

SCOTT ALMES

SO, YOU'VE BEEN EATEN.

SURVIVAL GUIDE



So, you've been eaten.

Don't worry, this is simply an occupational hazard. In fact, it is fairly common among Deep Space Miners (5th class), and some say that it is almost unavoidable. And, well, it is. Especially since the crystals that you seek happen to be inside giant space beasts. To mine them, you need to, well, be eaten.

But, no reason to panic, we are here to help you deal with the physical and mental challenges of being devoured. This handy simulation / survival guide is standard issue for all recruits, and will eventually lead to a productive, if somewhat brief, career in space mining.


Should you achieve your objective and mine enough crystals to meet your quota, it is then cost-effective for the company to activate your jetpack and extricate you from the proverbial belly of the beast. While the beast's immune response was not enough to prevent its demise, its contribution to human achievement and profitability are of paramount importance.


In the event that the bacteria present in the beast overwhelm you and you are digested, do not despair. Your non-organic parts will certainly be useful in the mining exploits of future miners. In fact, you may encounter some such pieces of equipment in your expedition, remains of less-than-qualified recruits from past attempts.

Finally, it could transpire that you do not collect the necessary crystals by the time you reach the end of your adventure, without the beast having digested you. In this case, you will then exit the beast from the other end than the one you entered. Alive... and yet forever changed. In this case we will have to evaluate your performance against that of the beast's efforts to consume you.

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- 12 So, it's the **End of the Game**. As we know it. So, turns out making a board game takes more than a few humans. **Acknowledgements**.

 The rules for a game for 2 players are in this booklet - please read these first.

 For solo rules and examples for both the Miner's and Beast's actions, please see the Solo Survival Guide & Examples of Operations booklet.

Components




Gameplay

The Miner and the Beast will face off against one another. The Miner earns points by collecting Crystals and the Beast earns points by developing Immune Responses and by using its Bacteria to attack the Miner. The Miner wins by collecting all 8 different Crystals. The Beast wins by digesting the Miner.

Of course, there's always the possibility that the Miner will simply pass through the Beast's system, and then the player with the most points wins!

So, You've Been Eaten can be played as a game for...

- 2 players, with the Miner player against the Beast player.
- 1 player, with the Miner player against a Hibernating Beast.
- 1 player, with the Beast player against a Robot Miner.
- 0 players, with a Hibernating Beast against a Robot Miner.

 These screens will help you Never Oversimplify The Explanation. We did not find any highly effective abbreviation for it so far, so we created a brand new acronym in the field of providing additional data: N.O.T.E.

Setup

- 1 Connect the boards so that the Awake Beast icon and the Human Miner icon are facing up, and place them between the players.
The player sitting in front of the console is the Miner, and the player sitting in front of the Bacteria tracks is the Beast.
- 2 Place the 3 Upgrade tiles on their matching action spaces on the Miner's console.
- 3 Place the 4 Bacteria tiles on the starting spaces of their respective tracks on the Beast's board.
Place the 8 Crystal tiles next to the board.
- 4 Give the Miner player the 3 action dice.
- 5 Shuffle the Stomach cards and draw 7 to randomly place on the spaces outlined between the Miner and the Beast. These spaces are collectively called the **Digestive Tract**.
- 6 Give the Beast 7 Stomach cards to form their starting hand.
- 7 Place the remaining Stomach cards in a face-down deck next to the board, leaving space for a discard pile next to it. The discard pile is NEVER reshuffled into the deck.
- 8 Give the Beast player the 9 Mutation cards.

- 9 Prepare the Immune Response cards by selecting all the cards with the Awake Beast icon on them. Return the cards that only have the Hibernating Beast icon to the box.
Some cards have both icons, and are therefore used in all games.
- 10 Shuffle the Immune Response cards and place them in a face-down deck, next to the board.
Draw 3 cards and place them face up next to the deck.

YOU ARE NOW READY TO BEGIN!

