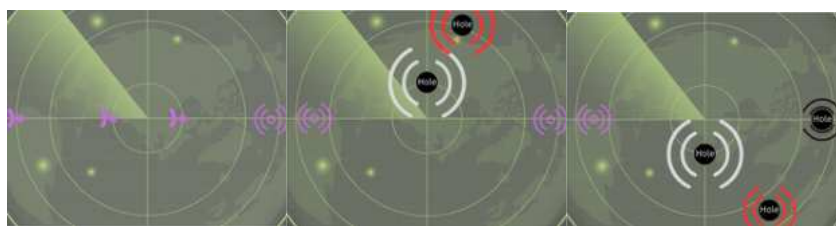
Rocket Launcher

16x Weapon Markers

16x Shield Markers

16x Pirate Patrols

40 Pirate Tokens



Battle Board

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. The BHL is located on the *Outer Rim* of the galaxy, on the 'Secret Satellite'.

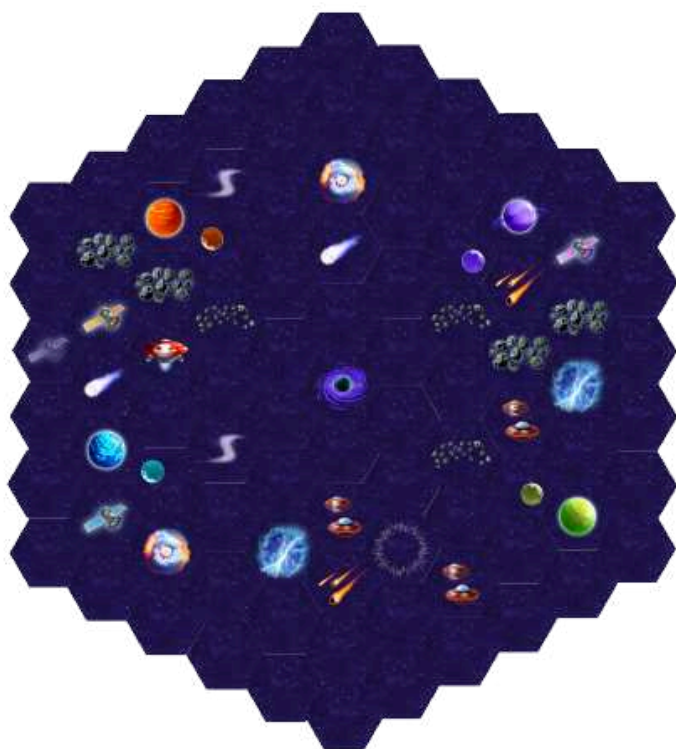
To locate the crystals, each player will go on *Recon Missions* by traveling across the galaxy and collecting 'Coordinate Cards'. Once you have 5 matching coordinate cards, you can land on the corresponding planet to locate the crystal. You do this by traveling to that planet, then discarding the 5 matching 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 (or earns) the most flags at the end of the game becomes the 5-Star General and as such, gains the Medal of Honor, and can pass new rules for the next game (select from 'Leader' 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 a subsequent Pirate Attack turn
- 4) All players run out of pilots



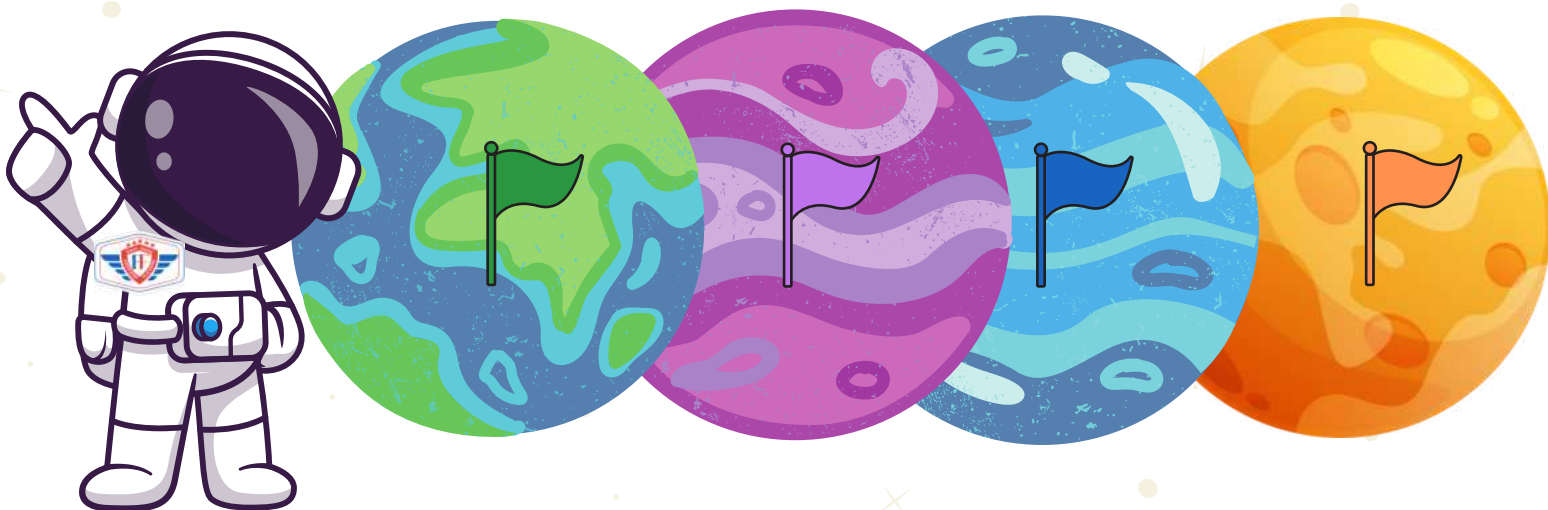
Three Ways to Play!

Semi, or Fully Cooperative- You can play semi-cooperative which makes the game a little more competitive, or fully cooperative.

In the semi-coop, players use an action to raise a flag and gain the majority to become the leader, and in the coop version, players earn flags by completing certain actions. The player who earns the most flags becomes the 5-Star General and leader of the Freedom Flickers at the end of the game. (Pages 21 and 22).

Mission Accomplished - This Family-Friendly version is for ages 10 and under, but still offers enough of a challenge for adults that want to try another way to play.

Modes: The game can be played in three different modes: Rookie, Intermediate, or Pro. We recommend starting in the Rookie mode, and working your way up to Pro as each mode increases the difficulty level. Use the Difficulty Level reference chart for set up game play.



The Leader of the Freedom Flickers!

SEMI COOPERATIVE VERSION.

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 awarded the 5-Star Medal of Honor, and becomes the leader of the Freedom Flickers!

LEADER LEGACY RULES!

