

SPACE RUBES



RULEBOOK

1. PROLOGUE

LOG ENTRY // RESEARCH VESSEL „NEW HORIZONS“

STARDATE: USC 2273.104 (Unified Space Calendar)

SECTOR: Uncharted Region – Designation Pending

STATUS: Long-Range Communications Offline | Vessel in Drift Mode

DAY 654 – INCIDENT REPORT

A high-intensity energy surge impacts primary systems. Long-range communications and sensor arrays are non-functional. External contact unavailable. Engineering teams dispatched to locate and allocate spare components for immediate repairs.

DAY 655 – ENGINEERING UPDATE

Restoration procedures for long-range communications underway. Multiple subsystem instabilities detected across Decks B–E. Residual energy anomaly recorded; origin unknown but likely linked to initial surge. Monitoring ongoing.

DAY 656 – SECURITY ALERT

Contact established with unidentified biological entities.

Provisional classification: Quantum Biological Entities (Qu.B.E.)

Behavior: Attracted to active technological signatures.

Composition: Highly corrosive, sludgy organism causing micro-hull breaches and system degradation.

Threat Index: Level 3 non-hostile lifeform causing environmental hazards.

Containment of Qu.B.E. and defensive protocols initiated.
Repair operations to continue under hazardous conditions.

MISSION PRIORITY

Hold and maintain defensive positions against Qu.B.E. presence.

Complete long-range communication repairs.

Hold position until rescue or support response is confirmed.

2. GAME COMPONENTS



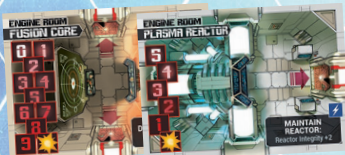
4 Crew Cards (double-sided)



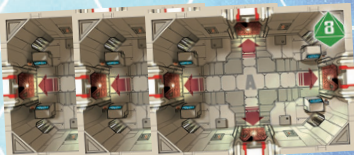
2 Companion Cards



1 Control Station Card (double-sided)



1 Engine Room Card (double-sided)



3 Corridor Cards (double-sided)



5 Room Cards (double-sided)



1 Universal Tracker Card



5 Room Deck Underlay Cards (DE/EN)



4 Player Aid Cards (double-sided)



40 Item Cards



4 Crew Pawns



2 Companion Pawns



1 Qube Spawner (D8)



24 Qubes



6 Health Markers



6 Oxygen Markers



4 Energy Markers



1 Universal Marker



1 Engine Condition Marker



4 One-time Action Tokens



8 Breach Tokens



4 Rest/Escape Pod Tokens



1 Bomb Token



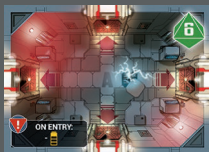
1 Turret Token



1 Yarn Ball Token



1 Starting Player Token



3 Dangerous Corridor Cards

Difficulty Modules



5 Let's Goo! Cards



3 Peek-Aggroo Cards

3. GAME OBJECTIVE

The players win as soon as:

- They have collected all needed Spare Parts, inserted them individually into the Control Station, and finally carried out the 'Send Distress Signal' Room Action. The current round must still be completed before the game is considered won.

The players are defeated as soon as one of the following conditions applies:

- The Engine is destroyed.
- A new Qube should spawn, but none remain in the supply.
- The last Breach Token is placed.

4. GAME SETUP

Starting Scenario - First Contact



Place the following Room Cards as shown to build your spaceship:

Bridge (BR), Plasma Reactor (PR), Medlab (1), Cryo Chambers (2), Hydroponics (3), Workshop (4) and Storage Room (5).

Place Corridor Cards (6A-8A) between Room Cards to connect all rooms.

The order of placement is not important; use their A-side facing up.

This is the recommended setup for your first game. Later, you can either play other setups using **Scenarios** (Page 18, Scenario Book), or even arrange them freely in **Free Play** (Page 18).

Assembling Room Decks

Place the 5 Room Deck Underlays near the corresponding rooms. Match cards by the color of their frame.

Quick Shuffling Method:

- Shuffle all Item Cards together and distribute them as evenly as possible on top of all 5 Room Deck Underlays (now called **Room Decks**).