Game overview

Beginning with the Miner, the Miner and the Beast take alternating turns.

THE MINER'S TURN CONSISTS OF THE FOLLOWING STEPS:

- 1 The Miner rolls the dice.
- 2 The Miner uses the dice to take actions.
- 3 The Miner is attacked by Bacteria!

THE BEAST'S TURN CONSISTS OF THE FOLLOWING STEPS:

- 1 The Beast refills the Digestive Tract with Stomach cards from their hand.
- 2 The Beast may acquire an Immune Response card.
- 3 The Beast draws new Stomach cards.
- 4 The Beast plays a Mutation card.



Greetings, Deep Space Miner cadet, you have been accepted into our comprehensive training program, which will prepare you for the rigors of intergalactic beast mining!



This program will simulate (almost) everything you will experience while progressing down the Beast's digestive system. Use it well, and you will surely progress to a long and profitable* career!

* Profit sharing reserved for executive-level staff



UPGRADED ACTIONS

As it is not cost-effective for the company to send new recruits into the beast with the most premium gear, your equipment has been designed to be improved in the field.

The equipment that powers three of your actions (Stun, Eliminate, Capture) can be upgraded, either via the Upgrade action  or the Wrench tool .

When you upgrade an action, remove the Upgrade tile from the board. From that point on both the basic and the upgraded version of that action are available.

If one of your upgraded actions is downgraded, place the corresponding Upgrade tile back in its starting space on your console.


The Miner's Turn


1 The Miner Rolls the Dice


Roll the 3 action dice. If all three dice show the same value, you may reroll all of them, repeating this as needed, until at least one of the dice is different.


2 The Miner Uses the Dice to Take Actions


The dice represent the time and energy you spend using your Intergalactic Survival Equipment. This equipment allows you to take a variety of actions:

 **STUN** ... Push back a dangerous bacteria to avoid a particularly damaging attack, or to manipulate the Digestive Tract ahead of you.

 **ELIMINATE** ... Blast those pesky Bacteria away, if you can find them close together.

 **CAPTURE** ... Relieve the Beast of its Crystals; or equip yourself with Tools, remnants of Miners past.

 **ADJUST** ... Desperate times call for desperate measures. Do what you have to do to survive.

 **UPGRADE** ... Take the time to augment your equipment, and maybe it just might work when you need it the most.

To take an action, place a die on the space of the action you would like to activate. You can use any of the actions in any order and as many times as you have dice available.

You do not have to use all three dice, but it is recommended to do so whenever possible.

The Digestive Tract on the board contains spaces for Stomach cards, each marked with a dice face icon. These are there to help you determine which card is the target for your actions.

3 The Miner Is Attacked by the Bacteria!

At the end of each of the Miner's turns, the Bacteria attack!

To determine which type of Bacteria will attack, look at the Stomach card closest to the Miner. The type of the Bacteria depicted on that card will be the one that will attack the Miner this turn.

Increase the Bacteria level by moving the corresponding Bacteria tile one space along that track towards the Miner. The tracks on the Beast's board represent the infection level for each type of Bacteria.

Then discard the Stomach card, sliding the other Stomach cards towards the Miner to fill the empty space.

If this results in any one Bacteria tile reaching the 4th level, the game is over and the Beast has won. See section **So, it's the End of the Game** on page 12.

Then, reveal the Beast's Mutation card (except in the first turn), and apply its effects. See the **Mutation Cards** section on page 11.



CRYSTALS

Crystals are needed to win. You may have only one Crystal of each type in your collection. If you ever have one collected Crystal of each of the 8 types, you automatically win. See **So, it's the End of the Game** on page 12.

LOSING CRYSTALS

Any time a Miner's action needs to be downgraded but that is not possible, the Miner must choose a Crystal to lose instead.

If the Miner has no upgraded actions and no collected Crystals, there is no effect.

