

# Co-op Space Card Game prototype rules

Players flee the galaxy before it is overrun by an alien terror by drafting and playing cards which allow exploration and movement actions on a tile-based path.

## Game Details

**Play Time:** 30 min <-design goal

**Number of Players:** 1-3

**Target Age of Players:** 10+

**Main Mechanics:** deck building, tile placement, card draw and play for actions

**Degree of competition and/or collaboration:** cooperative

## Story

Players play bumbling humans on the eve of discovering jump drives for space travel. Upon this discovery, however, an alien menace takes notice and sends an invasion fleet from the far reaches of the galaxy. Luckily and purely by accident, through the initial test of the jump drives, the first explored world was the site of an alien artifact that could possibly hold the key for survival. Players then have to flee from their alien conquerors while simultaneously piecing together the meaning behind their alien artifact discovery.

## Winning the Game

Research all 4 of the Alien Artifacts before getting decimated by the alien menace!

*Players need to research 4 of these to win! →*



## Setup

1. Place the Earth Space card face up in the middle of the table.

*Earth card →*



2. Each player selects one Ship card to place in front of their individual play area and places the corresponding ship token on top of the Earth card. Each player also takes a Hull points card (with numbers 1-5) to place under their Ship card to keep track of Hull points throughout the game.



*Red ship card and token*

3. Divvy out the starting decks for each player. (3 each of cards labeled "All systems go,"

“Prepared for anything,” “Engage!,” and “Battlestations!”)



*Player start cards, 3 of each forms one player deck.*

- Each player gets 5 random cards from their starting deck.
- Place the other tokens and the Advanced Technology cards aside.
- Shuffle the other decks (the Space map cards, the Planetary Resource cards, and the white Interstellar Event cards) into their own piles.
- Select a player to go first, then go in clockwise order.

## Player Turn

- Draw card(s).**
- Take up to two actions.** The current player does up to two of the following:
  - plays one or more cards for a specific action (e.g., Explore)
  - uses a Move action to move up to two spaces
  - takes a Trade action
  - research Alien Artifact
  - repair at a Starbase
  - discards as many cards as desired
- Resolve event.** If the current player **did not take** a Move action this turn and is not on Earth, she draws one Interstellar Event card.
- Resolve combat** (if any).
- Discard down to hand limit.**
- Resolve Alien Phase.** Advance the Alien Threat Track by one.

## Draw card(s)

If the current player has cards in hand at the beginning of her turn, she draws one more card from her Ship deck. If she has no cards at the beginning of her turn, she draws up to her Hull value.

If there are no cards left in the stack when a player needs to draw a card, she reshuffles the discard pile and continues drawing.

## Take up to two actions

Ship cards include combinations of various actions each card can be used for: Probe, Explore, Mine, Attack, Research, and Build. The current player may take two of these actions, using as many cards as she wants per action.

Ship Card Action	Details
Prepare Ship	Draw 1 Ship card for each Prepare Ship point played. This does not count as an action. <b>[need to test this!]</b>
Explore Space	Draw Space cards equal to number of Explore Space points played; Pick one Space card to lay onto map in an adjacent space to player ship.
Collect Resource	Mine for Planetary Resource cards, one for each Collect Resource point played. These new cards get discarded into the current player's discard pile. This action cannot be taken if an Alien ship is present on the same space.
Attack / Defend	Play to attack an enemy if present OR to prevent damage.
Research / Build	When at a Starbase, Research may be taken if at least one Advanced Research card is played. The new technology is added to the researching player's discard pile.  Players may also build Starbases at the cost of 4 Build points at a "Galactic Hub" Space card. <b>[Note, I forgot to make Starbase tokens! Use a penny or something... :/]</b>

**Note while exploring:** All Space cards show 0-2 planets (+1 to end game score for each planet on map?) with 1-4 jump points. When playing an Explore Space action, the chosen card must be connected to other Space cards with jump points adjacent. **When newly revealed, place an Interstellar Event card face up on top of the Space card.** In the case of an Alien ship, place one of the corresponding ship tokens in that space and discard the card. For each planet on the Space card, also place a Planetary Resource card **face up** underneath the newly revealed Space card. This way players know what they're getting into and what their reward will be.

**Move:** The current player uses one action to move her ship up to two spaces but must immediately stop if entering a space with an Alien ship.

**Trade:** If the current player's ship is on the same space as another player's ship, the current player may perform a Trade action by giving one of her cards to the other player.

**Research Alien Artifact:** If the player is at a Starbase, she may play an Alien Artifact from her hand to the table, attaching it to other played Alien Artifacts. If the player is not at a Starbase, she can still take this action if she also discards a Research Alien Artifact card.

**Repair:** When at a Starbase players may repair one damage for one action or all damage by discarding an Advanced Research card.

**Discard:** The player may choose to discard as many cards as she wants for one action.

## Events and Combat

Most Interstellar Events involve Alien ships or other interstellar occurrences to be resolved immediately once a player moves to that space. Note: If the current player **did not take** a Move action this turn and is not on Earth, she draws one Interstellar Event card.

Whenever an Alien ship is revealed, take one of the corresponding Alien ship tokens and place it on top of the Space card. The current player receives the stated amount of damage minus the total Attack/Defend value on any Action cards she decides to discard in defense. Each damage that gets through requires the current player to take a point of damage to her Hull, which reduces her hand limit by one.



The Alien then stays on the Space card where the current player's ship is. A player may attack the Alien by playing the Attack action on her turn.

- Alien Battle Cruiser: Deals 3 Damage and can withstand 3 Hull hits.
- Alien Scout: Deals 2 Damage and can withstand 2 Hull hits.

Interstellar Event cards are then discarded into their own discard pile. If the deck ever runs out, reshuffle the discard to reform the draw deck.

## Discard down to hand limit

Each player's ship has a starting amount of Hull points, which is also the player's hand limit. Damage taken during the course of the game reduces the player's hand limit. When a player's ship reaches 0 Hull, the ship is destroyed and the player is out of the game.

## Alien Phase

The current player advances the Alien Threat Track by one.



## End Game

Players must research 4 Alien Artifact cards before the end of the Alien Threat Track. Otherwise, Earth is devoured!