If you decide to play again, the 5-Star Freedom Flicker chooses a rule to be played at the start of the next game from the list and adds the sticker to the Leader Page.

The first time a player is leader, 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. Rules compound from game to game.

Next to the rule, write in the player's name that it belongs to. Also, the 5-Star General starts the game with 1 flag on each planet, and 2 on their own planet, and the badge (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.

| 5-Star Medal of Honor Leader of the Freedom Flickers | | |
|---|---|--|
| 1ST RULE ★ | 2ND RULE ★★★ | 3RD RULE ★★★★★ |
| 1 Extra Flag on Home Planet 1 Extra Shield Marker 1 Extra Weapon Marker 1 Extra Pilot 1 Automatic 1-3 Recovery Mission 1 Extra Bonus Card to Start 1 Event Card to Start 1 Time Warp, Re-lick Last Flight 1 Extra Coordinate Card to Start 1x Free Refuel Action | Remove 1 Flag at Start of Game 1 Flag on any other planet 1 Reserve Tank Per Turn Hand limit 9 instead of 7 Invisible to Pirate Ship 1 Extra Simulation Flight per Turn 2 Extra Shield Markers 2 Extra Weapon Markers 1 Space Warp to Any Tile Bonus Hand Limit 4 instead of 3 | Choose Any Players Role Home Planet Cannot be Ruled 1 Automatic Black Hole Recovery 1 Automatic Pirate Base Destroyed 1 Automatic 4+ Recovery Mission 1 Additional Coordinate Wild Card 1x Rearrange Top 6 Coord. Cards 1x Rearrange Top 6 Pirate Cards 1 Extra Magic Crystal Always use 1 Base Attack Zone |

Cooperative Version

**EARN YOUR FLAGS TO BECOME THE
5-STAR MEDAL OF HONOR!**

Work Together but be rewarded for your accomplishments! - In this version, you earn your flags when you complete different objectives. Instead of raising a flag as an action, you will raise a flag each time you complete one of the following:

Recon Missions - Each time you successfully complete 2 recon missions in one turn, you will earn 1 flag.

Destroying Pirates: Each time you destroy 3 pirates in one turn, you earn 1 flag.

Destroying a Pirate Base - Each time you defeat a pirate base, you earn 2 flags.

Delivering a Rare Crystal: Each time you deliver a rare crystal, you earn 2 flags.

Place your flags on your planet on Space Tile Board, or use them as upgrades - During the game, you can use your earned flags for upgrades:

3 Flags, permanent upgrades: (up to 2 of each one)

- 1 additional weapon
- 1 additional shield
- 1 additional 'Simulation' per turn

New Leader is Named! - At the end of the game, the player with the most flags becomes the leader of the Freedom Flickers and earns the 5-Star Medal of Honor. In the event of a tie, the player who delivered a crystal (or the first crystal) wins.

RULER LEGACY RULES!

If you decide to play again, the 5-Star Freedom Flicker chooses a rule to be played at the start of the next game from the list and adds the sticker to the Ruler Page.

The first time a player is leader, 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. Rules compound from game to game.

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.



5-Star Medal of Honor Leader of the Freedom Flickers



1ST RULE

★

- 1 Extra Flag on Home Planet
- 1 Extra Shield Marker
- 1 Extra Weapon Marker
- 1 Extra Pilot
- 1 Automatic 1-3 Recovery Mission
- 1 Extra Bonus Card to Start
- 1 Event Card to Start
- 1 Time Warp, Re-flick Last Flight
- 1 Extra Coordinate Card to Start
- 1x Free Refuel Action

2ND RULE

★★★★★

- Remove 1 Flag at Start of Game
- 1 Flag on any other planet
- 1 Reserve Tank Per Turn
- Hand limit 9 instead of 7
- Invisible to Pirate Ship
- 1 Extra Simulation Flight per Turn
- 2 Extra Shield Markers
- 2 Extra Weapon Markers
- 1 Space Warp to Any Tile
- Bonus Hand Limit 4 instead of 3

3RD RULE

★★★★★

- Choose Any Players Role
- Home Planet Cannot be Ruled
- 1 Automatic Black Hole Recovery
- 1 Automatic Pirate Base Destroyed
- 1 Automatic 4+ Recovery Mission
- 1 Additional Coordinate Wild Card
- 1x Rearrange Top 6 Coord. Cards
- 1x Rearrange Top 6 Pirate Cards
- 1 Extra Magic Crystal
- Always use 1 Base Attack Zone



Mission Accomplished!

Family-Friendly Version

If you have younger astronauts (10 years of age or younger), who are eager to join the Freedom Flickers, or your group wants to experience a lighter game, try this version of the game called: Mission Accomplished!

As a team of Freedom Flickers, your mission is to find the 4 rare crystals that power the Black Hole Limiter and save the Space Borne Galaxy from the black hole!

Winning the Game

- Deliver all 4 rare crystals to the secret satellite before all players lose their three pilots, or the black hole consumes the galaxy!

Setup -

1. Set up the galaxy according to basic rules and remove the black hole tile in the center.
2. For a more challenging game, remove the black hole tile and the first surrounding ring of tiles.
3. Separate mission cards by crystal type and create 4 face down draw decks.
4. Each player selects a Freedom Flicker, adds 4 yellow and 2 black markers as shields to their card.

Gameplay -On your turn, you will:

1. Youngest players draws a mission card.
2. To complete the mission, travel to the destination, retrieve the rare crystal, deliver it to the secret satellite, and return to your home planet before your fuel runs out!

Earning Flags

1. Mission cards will reward players with flags for completing missions in 1, 2 or 3 flicks. Flags can be traded for more shields, or collect flags for end-of-game, 5-Star Medal of Honor points. Missions not completed are discarded.

Save the Galaxy!

Turn Order:

- **Takeoff** - Flip the 30-second black timer to start your turn.
- **Phase 1: Exploration** - Flick your spaceship towards the mission destination shown on the card.
- **Phase 2: Retrieval** - Once you reach the destination, take the rare crystal.
- **Phase 3 - Delivery** - Flick your spaceship to the secret satellite to deliver the crystal.
- **Phase 4: Return Flight** - After delivering the crystal, flick your ship back to your home planet.

Mission Accomplished (or not!)

If you return to your home planet before the timer runs out, Mission Accomplished! Keep Mission Card, and collect Flags (if any earned). If you fail:

- You are captured by space pirates!
- Lose 1 pilot and forfeit the rare crystal. Flags earned remain safe.

Black Hole Expands! Each time a mission fails, discard that mission card. If a mission card deck runs out of cards, expand the Black Hole by one ring. Shuffle cards and create a new deck.