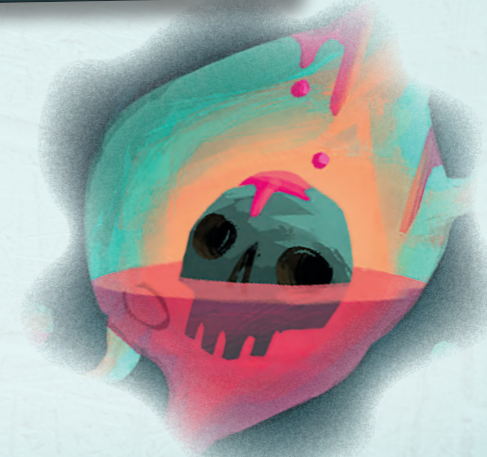
Example: *The Beast just acquired an **Attack Immune Response** card that downgrades the Miner's Stun action, but the Stun action is not upgraded. The Miner must now choose a tile to remove from their Collected Crystals area, regardless of whether the Capture or Eliminate actions are upgraded.*

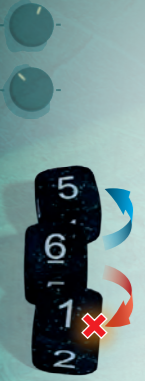


In the rare event that there are no Stomach cards left in the Digestive Tract to attack the Miner, no Bacteria attacks the Miner this round.

OFF ON

Each Crystal appears on two different Stomach cards. If you lose a Crystal, you may have a second chance to capture it.





Place a die on the Stun action to target the Stomach card a number of spaces away from you that is equal to the value on the die (e.g. a die with a 3 will target the third card in the Tract).

Move that card in a different slot, further away from you (i.e., with higher number) and slide all the cards between its starting and ending slot to fill the gaps. For an example, see page 7 of the "Solo Survival Guide & Examples of Operations".

Then, since you have stunned the Beast, you can take advantage of the momentum! You may adjust the value of **another unused** die up or down in value by 1. The numbers do not wrap around, so you may **not** turn a 1 into a 6. However, you may turn a 6 into a 7.

If Stun has been upgraded, you may place a die on the Upgraded Stun space to choose this version of the action.

Moving a Stomach card away from you works in the same way as in the basic version of the action.

However, as the secondary effect, instead of being able to increase or decrease the value of another die, you may take the die you used for Stun, roll it again, and then **immediately** take any non-Stun action using that die.

You may **not** use another die between the two parts of this action, but you may use Tools (see next page).

GAPS IN THE DIGESTIVE TRACT

Whenever there is an empty space in the Digestive Tract, immediately slide the next cards towards you to fill the gap. If there are empty spaces at the end of the Tract, do not refill them. They will be refilled during the Beast's turn.

Place a die on the relevant section of the Upgrade space to improve the action above it.

For example, placing a die with value 5 on the rightmost space will allow you to Upgrade the Capture action.

Remove the relevant Upgrade tile from the board, revealing the action space underneath it. That space is now available for dice to be placed on it.

Place a die on the Eliminate action to target the Stomach card a number of spaces away from you that is equal to the value on the die (e.g. a die with a 3 will target the third card in the Tract).

That card must have at least one adjacent Stomach card that has Bacteria of the same type.

Discard the card, along with any adjacent cards that match its Bacteria type. Thus **a minimum of two cards** will be discarded.

If the target card has matching Bacteria on both sides, then three cards will be discarded.

If Eliminate has been upgraded, you may place a die on the Upgraded Eliminate space to choose this version of the action.

This action can be used to remove Immune Response cards that the Beast has acquired. To do so, the value of the die placed on this space must match a number shown on a dice icon appearing on that card.

Take that Immune Response card from the Beast and remove it from the game.

Place a die on the Capture action to target the Stomach card a number of spaces away from you that is equal to the value on the die (e.g. a die with a 3 will target the third card in the Tract).

