

 1-4
 15-30
 10+



A push your luck Roll & Write game about exploring a new world

Your fleet has been sent to explore a new alien world. Your mission is to visit three different continents and gather information about the planet and its inhabitants. There's a promotion in it for the Captain who return with the most valuable discoveries.

On each continent you will face a range of locations: dealing with aliens, surveying landscapes, exploring ruins and risking the wrath of angry hordes. Choose a team to send on each mission and hope they are the best one to handle the challenges you will face; or maybe you'll get lucky and a teleporter glitch will save you from slaughter. Dare you stay long enough to maximise your haul?

GOAL

Your aim is to make the most impressive discoveries during three trips to the planet's surface. Each mission you will choose a crew and then repeatedly teleport around the continent until you choose to return to your ship and bank your discoveries. Watch out, several of the locations can prove fatal if you don't have the right crew on the mission, and if you encounter an alien horde you will lose all your discoveries and crew on that mission! At the end of the third mission you will sum the discoveries you have made, plus the scientific, technical and surveying knowledge you have accrued, and lose points for officers lost across the three missions. The most successful Captain wins the game!

Ship

Store your discoveries and calculate your score here

Key

Reminds you of what you've encountered and its effects

Mission crew

Draw the symbols for the crew you are taking on the mission here

Discoveries

Record a running total of your discoveries so far during this mission here



Officer losses

Record the deaths of crew you care about here

Bonuses

Reminds you what you need to do to achieve mission bonuses

Progress Tracks

Record cross-mission achievements here

Mission grid

This is where the magic (and deaths) happen

Teleporter failures

Record the teleporter failures you've used here

PREPARATION

Print one copy of Sheet 1 or Sheet 2 for each player - it doesn't matter which sheet you have, they are the same except the locations are arranged differently on the mission grids. You will also need one pen per player, and 1, 2, or 3 six-sided dice (D6s).

PLAY

The game is played over three missions, each of which takes place in the same way.

First each player chooses a mission they haven't yet been on from the three mission grids on their sheet. You may all choose the same mission, or different ones.

Secondly, each player chooses a team of up to five crew to send on the mission. There are five types of crew members:



Command Officer: With her silver tongue and towering intellect, the Command Officer is great at negotiation, and can get you more discoveries at alien ports and from friendly aliens.



Engineering Officer: If it's broken they can fix it. They've also got a keen eye and sharp mind and can reverse engineer alien factories and unlock alien vaults.



Science Officer: A grasp of numerous scientific disciplines allows them to convince psychopathic alien geniuses of the worth of your species. Plus, they're quite good at finding things of interest in alien ruins.



Medical Officer: With his catchphrase of 'Don't touch that!' he's invaluable to protect Marines from themselves when traversing dangerous terrain and poisonous foliage. He's also got some skills in xenomedicine and can save injured aliens.



Marines: You have numerous Marines available to send on missions. Chosen for their imposing physiques, they are great to stand behind when things get dicey. Don't bother learning their names, they won't be around for long. As well as holding off hostile aliens while you 'regroup elsewhere', and getting you into trouble in alien metropolises, the Marines can be put to work surveying the terrain when things get a bit boring. It's best to keep them out of trouble.

For your first mission, we recommend taking a command officer, an engineering officer, a science officer, a medic, and a marine. Draw the icons for the chosen crew on the five crew outlines beside the mission grid, under the mission header.

Some of the locations you encounter are dangerous and risk losing a crew. When you are told to kill a crew at random, roll a die. On a 1-5 kill the crew member in the corresponding space on the mission crew. If you roll a 6, you got lucky this time, and no-one dies. If the crew member rolled has already died, you suffer no further death this time. If the crew member was an Officer *not* a Marine, cross out a gravestone on the Officer Losses track - you will lose points for every gravestone you have crossed out at the end of the game.



Once each player has chosen a mission and crew, the mission begins. You will repeatedly roll a die twice to determine a location in the mission grid until all players have either lost all their mission crew, or returned (some of) the mission crew and the discoveries they have gained on the mission to the ship. Once everyone's mission is complete, start a new mission as described above.

Turn

Each mission takes place over multiple turns. In each turn, all players will either visit a location, or return to the ship and store their discoveries from the mission. Once you return to the ship you play no further part in that mission, so you want to return to the ship as late as you can to maximise your discoveries. Each turn consists of five phases: Column, Stay or Go, Row, Dodge, and Result.