Penalties

- **Falling Off the Galaxy Edge:** Lose 2 shields, return to your previous position, and retry.
- **Landing on a Turbulent Tile:** Lose 1 shield marker.
- **Falling into the Black Hole:** End of turn, lose 1 pilot unless you use your magic crystal (1x/mission).
- **Pirates Attack!** (Advanced Rule): Any flick of 1 tile or less results in losing 1 shield marker.

Use of Flags - The 5-Star General

- The player who earns the most flags becomes the Leader of the Freedom Flickers and earns the prestigious 5-Star Medal of Honor!
- Flags can also be discarded and traded for shields. Players can trade one flag for one shield, 1x/mission.

May the 'Flick' be with you!

5-Star Medal of Honor- The player who earns the most flags becomes the leader of the Freedom Flickers, earns the Medal of Honor pin, and can pass a rule to be included at the start of the next game!

Game Preparation

1 Design the galaxy. Place the Black Hole tile in the center. Surround the Black Hole tile with "Open Space" tiles (tiles without graphics). This completes the first ring. Use tiles marked with a "2" on the back to create the second ring. Fill any gaps, with Open Space tiles. Repeat the process for rings 3 and 4, filling any empty spaces with Open Space tiles. In the fourth ring, make sure each Planet tile is placed next to its corresponding Moon tile. The outermost ring is made entirely of Open Space tiles. Be sure to place the Secret Satellite tile somewhere in this final ring. Your galaxy is now complete and ready for exploration!

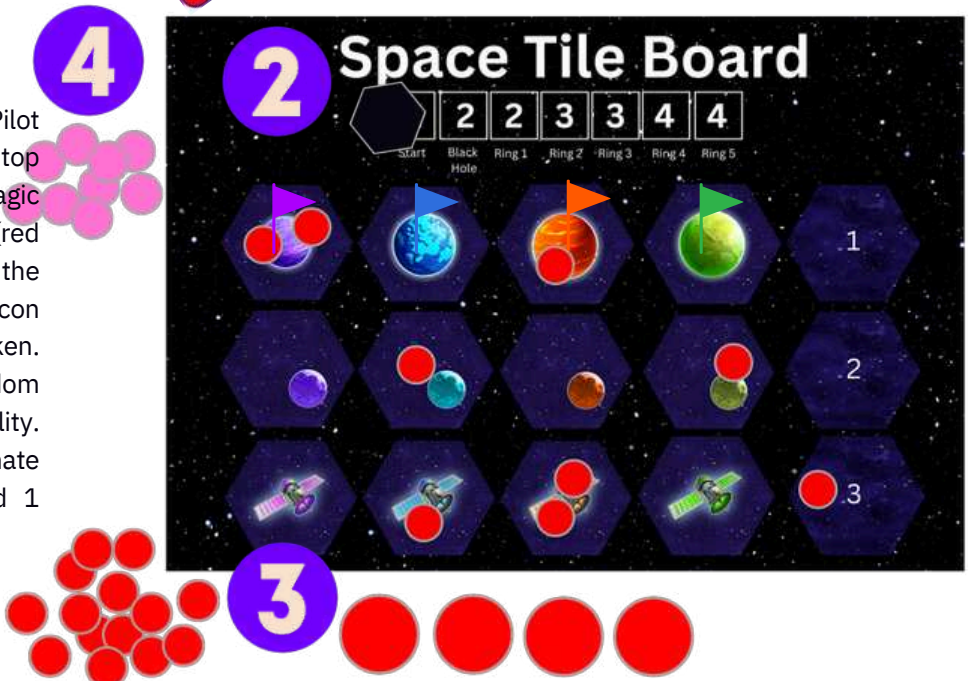
2 Space Tile Board. In semi co-op, start by placing a flag for each player on their home planet. Draw 9 Pirate Attack cards, and place one pirate token for each on the corresponding space. If at any point, you have to add a 4th pirate to a tile, instead draw a new card and place pirate token on that tile. No space should have more than 3 pirate tokens on it. These cards now form the discard pile.

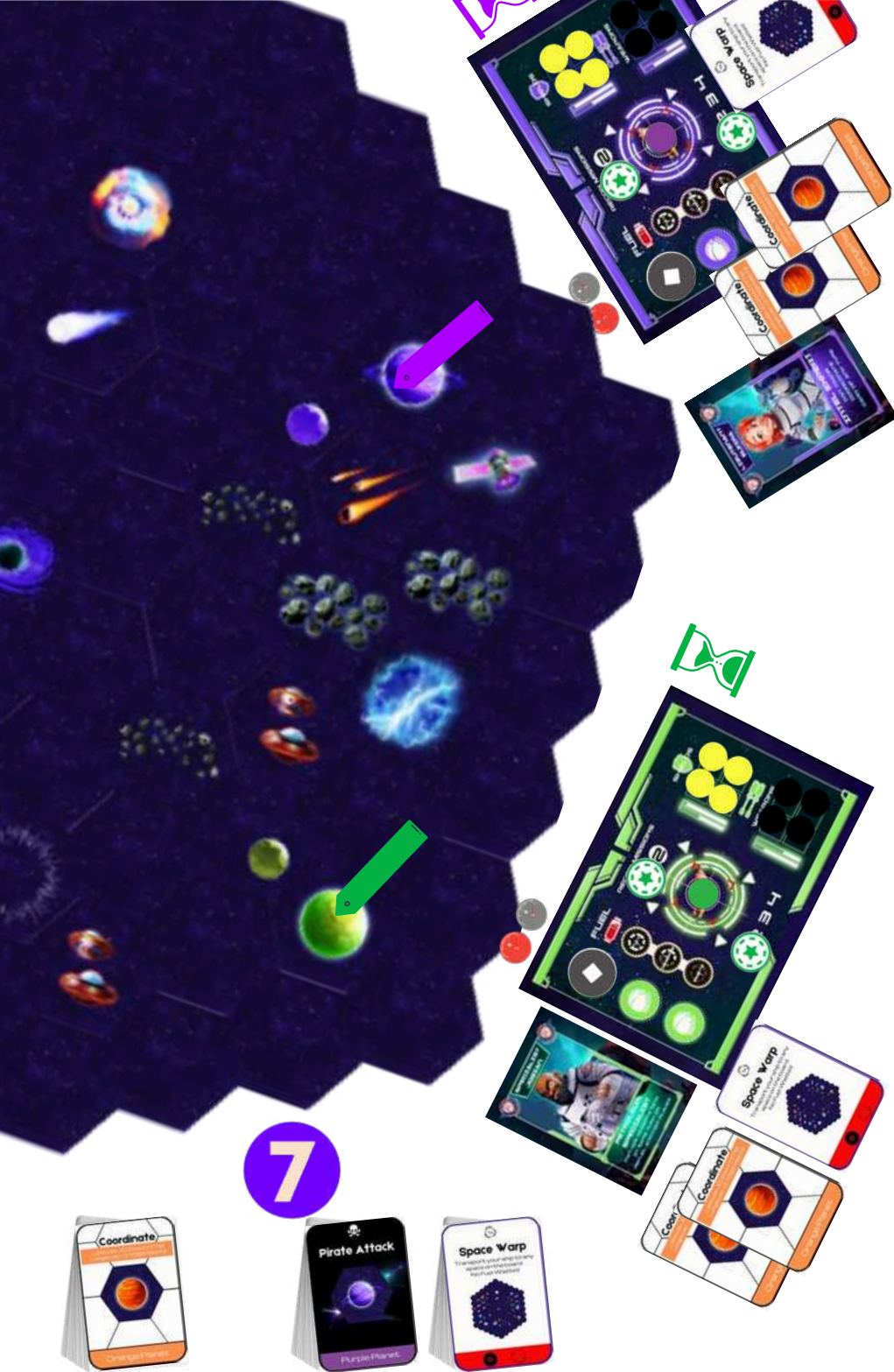
3 Pirate tokens and Pirate base tokens. Place supply next to the Space Tile Board.

