

BLASTEROID
BROS

THE SHADOW PLANET

RULEBOOK



Credits

The **Blasteroid Bros** are the authors of *The Shadow Planet*™: **Gianluca "Johnny" Pagliarani** (plot and artwork), **Giovanni "James" Barbieri** (text) and **Alan "Junior" D'Amico** (colors).

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POLISH EDITION

GALAKTA

IN STRANGE AND REMOTE REGIONS OF SPACE, DEATH MAY NOT BE THE WORST END...

THE **VIDAR**, A FEDERATION STARSHIP, IS NEAR **GLIESE 667** WHEN IT DETECTS A FAINT RADIO MESSAGE. A DISTRESS CALL. THE IDENTIFICATION CODE IS FROM **E/RICO**, A SCHOONER ON A SCIENTIFIC MISSION, BUT THERE'S SOMETHING WRONG. ACCORDING TO THE STELLAR COMMAND, **E/RICO** WAS DESTROYED THIRTY YEARS AGO ON THAT MOON. SO WHO SENT THE RADIO SIGNAL?

"THE FEDERATION LEAVES NO ONE BEHIND", SO A TEAM GOES ON PATROL WITH THE SHUTTLE **MELITA**: CAPTAIN **JENNA SCOTT** (C1), LIEUTENANT **NIKKE LARSSON** (L8), SERGEANT **JOHN VARGO** (S4) AND MARK MYERS (P9), PILOT AND COMMUNICATIONS EXPERT. THEY CAN'T STAY TOO LONG: IN 36 HOURS THE SHIP MUST DEPART OR THEY WILL MISS THE RENDEZ-VOUS WITH THE FLEET. A SIMILAR OCCASION WILL ONLY HAPPEN IN 5 YEARS AND NO ONE WANTS TO LOSE A WHOLE LUSTER IN THE HIBERNATION CAPSULES.

GLIESE 667 IS LIFELESS, ITS LANDSCAPE ONLY ROCKS AND DUST. THERE'S NO BREATHABLE AIR. THE DAYTIME TEMPERATURE IS -80° , WHILE IN THE NIGHT IT DROPS TO -100° .

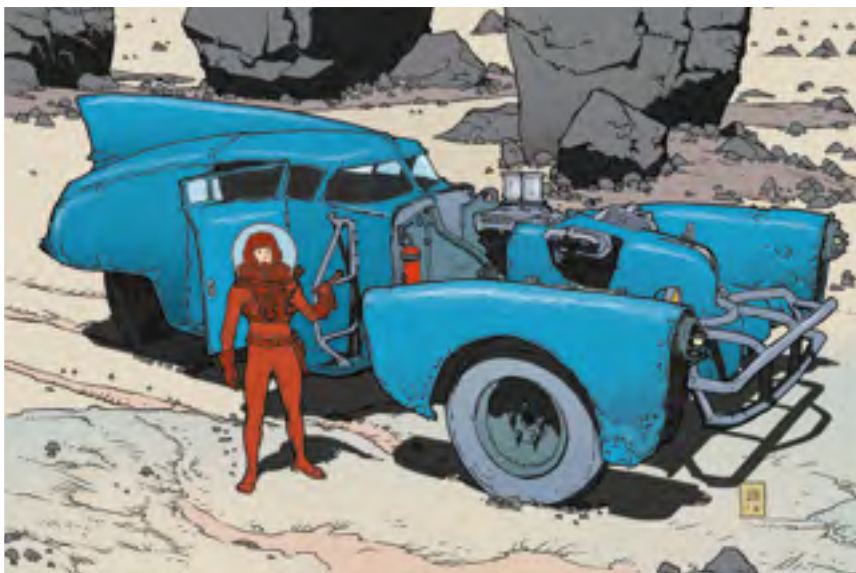
THE TEAM LANDS NOT FAR FROM THE **E/RICO** WRECK. THE HULL IS INTACT ON THE OUTSIDE, BEARING NO CRASH SIGNS, BUT THE CENTRAL COMPUTER IS DESTROYED. ONE LANDING SUIT IS MISSING FROM THE DECOMPRESSION CHAMBER AND A **ROBOT** SUPERVISES THE ONLY PERSON LEFT ON BOARD: **RACHEL ROBINSON**, A GIRL RESTING IN ONE OF THE HIBERNATION CAPSULES.

RACHEL'S REPORT IS TERRIFYING: **REED ROBINSON**, HER FATHER, GOT LOST IN A DENSE GREENISH FOG A FEW WEEKS AFTER LANDING ON **GLIESE** AND WHEN HE RETURNED... HE WAS NO LONGER HIMSELF. HE BEGAN TO HALLUCINATE, KILLING HIS WIFE **SUSAN**, HIS TWO SONS **BEN** AND **JOHNNY**... AND THEN HIMSELF. **RACHEL** IS THE LAST SURVIVOR.

BUT SOMETHING EVEN MORE DISTURBING HAD BEEN HAPPENING ON THIS PLANET BEFORE. THE INHABITANTS HAD WORSHIPPED A TERRIFYING DEITY, NOURISHED BY SACRIFICES. THE MONSTER, STILL WAITING FOR NEW VICTIMS, CAN TAKE POSSESSION OF BODIES AND MINDS OF SENTIENT BEINGS, MAKING THEM A PART OF ITSELF. THE NEWEST VISITORS MAY ALSO SHARE THE FATE OF THE **GLIESE** NATIVES. THE ENTITY KNOWS THERE ARE OTHER PLANETS OUT THERE, MORE BODIES TO DEVOUR, SO NOW SOMETHING FAR WORSE THAN DEATH THREATENS THE INHABITANTS OF THE GALAXY: AN ETERNAL LIFE OF HORROR AND SUBMISSION, IN A STATE OF BLASPHEMOUS COMMUNION WITH THE CREATURE MADE OF THE SAME SUBSTANCE THAT NIGHTMARES ARE MADE OF.



CAPTAIN
JENNA SCOTT



The most terrifying retro-science fiction graphic novel is now a game!

An explosive mix of Mario Bava, John Carpenter and H.P. Lovecraft, written by **Giovanni Barbieri**, illustrated by **Gianluca Pagliarani** and colored by **Alan D'Amico**, the three "brothers" who form the unstoppable, indivisible, inoxidizable **Blasteroid Bros!** *The Shadow Planet™* marks the great return of science fiction with "planet" in the title, full of beautiful women in tight suits, space troopers, ray guns and tentacled monsters. With the addition of a claustrophobic and paranoid horror atmosphere, it draws heavily upon the cinematic classics of the genre.

Based on the same-titled graphic novel, **Giacomo** and **Gianluca Santopietro** designed the official board game for 3-5 survivors fleeing from the shadow planet.