Suggested Shuffling Method:

- Place all 5 Item Cards with silver frames aside for now.
- Shuffle all remaining cards. Now form 2 separate piles that are about the same size.
- Shuffle the 5 silver-framed Item Cards into the first pile, then distribute all cards face-down and as evenly as possible onto the 5 Underlays.
- Distribute the second pile as evenly as possible on top of the already placed cards. From now on all decks on Room Deck Underlays are referred to as **Room Decks**.
- Finally, you should have 5 face-down Room Decks that are about the same size.

Now each player takes a Crew Card, 1 Health, 1 Oxygen, and 1 Energy Marker, and places them on the corresponding tracker spaces of the same color, on the highest numbers shown. Also, give each player a player aid.

Take the pawn of your color and place it on the Control Station.

Take the Engine Condition Marker and place it on its top-most tracker space in the Engine Room. This will track the durability of the engine. The Plasma Reactor starts with 5 **Integrity**, while the Fusion Core starts with 0 **Fusion Load**.

Then place all remaining Tokens and **Qubes** on the table within easy reach. Roll the **Qube Spawner** X times ($X = \text{Crew and Companions in play}$) and place the Qubes in the corresponding rooms, as shown by the dice symbol on the top right of Room Cards and Corridor Cards.

Example:

If a 1 is rolled: +1 Qube is placed in room 1.
If a 5 is rolled: +1 Qube is placed in room 5.
If a number is rolled twice during this phase, a Breach occurs:
Place +1 Qube and +1 Breach Token in the room.

Notice: Breach Tokens (Page 12) and Spawn Qubes (Page 17).

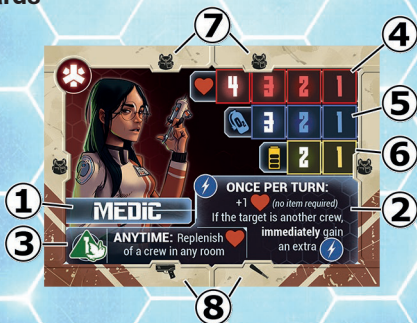


The first player to call out “I want!” takes the Starting Player Token and becomes the **Starting Player**. After each round, the Starting Player Token is passed clockwise around to the next player.

See page 14 to jump right into the round sequence.

5. GAME CONTENTS IN DETAIL

5.1 Crew Cards



1. Crew Title

2. Crew Ability or Action

3. One-time Action

4. Health Tracker

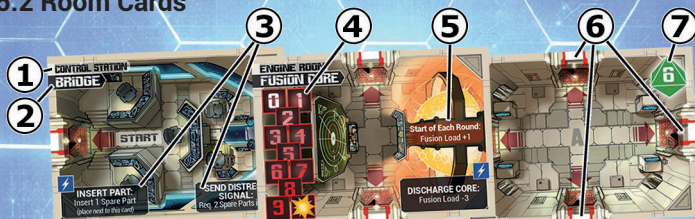
5. Oxygen Tracker

6. Energy Tracker

7. Inventory Slots

8. Weapon Slots

5.2 Room Cards



- | | | | |
|-------------|----------------------|----------------|---------------|
| 1. Category | 3. Room Actions | 5. Room Effect | 7. Spawn Room |
| 2. Name | 4. Condition Tracker | 6. Doors | |

Each card represents a room (or a corridor) in your modular spaceship. Cards are considered **adjacent** when connected by two doors. If only one door is shown on two aligned cards, the passageway is closed and therefore not considered adjacent.

Room Cards may be rotated 180 degrees during setup. All Room Cards are used in every game. The order is either determined by the **Scenario** (Scenario Book) or can be chosen freely in **Free Play** (Page 18). Each card contains different Room Actions. Room Actions are indicated by the ⚡-icon and cost -1 Player Action. The color of each Room Card indicates which **Room Deck** (Page 9) belongs to it.

5.3 Control Station Card

The Control Station is the room where the game starts and ends. Depending on which Control Station you chose to play, 2-3 **Spare Parts** must be found in the Room Decks. Each Spare Part must be brought to the Control Station and inserted there for an action. Inserted Spare Parts are placed next to the Control Station. Once all **Spare Parts** have been inserted, the **Distress Signal** can be sent, which requires one final Player Action, triggering the last round of the game.