4 Pirate Patrol tokens. Place supply next to the Space Tile Board.

5 Pirate Mother Ship token. Place this token on the galaxy board on the Pirate Mothership tile.

6 Player Board - Each player starts with 4 black ammo tokens, 4 yellow shield tokens, a Pilot Token placed over the helmet graphic at the top position (indicating you start with 3 pilots), a Magic Crystal Token in the middle, both fuel Tokens (red and gray), and a sand timer (fuel cell) of the corresponding color. At the top place a Recon Mission Token, and at the bottom an Actions token. Each player takes the corresponding Freedom Flicker card, and takes note of their special ability. Each player also starts with 2, 3 or 4 coordinate cards, (depending on the player count), and 1 Bonus card.





Note: Refer to Difficulty Setting Chart for variations in setup and game play

| SPACE BORNE ROOKIE, INTERMEDIATE AND PRO RULES | | | | | | | | |
|---|--|-------------|---|--|--|--|---|---|
| MODE | BLACK HOLE CARDS | EVENT CARDS | MAGIC CRYSTAL | BATTLE BOARD | RESERVE TANK | REFUEL | STRIKES | LOST IN SPACE |
| ROOKIE | Use last part of Black Hole crystal to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | 1 | Use last part of Magic Crystal to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | Use last part of Battle Board to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | Use last part of Reserve Tank to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | Use last part of Refuel to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | Use last part of Strikes to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | Use last part of Lost in Space to destroy stars, put the crystal in a reserve tank. No Bonus Cards. |
| INTERMEDIATE | Use last part of Black Hole crystal to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | 2 | Use last part of Magic Crystal to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | Use last part of Battle Board to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | Use last part of Reserve Tank to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | Use last part of Refuel to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | Use last part of Strikes to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | Use last part of Lost in Space to destroy stars, put the crystal in a reserve tank. No Bonus Cards. |
| PRO | Use last part of Black Hole crystal to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | 3 | Use last part of Magic Crystal to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | Use last part of Battle Board to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | Use last part of Reserve Tank to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | Use last part of Refuel to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | Use last part of Strikes to destroy stars, put the crystal in a reserve tank. No Bonus Cards. | Use last part of Lost in Space to destroy stars, put the crystal in a reserve tank. No Bonus Cards. |

7 Coordinate Card Deck: After dealing

starting coordinate cards to each player, divide the remaining cards into 5 even decks, and add a Black Hole card to each deck. Add Event cards based on the difficulty level (Pro=0, Intermediate=1, Rookie=2 Event cards). Give each deck a quick shuffle independently, and then stack the 5 decks on top of each other. This becomes your draw pile.

Pirate Card Deck: After initial setup, place the draw deck next to the board.

Bonus Card Deck: Each player gets 1 Bonus Card dealt from the bonus card deck at random. Players also earn a bonus card for successfully traveling 5 or more tiles and landing in Open Space, during flight action. Players can have a max of 3 bonus cards in their hand.

8 Battle Board. Recovery Mission - The Battle board is used for 'Lost in Space', or 'Black Hole Recovery missions', as well as to fight pirate bases, and the space pirate mother ship. Depending on your target, remove that hole and keep all the others in place. Keep it close by or next to the galaxy to quickly jump back and forth.



Game Setup



Before Game Starts:

- 1) Decide coop or semi-coop version
- 2) Separate tiles into stacks by numbers on back
- 3) Set-up Galaxy, starting with Black Hole
- 4) Perform 'Basic Training' (optional)
- 5) Determine starting order and if playing 'Legacy' version, clarify the 'Ruler Rules'.
- 6) Determine, 'Rookie', 'Intermediate', or 'Pro' mode
- 7) Choose a Character Player card
- 8) 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
- 5) If ship lands on Planet, Satellite or Moon tile, stop your fuel by putting it on its side, and choose another action (or start a new flight), if you have not taken 4 actions
- 6) After 4 actions, reward or discard coordinate cards based on results of recon missions
- 7) If 'Black Hole' card is drawn, initiate 'Black Hole' phase
- 8) Initiate Pirate Attack Phase and add pirate tokens to tile board

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 galaxy. It will take all of your focus, determination and skill to complete the mission!

Designing the GalaxyGame Setup

1. Assemble the Galaxy
2. Begin by placing the Black Hole Tile in the center of the play area. Next, take the galaxy tiles, numbered 1 to 4, and build outward from the black hole.
 - Place all Tile 1 pieces around the black hole.
 - Continue surrounding the previous tiles with Tile 2, then Tile 3, and so on, until all tiles are used.
 - The final ring will form the Outer Rim of the galaxy.

3. Choose a Pilot

Each player selects a pilot from one of the four ruling planets. Then: Take the matching Player Board, Spaceship, and Flags. Place your spaceship on your home planet's corresponding tile on the galaxy board.

Prepare Your Ship

1. Set up your spaceship for flight by placing 4 Weapon Markers and 4 Shield Markers on your Player Board.
 - Place your Magic Crystal in the center of the board (this can be used later in the game).

Distribute Bonus Cards

1. Deal 1 random Bonus Card to each player. These cards offer special abilities and don't count toward the hand limit of Coordinate Cards.

Starting Coordinate Cards

1. Hand out Coordinate Cards based on the number of players:
 - 2 Players: 4 cards each
 - 3 Players: First player gets 2, the others get 3 each
 - 4 Players: 2 cards each

Coordinate Card Deck Setup

After distributing the starting Coordinate Cards: Divide the remaining Coordinate Cards into 5 equal decks.