Idea and Goal of the Game

Someone killed Mark (the pilot) and severely damaged the shuttle commands. In order to return to Vidar, the spaceship waiting in the orbit, the characters (each with a different goal) have to repair Melita. Time is limited: only 12 hours, then... Vidar will leave for the next rendez-vous point.

Components

- This **Rulebook**
- The **Board** that features the moon Gliese 667, with **Locations** and **Sections**, which the Characters can visit
- 136 **Cards**: 6 **Characters**, 5 **Objectives**, 121 **Operations** (80 for four Locations, 36 for the **Starting Gear** of each Character, 5 for the **Messages from the Shadows** pile), 1 **Protagonist** (1st player), 2 **Vehicles** (*Moonette* and the *Crawler*), 1 **Ability** (for Jenna Scott)
- 1 cardboard sheet containing: 3 circular **Indicators** (*Countdown*, *Repair* and *Threat*; attach them to the board with their plastic connectors), 2 **Vehicle tiles** (*Moonette* and the *Crawler*), and 75 **Markers** in 5 different colors (yellow, orange, red, white and black)
- 6 **Pawns** representing the characters (each made up of a figure and a standee in the character's color): *Jenna* (yellow), *Nikke* (orange), *John* (red), *Rachel* (white), *Reed* (black) and the *Robot* (beige)
- 5 **Player Sheets**

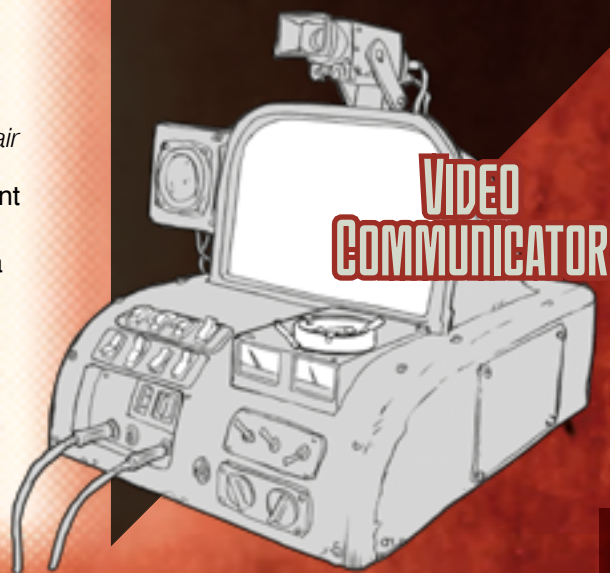


Designers

Gianluca and **Giacomo** are respectively father and son of the creative **Santopietro** family. They have been working and playing together for many years, and sometimes they share game ideas. Both fans of cult sci-fi and horror movies, they couldn't miss the opportunity to convert the fantastic graphic novel by the Blasteroid Bros. They hope someone in Hollywood will appreciate this story and produce a great movie about it, inspired by classic stories such as John Carpenter's *The Thing* or Ridley Scott's *Alien*.

Giacomo, born in 1985, has designed such games as *Deathnote: Investigation Card Game* and *Prodigy Card Game*, with the cooperation of Gianluca.

Gianluca, born in 1962, has designed *Collapsible D: The Final Minutes of the Titanic*, *Letters from Whitechapel*, *Whitehall Mystery*, *H.P. Lovecraft: Kingsport Festival* (both board and card game), *MotoGrandPrix* and *Baciamo le Mani!*



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Preface

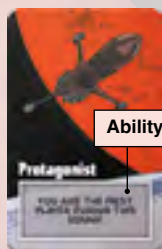
Gliese 667 is a hostile planet. The first time you spend a couple of hours on its surface, playing your first game of *The Shadow Planet™*, you will experience an identity crisis: you will have a clear goal, but you will not know who you are until the end. You may feel that everything is decided by pure luck and you won't understand the consequences of your choices. Don't worry: everything will become clear after a few playthroughs. The rules aren't difficult, but you have to learn how each choice has a whole series of consequences leading to matching the identities (decisive for the outcome), making each game a tactically immersive and intriguing strategic experience. *The Shadow Planet™* has an innovative ruleset, where the goal is known, but your identity is a secret even to you. To master it, you must be aware that your choices continuously interact not only with the characters and your opponents, but also with yourself! The challenge is to mislead the other players (trying to understand their goals and push them towards unfavorable Gear decks) and avoid making mistakes. Having played a few times you will start to strategically manage cards and effects in an efficient way, knowing how every choice entails important consequences. You could say *The Shadow Planet™* is a kind of "old school": designed to be played over and over again and to bring mastery to the players. Play all the roles linked to different emotions, and try every tactic to enjoy *The Shadow Planet™* experience to the fullest.

COMPONENTS



Board

Cards



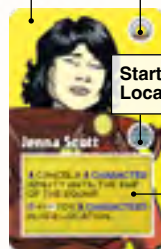
Protagonist (1)



Vehicles (2)



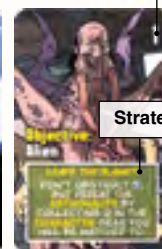
Characters (6)



Ability Card (1)
Jenna Scott only



Objectives (5)



Strategy (1)

Identification Color

Identification Icon

Priority

Starting Location

Ability

Ability

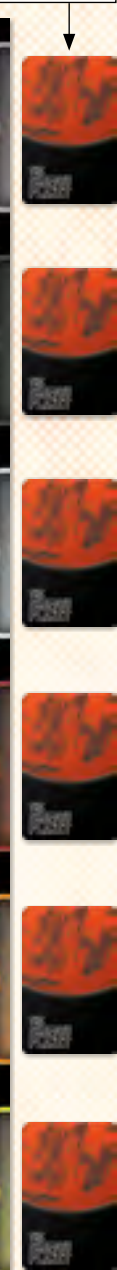
Strategy



Markers

Important: Create a common pool close to the Gear.

Characters' Gear

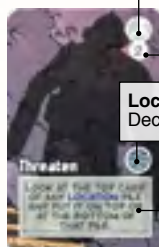
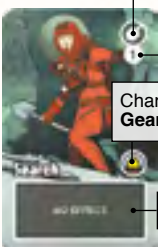


Type

Value

Character's Gear

Effect



Type

Value

Location Deck

Effect

Operations (121)

Cardboard Components

Carefully punch out all cardboard elements from their sheet.



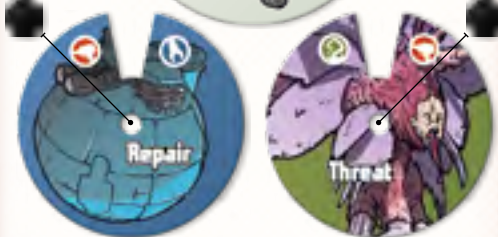
Character Pawns (6)
Miniature and coloured standee



Vehicles Tiles (2)



Markers (75, 15 for each color)



Indicators (3)

Important: Assemble each Indicator with a plastic connector in the appropriate position on the board.

