JUPITER RESCUE®

Instruction Book

30-60 minutes | 2-7 Players | Ages 15+

An ancient space horror has invaded the human colony of Jupiter Deep, and your dutiful team of maintenance robots is the only hope the Colonists have of escape. Work together and use your unique tools and abilities to battle the invading Creeps, direct the bumbling humans away from the alien menace, and rocket across the colony - even as it falls apart all around you, piece by piece.

Components

- 20 double-sided Colony Module tiles
- 1 Evacuation Pod tile
- 4 game reference cards
- 7 Robot figures
- 7 core ability markers
- 36 Rescue cards

- 50 Colonist figures
- 60 Creep figures (dark brown)
- 10 Super Creep figures (dark purple)
- 1 six-sided die
- 1 Colonist Loss Tracker

Setting Up

1. Remove the Evacuation Pod tile and set it aside.
2. Shuffle the rest of the tile stack.
3. Place 19 of the 20 Colony Module tiles in a spiral order from the center (Diagram A). The rotation of the tile is not important. For an easier game, look for the side with the Difficulty Indicator (Diagram D) and place this side face down.
4. Put the last remaining Colony Module tile back in the box. It will not be used in this game.
5. Place a Colonist figure on every available space on the interior seven tiles. The green Power Plants on Module 3 and the Command Dishes on Module 4 are not spaces, so do not place Colonists on them. (Diagram B)
6. Shuffle the Rescue deck and deal 2 cards to each player. These can be shown to other players. If any of these are "Setback" cards, put them aside and draw replacement card(s), then shuffle the Setback cards back into the Rescue deck.
7. Each player chooses a color and takes a Robot figure and a core ability marker of that color.
8. Each player chooses one of the cards they have been dealt to be his or her "core" ability (usable every round, see page 5). The player's core ability marker is placed on top of the card they choose.
9. Place all Robot figures on the Evacuation Pod tile.
10. Decide as a group who goes first.
11. Decide as a group where to initially dock the Evacuation Pod. Any exposed edge of the colony is a valid docking location. (Diagram C)

Play

Goal: Rescue 28 Colonists from the colony before the Creep invasion tears it to pieces. Oh yeah, and also save yourselves!

The steps that occur on a player's turn are **Player Actions, Conversion, Invasion, and Draw**, always in that order.

Player Actions

Each player may take a total of 5 actions on their turn. These actions can be any combination of the following:

Move: You can move yourself one space.
Attack: You can shoot a Creep that is on the same tile as your Robot.
Command: You can move a Colonist that is on the same tile as your Robot or is on an adjacent tile.
Trade: You can share (give or take) any number of cards with another player whose Robot is on the same tile as your Robot or is on an adjacent tile.

Additionally, some cards grant new or modified actions (see the card list on pages 4-6 for full details).

A player may take any of these actions any number of times, so long as no more than 5 actions are taken during his or her turn.

Moving

Each colony dome on a tile is a space that can be occupied by a player, a Colonist, or a Creep. These spaces are connected to each other by bridges. **To move from one space to another, there must be a visible bridge between them.** If there is no bridge between two spaces they are not considered adjacent and movement between them is not possible without finding another route. (Diagram D)

The numbered spaces on each Colony Module tile are also valid movement spaces, and may be reached via any available path.

Only one figure may occupy each space, and figures cannot move through other figures. Be careful where you leave your Robot or you may end up blocking other players or Colonist evacuation routes!

The Evacuation Pod tile is special. It is treated as a single space, and it can hold up to 7 Colonists and any number of player Robots. Figures inside the Evacuation Pod do not block the movement of any other piece into or out of the pod.
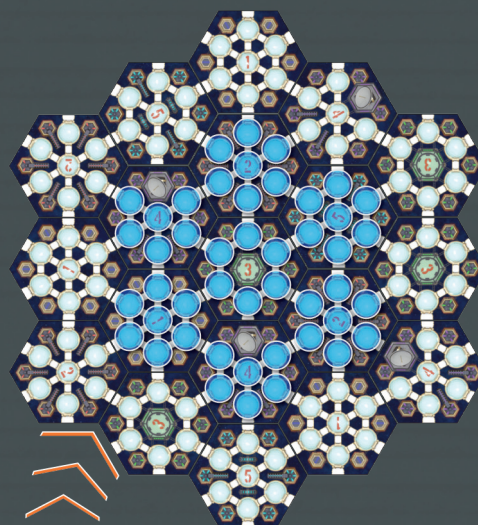
Board Setup