- Shuffle a Black Hole Card into each deck, and add Event Cards depending on the game mode:
 - Pro Mode: 6 Black Hole Cards, no Event Cards
 - Intermediate Mode: 5 Black Hole Cards, 2 Event Cards
 - Rookie Mode: 4 Black Hole Cards (none in the first deck), 4 Event Cards

Stack the decks to form one large draw pile.

Pirate Attack Deck

Prepare the Pirate Attack Deck:

Draw the top 9 Pirate Attack Cards and place a pirate token on the corresponding tile for each card. If a tile already has 3 pirate tokens, draw another card and place the pirate elsewhere.

Fuel, Actions, and Recon Markers

Give each player a Fuel Marker, Action Marker, and Recon Marker, and place them on their Player Boards.

The player with General Jack goes first, or choose randomly.

Game Mode and Version

Decide whether you're playing the Semi-Cooperative or Fully Cooperative version.

Determine the difficulty level: Rookie, Intermediate, or Pro.

Clarify any rules for the Legacy Version if you are playing with added rule stickers from previous games.

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.

OPTIONAL: If you're playing with less than 4 players: In a 2 player game, each player takes two characters. Gameplay should alternate turns. In a 3-player game, all players take turns playing for the 4th player.



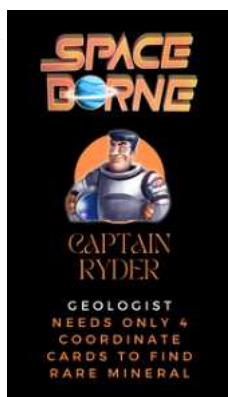
General Jack

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.



Captain Ryder

Geologist

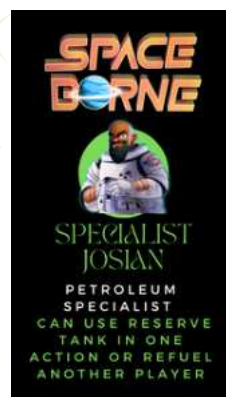
Needs only 4 Coordinate Cards to Mine a Rare Crystal



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.



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 Player Boards



Each player chooses a Freedom Flicker (pilot) and starts with the matching player board and components of that color.

Pilots- Each player starts with 3 Freedom Flickers (pilots), that will put their lives 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



The Game Boards

Space Borne has 3 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 to 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 (Detailed on Page 11).

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 ship from the launch zone and stop on the appropriate target zone, based on how many bases are currently on the universe board. 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 point is based on which mode you are playing, Rookie, Intermediate or Pro. (Detailed on Page 16).

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 pirate 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.



The Actions

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



Flight - Move your spaceship by flicking it across the board attempting to complete recon missions.

- Fuel Management: Start your turn by flipping your fuel timer. As long as you have fuel, you can continue flicking your ship.
- If your ship lands on an Open Space tile (a tile with no graphic on it) after traveling at least 4 tiles in one flick, you've completed a successful Recon Mission, and you earn a Coordinate Card.
- You can complete up to 2 Recon Missions per turn, drawing 1 card per successful mission. Any additional recon missions won't earn more cards.
- Flight End: Your flight ends when you either: Run out of fuel, or Land on a Planet, Satellite, or Moon tile. Stop your fuel timer by turning it on its side when you land.

2. Refuel or Drift

If your ship lands on a Planet or Satellite, you can refuel to reset your fuel timer.

- If you have remaining actions, you can start a new flight with a full tank.
- Drift Action: If you're out of fuel, you can still take a Drift Action. Flick your ship one tile at a time until you land on a planet or satellite to refuel.

4. Shield Repair

If you're on a Planet, Satellite, or Moon tile, you can repair your ship's shields.

- Each repair action restores up to 2 Shield Markers.

5. Weapon Reload

If you're on a Planet or Satellite, you can reload your ship's weapons.

- Each reload action replenishes up to 2 Weapon Markers.

6. Reverse Course (PRO MODE ONLY)

Want to change direction? Use one action to declare a Reverse Course, allowing you to flick your ship back in the direction it just came from.

7. Destroy Pirates

If your ship lands on a tile with pirates, you can use one action to attack them.

- Each attack action allows you to destroy as many pirates as you have weapon charges for.
- If your turn ends on a tile with pirates, you automatically take 1 shield damage.

8. Raise a Flag

Place a flag on any planet you land on.

- This action can be performed once per turn.

9. Trade Intel

When you and another player are on the same planet, you can give them a Coordinate Card for that planet.

- If you trade more than one card on the same turn, it will draw attention from pirates, and you'll take 1 shield damage for each additional card traded.

10. Find a Rare Crystal

Once you have collected 5 matching Coordinate Cards, you can travel to the corresponding planet and discard the cards to find the Rare Crystal.

11. Deliver a Crystal to the Secret Satellite

Fly your ship to the Secret Satellite to deliver a rare crystal. Once delivered, place it on the satellite, and your mission is complete.

12. Bonus Cards

You can play Bonus Cards at any time during your turn, and they don't count as an action.

- You can play a second bonus card as an action.
- You can hold up to 3 bonus cards at a time.

13. Pirate Patrol

Place a Pirate Patrol Marker on any tile. If a pirate needs to be placed there during the Pirate Attack phase, the marker prevents the pirate from appearing. Instead, the marker is removed.



Bonus Card



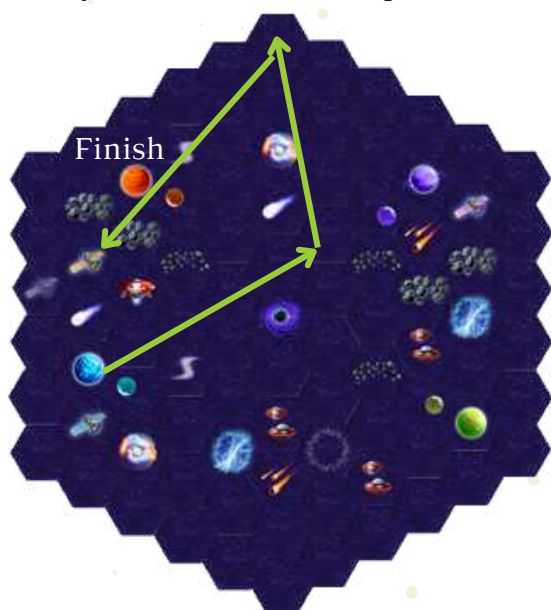
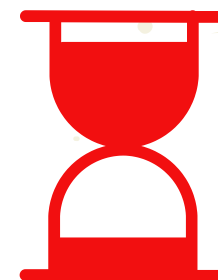
The Flight Action