Introduction

This rulebook is a manual of sorts, in which the rules are formulated in a technical way. Players who are not accustomed to reading technical rules could find them difficult to understand at first glance, but don't worry: it is simple to understand if you change your approach.

We don't "tell" the rules, but we explain them as if they were math formulas. We hope that the interpretation is unique. The rules are what makes the game work: only after you understand them, you can use them to plan your strategy and apply the most suitable tactical choices for each situation. We do not want the rulebook to be used for your own advantage so that you prevail over opponents who haven't read it.

These rules are created to facilitate the players to use their talents and imagination, not to force you into some strategy chosen by the producers or designers. We think in this game there is no single winning strategy and not even one much stronger than others, otherwise, once discovered, it would make the game boring.

Player Sheets

Each player has a sheet that summarizes on the back useful tips to understand the general strategies of the received secret Objective (**Important:** Do not reveal your secret Objective by consulting the strategies). On the front there is the summary of actions for each round and the areas on which you can place your components. All information on the sheet is a valuable help for the players but does not replace the rulebook or the experience that you can gain by playing the game.



Place cards and Markers on the corresponding areas of the sheet. In your turn play the cards from your hand above the sheet, so that your opponents can see your actions.

Location Decks

Near the decks of each **Location**, on the board, there is a diagram that summarizes the rarity of the types of cards it contains.



These suggestions hint players on where to search for the cards needed for their strategy.

Melita 🌐: 🟢 cards are the most common (9/20), while 🟡 and 🔵 cards are the most rare (both 3/20). You won't find 🟠 cards in this deck.

E/Rico ☄️: 🟢 cards are the most common (6/20), 🔵 cards the most rare (4/20). You won't find 🟡 cards in this deck.

Hill 🌫️: Also in this deck the 🟢 cards are the most common (6/20), while 🟠 cards are the most rare (4/20). You won't find 🔵 cards in this deck.

Cave 🕸️: In this deck you can find only three types of cards, 🔵 as the most common (8/20) 🟡 and 🟢 more rare (both 6/20). You won't find 🟠 or 🟠 cards in this deck.

Important: Consider your strategy because once a Location deck is depleted (i.e. emptied of cards), the *Countdown* Indicator advances faster!



LIEUTENANT
NIKKE LARSSON

SETUP

1. Board

Put the **Board** in the center of the playing area: the red Shadow Planet in the background represents the moon Gliese 667 with its **4 Locations**, each with its **Sections** and an area for a specific deck of 20 cards (see the icons).

Melita



IT'S THE SHUTTLE USED BY THE TEAM TO DESCEND ON THE MOON. IT LANDED NO MORE THAN THIRTY METERS FROM THE WRECK OF E/RICO. IT CARRIES MOONETTE, A TRICYCLE VEHICLE.

This is the starting Location for the *Jenna* 🟡, *Nikke* 🟡 and *John* 🔴 pawns.

Important: Set up the *Repair* Indicator in Melita, with its **starting position** depending on the number of players (an orange number against a black background).

3 players	4 players	5 players
5 (of 10)	6 (of 10)	8 (of 10)

E/Rico



IT'S THE WRECK OF THE SCIENTIFIC SPACESHIP LOCATED AROUND THIRTY METERS FROM MELITA.

This is the starting Location for the *Rachel* 🟢 and *Robot* 🤖 pawns.

Important: Set up two Indicators next to E/Rico – *Countdown* with its starting position **12** (of 12), and *Threat* with its starting position **2** (of 8). The starting positions are orange numbers against a black background.

Hill



IT'S IMPERVIOUS AND SURROUNDED BY A STRANGE GREEN FOG. IT'S LOCATED A FEW HUNDRED METERS FROM MELITA AND E/RICO.

This is the starting Location for the *Reed* 🟢 pawn.

Caves



A SERIES OF NATURAL CAVES, MORE THAN TEN KILOMETERS AWAY FROM THE OTHER PLACES, REACHABLE ONLY WITH VEHICLES.

This Location has the area for the Temple pile.

2. Cards

Separate the cards by type: keep the horizontal **Vehicle** cards and the 2 **tiles** (*Moonette/Crawler*) at hand. They may be needed during the game.

121 Operations

Separate them by the icons shown on their fronts, then shuffle each pile carefully:

- **4 face-down decks of 20 cards each** to place on their respective Locations: **Melita** 🌐, **E/Rico** ☄️, **Hill** 🌫️ and **Caves** 🕸️.
- **1 face-down pile of 5 cards for the Messages from the Shadows** placed next to the board, adjacent to the 🗑️ area; near this pile you will find two additional areas – 🗑️ for the discarded cards and 🗑️ for the cards removed from the game.
- **6 piles of 6 cards each for the Characters' Gear** placed next to the board, adjacent to the corresponding areas 🟡, 🟡, 🔴, 🔴, 🟢, 🟢. The number next to the icon shows the **Initiative Order**.



Important: The effects and abilities of the cards generally use the term **pile** to indicate the decks, the discard piles and the Gear.

1 Ability (Jenna Scott)

Place the Ability card next to Jenna Scott's Gear, but do not shuffle it with her other cards. When Jenna Scott is controlled and a player uses her ability to cancel other Character's ability, they should place the card on the chosen Character to cover the canceled ability. Remember to return the Ability card next to the Gear at the end of the round.

5 Objectives

Set aside the *Alien* card, face-down; then shuffle the other 4 Objectives (3 *Astronauts* and the *Guardian*): add to the set-aside *Alien* card enough face-down cards to form a pile containing 1 Objective card for each player. Shuffle them carefully and deal 1 card to each player. Everyone keeps their Objective on their sheet secret until the end of the game. Any remaining Objectives should be removed from the game without looking. Winning conditions for each Objective are as follows:



1. Alien: It wants to reach Vidar (by helping to repair the shuttle), then overwhelm the *Astronauts* (with a high Threat value); the *Alien* is always assigned to a player.



2-4. Astronauts: There are three *Astronauts* in play (Captain, Lieutenant and Sergeant), cooperating to return to Vidar (by repairing the shuttle) and defeat the *Alien* (by accumulating a high attack value); at least one *Astronaut* is always assigned to a player.



5. Guardian: He cannot allow anyone to return to Vidar (the spaceship in orbit) and thus sabotages the repairs of the shuttle; in a game with less than 5 players he may not be present.

6 Characters and the Protagonist

The player who **has read a comic book most recently** (or a randomly chosen player) **receives the Protagonist card and 6 Character cards.**

3. Sheets and Markers

Each player receives 1 **Sheet** (remove any unused sheets from the game) and places it in the playing area in front of themselves.

Create a **common pool for all Markers**: it is recommended to keep them close to their related Gear.

You are ready to play!

IN-DEPTH INFORMATION

Sections' Effects



Flight Deck: 2 to move a pawn into this Section.