5.4 Engine Room Card

The Engine Room Card is the target of the **Qubes**. Qubes always move towards the loud and noisy engine, damaging everything in their path with their corrosive slime. If Qubes start their turn at the Engine Room, it suffers 1 damage per Qube, and the Qube(s) are returned to the supply. All damage is tracked by adjusting the Engine Condition Marker accordingly, -1 per damage caused. In case there are Crew members in the Engine Room, the damage is

freely distributed among them instead (Page 16 – Qubes Cause Damage), and the Qube(s) remain in the room. If a Crew's health drops to 0, they become **Incapacitated** (Page 16) and the Engine Room receives any excess damage. Qubes that caused excess damage are returned to the supply.

Note: The Fusion Core has an additional effect! At the **Start of Each Round**, the **Fusion Load** increases by +1, damaging its durability.

5.5 Corridor Card

Corridors are simply connecting rooms with no special effects or actions. It therefore can be of tactical advantage to willingly suffer a **Breach** (Page 12) in one of these corridors, if there are more important rooms to defend.

5.6 Room Decks

The Room Deck is the stack of item cards placed on the respective Room Deck Underlays. Typically, 8 item cards are placed face-down on each Underlay Card (Page 6 - **Assembling Room Decks**). A Room Deck can be searched using one of the two **Room Actions** (Page 15). **SEARCH** means drawing the top card from the corresponding Room Deck. If possible and desired add the item card to the inventory of your Crew.

5.7 Item Cards

Drawn items are either added to your inventory or removed from the game. If the Item Card displays a **FREE ACTION** with a -Icon, you can also use it right away before discarding it. The **Icons** (Page 10) at the top indicate whether it is a weapon or an item for your inventory. During an ongoing **SEARCH** Action, items cannot be traded within other Crew.

If a **Short Play** (Page 18) is desired, some Item Cards can be removed to reduce the overall playing time.

Note: Detailed explanations of some Item Cards can be found in the **Item Clarifications** section (Page 21).

1. Action
2. Trigger
3. Attribute
4. Flavour



Iconography



Ranged Weapon / Melee Weapon

Items with weapon icons can only be placed on the corresponding weapon slot of the Crew Card. If this slot is already occupied, the old weapon can be discarded and replaced with a new one.



Inventory Slots

Cards with the inventory icon indicate that the item can be placed in one of the 4 available Inventory Slots of each Crew Card. You can discard an Item Card that has already been placed in your inventory and replace it with a new Item Card.



Absorption

Absorption refers to armor that negates a hit from a Qube. If 2 Qubes in the same room attack during the same phase, only the first hit is absorbed, and the second hit causes damage. Multiple instances of Absorption allow more hits to be absorbed per round. The Cook equipped with a Protective Vest, for example, would thus be able to absorb 2 damage per round.



Discard

The Discard icon indicates that the item must be discarded after use. Discarded cards are either returned to the game box or placed next to the Researcher, if that Crew is in play.



Event

An Event must be dealt with **immediately** as soon as the card is revealed! *Note:* This applies, even if the Researcher is only looking at the card using his Crew Ability! In this case, his FREE ACTION ends.



Player Action



This icon indicates that executing this action costs you a Player Action per symbol. Usually, each Crew has 2 available Player Actions per turn, but some items and effects allow you to gain additional Player Actions.

Note: The difference between the circle and the square is explained at **Room Actions** (Page 15).



Free Action

This icon indicates a **FREE ACTION** that does not consume any Player Action. It can be used at any time during your turn at no cost. Any other action that has already been started must be completed first. **Exception: MOVEMENT** (Page 14).

REPAIR TOOLS

ON ROOM REPAIR:
Action cost is reduced by 1 (min. to 0)

Trigger

Some Item Cards have conditions that must be met in order to trigger their effects. For Example: **ON REPEL** means the effect triggers when the **REPEL** Action is used.



Range

Weapons with 0-1 or 1-3 indicate its range in which you can target Qubes. Range 0 means you can repel -1 Qube in the same room as the Crew. 0-1 means you can target Qubes in your room and in an **adjacent** room. Range does not work around corners and only in one direction through adjacent rooms.