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, satellite or moon (in which case they stop their fuel cell by turning it on its side). **Since each player has their own fuel (hourglass) they can use the remaining fuel to start their next turn.**



In this example, the green 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 Mode Rules

Rules Chart: The included reference chart shows the different rules for each mode, including Set-up, Magic Crystal, Battle Board, Reserve Tanks, Strikes and Lost in Space. Refer to this chart based on which mode you are playing in.

| SPACE BORNE ROOKIE, INTERMEDIATE AND PRO RULES | | | | | | | | |
|---|---|-------------|--|---|--|-------------------------------------|---|---|
| MODE | BLACK HOLE CARDS | EVENT CARDS | MAGIC CRYSTAL | BATTLE BOARD | RESERVE TANK | REFUEL | STRIKES | LOST IN SPACE |
| ROOKIE | Do not put a Black Hole Card in the first deck, put 10 decks 2-6, total of 4 Black Hole Cards | 2 | 10 Can be used as a "Wild" Coordinate Card and a Free Space or Hit on the Battle Board | Landed in any ring or the hole of the target to be successful | Free action to use reserve tank on the Battle Board during Recovery or Battle Missions | Refuel on Planet, Satellite or Moon | On 2nd strike, take 1 Hit from Planets (and each subsequent strike) | Home Planet with 2 Coordinate Cards and 2 Bonus Cards |
| INTERMEDIATE | 1 Black Hole Card in each Coordinate Deck | 1 | 10 Can be used as a Free Space or a Recovery Mission on the Battle Board | Landed in inner ring or the hole of the target to be successful | 1 Action to use reserve tank on the Battle Board during Recovery or Battle Missions | Refuel on Planet, or Moon | On 2nd strike, take 1 Hit from Planets (and each subsequent strike) | Home Planet with 2 Coordinate Cards and 2 Bonus Cards |
| PRO | 1 Black Hole Card in each Coordinate Deck, and add a reserved card to the last deck | 0 | No Magic Crystal | Landed in the hole of the target to be successful | 2 Actions to use reserve tank, only during recovery missions | Refuel only on Home Planet | On 1st strike, take 1 Hit from Planets (and each subsequent strike) unless landing on Planet, Satellite or Moon | Home Planet draw 2 new Coordinate Cards and 2 Bonus Cards |

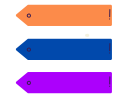
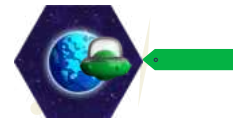
Running out of Fuel

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

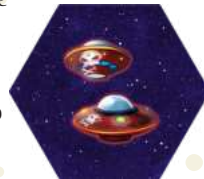


Landing on a Planet, Satellite or Moon

All Modes: Regardless of what mode you are playing in, a ship is considered on a planet, satellite or moon when any piece of the ship is touching the graphic.



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 Battle Board and begin the battle mission.



Flight Markers: At the end of your turn, 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.

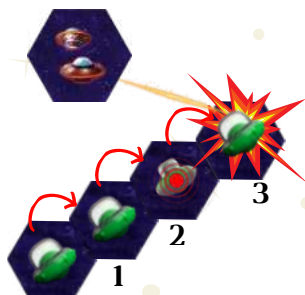
If you end your turn on a tile with pirates, you will take 1 shield damage (regardless of how many pirates are on that tile). If you land on a tile with a Pirate Base, you must take a Pirate Base Battle Mission, even if you are out of actions.



Landing On Turbulent Tile: Regardless of what mode you are playing in, a ship is considered in a turbulent tile when any piece of the spaceship is touching the graphic.

Not in Turbulent Tile (no part of spaceship is touching the graphic)

On Turbulent Tile (the spaceship is touching the graphic)



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.

Black Hole & Pirate Attack Phase




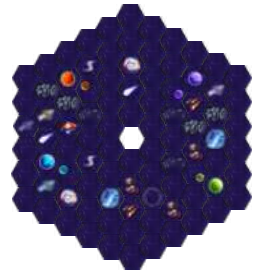
Black Hole Phase

The Black Hole Phase is triggered whenever a Black Hole Card is drawn from the Coordinate Deck. The black hole at the center of the galaxy is expanding, threatening to consume everything. During this phase, the galaxy shrinks and pirates become more aggressive.



Follow these steps when a Black Hole Phase begins:

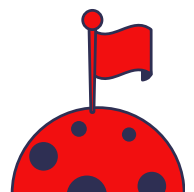
1. Slide the Black Hole Counter one space to the right on the Space Tile Board. This tracks the black hole's progress and intensifies pirate attacks. 
2. Pirate Attack Surge - Draw the bottom card from the Pirate Attack Deck and place a pirate token on the indicated tile. Then, shuffle the discard pile and place those cards back on top of the Pirate Attack Deck.
3. The Black Hole Expands - When the first Black Hole Card is drawn, remove the Black Hole Tile from the center of the board, creating an empty space. This marks the start of the black hole's expansion.
 - Subsequent Black Hole Cards: Every time another Black Hole Card is drawn, remove all the tiles immediately surrounding the empty black hole space. These tiles are swallowed by the black hole, reducing the size of the galaxy.
 - Lost Ships and Tokens: Any pirate tokens or player ships on the removed tiles are lost. If a player's ship is removed, they must complete a Black Hole Recovery Mission to avoid being Lost in Space. If a player with a rare crystal is lost, the crystal returns to its original planet and can be recovered by any player who lands on that planet (no Coordinate Cards required).
4. End of the Game (Black Hole Victory - The game ends if the black hole expands to its fifth stage. At that point, the galaxy is fully consumed, and all players lose the game.



Pirate Attack Phase

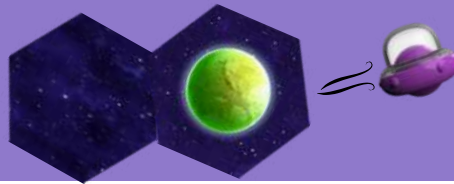
At the end of each player's turn (and resolved Black Hole phase), the Pirate Attack Phase begins. Pirates are constantly trying to sabotage your mission, so this phase represents their efforts to overrun the galaxy.

- Draw as many pirate attack cards as indicated on the current black hole tracking
- Add a Pirate to that tile on the Space Tile Board
 - If that tile already has 3 pirates, instead of adding another pirate, place a Pirate Base Token and remove the 3 pirates from that tile.
 - **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 on that planet until base is defeated.
 - **Base on Satellite** - Player of corresponding color can only complete 1 recon mission each turn.
 - **Base on Moon** - All players take one shield damage if they fly past (within 1 tile space).
 - If a Pirate Base is already on the tile, simply discard the pirate token—it is now out of the game and cannot be added back to the supply.