Reveal : Advance the *Repair* Indicator by 2.

Reveal : Put into play the *Moonette* Vehicle in this Location.

Accommodation: 1 to move a pawn into this Section.

Reveal : Look at the top 3 cards and discard 1 of them to .



Bridge: 2 to move a pawn into this Section.

Reveal : Look at a Character's Gear and choose 1 card to swap with 1 card from your hand.

Decompression Chamber: 1 to move a pawn into this Section.

Reveal : Advance or move back the *Countdown* Indicator by 1 (your choice).

Hibernation Chamber: 2 to move a pawn into this Section.

Reveal : Choose 2 Markers from the pool and give them to another player.



Graveyard: 2 to move a pawn into this Section.

Reveal : Choose the pile in any Location and add its top card to your hand.



Temple: 3 to move a pawn into this Section.

Reveal : Look at the pile to choose 5 cards and place them on the Temple pile (when you have to reveal cards from , the cards on this pile have priority).

Messages Pile

The pile is placed next to the board, and it starts with **5 cards, 1 of each type** (), marked with the icon.

Important: When you discard cards to the pile, you have to consider how you want to alter the number of cards by type, in order to change the consequences... That is if fate helps you by randomly revealing those cards!

Starting Gear

Each Character has a starting Gear of 6 **Operation cards**, marked with their icon.

All the Characters have access to ☉ and ☾ cards but each of them also has some unique Gear.

1. **Jenna** ☀: 3 ☉, 2 ☾ and 1 ☿.
2. **Nikke** ☀: 2 ☉, 3 ☾ and 1 ☿.
3. **John** ☀: 3 ☉, 2 ☾ and 1 ☿.
4. **Rachel** ☀: 2 ☉, 2 ☾ and 2 ☿.
5. **Reed** ☀: 3 ☉, 2 ☾ and 1 ☿.
6. **Robot** ☀: 1 ☉, 3 ☾ and 2 ☿.

Important: At the end of the game the Characters' Gear cards determine the final outcome of the game!

During the game, each Gear deck may entirely change according to the tactics of the players: having full control over the Gear distinguishes a skilled player.

IN-DEPTH INFORMATION

HOW TO PLAY

SOMEONE KILLED MARK MYERS, THE PILOT, AND DESTROYED THE SHUTTLE COMMANDS. TO RETURN TO VIDAR, THE SPACESHIP WAITING IN THE ORBIT, YOU MUST REPAIR MELITA. TIME IS LIMITED - SOON VIDAR WILL LEAVE.

The game ends when 12 hours pass (i.e. the *Countdown* Indicator points at the black zero on an orange background): this is the time available to return to the spaceship. Other conditions may end the game, too (more about them later).

Each round roughly represents 1 hour. During each round players compete to control the Characters and make them act according to their strategy and their secret Objective.

Trust no-one: anyone may be dangerous on the Shadow Planet!

Playing a Round

Each round consists of 3 phases in which all six Characters, in **ascending Initiative Order**, resolve their turns. Players act through the Characters they are controlling in a given round.

1. Control Phase

The Protagonist (as marked by the special card) shuffles all 6 Character cards (without looking at them). Then the player to their right draws 1 random card.

Then the Protagonist picks up the remaining 5 cards and chooses 1 of them by playing it face-down on their sheet. Next, the Protagonist passes the rest of the cards to the player to their left. These steps are repeated until the last player (to the right of the Protagonist) receives all remaining cards, adding to them the one they previously drew from the Protagonist's hand. Finally, the last player selects and plays their card.

When all players have played 1 Character card face-down, all the cards are revealed – both the chosen and the remaining ones (put the latter alongside their respective Gear).

Each player **takes all Gear cards** of the Character they control this round. Each player also takes from the pool **1 Marker in their Character's color**. The players keep all of their Markers on their sheets (on the dedicated area, clearly visible to other players).

Exception: The player who takes control of the *Robot* ☀ does not take any Marker because the Identity of this Character matches no player.

Important: Owning Markers is not an advantage. Their number limits the chances of matching you with the Identity of a given Character at the end of the game, thus affecting your secret strategy. You must have the fewest possible number of Markers of the Character you want to be at the end of the game. Be careful!

2. Operations Phase

The Characters, in the Initiative Order (indicated on the board next to their respective icons), resolve their turns now.



The **uncontrolled** Characters act as described by their ☿ ability and then discard face-up to ☀ the top card from the deck of the Location they are currently in.



The **controlled** Characters, through the players who control them, must first resolve their ☿ ability. Then they resolve 5 Action steps as described below. In each step they may

optionally play Operation cards from their Gear to perform actions. The cards they play have to match a given step (however, remember that drawing 1 card from the deck in your Location in step III is **mandatory** even if you do not plan to play any ☿ cards. The Operation cards are played from the hand in order, one at a time. First, resolve any effects shown on each played card. When you are done, add the values (the numbers below the icons) to resolve their *consequences*:



**SERGEANT
JOHN VARGO**



Driving Vehicles

When a Character is in a Location containing a **Vehicle**, they may use it for their movement through the *Links* (Vehicles cannot move the Characters into Sections).

The player controlling a given Character may **drive** the Vehicle. If they choose to do so, they must declare their movement destination first, then play ● cards. The ● cards they play from their hand get the bonus described on the Vehicle card.

Additionally, other 👤 Characters in the Location with the Vehicle may choose to be transported by it (respecting the limitations). The players make this decision in the Initiative Order.

Moonette

It is a fast Vehicle carrying up to 3 Characters (including the driver). The total ● value of the cards played by the driver is doubled (add first, then multiply). *Moonette* comes into play by resolving the effect of the **Flight Deck** Section of *Melita* 🌐.

Crawler

It is a slow Vehicle capable of carrying up to 6 Characters (including the driver). 1 is added to the printed ● value of each card played by the driver.

The *Crawler* comes into play by resolving the effect of the ● *Crawler* Operation card from the *Hill* 🌐 deck.

Important: Additional detailed rules regarding the Vehicle movement can be found on p. 13 and 14 along with gameplay examples.



I. Move: Cards with the grey icon are played first. The *consequence* allows you to move your pawn from one Location to another through the *Links* and/or into the Sections (any unused points are lost). **A Character cannot move into a Section already containing their Marker.**



II. Search: Cards with the black icon are played second. The *consequence* allows you to secretly look at cards from the top of the deck of your Location and reorder them as you prefer.



III. Get: You must add to your hand the top card of the deck of the Location your Character is currently in. This is mandatory even if you do not play any cards in this step. Then, you may play cards with the green icon. The *consequence* allows you to add to your hand a number of additional cards (from the top of your Location deck) equal to the 🍀 value played.



IV. Repair: Now, you may play cards with the blue icon. These cards have no *consequence*: they may be played to apply their effects.