Column

One player rolls a die. Each player will use that first die to determine the column on their chosen mission. This is the column you will be visiting.



If the column rolled is full on your grid (all six locations in that column have been visited and crossed out), reduce the column number by one, wrapping round to six if necessary, until you reach a column that is not full.

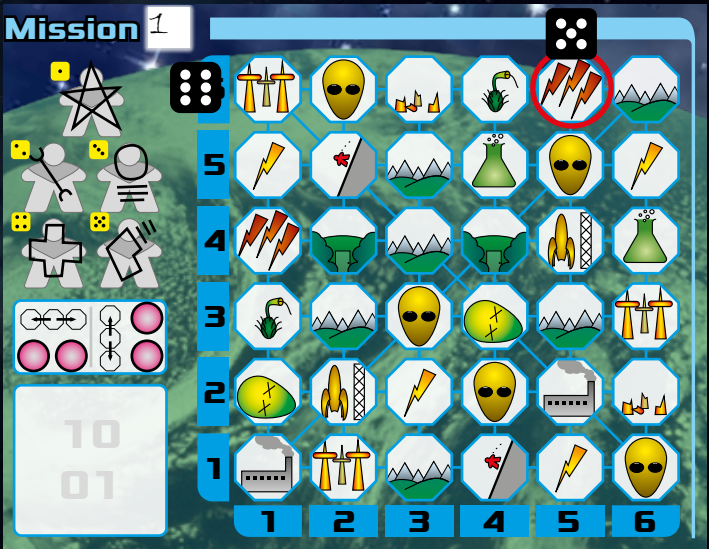
Stay or Go

Look at the locations in that column that have not yet been visited and decide whether you would like to continue, or return to the ship.

If you return to the ship, copy the number of discoveries you have made on the mission into the space labelled M1, M2 or M3 as appropriate. You will take no further part in this mission, and will not be affected by any further die rolls until you start the next mission.

Row

If any players choose to continue, roll the die a second time (or roll the second die). This corresponds to the row of the visited location. Find the location at those coordinates. Each player who chose to continue will visit the corresponding location on their selected mission grid (which may be different).

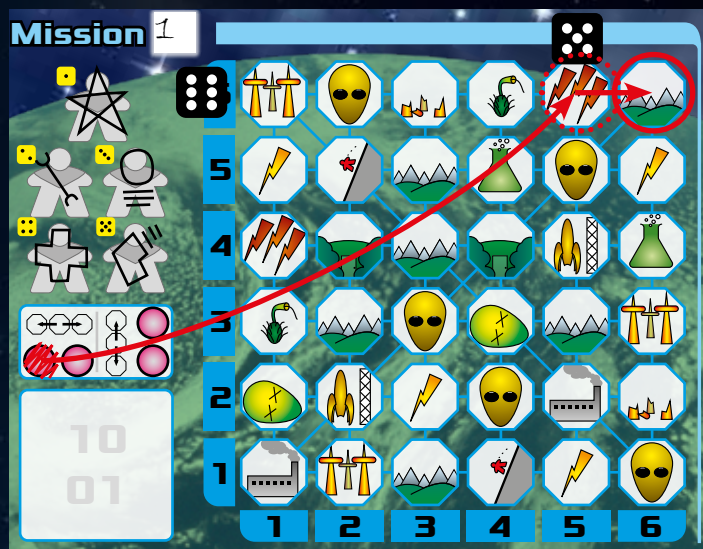




If the location has already been visited, reduce the row number by one, wrapping round to six if necessary, until you reach a location that has not been visited.

Dodge

If you are unhappy with the chosen location, four times per mission you can suffer a teleporter glitch that transports you (alone - it has no effect on other players) to an adjacent location, either horizontally or vertically. You can only visit a location that is adjacent (no wrapping around the edges, or skipping over visited locations) and hasn't been visited before. If you do so, cross out either a horizontal or vertical teleporter glitch next to the mission grid, you will not be able to use that one again. Horizontal glitches can be used to go left or right (so you could go left twice, go right twice or go left once and right once per mission) and similarly vertical ones can be used to go up or down one space.



Result

If you chose to stay, resolve the visited location as described below (you can refer to the Key on the player sheet to quickly work out the result).