Note: Track Pirate Activity - It's a good idea to assign one player to manage the Space Tile Board, calling out the areas in distress at the start of each player's turn. They'll add Pirate Tokens or Bases as needed and help keep track of pirate activity.

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 (1-3, or 4+), 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 for one action in order 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 add it to your hand.

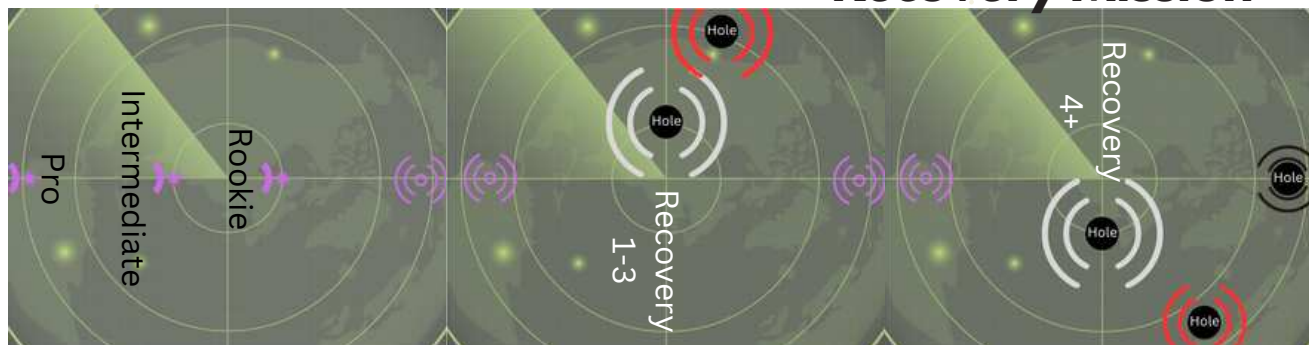
Lost In Space - If you fail a recovery mission (after flying off the board or into a black hole), or damaged with less than zero shield markers, you are Lost in Space. Reduce your pilots by 1 (from 3 to 2) and lose all the cards in your hand except 2 coordinate cards that you choose to keep. Draw a new 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.

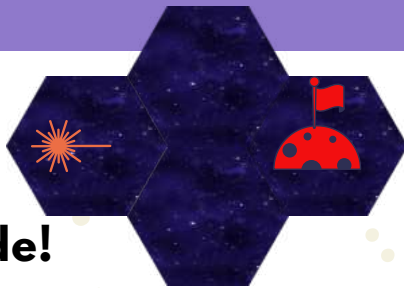
The player attempting the rescue can only use the reserve tank to do so.

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



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! Fighting a base is not considered an action.

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.

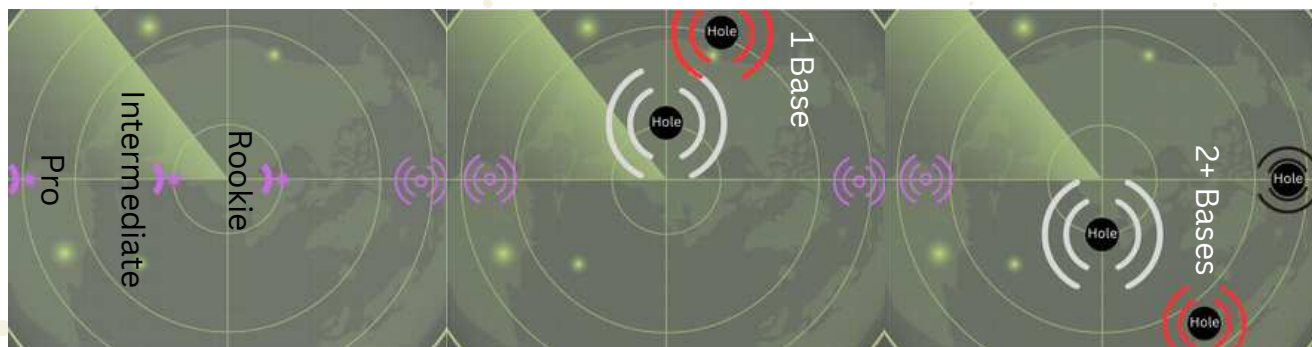
Successful Battle Mission - If you succeed on your first attempt, draw two bonus cards. If you succeed on second attempt, draw 1 bonus card. Continue turn with remaining fuel. If you defeat a base that was on a planet, you can add 2 flags to that planet as a free action. Remove the Pirate Base token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

Battle Mission



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 are 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 crystal or you can also play a bonus card that saves you at any time. Magic Crystal is discarded, can only be used once.

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, and can be used again.

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



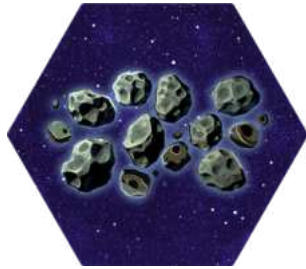
Space Storm



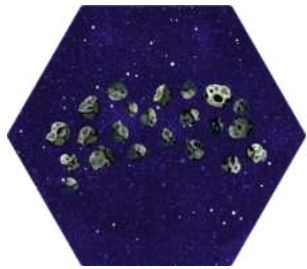
Comet



Large Asteroids



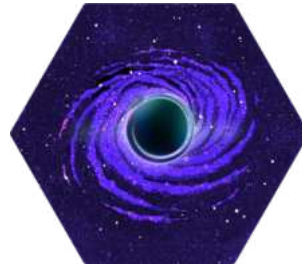
Small Asteroids



Meteor Shower



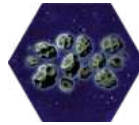
Black Hole



Milky Way



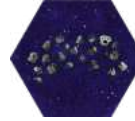
Electrical Field - Destroys radar, you will not be able to draw any Coordinate Cards this turn unless you land and perform a 'repair' action
P: Pinky NDH



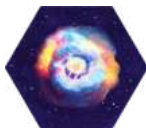
Large Asteroid Belt: 2 Shield Damage - Must travel more than 2 tiles or stay stuck in belt-
P: Knuckle Middle Finger NDH



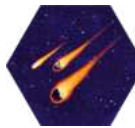
Space Warp: Player can warp to home planet. Move ship to that tile (no fuel expires).



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



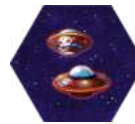
Space Storm: Trapped in storm until current fuel timer runs out. Continue with reserve tank if available, if not, run out of fuel.



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**



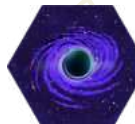
Pirate Squad: Space pirates equal to number on tile. Must attack or take damage and escape on next flight.