V. Attack: Finally, you may now play cards with the red icon. These cards have no *consequence*: they may be played to apply their effects.

End of turn: The current player may choose to apply the effect of the Section that their Character occupies **if they can pay the Section cost by revealing from their hand the cards with the required icons**. If this happens, place 1 Marker in the Character's color on a given Section (take this Marker from the pool). Then the Character is expelled from the Section into its Location.

Exception: The *Robot* 🤖 cannot enter or occupy Sections and has no Markers of its own.

Additionally, the Character is expelled from the Section even if they do not resolve its effect (in this case do not place any Marker on the Section).

Important: Manage the cards in your hand. Those you play during the phase will not be in your hand at the end of your turn, when you reveal them to trigger the effects of the Sections. Remember that you are not forced to play any cards.



RAY GUN

3. Messages Phase

Each player picks up all the Operation cards of their controlled Character (i.e. their Gear) and must discard 1 card face-down to 🗑️ in order to affect the Messages from the Shadows pile and benefit their secret strategy.

Next, the Protagonist shuffles all the 🗑️ cards into the 🗑️ pile (all face-down) and then reveals **6 random cards** to apply the *consequences* (see *Messages from the Shadows* below).

Indicators

The board features three **Indicators** that should be set up before the first game.

Each of them has a color associated with the icon affecting its progress.



All Indicators have a starting number in orange against a black background. The *Repair* has three starting positions depending on the number of players.



All Indicators also have a “final” position, which triggers the end of the game – a number in black against an orange background.

An empty space divides the first position on the Indicator from the last. The Indicators cannot be rotated beyond their maximum or minimum value.

The two icons shown on each Indicator help you remember how to rotate it as a result of the *consequences*.

When you are instructed to “**advance**” an Indicator, rotate it clockwise by the required number of positions (so that the end of the game is closer). On the other hand, when you are instructed to “**move back**” an Indicator, rotate it counter-clockwise by the required number of positions (so that the end of the game is postponed).

End of the Round

Each player returns next to the board all the cards in hand to their Character’s Gear (if Jenna Scott’s Ability card was used this round, it should be returned next to her Gear).

Start a new round with the same rules as described above: all the steps are repeated until the game ends (see *End of the Game* on the next page).

Messages from the Shadows

In the third phase of the round, after all the cards of the ☀ pile have been shuffled by the Protagonist into the 🗑 pile (the player to their right may “cut” the deck), reveal the top **6 cards**: group them by type to apply their *consequences* in the order shown below.

Important: When you apply the *consequences* in this phase, count only the number of cards with the suitable icons, not the values below the icons.

1. Threat

Compare the number of 🗑 cards against 🗑 cards and apply any difference to the movement of the *Threat* Indicator (if there is no difference, the Indicator does not move):

- **more** 🗑: The *Threat* Indicator **advances**, increasing the power of the monster. If the Indicator is at “8”, the game ends.
- **more** 🗑: The *Threat* Indicator **moves back**, decreasing the power of the monster (remember that Indicators cannot move below zero).

2. Repair

Compare the number of 🗑 cards against 🗑 cards and apply any difference to the movement of the *Repair* Indicator (if there is no difference, the Indicator does not move):

- **more** 🗑: The *Repair* Indicator **moves back**, making the spaceship repairs more difficult.
- **more** 🗑: The *Repair* Indicator **advances**, decreasing the difficulty of the repairs.

If the Indicator is at “0”, the game ends.

3. Countdown

Compare the number of 🗑 cards against 🗑 cards and apply any difference to the movement of the *Countdown* Indicator (if there is no difference, the Indicator does not move):

- **more** 🗑: The *Countdown* Indicator **advances**, reducing the time before the spaceship leaves.
- **more** 🗑: The *Countdown* Indicator **moves back**, increasing the time before the take-off.

Regardless of the result, now **advance** the *Countdown* Indicator by 1. For each depleted Location deck the *Countdown* advances by 1 additional position. If the Indicator is at “0”, the game ends.

End of the Phase

Now, all revealed cards are removed from the game, face-down, to 🗑.

Important: Cards removed from the game and placed on the 🗑 pile CANNOT be checked by players.





END OF THE GAME

The game ends at the end of the round in which one of the following conditions is met:

- The *Threat* Indicator is at “8”.
- The *Repair* Indicator is at “0”.
- The *Countdown* Indicator is at “0”.

If more than one Indicator causes the game to end at the same time, the order of priority for awarding the victory is as follows: **1. Threat, 2. Repair and 3. Countdown.**

When the game ends, it is time to award the victory.

Award Victory

When the game ends, it is time to award victory: each player is matched with an Identity and after that the winner is determined depending on the Indicator, which triggered the end of the game.

Assign Identity

All players reveal their Objective cards drawn during the Setup.

In order of Priority (1. Alien, 2. Commander, 3. Lieutenant, 4. Sergeant and 5. Guardian) each player is matched with one Character from among those still available. A given player checks the Markers on their sheet looking for **the lowest number of Markers in one color**, then the player turns out to be the Character matching this color. In case of a tie the player is allowed to choose the Character they prefer.

The *Robot* 🤖, which has no matching Markers, is ignored for victory purposes.

Important: If the *Guardian* Objective card is not in play (i.e. no player drew it during the setup), after the players have been matched with their Characters, the *Guardian* Objective is matched with the Character featuring the highest Initiative value among the remaining, unmatched Characters. Any other unmatched Characters are considered *Astronauts* for awarding the victory.

GAME STRATEGY

Astronaut Strategy



Try to figure out what the other players' Objectives could be to identify how many other Astronauts are in play and who they are.

Remember, in a **5-player** game you will always have **two friends to cooperate** with and **at least one** in a **4-player** game.

With **3 players** you may be the only *Astronaut* in play, although it's unlikely. Generally, the fewer players in the game, the more you should “come to terms” with the *Alien* against the *Guardian*, at least in the first phase of the game.

Analyze the revealed 🗺️ cards for clues about the Objectives and try to convince the other *Astronauts* of your intentions (it is forbidden to show your Objective).

Your strategy is to have, at the end of the game, the biggest number of the 🕒 and 🔄 cards in your Character's Gear.

Make use of the tactical advantage of the *consequences* by moving the Indicators in your favor: the 🕒 cards will slow down the *Countdown*, but do not over-discard them or it'll be difficult for you to find the necessary 🕒 and 🔄 cards in the Location decks.

Mind the 🕒 cards that do not count for their effect in Gear of the *Astronauts* at the end of the game – those are perfect to discard to 🗑️ in order to advance the *Repair* Indicator.

It is very important for your strategy to reach the **Caves** 🏠, so try to put at least one **Vehicle** into play.



Alien Strategy



At the beginning of the game your tactics will be the same as the *Astronauts*: trying to create the best situation to repair **Melita**.