Targets

The number of targets indicates the maximum number of Qubes that can be removed by one **REPEL** Action (Page 15). When targeting multiple rooms, the total cannot exceed the weapon's target value. **Exception: Beam Rifle.** If not enough Qubes are within range, the remaining targets are lost. Removed Qubes are returned to the supply.

Example: With a Blaster, you can remove 1 Qube in your own room and another 1 in an adjacent room, as the Blaster has a target value of 2 and a range value of 0-1.



Locked

Spare Parts are marked with this symbol. This means that these items may not be discarded. They are crucial to the game, and without them, it is not possible to win. *Note:* Some Scenarios may override this rule.



Health

Health tracks the hit points a **Crew** can withstand before becoming **Incapacitated** (Page 16). While Incapacitated, that Crew is not affected by Oxygen effects such as Breach Tokens placed into their room. *Note:* Since you check Oxygens first, and then stand up, you do not have to reduce your Oxygen when a Breach Token is still in your room.



Oxygen

Oxygen tracks how much air to breath a Crew has. Once Oxygen is depleted, the Crew has to decrease Health instead.



Energy

Energy is used for most Ranged Weapons and some other actions. If  -1 or  is displayed, the Crew has to spend the Energy first in order to use that weapon/action.



D8

The D8 dice icon indicates in which room a Qube is spawned. Place +1 Qube in the room when the corresponding D8 is rolled.



D8+roll

This means the D8 dice has to be rolled first to establish which room it targets.

5.8 Game Tokens



Breach Token

A Breach Token is placed in a room where a **Breach** has occurred. A Breach Token in a room indicates that the room has a huge hole in the wall. If a Breach Token is placed on a room that already contains a Crew, their **Oxygen** immediately reduces by -1 each. If a Crew starts their turn in a room with a Breach Token, they must reduce Oxygen by -1.

Note: Only 1 Breach Token is allowed per room.



Perma Breach Token

The back side of a Breach Token shows a version with an ∞ . This is only used if the Dangerous Corridors Module (Page 20) is in play or Scenario 7 (Scenario Book) is played.

Room Actions ⚡ cannot be used as long as a Breach Token is in the room. **Note:** Other types of Card Actions are not affected by this.



Rest Token

Rest Tokens are only used if the Quarters Room is in play. When the **REST** Action is performed, the player takes a Rest Token and places it next to their Crew Card. **However, this also ends their turn!** **Note:** Only 1 Rest Token is allowed at any one time per Crew. **Tip:** You may use the Rest Action as your last action. During any future turns, you may spend the Rest Token as a **FREE ACTION** to receive 2 extra Player Actions; both extra Player Actions must be used during the same turn.



Escape Pod Token

The **Escape Pod** Token (back side of the Rest Token) is scenario-specific; explained further in the Scenario Book.



Bomb & Turret Tokens

A Crew receives the Bomb or Turret Token as soon as they receive the corresponding Item Card. The tokens are used to mark the current room in which the item has been placed.

Further details can be found in the **Item Clarifications** (Page 21).



One-Time Action Token

All Crew can perform their One-Time Action 1x during the game, **even outside of their turn!** The One-Time Action counts as a **FREE ACTION** (Page 16). After the action has been used, the token is flipped over to its spent side for the rest of the game.



Yarn Ball Token

The Cat Companion uses the Yarn Ball Token for her ability. The token is explained further in the Companion section (Page 19).

6. ROUND SEQUENCE

1. Apply 'Start of Each Round' effects (if in play)
2. Crew Turn: Check Oxygen, then perform 2 actions
3. Qubes deal 1 damage each (Crew > room)
4. Qubes move 1 room towards the Engine
5. Qubes spawn (D8)
6. End of round (pass on Starting Player Token)

6.1. Apply Start of Each Round Effects

Some cards have a **Start of Each Round effect**. Those cards are marked with a red background. Start of Each Round effects are always dealt with first in the round sequence.