A
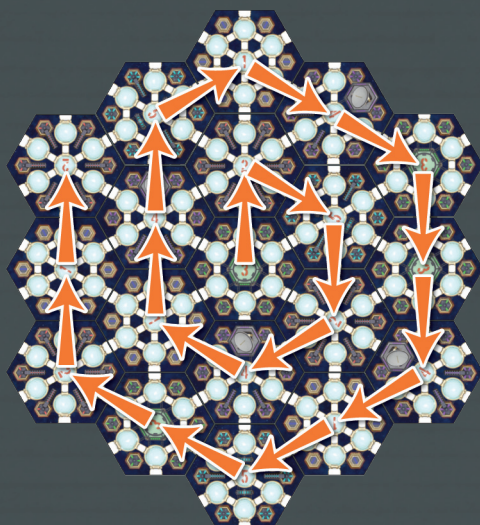
Tiles are placed in a spiral pattern from the center tile. Rotation and side up should not be adjusted. Colonists are placed in all valid spaces on the center seven tiles.
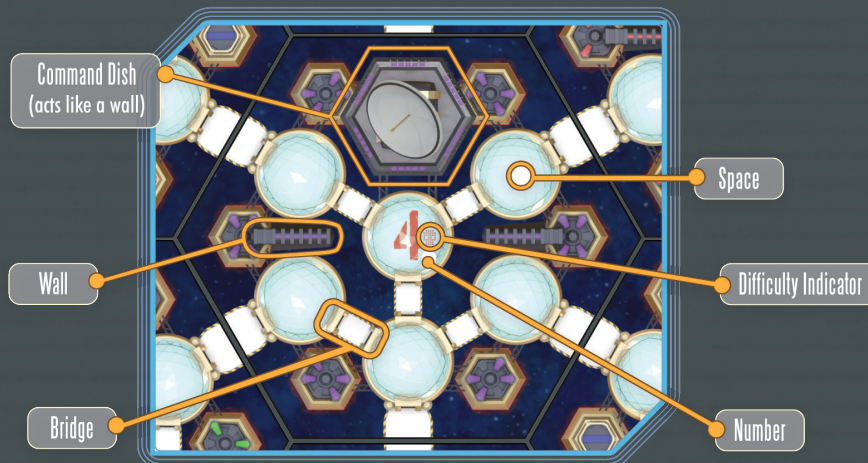
B

C

Evacuation Pod is placed anywhere along the edge of the colony at the beginning of the game.

D

Command Dish (acts like a wall)

Space

Wall
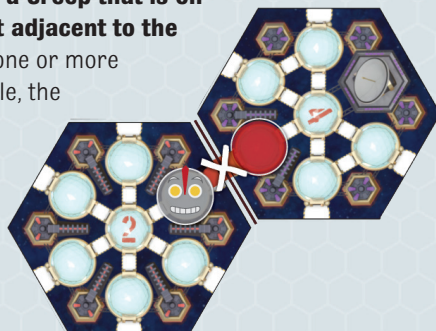
Difficulty Indicator

Bridge

Number

Attacking

A player can shoot (and kill) a Creep that is on the same tile, even when not adjacent to the Creep. However, if a Creep is one or more spaces away and on another tile, the module clamping mechanisms get in the way and the player can't make the shot (unless he or she has the Sniper core ability).

Commanding

The Colonists are pretty confused and scared, so you need to nudge them a lot to get them to go anywhere. **A player's Command Range is usually the tile he or she is on and any adjacent tile(s).** A player can move a Colonist out of his or her Command Range, but once outside this range, the Colonist is stuck until a player moves close enough to once again command the Colonist to move.

The optimum way to get the Colonists off the colony is in batches of seven. As soon as a seventh Colonist moves onto the Evacuation Pod tile, the pod launches and carries them to safety. Move the Evacuation Pod tile away from the colony, remove the Colonist figures to a "saved" pile, and keep the Pod tile nearby. By default, it stays undocked until the beginning of the same player's next turn, when the players jointly choose a new docking location.

