

ARE YOU READY TO *ESCAPE THE VOID?*

Rulebook

AGES 8 AND UP

PLAYERS 2-4

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TO GET YOU STARTED

You are an alien trapped in an abandoned space colony in the middle of nowhere. You only have one goal in mind, be the first to reach the remaining escape pod.

Along with three other aliens, you must find your way to the escape pod, to save your species and escape the colony forever.

You must defeat your fellow aliens and sabotage their attempts to best you to be the last alien standing.

THE OBJECTIVE IS SIMPLE

Be the first player to reach the escape pod on the center of the board.

By moving towards the center, manipulating tiles, and using abilities, you will compete against your friends to see who will reach the center piece first.

WHAT'S INSIDE (CONTENTS)

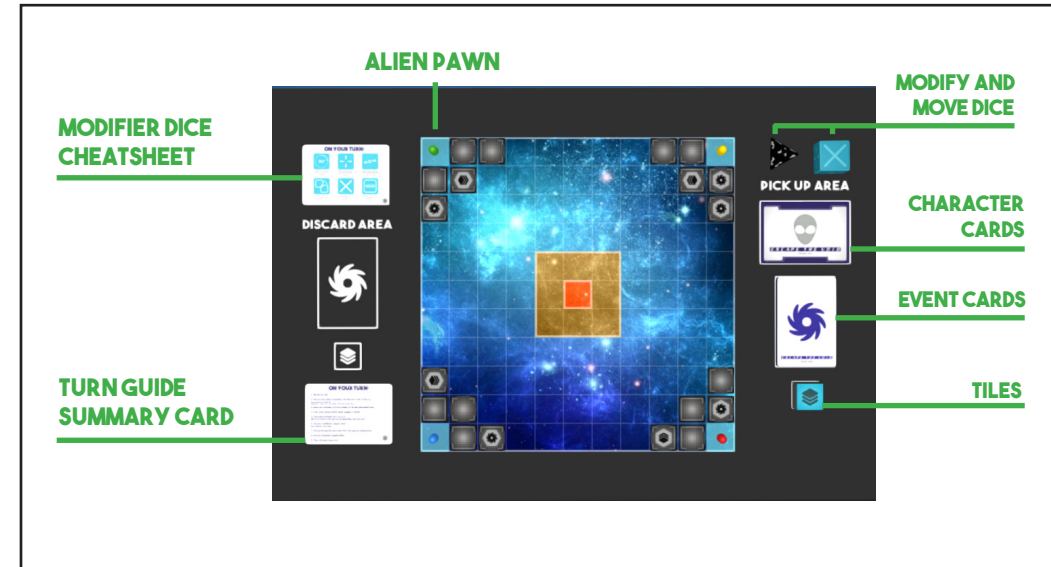
- Tiles: 117 in total
 - Regular Tiles x 60
 - 'Event Counter' Tiles x 31
 - 'Tile Counter' Tiles x 26
- Pawn Pieces (aka 'aliens'): x4
- Regular dice (movement) x1
- Symbol dice (modifiers) x1
- Event Cards x46
- Character Cards x5
- Turn Summary Cards x4
- Dice Summary Cards x4
- Player Board x1
- Rule Book x1

BOARD SETUP

The board will be set up like the figure on next page, with each corner having an 'alien' piece on the start tile, and each player will take five tiles and place them in a stairway pattern, heads down (these tiles cannot be ma-

Each player draws one-character card from the character deck. This card will determine your unique movement ability.

These abilities are not secret. Feel free to share your ability with other players.



DECIDING WHO GOES FIRST

Whoever rolls the highest number on the numbered dice, goes first. Reroll if a tie occurs.

If using Tabletopia, there will be access to a 'end turn' mechanic, which you will need to turn on turn-based clockwise for more convenience when playing.

ON YOUR TURN (A SIMPLE GUIDE)

1. Roll the two dice
2. Pick up a tile, place it anywhere, and then turn it over to face up
(must connect to another tile)
(tabletopia make sure to be parallel with board to place tiles)
3. Move your character up to the number on the dice (tetrahedral dice)
4. If you come across another player engage in combat
5. If you land and finish your turn on a tile for an event or tile, pick up corresponding card and use it
6. Use your modification (regular dice)
(see modification cheat sheet)
7. Pick up and play the event/tile card in the case you collected one
8. Use your character's special ability
9. That is the end of your turn!

Pretty simple right?

OTHER HANDY INFORMATION

End Game

- Once you enter the center 3x3 orange grid, an invisible gas cloud will cause your abilities to be unusable
- You can't use your ability to reach the last (center) space on the board.
- It will be more difficult to reach the center from this point.

This is where every move counts!

Combat

If you land on a tile occupied by another player:

- Both players roll both dice, whichever player has the highest total number stays in the new square.
- The other player moves back to where the current player finished their previous turn.

Modification:

You can perform your modification before, during, or after movement.

For example: if you rolled a 3 for movement and the rotate a tile modification, you could move one space, rotate a tile in front of you to open a hallway, and then move another two spaces to start moving down that hallway.