6.2. Crew Turn

On their turn, the active Crew must first check their **Oxygen** level before taking any actions.

a) Check Oxygen

If the active Crew is standing in a room with a Breach Token at the start of their turn, they must reduce **Oxygen** by -1. If the Crew has no Oxygen left, they must reduce their **Health** by -1 instead. If their Health is also depleted, the Crew falls to the ground and becomes **Incapacitated** (Page 16).

b) Take Action

The Crew performs up to 2 Player Actions. The same action can be performed multiple times. Some cards also allow for additional actions. Actions cannot be saved for the next turn. Crew abilities without an action icon can be activated indirectly by a **Trigger** (Page 11).

Movement Action

A Crew can move up to 2 rooms. The **MOVEMENT Action** is the only action that can be paused to perform other actions, and then completed afterwards. The Pilot can additionally make one free movement to an adjacent room during her turn.

1: MOVE Action: Move into adjacent room, **pause**.
 2: Room Action: **SEARCH** Room Deck.
 3: Finish MOVE Action into adjacent room.

Repel Action

An unarmed **REPEL** removes 1 Qube with a Range of 0. You can select 1 equipped weapon instead to have alternative values for this action.

Note: Weapon values do not add up!

Room Action

Some rooms display Room Actions marked with a ⚡-icon. The Room Action is disabled in breached rooms (**Breach Token** (Page 12)).

Crew Action and Item Action

Some Crew Cards and Item Cards display a ⚡-icon, which means they consume -1 of your available Player Actions when the action is played.

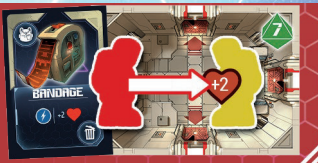
When an Item Card displays a 🕊-icon, the card's action is free (Page 16) and the card does not consume a Player Action.

Trade Action

A Crew can **TRADE** as many Item Cards as they wish with 1 other Crew in the same room. If a Crew's inventory limit is exceeded, the excess Item Cards are discarded and returned to the game box.

Instead of trading, the effect of some Item Cards can be applied directly to other Crew members in the same room.

Example: You may bandage either yourself or another Crew member in the same room for +2 health.



Special Action

The Special Action is a situational interaction. For example, when a Crew is **Incapacitated**, their first Player Action must be the Special Action to stand back up. They may then use their second Player Action as normal.

When it is their turn, any healthy Crew located in the same room can **HELP** an incapacitated Crew to **GET UP**, which would provide the incapacitated Crew with a full set of Player Actions when it is their turn. When GET UP, the **Health** and **Oxygen** of the previously incapacitated Crew are each set to 1, while their **Energy** level remains the same.

Note: In some scenarios the Special Action may have further uses as described in the **Scenario Book**.

Room Repair Action

A ROOM REPAIR can only be carried out in rooms that contain a **Breach Token**. Remove the Breach Token from the room back to the supply. The ROOM REPAIR Action does not require any tools, but it costs **2 Player Actions**. The Mechanic's ability and/or Repair Tools can reduce this cost to a minimum of 0.



Free Action

The Crew can perform any number of FREE ACTIONS. Each FREE ACTION can only be performed once per turn.



One-Time Action

The Crews' One-Time Action can be used at **any time** during the game, **even outside of your own turn**. The One-Time Action Token is then flipped over to its spent side.

6.3. Qubes Cause Damage

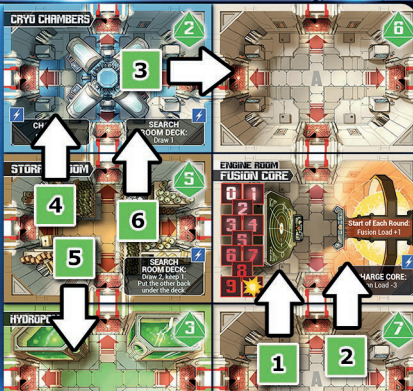
If there is a Qube in a room with one or more Crew at the start of the Qubes Cause Damage phase, the Crew in the room take damage. Each Qube cause -1 damage. The damage can be distributed freely among the affected Crew.

Note: If there is no Crew in the room, the room is damaged instead, and a **Breach Token** is placed in that room. If the room already contains a Breach Token and no Crew, nothing else happens.