Just like Robots, Colonists may be moved onto the numbered spaces on tiles if there's a path available to them.

Trading

Players may use one Trade action to exchange any number of cards with one other player within their Command Range. When players trade, there is no limit to how many cards can change hands. However, taking a card and then giving it to a different player requires two Trade actions.

Conversion

After a player has used all of his or her actions, if any Creep is adjacent to a Colonist, that Colonist is converted into a Creep. Replace the Colonist figure with a Creep figure.

Colonists on the Evacuation Pod are immune to Conversion.

Invasion

After converting Colonists to Creeps, the player rolls the die.
If the result is 1-5, add a Creep figure to each Colony Module tile of that number that is on the edge of the colony.
If the result is a 6, add a Creep figure to every tile that already has one or more Creep figures on it.

Creep Placement

If there is an open space on a tile edge (Diagram E), the Creep must be placed there. Otherwise, place the Creep in any open space of your choice. If there are no open spaces but there are Colonists on a tile, replace a Colonist with a Creep. If you place a Creep adjacent to another Colonist, it does not convert until the Conversion step on the next player's turn.
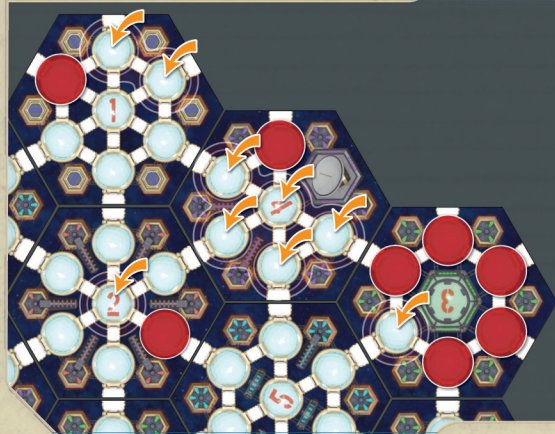
E

If the player rolls a...

1 - Choose ONE of the spots on the edge of Tile 1 and add a Creep.
2, 5 - Tiles are not on the colony's edge, so they do not get a new Creep.
3 - Tile fills and is destroyed. Remove it from the board.
4 - No open space at the edge of Tile 4. Add a Creep on any open space.
6 - Add a Creep to Tiles 1, 3, and 4 as described above. Also add a Creep to Tile 2 next to the one that's already there!

If a tile completely fills with Creeps, it immediately self destructs and is removed from play, exposing interior tiles to Creep invasion on later turns. A Robot on a tile prevents it from self-destructing. If all critical Colony Modules (Tiles 3 & 4) are destroyed, the entire colony is lost. (See Winning & Losing for details.)

If the colony becomes divided by modules self-destructing, all "sections" or "islands" of tiles remain in play. Separated areas can be bridged by the Evacuation Pod or accessed via the Teleport card.

Draw

The last step for each player is drawing a card. If the card is an ability, it goes into the player's hand and can be played on his or her next or a later turn. If the card is a Setback, its effect is applied and it is discarded. More information about cards are provided in the following sections.

Not counting a player's "core" ability card, each player has a base hand limit of 4. If a player ends up with more cards at the end of his or her turn, cards must be discarded to meet the limit.

After drawing a new card and keeping it or following the Setback instructions, play passes to the left.

The Rescue Deck

Rescue cards let you do extra things or modify your actions during your turn. Typically, you discard a Rescue card after using it, but you keep your core ability card for the entire game. When the last card is drawn, shuffle all discarded cards to make a new Rescue deck.

The Cards

Boost: Misc | Single Action | Once Per Turn
Take one extra action this turn.

Bullhorn: Command | Full Turn | Every Action
Extend your Command Range over the entire colony.

Data Core: Misc | Event | Once Per Turn
Discard your core ability. Replace it with another card in your hand.

Follower: Command | Full Turn | Every Action
Each time you move a Colonist one space, you may move an adjacent Colonist into the space vacated by the first.

Grenadier: Attack | Full Turn | Every Action
When you attack (kill) a Creep, also kill another Creep that is adjacent to the first. Each attack when using this card costs only one action, whether one or two Creeps are killed.

Heat Seeker: Attack | Single Action | Once Per Turn
Kill a Creep anywhere on the board. This costs 3 actions.

