

ALIEN GETAWAY

Poor, ever so clumsy Zoid has made a mistake of astronomic proportions. Zoid's little accident set off a chain reaction that led to the destruction of an entire planet. Luckily, Zoid was able to jump into his spaceship in time to escape the explosion. But to stay ahead of the planet's ravaging debris, he has to carefully navigate the asteroid field that surrounds it. Will you help Zoid get away?

COMPONENTS

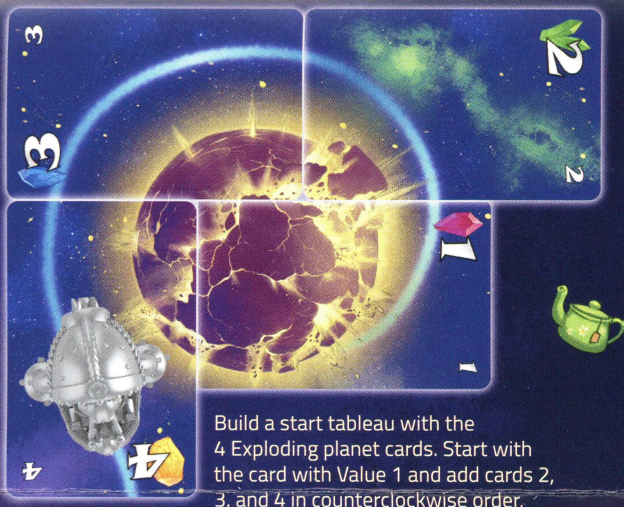
1 Pewter Alien miniature ("Zoid"), 4 Exploding planet cards, 9 Planet cards, 42 Asteroid field cards, and 4 blue dice (with values 1 to 6).

GAMEPLAY

Zoid is racing through an asteroid field to escape the exploding planet. Help Zoid navigate by building an escape route through the debris. Build it with cards you play from your hand. But these cards also influence Zoid's speed. Roll the dice to move Zoid. But if Zoid flies too fast, you will get penalty cards. Match penalty cards to get rid of them. The player who helped Zoid best will have the least penalty points in the end and wins the game.

GAME SETUP

- 1 Separate the 4 Exploding planet cards from the other cards. Lay them on the middle of the table as shown below, forming the Exploding planet and the start of Zoid's escape route. Put Zoid on the last card, with number 4, facing away from the planet.



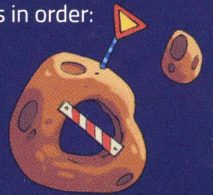
- 2 Shuffle the remaining cards thoroughly and deal every player 1 card face up on the table in front of them. This is the first card of their personal Penalty cards pile.
- 3 Deal every player 2 face down cards. Each player takes these as their Start hand and keeps them hidden from the other players.
- 4 Form a Draw pile from the remaining cards.
- 5 Put the 4 blue dice on the middle of the table.
- 6 The player who last made a mistake will be the start player.

HOW TO PLAY

You play the game in turns, in clockwise order. When the draw pile is empty, everyone will play 1 more turn. Then the game ends and the scores of the players are determined.

When it is your turn, perform the following actions in order:

- 1 Draw 2 cards from the Draw pile (if possible)
- 2a Play Asteroid field cards and move Zoid
OR
- 2b Pass
- 3 Put the penalty cards you received on your Penalty cards pile
- 4 Play Planet cards



Draw 2 cards from the Draw pile

Start your turn by drawing 2 cards from the draw pile and take them in your hand (there is no hand limit). When there is only 1 card left, draw just 1 card. When there are no cards left, this signals the start of the Final round (see below).

Play Asteroid field cards

You may now play 1 or more Asteroid field cards, all with either equal Values or equal Crystals (see below), from your hand and add them to the end of Zoid's escape route on the table. You may add the cards in any order and direction you like, but the blue Escape route lines should always align. Also, it is not allowed for cards to overlap.

Note: if it is not possible to play 1 or more Asteroid field cards – or you simply don't want to – you may Pass instead.



The Planet cards and Asteroid field cards all have both a Value and a Crystal (shown in the top left corner). Values range from 1 to 5. There are 5 types of Crystals: Green, Yellow, Blue, Fuchsia and Wild. The Wild Crystal matches any other Crystal.

Example: Bria plays a Yellow 2, and a Wild 5. This is possible, because of the Wild Crystal that matches any Crystal. Davin has a Green 1, a Blue 3, and a Fuchsia 4. Davin will have to choose to play just 1 card as none of the cards match in either Value or Crystal.

Move Zoid

After adding your Asteroid field cards to the Escape route, it is time to get Zoid moving. For every card you added, do the following:

- 1 Note the Value of the card. Roll the 4 dice. Put the dice with a value higher than the Value of the card aside. Count the remaining dice. This number represents the Motion points for this added card.
- 2 For each Motion point, move Zoid 1 card forward (that is, away from the Exploding planet, towards the end of the Escape route). If Zoid is at the end of the Escape route, don't move Zoid forward anymore and leave Zoid on the last card. Instead, take 1 Penalty card (see below) for every Motion point you were not able to apply.