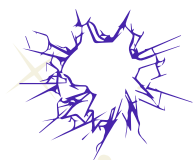
Milky Way: Slows ship, can only travel one tile in any direction. If go beyond that, take 1 damage and hit again from previous spot.
P: Thumb NDH



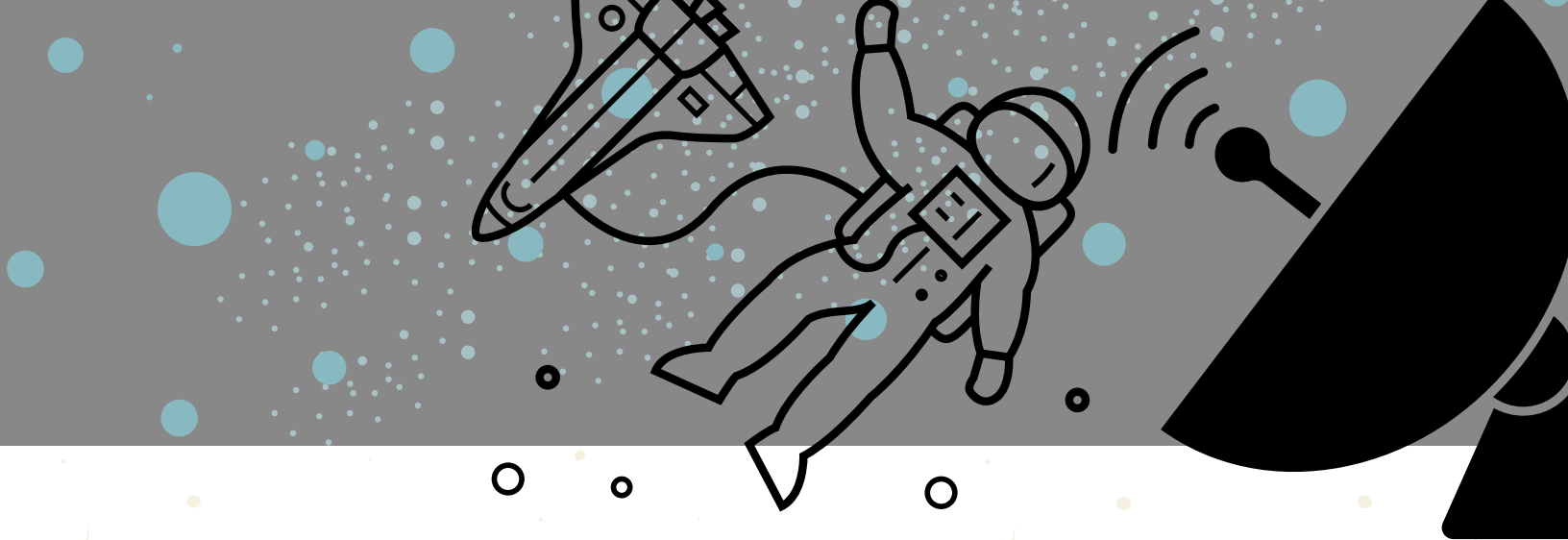
Pirate Mother Ship- Must attack - Use Battle Board and must land on middle 'Pirate Base' target zone to defeat it.



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.



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 by collecting 5 matching coordinate cards, and flying to that planet to play a Find A Rare Crystal action, they can transport that colored crystal to the Secret Satellite through standard flight actions.

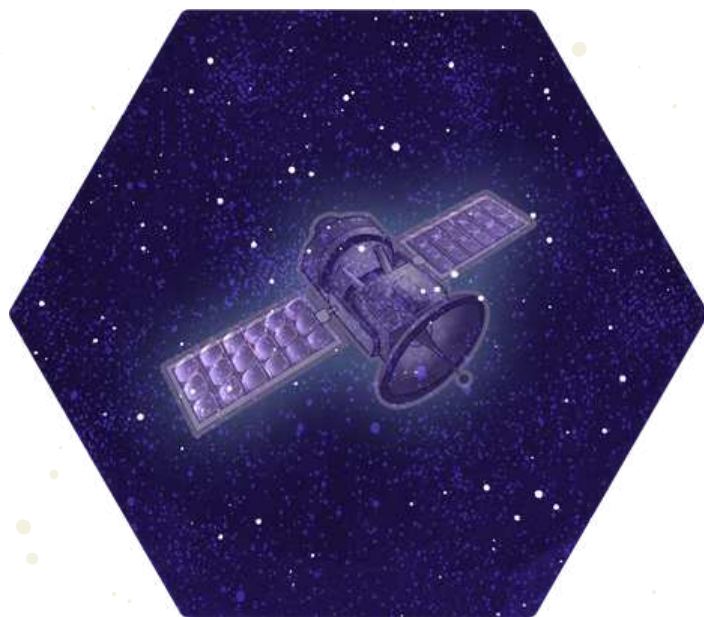
The Secret Satellite is always located on the Outer Rim, which is why space pirates can't get to it. Even they are too afraid to venture this far out into the unknown.

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 5-Star General is becoming the leader of the Freedom Flickers and earning the badge. If you decide to start a new game, make sure the General 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.



Bonus Cards & Event Cards

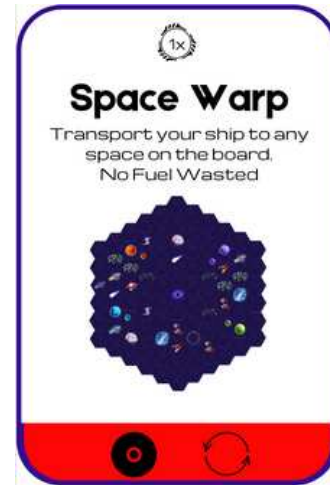
Bonus Cards

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.

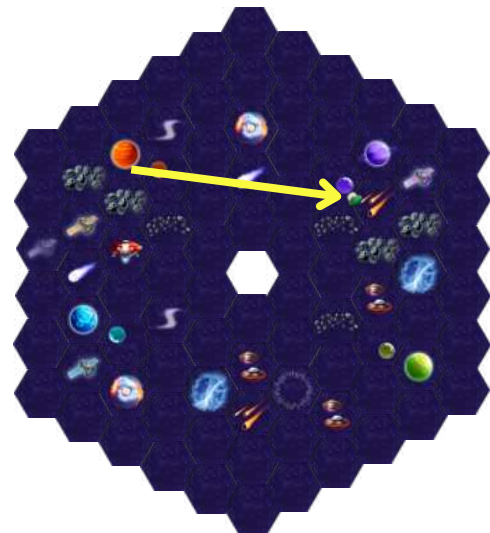


Event Cards

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 or 3 Tiles - If your spaceship is in between tiles, it is simply - not in open space, but safe from any turbulent tiles, unless it is touching the graphic on one of the tiles.





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

Artwork: Filipe 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

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