

CLEAR FOR TAKEOFF? SET EVERYTHING UP!

1 Lay out all portals by number in ascending order in the middle of the table.

2 Shuffle the

3 aliens. Place them one by one below each of the first 3 portals.

3 Each player places one space collector and the corresponding spaceship in front of him. Remaining collectors and ships are put back in the box. Everything you place in front of you is located on your home planet.

4 Shuffle the space relics.

Take in your hand:

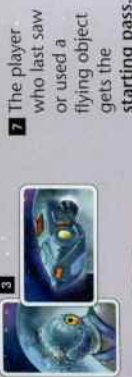
- 6 cards (in the 3- or 4-player game).
- 5 cards (in the 5- or 6-player game).

5 Add 1 sabortal to your hand, shuffling it among your hand cards, so that the other players never know which position it is in. Put the remaining sabortals back in the box.

2



6 Form a face-down draw pile with the remaining relics and place it to the right of the furthest portal.



3

THE GAME AWAITS YOU - IN THE UNIVERSE!

You play several flight missions in a row. In doing so, you always explore the space portals in sequence—from the closest (i.e., leftmost) to the furthest (i.e., rightmost) one. On your way, you seek out odd space relics, collect them and place them in front of you—on your home planet.

Sabortals can terminate any mission at any time. This might lead to your failure. You can land early enough to evade them—or take the risk to keep on flying, since there is a chance that no sabortal will turn up. If things go well, you might be able to collect particularly many relics.



These are the space relics you can find:



The 7-lightyear boots



The never-ending toilet paper roll



The quantum screwdriver



The cloak of silence



The moon dust vacuum



The sour-makes-you-happy time machine



The wormhole plug



The knock-on-wood lookout

4

TARGET AHEAD!

The player who has placed 3 sets of 3 relics (each set consisting of one kind) in front of him owns the best collection on his home planet and wins the game.



TAKEOFF - THE GAME IS ON!

On each mission, you explore the portals and, later on, collect the relics discovered there.

Exploring the portals

Your first mission starts at the 4th portal.

All subsequent missions start at the 1st portal.



The owner of the starting pass begins. On your turn, you explore the next portal in an ascending direction. The other players do the same, in turn, until the current mission ends... and the next one begins!

1st mission:



1st player 2nd player 3rd player ...

At the beginning of the game, the owner of the starting pass explores the 4th portal. The next player explores the 5th one, the next one after that, the 6th portal, and so on... until the mission ends.

5

On your turn, you explore the next portal. Choose one of these two options:

A Draw a card of your choice, face down, from another player's hand. If it is not a sabortal, place it face up below the portal you're currently exploring. → If it is an alien card, do not execute his ability; place the alien face up below the portal you're currently exploring.

...or...

B Play an alien from your hand – just as it corresponds to his ability. You find their abilities in the section "The 3 aliens." (This action is not possible during the 1st mission, since you have no aliens in your hand.)

The mission continues...

...if you don't draw a sabortal with option **A** or if you have chosen option **B**. You continue the mission with these 2 steps:

1. First, **everybody** may immediately choose whether to leave the mission. All players who do this land their spaceship (as quickly as they are willing and able to, i.e., in any order) above the just-explored portal. If several spaceships land there, you pile them up in the order they have been played – slightly offset, so that all spaceships remain visible.
2. After that, the next player explores the next portal.

Once you have left the mission,

- you no longer conduct any explorations. (The other players, however, may still draw cards from your hand.)
- you have to leave your spaceship at the portal where you have landed, until the mission ends.

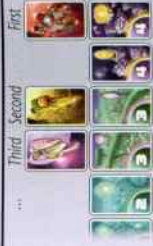
Collecting and placing

At the end of each mission, **only** those players who have landed their spaceship may collect aliens and space relics from the portals, and place space relics from their hand in front of them.

Who goes first...? You do this in descending order of your landing positions.

6

If you have landed "further away" in the universe, you may collect and place cards earlier than all the other players who have landed "closer by." And if you haven't landed at all, you don't do anything...



7 The instructions are continued on page 9 →



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3-5



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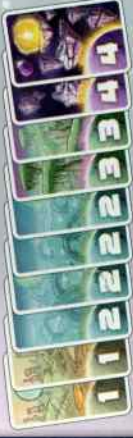
THESE ARE THE CARDS YOU PLAY WITH:



72 space relics
(9 cards each
of 8 objects)



1 starting pass



10 portals
(numbered
1, 1, 2, 2, 2, 2,
3, 3, 3, 4, 4)



3 aliens



6 space
collectors



6 spaceships



6 "sabortals"

If several players have landed at the **same portal**, they follow the order in which they have landed (= cards from the bottom to the top).



Tip: Many people follow the habit of doing a portal (i.e., your spaceship is lying further down), you may collect and place cards earlier than any other players who have landed **later** (i.e., their spaceship is lying further up) at this portal.

How often can you go?

The portal at which you have landed shows a **number**. This number determines **how often** you may collect and place cards.

To do so, carry out the following two actions in **any combination and order**, as many times as you are allowed:

- Take a **space relic** or an **alien** lying at **any** portal into your hand.
- Take a **space relic** (not an alien!) from your hand and place it in **front of you on your home planet**.

→ You may not have **more than 3 relics of the same kind** in front of you.

You may allow actions to go to waste. If you have your turn only when there are no cards left at the portals, you can't collect any, of course... (but you may still lay out cards from your hand).

THE 3 ALIENS

This is how you play the aliens from your hand and execute their abilities:

The pilferer

Put the pilferer **below the portal** you are exploring. **Steal** a card from one of the other players **from his home planet** and place this card in front of you. However, you may **not** steal a relic from one of the other players if he already has a **set of three** of them in front of him.