- You may choose to either move less spaces.
- You may choose to not move at all.
- You may choose to forfeit your modification.

Tile Counter

On a tile with a 'tile' counter: Draw and place a new tile in an empty spot.



TILE SYMBOL

Event Counter

On a tile with an 'event' counter: Draw an event card and follow the instructions on it before discarding.



EVENT SYMBOL

Walls

The walls on the tiles might seem confusing, but they're quite easy to understand once you get your head around it.

They will block your path, unless you have abilities that counter that. If that's the case, you cannot go bypass two connected walls between two tiles like this (image of two tiles with two walls)

TIPS AND TRICKS:

Strategy is Key:

- Be sure to strategise whenever you can. It might just give you the winning edge...
- You are free to sabotage your friends' progress through event cards /abilities when appropriate.

What to Do when Stuck:

- If you cannot move more than what you rolled, just move as much as you can.
- Diagonal moves/tile placements are considered illegal.
- When you pick up a tile from the deck, you must place it straight on the board, and then turn it over.
- You cannot rotate the placed tile (unless instructed to through event or ability).
- You must finish on an event/item tile to claim the corresponding effect.

CHARACTER ABILITY DESCRIPTIONS



You can jump to a tile that is two blocks away from your current position



You get to shift the tiles around you in a 2x2 grid in a clockwise/anti-clockwise direction by one

The 2x2 grid must be connected adjacently to another tile



You are able to phase through a wall on another tile.

However, if there is another wall where you're trying to cross, your ability won't work



You get to move the tile you're standing on by one

It must connect to another tile (horizontally or vertically)

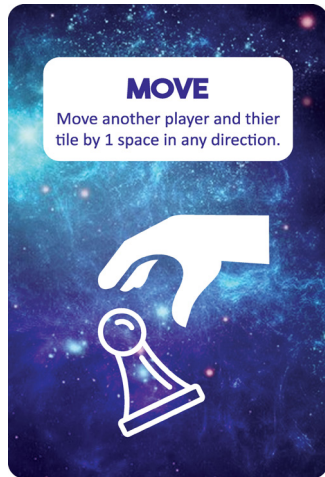


You can sacrifice your movement for a turn, in exchange, you can use the modification dice once more



Back of Character Card/s

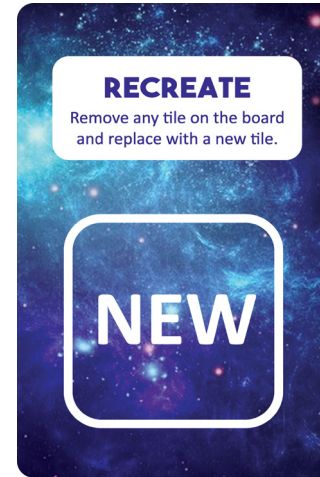
EVENT CARD DESCRIPTIONS



Move the tile where another player is standing by one



Pick up a tile and place it on the board face down, then flip it up



Remove any tile on the board (that no one is standing on) and replace it

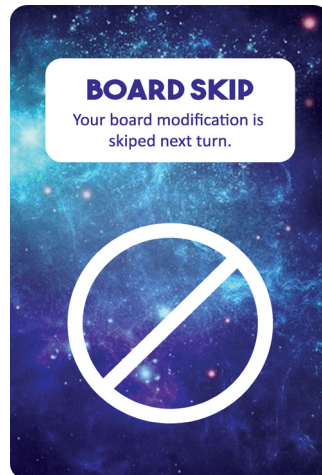


Switch any three tiles on the board, just not ones that players are currently standing on

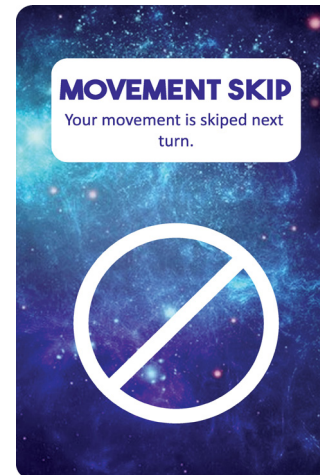


Every players will move back one from where they last were.

If there's a wall in the way, you don't have to move back



You don't get to use the modification dice this turn

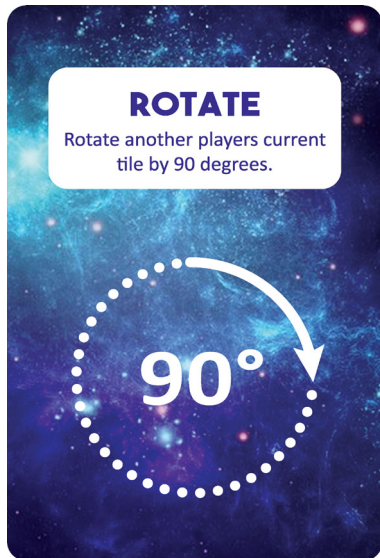


You are not able to move on the board this turn



You aren't able to use your character's ability this turn

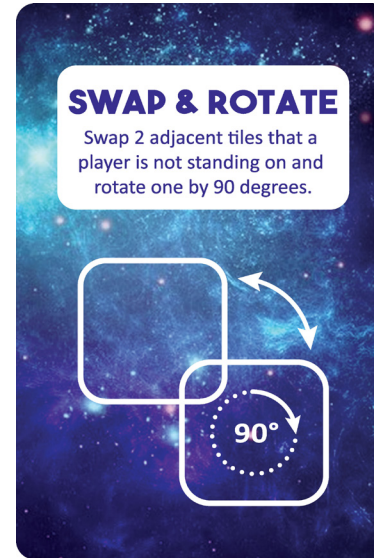
EVENT CARD DESCRIPTIONS (CONT)