6.4. Qubes Move

All Qubes move 1 room towards the Engine, following the shortest path through **adjacent** rooms. If 2 paths are at an equal distance from the Engine, the Room Card with the lower Spawn Room number is chosen first. If 2 or more Qubes move from the same room, see the following example.

Example: Qube 1 & Qube 2 move into the Fusion Core. Qube 3 moves into the next adjacent room towards the Fusion Core. Qube 4 has two equally distant paths, so it picks the room with the lowest Spawn Room number (2). Qube 5 is then forced to take the other path (equal split). Since there are only two equal paths, Qube 6 repeats the cycle and moves into room 2.



6.5. Qubes Spawn

Roll the **Qube Spawner** X times. The 'X' stands for the number of participating Crew. Example: If the game is played with 3 Crew (including Companions), the dice is rolled 3 times.



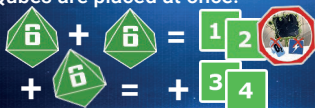
When the Qube Spawner displays the same number twice in the same round, a Breach occurs, and a Breach Token must be placed on that room after the second Qube has been placed.



When a Breach occurs in a room containing Crew, all Crew in that room must immediately reduce their Oxygen by -1. If a Crew starts their turn in a room with a Breach Token, they must reduce Oxygen by -1.

When a Qube spawns in an already **Breached Room**, 2 Qubes are placed at once!

Example:



6.6. End of round

Once all Crew have taken their turns, the round ends. Check if the **Game Objective** (Page 4) or the Scenario Objective have been completed. If not, the **Starting Player** Token moves clockwise to the next player, and the next round begins.

If the game's objective is fulfilled, all the steps of the Round Sequence are completed, and all Crew have survived, the game ends, and you collectively win!

Congratulations, you have won!

A portal opens next to your ship through which the long-awaited rescue team appears, to help you deal with the remaining Qubes and repairs. You and your fellow Crew members have survived!

7. GAME MODES

Scenario Play

The scenarios offer a handful of predefined game setups. Scenarios may add new mechanics, and they may change the conditions of victory and defeat. Each scenario specifies an estimated difficulty level and playtime. The difficulty level may also vary depending on the Crew participating. You can find the scenarios in the **Scenario Book**.

Free Play

In Free Play, the game setup of the rooms is entirely up to your imagination. As long as the placement rules are respected, you are free to set up your rooms however you like. **Notice:** All rooms have to be accessible via adjacent doors!

Short Play



To shorten the game experience, you may remove Item Cards marked with a red corner at the top right. If you remove other Item Cards, the balance of the game cannot be guaranteed. Furthermore, you can also play so that the game ends once 2 Spare Parts have been found.

Solo Play

If you prefer to play a solo game, you can take any number of **Companions** (Page 19) along with you. You could also choose to play with 2 - 4 Crew or a combination of Companions and Crew members. Playing with one Crew only, however, is **not** recommended!

Companions

The 2 Companions were originally intended for solo players who do not want to play multi-handed. Mechanically, these Companions play a bit differently than their human **Crew**. Companions do not have an inventory, nor can they equip any items. However, their abilities allow them to interact with the game elements in a different way.

Note: Companions are also considered **Crew** for the purpose of effects, so the **Qube Spawner** is rolled once for each Companion as well during the Qubes Spawn phase.

A player controlling a Crew member and an animal Companion, can every turn choose which goes first, and then proceed with the other one. Not allowed when controlling multiple Crew members.

Available Companions Actions:

- MOVEMENT
- REPEL
- ROOM (limited, see below)
- SPECIAL (may be limited in scenarios)
- CARD

Companions can only use Room Actions if they restore Health or Oxygen. All other Room Actions are prohibited.

Dog:

The Dog can use the **SEARCH Room Deck** Action and carry any item in its snout (*The item is not considered as equipped!*). As a **FREE ACTION**, the Dog can trade and receive one item with a member of the Crew. However, as the Dog holds an item in its snout, it cannot use the **REPEL** Action! The Dog can drop the item at any time for free to carry out a **REPEL** Action.

Note: If an item is dropped, it is permanently removed from the game. **Spare Parts cannot be dropped!** The **ON REPEL** displayed -effect described on the Dog's card is mandatory, if possible!