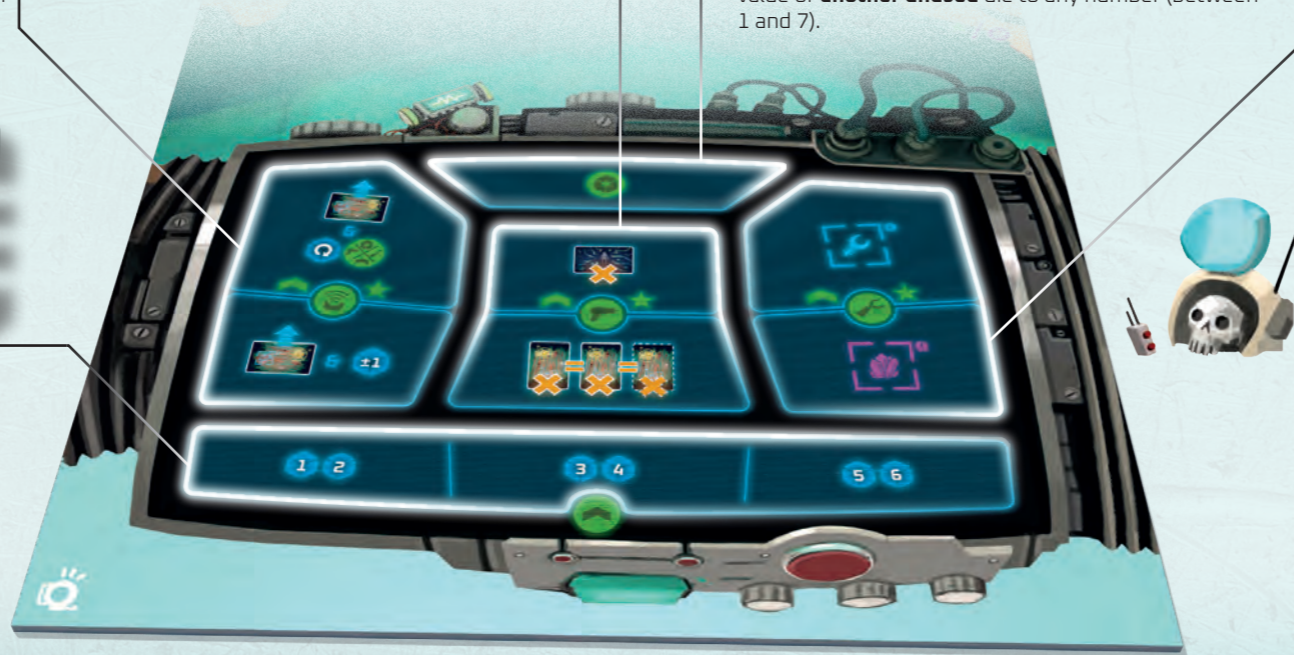
The target card must have a Crystal on it. Take that card from the Digestive Tract and discard it. Place the matching Crystal tile on the Collected Crystals area of the board.

You may not use Capture to target a Crystal that you already have in your possession.

If Capture has been upgraded, you may place a die on the Upgraded Capture space to choose this version of the action.

The target Stomach card must have a Tool on it. Take that card from the Digestive Tract and place it next to one of the three Captured Tools spaces on the side of the board. That Tool is now available for immediate use. If you already have three Tools, one must be discarded when a new one is captured.

Place any die here, regardless of value, to change the value of **another unused** die to any number (between 1 and 7).



Tools. Poignant reminders of faithful miners that came before you, honorable corporate sacrifices each and every one of them.

Please do not hesitate to look at your **Tool Reference card** to see what each one of them does, even though we covered this in class. Go ahead, we don't mind, take all the time you need. Absolutely no demerits will be assessed, and any hidden demerits will only affect your performance evaluation if you survive your first mission.

TOOLS

While taking actions, you may also use any Tools you may have. You can obtain those Tools by using the upgraded Capture action.