Possible outcomes include:

- Gaining or losing mission discoveries
- One or more crew member deaths
- Making progress on the Survey, Science, or Technology progress tracks

When gaining or losing mission discoveries, keep track of a running total in the box under the teleporter glitches:

Your discoveries total cannot go negative, if you would have to reduce your discoveries below zero, reduce it to zero instead. Finally cross out the visited location to show you have visited it.



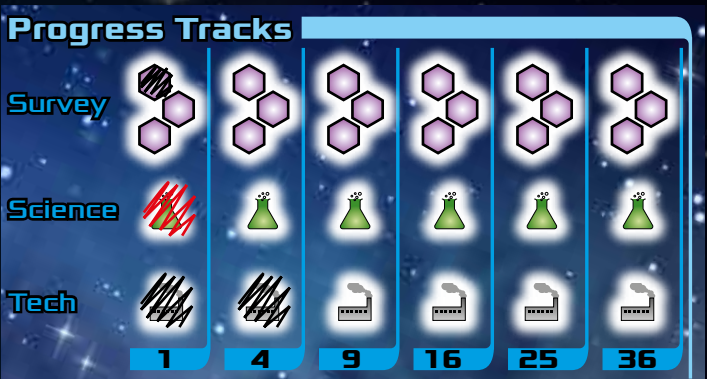
There are three ways to lose crew: the Alien horde kill all of the mission crew (your mission is over and you don't return any discoveries to the ship); you sacrifice a Marine to protect your discoveries when you encounter a Hostile alien; or a few locations kill a crew at random. If you lose a crew at random, roll a die. On a 1-5 lose the crew in that position. On a 6 you get lucky and no-one dies. If the number rolled corresponds to a crew member who has previously died, you do not suffer a further death.

For every crew member who dies that is not a Marine, also cross out a gravestone on the Officer Losses track.



Three locations (Peaceful scenery, Alien genius and Alien factory) allow you to make progress on the Progress tracks. If you find one of these locations and have the right crew on the mission, fill in a corresponding symbol on its progress track. These will accrue across missions, and you don't lose them in the event of an Alien horde killing all your crew.

At the end of the game, for each track individually you will score the points shown below if you have completed all the symbols of that type before the line. In the diagram to the left you would score 0 for surveying (not all the hexes are completed), 1 point for science and 4 points for technology.



Locations

There are 13 different locations you will visit. On the basic sheets they appear the same number of times on each mission grid. The frequency is shown by the number of small dots to the left of its symbol in the key on each player sheet.



Peaceful scenery. It's nice here. Breathe deeply. Enjoy the views. The Marines will get bored with nothing to shoot at though, so set them to surveying the terrain. Fill in one hexagon on the survey progress track per remaining Marine on the mission.



Alien horde. This wasn't a good place to appear. Your team are wiped out before they know what's going on. Your mission is over, all crew on the mission are killed and you collect no discoveries from this mission.



Injured alien. You appear near to an injured alien. If you have a living Medical Officer on the mission, you heal the alien and your new knowledge of alien physiology earns you two discoveries. Otherwise, when its friends arrive, they blame you and kill one of your mission crew at random.



Dangerous terrain. You appear in an area fraught with danger and a crew member is injured. If you have a living Medical Officer on the mission, you heal the crew member. Otherwise, kill one of your mission crew at random.



Poisonous foliage. You appear in an area with dangerous plants and a crew member is injured. If you have a living Medical Officer on the mission, you heal the crew member and earn one discovery. Otherwise, kill one of your mission crew at random.



Peaceful alien. You encounter a peaceful alien. If you have a living Command Officer on the mission, they negotiate two discoveries. Otherwise, you gain only one discovery.



Alien port. Swarming with aliens from throughout the sector, the port is a hub of intergalactic trade. If you have a living Command Officer on the mission, they negotiate a trade agreement that gains you 5 discoveries. Otherwise, you are fleeced by an alien conman, and lose two discoveries.



Hostile alien. You encounter a hostile alien. If you have a living Marine on the mission, one of them dies defending the rest of the team. Otherwise, in the rush to escape, you lose three discoveries.



Alien city. A palace of wonders, bustling with a multitude of aliens. If you have a living Marine on the mission, they misinterpret an alien gesture, leading to a fight that kills a crew member at random. Otherwise, gain four discoveries.