Juggernaut: Move | Full Turn | Every Action
You may move into the same space as a Creep. This kills it.

Module Control: Misc | Event | Once Per Turn
Move a tile with at least two contiguous open edges to any other location at the edge of the colony.

Override: Command | Full Turn | Every Action
You may use your core ability and your other cards through (i.e. using) another player's Robot, at its current position on the board.

Phase Shift: Misc | Event | Once Per Turn
Reroll the die once and use the new result.

Pilot: Misc | Event | Once Per Turn
Immediately launch or dock the Evacuation Pod (instead of waiting for seven Colonists to be on board).

Rocket Boots: Move | Full Turn | Every Action
Move any number of spaces in a straight line. You may jump over Colonists, but not Creeps. This costs 1 action.

Sniper: Attack | Single Action | Every Action
You may kill any Creep on the same tile as your Robot, or any adjacent tile (as opposed to just on the same tile as your Robot).

Suppressant: Misc | Event | Once Per Turn
After rolling the die on your turn, you may prevent Creeps from invading tiles or converting Colonists on any one tile of your choice. (You may play this card after rolling the die or after drawing a Setback card.)

Swap: Move | Full Turn | Every Action
You may trade places with an adjacent Colonist, Creep, or Robot. This costs 1 action.

Teleport: Move | Single Action | Once Per Turn
Move to any open space. This costs 3 actions.

Understanding the Rescue cards:

Icon
Each card has a unique icon for identification purposes.

Combo Options
Cards with one or more icons here may be combined with the identified powers for a special bonus effect (see Using Multiple Rescue Cards).

Ability Type
This indicates what the card does or when you can use it.

Move: Affects your movement.
Command: Affects Colonist movement.
Attack: Affects your attacks against Creeps.
Misc: Used for some other unique effect.

Standard Scope
This indicates how long the effect lasts in standard use.

Single Action: Applies to a single action taken on your turn. Any other identical actions you take in the same turn are unaffected.
Event: Impacts a non-action event in the game.
Full Turn: Applies to all actions of the designated type that you can take on your turn.

Core Scope
This indicates how long the effect lasts as a core ability.

Every Action: Applies to all actions of the designated type that you can take on your turn.
Once Per Turn: Can be used one time on your turn.

Rocket Boots

Move | Single Action | Once Per Turn

Move any number of spaces in a straight line for 1 Action. You may jump over Colonists, but not Creeps.

Using multiple Rescue Cards (combo options)

There is no limit to the number of cards you may play on your turn, or even on a single action (aside from your hand limit, of course). For example, you could use multiple identical Single Action cards in the same turn to use the same (normally limited) ability multiple times.

It's also possible to "combo" different cards together on a single action, combining their effects or even creating a new one in the process. Each card that can form a combo has the icons for the other abilities it can be combined with in the upper right corner.

Since abilities can combo in unusual ways, here's a list of all the possible options:

Boost + Boost: This combo grants you 2 extra actions in the current turn (so a total of 7 actions unless there are one or more Super Creeps on Command Dishes).

Bullhorn + Follower: This combo lets you use the Follower ability across any distance on the board (though it still only applies to adjacent Colonists).

Grenadier + Heat Seeker: This combo lets you kill two adjacent Creeps anywhere on the board. The combo costs a total of 3 actions for both kills.

Grenadier + Juggernaut: This combo lets you kill a Creep you move into, and then a second adjacent Creep. The combo costs a total of 1 action for both kills.

Grenadier + Sniper: This combo lets you kill two adjacent Creeps on an adjacent tile. The combo costs a total of 1 action for both kills.

Heat Seeker + Heat Seeker: This combo lets you kill 1 Creep anywhere on the board at a cost of 1 action instead of 3.

Juggernaut + Teleport: This combo lets you move into any space on the board containing a Creep, killing it. This costs 3 actions.

Juggernaut + Rocket Boots: This combo lets you move through any number of Creeps positioned in a straight line. This costs 1 action.

Pilot + Pilot: This combo lets you launch the Evacuation Pod, empty the Colonists on board into the saved pile, and redock the pod to any valid location on the board (all immediately).

Rocket Boots + Swap: This combo lets you move any number of spaces in a straight line, ending in a space with a Colonist and moving that Colonist to the space where you started. This costs a total of 1 action.

