



You're a crack team of rescue robots, launched into space to help the humans at the Jupiter Deep colony get out of whatever predicament they've gotten themselves into. And it's a big one this time. The station has been invaded by creeps — alien creatures that snack on humans and multiply until they consume all life in the area. Use your special tools and abilities to save them before the colony blows apart.

Jupiter Rescue is an exciting cooperative strategy game in which 2 to 7 players work together to evacuate colonists before they're converted into alien creeps. Players take 5 actions to move, drive back the creeps, and use powerful programming cards. The board and dice rolls determine creep advancement, and double-sided tiles allow for hundreds of station variations. 30–60 minutes to play.

Twilight Creations Presents **JUPITER RESCUE**

Product Number: TLC 6000

UPC: 82397306006

MSRP: \$49.99

Contents: 20 double-sided module tiles, 1 evacuation pod tile, 4 reference cards, 36 rescue cards, 1 six-sided die, and 127 plastic figures (**7 player robots, 50 colonists, 60 creeps, and 10 super creeps**)

Release: April 2014

Selling Points

- 127 custom-made plastic figures
- Plan and execute team strategies and card combos to rescue the colonists from the advancing creeps
- Advanced play tiles that can be mixed with the normal play tiles to vary the difficulty of the game
- Easy to play, difficult to master



6103 Cabin Creek East Dr
Cold Spring KY 41076
kerry@twilightcreationsinc.com
www.twilightcreationsinc.com
859-442-0598

Target Market

- Players of previous Twilight Creations board games
- Science Fiction enthusiasts, especially fans of horror and adventure stories like Alien and The Thing
- Board gamers who like fast-paced play with cooperative strategy and variable difficulty
- Fans of coordinated action-driven board games with careful resource management, like Pandemic
- Families looking for a more challenging game experience with the ability to work together, and board game groups interested in tandem problem solving