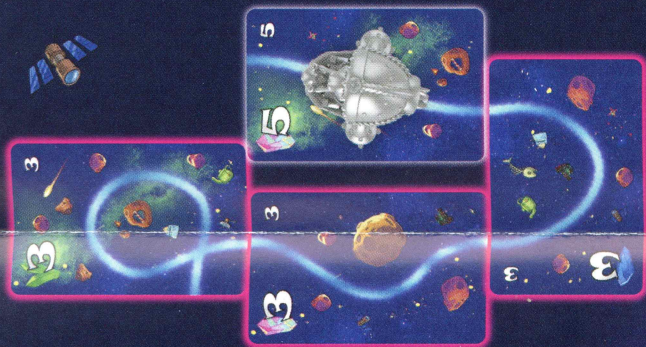


Example: Bria plays the 4 and rolls the dice. Only 1 die is higher than 4, so Bria has 3 Motion points. Bria moves Zoid 1 card forward. Now Zoid is at the end of the route. Bria takes 2 Penalty cards for the remaining Motion points.

Take Penalty cards

After moving Zoid, you may have to take Penalty cards. For each remaining Motion point, take 1 card from the start of the Escape route (that is, the part of the Escape route Zoid already traveled).

If you can't take a Penalty card because Zoid stands on top of it, take a card from the Draw pile instead. If the Draw pile is empty, you don't have to take any more Penalty cards.



Example: you have 3 remaining Motion points. Take the 3 cards with Value 3 from the start of the Escape route as Penalty cards.

Pass

If you are not able to play any cards from your hand, or you simply don't want to – for tactical reasons, perhaps – you Pass. When you Pass, you move Zoid 1 card forward if possible. Otherwise leave Zoid on the last card. Take 1 Penalty card, regardless of whether Zoid was at the end of the Escape route or not.

Put the Penalty cards on your Penalty cards pile

When you played your cards and moved Zoid, or played a Pass, you may have collected 1 or more Penalty cards. You will now put these cards face up on your personal Penalty cards pile, one by one, in any order you like. Think well, because the order may be important.

If the Penalty card you put on your Penalty cards pile matches the top card on the pile, you may discard both the Penalty card and the top card and put them in the box. These cards won't count towards your final score anymore. Two cards match if they have the same Crystal. A card with a Wild Crystal will always match any other card.

Hint: to make the game easier, add the rule that cards will also match if they have the same Value.



Two cards with equal Crystals match.

Any card will match a card with a Wild Crystal.

If you play the easy variant, 2 cards with equal Values also match.

Note: you may only match two cards at a time. So it is not allowed to make a combination of 3 or more cards and discard them all at once. You have to always match cards in pairs. During the game, you are allowed to look at the cards in your own Penalty cards pile.

Play Planet cards

After you have put any Penalty cards you may have collected in your turn on your Penalty cards pile, you may play one or more Planet cards from your hand. You may play as many Planet cards as you



You may play Planet cards after you put your Penalty cards on your Penalty cards pile. Planet cards can be useful to get rid of Penalty cards. But be careful, Planet cards left in hand will result in Penalty points at the end of the game.

like, regardless of their Value or Crystal. Play Planet cards one by one and put them face up on your Penalty cards pile. Whenever a Planet card you played matches the top card of your Penalty cards pile, you may discard both, just like when you put your Penalty cards on your Penalty cards pile (see above).

Final round

When the Draw pile is empty at the start of a player's turn, this marks the start of the Final round. Every player will play one more turn, but without drawing cards. At the end of your turn, you put all of your remaining Hand cards on your Penalty cards pile. After the Final round, the game ends and Scoring takes place.

Important: when you put your remaining Hand cards on your Penalty cards pile, you are not allowed to match and discard any of them like you normally would when putting cards on your Penalty cards pile.

SCORING

After the Final round, every player will inspect their Penalty cards pile. Add up the Values of your cards. These are your Penalty points. The player with the least penalty points wins. In case of a tie, the player with the least Penalty cards wins. If there is still a tie, the tied players share the victory.

Alternatively, you may agree to play a number of consecutive games (for instance 3) and add up the Penalty points of all games into a Grand total. The player with the lowest Grand total wins.

SOLO VARIANT

Alien Getaway can also be played in a solo variant. In a solo game, you will play against a virtual opponent named Oola. Set up a 2 player game like you normally would. You will play by the regular rules, but for Oola some of the rules will be different.

For starters, Oola will **NOT** get any Hand cards. Whenever it's their turn, Oola will draw a card, which you will of course get to see. If Oola draws a Planet card, they will directly put it on their Penalty cards pile.

Oola will always try to play Asteroid field cards. If it's not possible to add the card to the Escape route according to the rules, Oola will Pass, moving Zoid forward if possible and taking 1 Penalty card. The card Oola just drew will be put in the box if Oola had to Pass.

After adding a card, Oola will **NOT** roll the dice. Instead, the Value of the card Oola just added will be their Motion points. If not all Motion points can be applied, Oola will always take exactly 1 Penalty card (and **NOT** a number equal to the number of remaining Motion points).

When Oola has to put a card on their Penalty cards pile, they match and discard cards whenever possible. Oola will not play a final turn.

The final score for Oola is determined by counting the number of cards on their Penalty cards pile. Your score is still calculated by summarizing the Values of all your cards.