If an item restores Health or Oxygen, the Dog can use it (self-use only!) **Yes, it can eat a Bandage to heal ;)**

Cat:

If the Cat has an Yarn Ball Token, it can throw the Yarn Ball into a room with a range of 0-1 for -1 Player Action. This Token distracts every Qube in that room for this round. Affected Qubes will skip their whole turn (*Damage and Movement*)! The Yarn Ball Token gets flipped to the spent side afterwards. In future rounds, only the Cat can pick the Token up again. **Note:** If the Yarn Ball Token ever has to be removed from a room, it goes back to the Cat.

If the Cat's first action is the REPEL Action, she jumps out of the shadows and removes -1 additional Qube.

A lone Qube does not dare to move into the Cat's room, but instead simply remains in its room during the Qubes Move phase, until it is accompanied by at least one more Qube.

When we developed the Companions, they instantly became a fan favorite, so we decided to include a second Companion pawn and separate cards, instead of having them with a backprint on the same card. Companions are a wonderful addition for any number of players. The possibilities of combinations are up to you.

Difficulty Modules

If you find the game too easy, you can add various Modules to the game as you wish. Some Modules are simply added, while others replace existing cards.



Peek-Aggroo

To play with this Module, you can either shuffle the Peek-Aggroo cards into your decks or swap them with the 3 Peek-A-Goo cards that are already in the base game. Unlike Peek-A-Goo, Peek-Aggroo is a little more aggressive and will immediately be activated when revealed!



Let's-Goo!

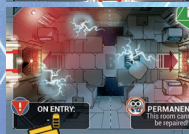
All 5 Let's-Goo! cards are shuffled into the Room Decks. As soon as a Let's Goo! card is revealed, all Qubes in the corresponding room immediately receive an activation. Qubes immediately injure any Crew present in that room with +1 damage, or they damage the room instead, causing a Breach. Afterwards, all Qubes in that room move one room closer towards the Engine.

Dangerous Corridors



Dangerous Corridors replace all Base Corridors.

Dangerous Corridors have additional effects depending on each side. On the A-side, the effect reduces a specified Resource of each Crew that enters the room. The Resource can be Health, Oxygen, or Energy.



On the B-side, the room is permanently Breached and cannot be repaired by any means. When setting up the game, immediately place a Perma Breach Token onto the card. The Breach Token cannot be removed for the rest of the game.

If you have no **Energy** left to remove, ignore this effect.

8. ITEM CLARIFICATIONS



You can use this item as a regular melee weapon.

At least 1 Qube must be removed first for the optional discharge to remove 1 additional Qube.



Spare Parts can be inserted into the Control Station before all of them have been found.

Some scenarios may allow you to drop Spare Parts.



The card remains in the inventory of the Crew who is carrying the Remote Control.

After activation, discard both Token and card.



After placing the Token, remove the card from your inventory and place it near the room.

Once placed the Turret acts autonomously at the Start of Each Round.



At least one Qube must be removed using a REPEL Action to activate the optional FREE ACTION.



The order of both FREE ACTIONS can be chosen freely.

9. GLOSSARY

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A special thanks goes to all supporters of the crowdfunding campaign. Through their help, enthusiasm, and trust, this game became a reality.

Special thanks to all content creators and game testers whose dedication, feedback and passion helped shape and improve the game.

Ana (UnaPartida), Board's Eye View, Ines Berwing (Brettspielgiraffe), Brettspielperlen, Brettspiel-Podcast.de, Die Brettspiel Buben, Pascal von Engelbrechten (heimspiele.info), Daniel Fullard (Boardgameaddict), Markus Geiger, Ünal Hayvali (ThEUeNi), Stephan Hildebrandt, Richard Jenders (Jenders Gaming), Ludox, MeepleCards, Sofahelden.de, Tjark Schönfeld (@famboardgames), Jan-Dirk „JäiDie“ Steffens, Sebastian Werner

Board Game Café Budapest, Brettspielhelden Dresden e.V., Conni, Daniel, Heike, Irina, Lukas, Petra, Torsten, Michael Waibel (Dice Devils), Michael, Silas, Tetiana, Michael, Waldemar

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