Try to pass yourself off as an *Astronaut* and mislead them: if they lose too much time to understand your true Objective, it might be too late for them to sabotage your plans.

However, remember that the cards in your Character's Gear are not counted for awarding victory at the end of the game. Because of that, you may prefer to discard them to .

Do not forget the importance of the cards. Accumulate them in your Character's Gear and discard others to to advance the *Threat* Indicator. Just be careful not to reach "8" during the game.

Try to prevent your opponents from adding the cards to their Gear, as they are the worst for you. Read the effects of those cards carefully. Some of them are so dangerous to you, that it might be better to risk discarding them to , rather than letting your opponents keep them.

Guardian Strategy



Get ready, everyone is against you! Try to act effectively, but without letting them discover your Objective or everyone will start to trigger every possible effect and ability against you, making your game more complicated.

Time is a key factor – the more rounds your opponents have, the more useful cards they may add to their Gear. Discarding the cards in is advantageous, as the *Countdown* Indicator will advance and bring the end of the game sooner.

Additionally, even the cards are perfect for discarding to in order to move back the *Repair* Indicator.

If the game is turning sharply in favor of the *Alien*, do not forget that you can try to change your tactics, giving up the cards in favor of the cards: discarding them to may advance the *Threat* Indicator to its maximum position (8), awarding you victory.

GAME STRATEGY



Once all players have a matching Character, check for the final winner.

1. Threat

If the game ended due to the *Threat* Indicator reaching "8", the *Guardian* immediately wins the game.

2. Repair

If the game ended due to the *Repair* Indicator reaching "0", the *Guardian* immediately loses the game and the *Astronauts* compete for victory with the *Alien* as described below:

- **Alien:** Its player reveals all cards of their Character's Gear, comparing the number of cards against cards and applies any difference to the movement of the *Threat* Indicator. (+): The *Threat* Indicator **advances**. (+): The *Threat* Indicator **moves back**).
- **Astronauts:** Such players reveal all cards of their Characters' Gear, add the number of cards they have and compare them with the new position of the *Threat* Indicator (after it has been moved in the previous step by the *Alien*). If they reach or exceed that value, the *Astronauts* win the game. Otherwise the *Alien* wins.

3. Countdown

If the game ended due to the *Countdown* Indicator reaching "0", all players compete for victory:

- **Astronauts:** Such players reveal all cards of their Characters' Gear, add the number of cards they have and compare them with the position of the *Repair* Indicator.
 - **If they DO NOT reach the value of the Indicator:** The *Guardian* immediately wins the game.
 - **If they reach or exceed the value of the Indicator:** The *Guardian* immediately loses the game and the *Astronauts* compete for victory with the *Alien* as described below:
 - **Alien:** Its player reveals all cards of their Character's Gear, comparing the number of cards against cards and applies any difference to the movement of the *Threat* Indicator. (+): The *Threat* Indicator **advances**. (+): The *Threat* Indicator **moves back**).
 - **Astronauts:** Such players reveal all cards of their Characters' Gear, add the number of cards they have and compare them with the new position of the *Threat* Indicator (after it has been moved in the previous step by the *Alien*). If they reach or exceed that value, the *Astronauts* win the game. Otherwise the *Alien* wins.

EXAMPLE

Important: Reading this example enables you to see the rules in action and learn how to deal with certain situations and exceptions. Please, read this section carefully.

Setup

We have 5 players in the game: Gianluca, Olivia, Alan, Demis and Giacomo. Olivia is the Protagonist and receives its card.

The three Indicators on the board are set: *Countdown* in position “12”, *Repair* in position “8” (the starting position for five players) and *Threat* in position “2”.

The pawns are placed on their respective starting Locations.

All the cards are prepared as described on page 6.

Olivia receives all five Objective cards because five players are involved in this game. She shuffles them and deals one to each player. Giacomo is the *Guardian*, Alan the *Alien*, Demis the *Astronaut Captain*, Gianluca the *Astronaut Lieutenant* and finally Olivia the *Astronaut Sergeant*.

They are ready to start their game.

A Game Round

Olivia, as the *Protagonist*, receives all six Character cards, shuffles them and hands them to Gianluca (to her right), so he can draw one random card (he draws the *Robot*). Olivia now looks at the five cards left and chooses one to play face-down on her sheet (*Jenna*). Then, she gives the four remaining cards to Alan (to her left), who looks at them and chooses the one to play on his sheet (*Reed*).

Alan gives the three cards left to Demis (to his left) who, after looking at them, chooses one to play face-down on his sheet (*Rachel*).

Giacomo receives from Demis two cards, from among which he chooses *John* to play face-down on his sheet, leaving the last card to Gianluca (to his left).

Gianluca is the last player to choose between *Nikke* from Giacomo and the *Robot* taken randomly at the beginning of the round from Olivia. He chooses the *Robot*, plays it face-down on his sheet and reveals *Nikke*, by placing her next to her Gear (2).

All five players simultaneously reveal the Character they have chosen to control during this round and take their Gear.

Everyone also takes from the pool a Marker matching the controlled Character (except for Gianluca controlling the *Robot*).

Jenna Scott's Turn (1) by Olivia

At the beginning of her turn Olivia must resolve *Jenna*'s ability. She chooses to cancel *John*'s ability, passing to Giacomo Jenna Scott's Ability card to remind him about that (he places it on his Character card).

Olivia plays from her hand the *Move* and *Direct Order* cards, triggering the latter's effect, so that other Characters in the same Location gain +1; with the value of 2 *Jenna* moves from **Melita** using *Link 2* to reach **E/Rico**.

Now, Olivia plays two *Search* cards to look at the top two cards of the **E/Rico** deck (*Spare Parts* and *Messages*) and returns them in the order she prefers: *Messages* then *Spare Parts* on it.

Olivia adds the first card of the **E/Rico** deck to her hand (*Spare Parts*) and chooses not to play *Seduce* because she has no interest in adding the other card she has seen to her hand.

With no more cards to play, Olivia ends her turn so that *Nikke* may resolve her turn.

EXAMPLE

Driving Moonette



Gianluca controls *John* and he plays *Medi-Kit* to move into the **Flight Deck** of **Melita**.

At the end of his turn he reveals (three *Move* and *Smoking*) to put *Moonette* into play on **Melita**. Then he expels *John* pawn back to the Location and marks the Section with a red Marker.

Demis controls *Rachel* in **Melita**, so he decides to let her drive *Moonette*.

He takes the *Moonette Vehicle* card and places it in front of himself, then he plays *Space Suit* (with the value of 5) and applies its effect: this turn he cannot play other cards. *Moonette*'s ability doubles the value of *Space Suit*: *Rachel* has 10, so she can move through the *Link* to the **Caves**.

In **Melita**, at that moment, there are *Nikke* (by Olivia), *John* (by Gianluca), *Reed* (by Giacomo) and *Robot* (by Giacomo).

