

Rulebook

Thematic Backstory

The lot of you are scientists, looking for a way to escape the solar system, as the sun is going to dying soon! Work together to research to find breakthroughs in order to figure out the way to escape, otherwise, you guys are toast!

List of Game Components

Here is where you will list the components of your game, typically in bullet form.

Components Example:

110 Total Cards

- *35 Research Cards*
- *35 Solution Cards*
- *30 Problem Cards*
- *10 Fusion Cards*
- *12 action tokens*
- *15 channel counters*
- *Instruction Manual*
- *Cheat Sheet / Quick Reference*

Game Setup

There are 3 main piles of cards you want to have. One has all of the research, solution and fusion cards shuffled within it. The next pile should consist of all the problem cards and the last pile should have the breakthrough cards. Make some space in order to create a discard pile for later. Each player should receive one action token of each type, totaling 3 per player. Consider using a pen and paper or an app to keep track of each other's points!

The youngest player will deal cards from the research, solution and fusion card pile until each player has 5 cards each, at which point the youngest player will begin their first turn, beginning the game.

Objective

Players try to obtain enough points to be able to buy a breakthrough card. The first breakthrough card cost 10, the second 20, the third 30 and the fourth 40. All players must have a breakthrough card. Once all players have one, players immediately win the game. If players run out of problem cards to play, players get one final turn to try and obtain a breakthrough card. If this turn passes and not all players have a breakthrough card, players lose the game.

Turn Overview

Players begin by spending their action points playing research, solution and fusion cards. One action point can be used per type (one action point for research cards, one for solution cards and one for channeled cards of either type). Fusion cards can be played using any 2 action points not in use. After the player has spent all the points they want to spend this turn, they may then discard a channeled card (they are in control of) from play, as well as draw cards based on the number of action points they have remaining. After the player has made the decisions they wish to make during a turn and all effects have been accounted for, the next player may begin their turn. After all players have taken a turn, play the top card from the problem deck and begin the first player's turn. This starts a new cycle.

Turn Overview:

1. *Channeled cards in play activate automatically, spending that respective action point(s).*
2. *Player plays card(s) of their choice, spending available action points.*
3. *After the effects of the card(s) are done, discard a channeled card in that player's control (if they wish to).*
4. *Draw card(s) equal to the number of action points remaining at the end of the turn*
5. *Next player begins their turn. After all players play a turn, draw a problem card, play it and begin the first player's turn. Repeat this until players win or lose.*

Details Regarding Various Game Mechanics

Channeled Cards: Place the card down as you would any other card. The type of card determines the action point you must spend to play it (or use the action point designed for channeled cards). At the beginning of your turn, that respective action point is spent.

Problem Cards: Some problem cards are instant and will specify for you to immediately discard after using. Some have a set number of activations before discarding, and some stay in play until eliminated by a solution card. Keep this in mind when playing the cards!

Breakthrough Cards: All breakthrough cards are activated, not channeled. Regarding certain cards that affect a player's hand size or discarding, breakthrough cards also do not count as a card in your hand. Upon gaining a breakthrough card, you lose all your points. You can still gain points, but can also transfer points to another player on your turn without the use of a card to do so.

Ending the Game

Players win the game when everyone owns a breakthrough card. Players lose the game when players run out of problem cards to play and fail to all own a breakthrough card the next time they have to draw a problem card. Player can also lose the game through various losing conditions presented on certain problem cards.

Examples of Play

John begins his turn by activating his channeled card in play. It activates, after which John plays a solution card. This eliminates a problem card from play. John decides to not use his remaining point for playing research cards and instead advances to the next phase. John decides that his channeled card isn't very useful anymore, so he discards it. He now draws one card from the draw pile, as he had only one action point leftover from his turn (he spent his solution point and his channeled point activated at the start of the turn). John is the last player in the cycle, so now he draws a card from the problem card pile and places it at the center of the group. The card makes everyone lose one research point. Ouch! At this point, the first player begins her turn and a cycle is completed.

Frequently Asked Questions (FAQ)

Q: *What happens when multiple cards activate at the same time? Which one activates first?*

A: Players can decide which card activates first. This is to help the players combo their cards how they please!