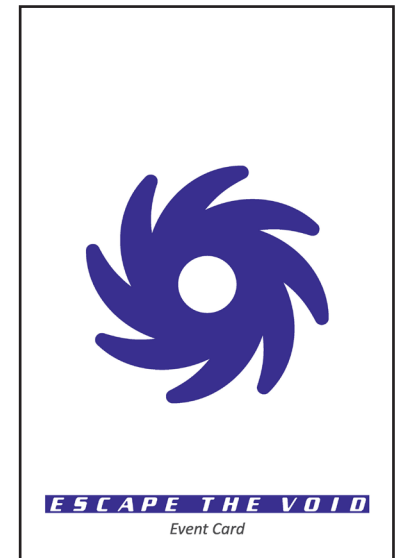
Rotate the tile where another player is standing by one in either direction



Rotate any tile twice in either direction

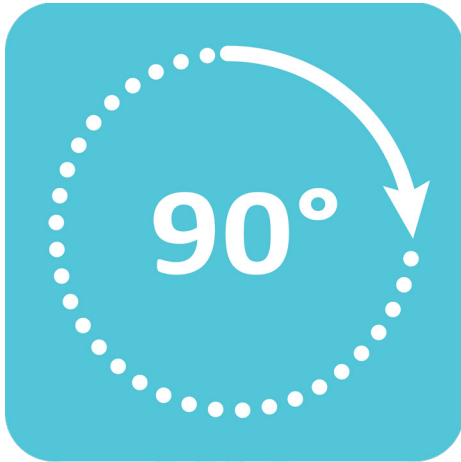


Rotate a tile and swap it with a connecting tile to it

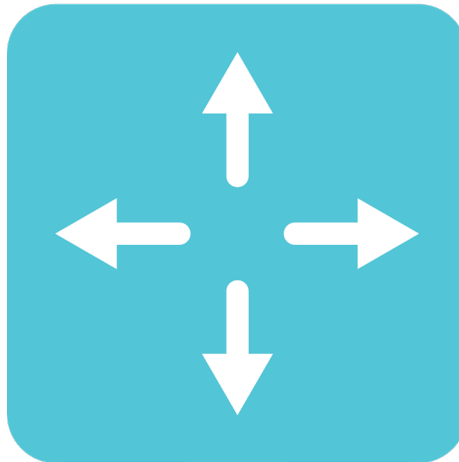


Back of Event Cards

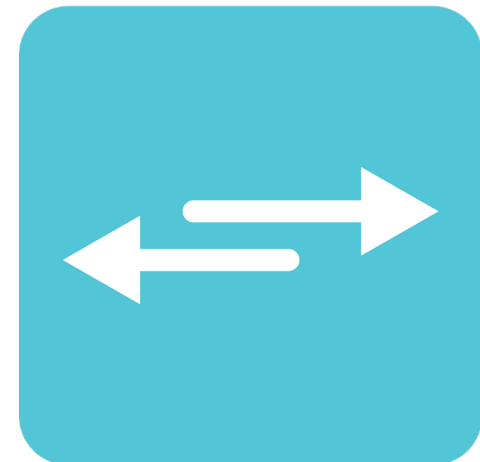
MODIFICATION DICE ABILITY DESCRIPTIONS



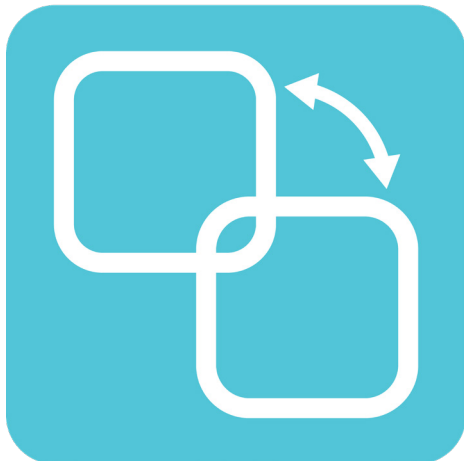
Rotate any tile on the board by one, except the ones that player's are standing on



Shift one tile on the board by one in any direction. However, the tile must connect to another tile



Swap two tiles on the board that are connected next to each other, not a tile that players are standing on however



Swap any two tiles on the board, not a tile that players are standing on however



Erase any tile on the board that players are not standing on



Replace any tile on the board that players are not standing on

**GOOD LUCK
AND
HAVE FUN!**