Moonette can carry two other Characters. Demis asks, in the Initiative Order, who wants to be transported. Olivia accepts, as well as Gianluca. *Reed* is a *Robot*, so he cannot be transported. *Robot* (by Giacomo) cannot be transported, too, because *Moonette* has reached its crew limit.

The pawns of *Rachel*, *Nikke* and *John* are moved to the **Caves**, along with *Moonette*.

Demis would rather transport *Robot* instead of *John*, but even though he is driving the Vehicle with *Rachel*, he cannot choose the Characters to transport.

Driving the Crawler



Alan controls Jenna (yellow pawn) in the Hill (blue circle).

Among the cards of her Gear he finds and plays (blue circle) *Crawler* to resolve its effect: by discarding (blue circle) *Crawler* to (yellow hand icon) he puts the *Crawler Vehicle* into play on the Hill (blue circle).

He decides to drive it immediately, placing the *Crawler Vehicle* card in front of himself.

Now, he may play other (blue circle) cards: (blue circle) *Move* (value 1), (blue circle) *Direct Order* (value 1) and (blue circle) *Threaten* (value 2), applying their effects in order.

During this turn, thanks to the *Crawler*, Jenna (yellow pawn) has 7 (blue circle) (4 (blue circle) as the sum of the (blue circle) values from normal cards and +3 (blue circle) for the *Crawler* ability).

Unfortunately it is not enough to move to the *Caves* (green circle) (Link (blue circle) 8). Therefore, Alan decides to move Jenna (yellow pawn) to *E/Rico* (green circle) (spending 4 (blue circle)), but he cannot use the remaining 3 (blue circle) to move into one Section because he is driving a *Vehicle*.

No (blue circle) Character was on the Hill (blue circle), so no one can be transported by the *Crawler* currently being driven by Jenna (yellow pawn).

Jenna (yellow pawn)'s pawn and the *Crawler* are moved to *E/Rico* (green circle) and Alan can continue resolving his turn.

EXAMPLE

Nikke Larsson's Turn (2) Uncontrolled

No player controls Nikke (orange circle), so she uses her (orange gear icon) ability: the Characters in her Location gain +1 (blue circle). Then she reveals and discards the top card of the *Melita* (blue circle) deck ((blue circle) *Medi-Kit*) to (yellow hand icon).

Now the turn goes to John (red circle).

John Vargo's Turn (3) by Giacomo

Giacomo cannot use John (red circle)'s (blue circle) ability because he was targeted by Jenna (yellow pawn)'s (blue circle) ability.

Giacomo plays no (blue circle) cards, so he stays in *Melita* (blue circle).

He plays (blue circle) *Search* and (blue circle) *Smoking*, so he cannot play any (blue circle) cards this turn. Thanks to (blue circle) values of his cards and Nikke (orange circle)'s ability, Giacomo may look at the top four cards of the *Melita* (blue circle) deck (putting back (blue circle) *Mark Myers*, (blue circle) *Digging Tools*, (blue circle) *Driving* and (blue circle) *Ration K* at the top).

Then he adds (blue circle) *Ration K* to his hand.

Giacomo does not play any more cards and the turn goes to Rachel (blue circle).

Rachel Robinson's Turn (4) by Demis

Demis has to apply Rachel (blue circle)'s (blue circle) ability and decides to take 1 orange Marker from the pool and give it to Alan.

Then he plays both of his (blue circle) *Search* cards from his hand. Thanks to the effect of (blue circle) *Direct Order* played by Jenna (yellow pawn), Demis looks at the top three cards of the *E/Rico* (green circle) deck ((blue circle) *Messages* left by Olivia, (blue circle) *Ration K* and (blue circle) *Space Suit*). Demis now knows Olivia did not take a strong but dangerous (blue circle) card: could she be trustworthy and not the dangerous *Alien*?

Demis rearranges the cards ((blue circle) *Messages*, (blue circle) *Space Suit* and (blue circle) *Ration K* on the top, adding it to his hand), then he plays (blue circle) *Crying* to add (blue circle) *Space Suit* to his hand as well.

His turn is over and he must apply the effect of (blue circle) *Crying*, discarding it to (yellow hand icon).

Reed Robinson's Turn (5) by Alan

This is Alan's turn and he applies Reed (blue circle)'s (blue circle) ability, so without playing (blue circle) cards he moves into the Hill (blue circle) and then to its *Graveyard* Section (he does not have two (red circle) cards as requested to trigger the effect, but he hopes to get the one he misses during this turn).

He plays two (blue circle) *Search* cards and thanks to his ability, he may look at four cards from the top of the Hill (blue circle) deck ((blue circle) *"Corn"*, (blue circle) *"Potatoes"*, (blue circle) *Fury* and (blue circle) *Pickaxe*). He rearranges them in the reverse order and adds (blue circle) *Pickaxe* to his hand.

Alan plays no more cards and ends his turn by revealing from his hand (blue circle) *Axe* and (blue circle) *Pickaxe* to trigger the effect of the *Graveyard*, adding to his hand the top card from any Location deck. From the top of the *Caves* (green circle) deck he gets (blue circle) *Remove Ice*. He takes 1 black Marker from the pool and places it on the *Graveyard*, then expels the black pawn back into the Hill (blue circle). The black Marker in the *Graveyard* prevents Reed (blue circle) from returning there for the rest of the game.

Robot's Turn (6) by Gianluca

Finally, it is the turn of the *Robot* (blue circle) controlled by Gianluca. He immediately resolves its (blue circle) ability, taking the *Protagonist* card from Olivia.

He plays three (blue circle) *Search* cards and thanks to (blue circle) *Direct Order* played by Jenna (yellow pawn), he looks at the top four cards of the *E/Rico* (green circle) deck, rearranging them as he likes ((blue circle) *Green Fog*, (blue circle) *Messages*, (blue circle) *Family Photo* and (blue circle) *Scrap Metal* on the top).

He adds to his hand (blue circle) *Scrap Metal* and he plays it immediately to swap 1 card in his hand with another player of his choice (Olivia): Gianluca gives away (blue circle) *Help* for (blue circle) *Move* from Olivia.

Messages From the Shadows

All players pick up the cards they played during their turns, then they secretly choose one card to discard face-down to 🖐️.

Gianluca (*Astronaut*) discards a 🗡️ card, Olivia (*Astronaut*) discards a 🗡️ card, Alan (*Alien*) discards a 🗡️ card, Demis (*Astronaut*) discards a 🗡️ card and finally Giacomo (*Guardian*) discards a 🗡️ card.

Gianluca, the new *Protagonist*, takes all 🖐️ cards (first he flips face-down the two cards on the pile that were discarded face-up earlier) and shuffles them into 🗡️, passing the pile to Giacomo (to his right), so that he can “cut” the deck. Now, Gianluca reveals the top six cards, putting the remaining pile back to 🖐️: one 🗡️, one 🗡️, two 🗡️, one 🗡️ and one 🗡️.