Swap + Teleport: This combo lets you move to any space on the board containing a Colonist, moving that Colonist to the space where you started. This costs a total of 3 actions.

Teleport + Teleport: This combo lets you move to any open space on the board at a cost of 1 action instead of 3.

Setback Cards
Good things aren't the only thing in the Rescue Deck. Watch out for these Setbacks:

Surge: Add a second Creep to each tile where a Creep has already been added this turn.

Power Grab: Add a Super Creep to each unguarded Power Plant (any Power Plant on a tile without a Robot on it). The hand limit for all players is reduced by 1 for each Power Plant with a Super Creep on it.

Signal to Noise: Add a Super Creep to each unguarded Command Dish (any Command Dish on a tile without a Robot on it). Each player's actions per turn are reduced by 1 while one or more Command Dishes has a Super Creep on it.

Super Creeps
Super Creeps do not invade with a die roll like normal Creeps; rather, they are introduced by the Power Grab and Signal to Noise setback cards, which place Super Creeps on Power Plant and Command Dish spaces, respectively.

The effect of Super Creeps on Power Plants is cumulative. The more Power Plants that are covered, the smaller each player's hand limit. It's even possible for the hand limit to become zero. Players do not discard when the hand limit is reduced, but each player does have to discard down to the current hand limit at the end of his or her turn.

Conversely, the effect of Super Creeps on Command Dishes is always the same. Whether there are Super Creeps on 4 Command Dishes or only 1, players are still limited to 4 actions per turn instead of 5. When the last Super Creep is removed from all Command Dishes, that player immediately regains access to his or her fifth action.

- Super Creeps are never added to a tile with a Robot on it. That tile is "guarded" by the player. Super Creep placement can also be prevented with a Suppressant card.
- Super Creeps never spawn extra Creeps when a 6 is rolled.
- Super Creeps on a Power Plant or Command Dish are never considered adjacent to any other space.
- If a tile with a Super Creep on it fills up with Creeps and is destroyed, the effect of that Super Creep is lifted.

Winning and Losing
The players win the game as soon as they have:
1. **Evacuated 28 Colonists**
2. **Gotten themselves off the colony (also in the pod)**

The players can lose the game in either of two ways.

Enough Colonists are converted that it becomes impossible to save 28 of them. This number can vary depending on which tiles are in the center of the colony (Modules 3 and 4 have one less space), so keep track of how many Colonists remain! A Colonist Loss Tracker is provided to help with this. (Diagram G)

The Power Plants on Module 3 keep the colony hovering at a stable altitude, and the Command Dishes on Module 4 are required for the Evacuation Pod to navigate to and from the colony. **If all Module 3 tiles OR all Module 4 tiles are destroyed, the players lose the game.**

G To use the Colonist Loss Tracker, place a spare Colonist figure on the number of Colonists your colony starts with (between 42 and 49, depending on which tiles and sides are used).

As you lose Colonists to the Creep invasion, advance the spare figure down the track. If you reach the Mission Failure space, you lose the game.

COLONIST LOSS TRACKER

Alternate Rules
Here are a few options to modify the difficulty and gameplay.

Labyrinthian Colony
When setting up the game, turn every Module tile in the colony to the side with the Difficulty Indicator.

Robot Vulnerability
Robots don't stop tiles from exploding. When all spaces except those filled with Robots are filled with Creeps, the Module explodes and the tile is removed as normal. Any player whose Robot is on the tile is temporarily out of the game.

The player's hand is discarded, and the next time the Evacuation Pod returns to redock the player's Robot is placed there. The player returns to the game and draws two new cards (one of which becomes his or her new core ability). Any Setback cards drawn at this time are shuffled back into the deck after the player's two new starting abilities are established.

Fast Creeps
The Conversion step happens immediately after Invasion. Thus, a Creep that invades a space adjacent to a Colonist immediately converts that Colonist (in the turn's next step).

Ultimate Heroes
Ready for a really big challenge? Save every Colonist.

Polite Colonists
For a slightly easier game, Colonists and Robots don't block movement as long as movement doesn't end on an occupied space.

Solo Play
Simply play with just one robot and player pawn, keeping both initial Rescue cards as core abilities. In solo play, the Override card is treated as another Boost card.

Credits
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