Using a Tool does **not** require you to spend dice. Discard the card with the Tool after use. *Please refrain from littering.*

-  **WRENCH** | Upgrade  any one of your actions.
-  **TELEPORTER** | Swap any two Stomach cards in the Tract.
-  **MAGNET** | Move a Stomach card towards you any number of spaces in the Tract, adjusting all other cards as needed.
-  **ADJUSTER** | Decrease or increase a die's value by 1, to a minimum of 1 or a maximum of 7.
-  **DRILL** | Take 3 Stomach cards at random from the Beast's hand and look at them. Place one of them anywhere in the Tract, adjusting other cards as needed. Return the cards not placed to the Beast's hand.

This Tool may **only** be used if there is **at least one empty space** in the Digestive Tract.

Hibernating Beast | Draw 3 cards from the deck and return any cards not placed to the bottom of the deck.

The Beast's Turn

1 | The Beast Fills the Digestive Tract

Using the Stomach cards from your hand, fill up the Digestive Tract until it contains 7 cards.

Play cards from your hand, one by one, until all spaces have been filled, starting with the empty space closest to the Miner and progressing along the Digestive Tract.



ACCELERATING INGESTION

The Beast can sometimes enthusiastically accelerate ingestion when it finds the Miner particularly tasty.

You may play more cards than necessary in order to bring a particular Bacteria closest to the miner, remove a Crystal from the Tract, or to manipulate the Digestive Tract in a particular way.

To do so, play an additional card at the Beast end of the Digestive Tract, discard the Stomach card closest to the Miner, and slide the cards along the Tract.

You may do this as many times as you have cards in hand.

2 | The Beast May Acquire an Immune Response Card

After filling the Digestive Tract, you may acquire 1 of the 3 face-up available Immune Response cards.

To be able to acquire a card, the prerequisite on the card must be fulfilled, and you must spend the required Energy.

When a card is acquired place it on the other side of the Beast's board, in the area for **acquired** Immune Response cards.

If no Immune Response card is acquired this turn, remove from the game the rightmost Immune Response card from the row.

Finally, slide the remaining Immune Response cards in the row to the right and draw a new card from the deck to fill the empty space.

If there are 5 or more Immune Response cards in play **at the end of the Miner's turn**, you have overwhelmingly countered intergalactic capitalism and win the game! See section **So, it's the End of the Game** on page 12.

ENERGY

The Energy needed is generated in two ways:

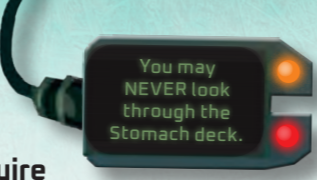
- by Crystals on Stomach cards currently in the Digestive Tract,
- by playing cards from your hand.

To calculate how much Energy you are able to generate, first count all the Crystals in the Tract. Each Crystal provides 1 Energy.

Then, you may play Stomach cards **not** containing Crystals from your hand face up in front of you in order to gain more Energy. Each card you play provides 1 Energy.

Any card played from your hand to gain Energy is then placed at the bottom of the Stomach deck, in any order you choose.

IMPORTANT: YOU MAY NOT PLAY CARDS WITH A CRYSTAL TO GAIN ENERGY.



PREREQUISITES

- At least 2 Stomach cards **adjacent** in the Tract must have Bacteria of the depicted type.
- At least 3 Stomach cards in the Tract must have Bacteria of the same type (any type will do).
- The first and last Stomach card in the Tract must have Bacteria of the same type (any type will do).
- At least 2 Stomach cards in the Tract must have the X feature (Crystal, Tool, or Bacteria type).
- Stomach cards with all 4 Bacteria types must be present in the Tract.

3 | The Beast Draws Stomach Cards

Refill your hand of Stomach cards up to 7. If there are not enough cards in the Stomach deck to refill your hand, draw what you can, finish your turn with Step 4 by playing a Mutation Card, and then the Miner will take a final turn. Then, proceed to the end of the game. See section **So, it's the End of the Game** on page 12.