All *consequences* are applied in order: the *Threat* Indicator advances by 1 to position “3” (2 🗡️ against 1 🗡️), the *Repair* Indicator does not move (1 🗡️ against 1 🗡️) and the *Countdown* Indicator also does not move due to the discarded cards (1 🗡️ against 1 🗡️). Finally, the *Countdown* Indicator advances by 1 to position “11”.

Before discarding all revealed cards to 🖐️, the players may do their own considerations: 🗡️ *Crying* is from Rachel 🗡️'s Gear: it's the one everyone saw Demis play during his turn or maybe he also discarded the other one of the Gear? 🗡️ *Fight* is from John 🗡️'s Gear: Giacomo could be the *Guardian* wanting to sabotage the repair, or maybe he is simply scared by the *Alien's Threat*? The game continues...

End of the Game

The *Countdown* Indicator shows “0”, so the game ends. Giacomo turns out to be the *Guardian*, Alan the *Alien* and consequently Olivia, Demis and Gianluca are the three *Astronauts*.

The Identities are assigned in the order of priority: Nikke 🗡️ is matched with Alan because she is the only Character of which he has only one Marker, Jenna 🗡️ is matched with Demis who has no yellow Markers, Gianluca is matched with Reed 🗡️, Olivia with Rachel 🗡️ and finally John 🗡️ is matched with Giacomo.

Award Victory

Demis, Olivia and Gianluca check if the Gear of Jenna 🗡️, Rachel 🗡️ and Reed 🗡️ contains at least three 🗡️, as requested by the *Repair* Indicator: there are five 🗡️, so Giacomo, as the *Guardian*, has failed his mission and is defeated.

Now, victory is contested by the three *Astronauts* and Alan (the *Alien*). Alan checks the number of 🗡️ cards and 🗡️ cards in Nikke 🗡️'s Gear (one 🗡️ and two 🗡️). The *Threat* Indicator moves back by 1 (since 2 🗡️ exceeds 1 🗡️), moving it to position “4”.

The *Astronauts* now check their Gear for 🗡️ cards: they only have three 🗡️ cards, so Alan is expecting to win, but Olivia shows she owns 🗡️ *Ray Gun* worth two 🗡️ cards if it is in an *Astronaut's* Gear at the end of the game. This way, 🗡️ is equal to the *Threat*. The *Alien* is defeated and the *Astronauts* win the game: Olivia, Demis and Gianluca have survived *The Shadow Planet*™!



Blasteroid Bros

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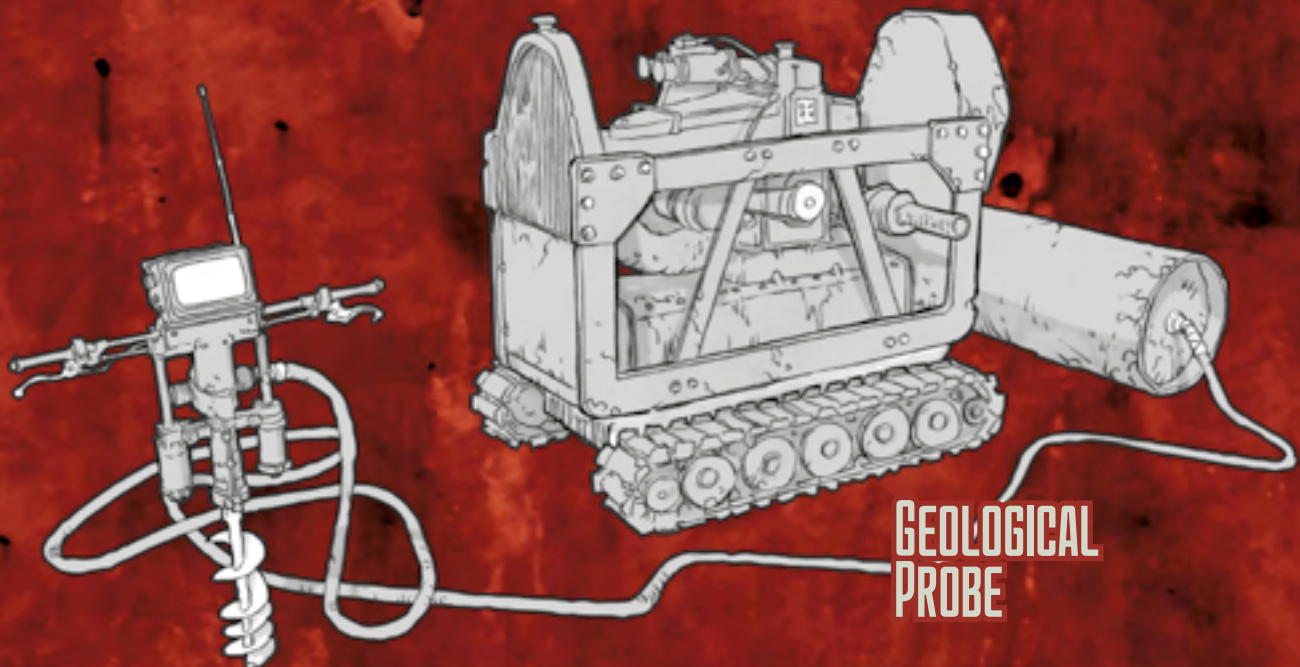
SUMMARY

Game Round

1	Control Phase	Players choose a Character to control based on their availability. They receive all the cards of that Character's Gear and take 1 Marker of the matching color from the pool .
2	Operations Phase	All Characters take their turns in the Initiative Order using their ⚙ ability – if uncontrolled – or through the players who control them.
3	Messages Phase	All players discard 1 card from their Character's Gear, face-down, to 🗑. All 🗑 cards are shuffled into the 🗑 pile and 6 cards are revealed to apply their <i>consequences</i> .
I	Threat Consequence	The difference between 🟢 and 🔴 moves the Indicator (advances it if there are more 🟢 or moves it back if there are more 🔴).
II	Repair Consequence	The difference between 🔵 and 🔴 moves the Indicator (advances it if there are more 🔵 or moves it back if there are more 🔴).
III	Countdown Consequence	The difference between 🟡 and ⚫ moves the Indicator (advances it if there are more 🟡 or moves it back if there are more ⚫).

End of the Game

Assign Identities		All players reveal their Objectives. Each player is matched with the Identity of one Character based on the lowest number of Markers they own.
A	Threat	The Indicator is at "8": the <i>Guardian</i> wins.
B	Repair	The Indicator is at "0": the <i>Guardian</i> loses, while the <i>Alien</i> and the <i>Astronauts</i> compete for victory (see page 12).
C	Countdown	The Indicator is at "0": everyone competes for victory (see page 12).



**GEOLOGICAL
PROBE**