4 | The Beast Plays a Mutation Card

Place one of your Mutation cards face down in the slot next to the Bacteria tracks. This card will be revealed during the Miner's turn, in the **3. The Miner Is Attacked by the Bacteria!** Phase, and may downgrade one of the Miner's actions if it matches the Bacteria type that attacks them that turn, as described on page 7.

MUTATION CARDS

The Beast holds 9 Mutation cards at the start of the game. At the end of each one of its turns it will play one of these cards face down in the slot next to the Bacteria tracks, hoping to match the Bacteria type depicted on it to the Bacteria that will attack the Miner on their next turn. Therefore, no Mutation card is revealed at the end of the Miner's first turn. From the second turn onwards, after the Miner gets attacked by the Bacteria, the Beast reveals the face-down Mutation card they previously played. There are two outcomes of this attempt to mutate:

A | Unsuccessful Mutation

If the Bacteria on the Mutation card does not match the Bacteria that has just attacked the Miner, there is no effect.

B | Successful Mutation

If the Bacteria on the Mutation card matches the type of Bacteria that has just attacked the Miner, the Miner loses one upgraded action. The Miner must choose one of their upgraded actions to downgrade, noting this by placing the relevant Upgrade tile back on their console. NOTE: IF none of the Miner's actions are Upgraded, see **Losing Crystals**, Page 7.

The used Mutation card is discarded, unless it was the **!** card (which does not show a Bacteria type), which is returned to the Beast and may be used again in the future.

Example: *The Beast's Mutation card matches the Bacteria that attacks the Miner. However, the Miner has no upgraded actions. The Miner must now choose a tile to remove from their Collected Crystals area.*



So, it's the End of the Game.

There are three different ways a game can end:

Ending 1: Mission Accomplished!

The Miner has collected one of each of the 8 Crystals. When this happens, the Miner is permitted to use the company jetpack to launch out of the Beast's mouth. The Beast expires and the Miner automatically wins!

Ending 2: Ending "Number Two"

This ending occurs at the end of the Miner's turn, if the Beast could not refill their hand at the end of their turn, and only if none of the other two endings were triggered.

In this case, the Miner exits out the back end, survives, and escapes with their life and any Crystals they have collected. The Beast has cured its stomach ache, and gets points for how well it has combated the Miner's presence. To see who wins, players must compare scores. **In case of a tie, the Miner wins.**

★ THE MINER

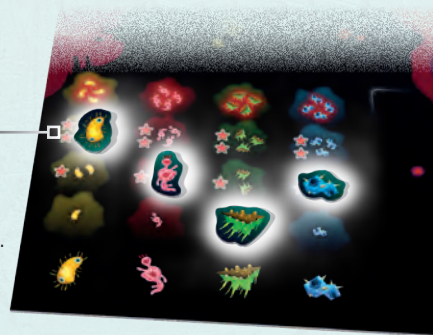
- Add 1 point ★ for each **collected** Crystal.
- Add 1 point ★ for each **upgraded** action.

★ THE BEAST

- Add the points ★ that each **acquired** Immune Response card in play is worth.
- Add 0, 1, or 2 points ★ for each Bacteria type, depending on their infection level.
- **Subtract** 1 point ★ for each Stomach card showing a Crystal still in their hand.

Ending 3: Probiotic Bliss

If the Beast digests the Miner by attacking them 4 times with the same Bacteria (i.e. any Bacteria tile reaches the 4th level) or has 5 Immune Response cards in play at the end of the Miner's turn, the Miner is killed and the Beast automatically wins. The Beast is now free of its stomach ache and quite happy with its meal.



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LudiCreations



Prototypes
Perfect.

**GAMING
RULES!**

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No space beasts were harmed during the making of this game.

For any missing components enquiries, downloads, and more unique games, visit **LudiCreations.com**.