The schemer

Take **any relic** (not an alien!) from a **portal of your choice** and either place it **in front of you** or **take it into your hand**. Then put the schemer you played below the just-emptied portal. On a turn during which a schemer is played, **nobody is allowed to land**.



The time thief

Put the time thief **below the portal** you are exploring. All spaceships that have already landed are moved **3 portals towards the "front"** – but never beyond the first portal. In doing so, first move the spaceships that have landed closer by, before moving those from further away.



Any spaceships that have landed at the same portal are moved together, without changing their order.



Example: Alexander has landed "further away" in the universe than anybody else. Consequently, he is the first to collect and lay out cards. Since he has landed at a portal "4," he may carry out 4 actions. He chooses to first take 2 cards from portals into his hand: 1 alien and 1 space relic. Then he has 2 actions left. He places the just-collected relic, along with a second one from his hand, in front of him. Now he is followed by Ben and Clara, who both have landed at the same portal – Clara first, then Ben. Clara uses all 3 actions for collecting cards at the portals. Ben takes 3 cards from his hand and places them in front of him. Finally, Danny, who has landed closest-by in the universe, uses her 2 actions for collecting 1 card and placing 1 card in front of her.

READY FOR THE NEXT MISSION?

All players take their spaceship back. To start the next mission, put your spaceship in front of you so that it is visible.

If there are still any relics and aliens lying at portals, the owner of the starting pass adds them all to his card hand. Then he gives the starting pass to his left neighbor.

All those players who now have fewer cards in their hand than they had at the beginning of the game refill their card hand with cards from the draw pile so that each of them has...

... 7 cards (incl. sabortal) in the 3- or 4-player game.

... 6 cards (incl. sabortal) in the 5- or 6-player game.

Everybody who has more cards keeps all of them in his hand and doesn't draw any new ones.

ENDING AND WINNING THE GAME

The first player to manage to lay out 3 sets of 3 relics (each set consisting of one kind) in front of him ends the game immediately and wins. That means that none of the other players gets another turn.



EXCERPTS FROM ANDROMEDA'S ENCYCLOPEDIA OF EPOCHAL SINGULARITIES:

The 7-lightyear boots

This special relic of intergalactic haute couture was created by none other than Karel Kraterfeld, the legendary fashion guru from the planet Shannel No. 5. Kraterfeld, who was very popular and sought-after, got tired of travelling across the Andromeda galaxy from one fashion show to the next by using the common UBER-light jets. This led to the creation of a practical accessory that allows one to travel at 7-lightyear pace and to arrive at the next fashion show before leaving the previous one.



The never-ending toilet paper roll

Hygiene is an issue that concerns all species in one way or another. The desired remedy is the soft touch of soft materials. And a constant availability soothes the mind in a very pleasant way. Thanks to an ingenious quantum level transformation of a matter on hand everywhere in the universe into fleecy, scented 4-layer sheets on a roll, a never-ending source of constantly available hygiene makes sure that nothing will be, uh, sh...ot into orbit.



The quantum screwdriver

Who hasn't needed sunflower oil when only conventional ethanol mist was available? Who hasn't ever wished for coherent high-energy cascades of photons when there were only simple positron showers? This screwdriver is special, since it converts any material into any other state – and even into any kind of energy you want. Any loose screw helps set aluminium in motion subtly and convert it into "good vibrations."



The cloak of silence

Speech is silver, but silence is "silentium," the element of silence. Created from dark matter, it allows you to cloak yourself in pleasant quiet. Even the most insatiable chatterbox no longer manages to chew your ear off, once you put on the cloak of silence. But beware: Never wear the silent piece of cloth in the vastness of the interstellar vacuum! Otherwise, through mundane sound inversion, the prevailing silence in space threatens to generate gravitational waves that will blow eardrums of humanoids into the next supernova.



The moon dust vacuum

Let's face it: There is something that is worse than spaceship herpes, computer mites, and mad-mice amassing in the nooks and crannies of all space vehicles we know: the ubiquitous moon dust that jams any system. Who – when last visiting Allergius 7 – hasn't perceived a disagreeable grinding sound between one's masticatory organs and any kinds of joints? This unique device, invented by Vaccundus Fortivex, disposes of any particle smaller than 3.14 microcrumbs in one action.



The sour-makes-you-happy time machine

Bored? Nothing going on in space? And yet the galaxy is full of fun and exuberant parties! But the distances in the universe are long, and everything might already be over by the time you finally arrive. The sour-makes-you-happy time machine is fueled by gherkins, which guarantees to get you to any event without any annoying space jam en route and in no time. There you can party until you definitely need to eat the gherkins ...



The wormhole plug

Who isn't tired of constantly searching the cleaning machine for spaceship keys or for the second, third or umpteenth piece of one's lagwear? We all know that missing objects have always disappeared through little wormholes into other dimensions and are very hard to find. Unfortunately, this invention by the university on the Two-flint-lulup planet has fallen into oblivion, even though it corks the problem in an elegant, multi-dimensional manner. Any possible avenue to loss is plugged up ...



The knock-on-wood lookout

In the age of trivial crime, you can't focus enough attention (and sensors) on protecting your access data in all imaginable hyperverses. It can happen quickly that a pilferer neutralizes every proton account by locking any additional dimension that you had allowed yourself. The ingenious crypto-cretin Kontradikto Kollateradind came up with the best solution: The only protection is crypto-veganism, knocking on wood instead of knocking off data! The knock-on-wood lookout protects all data in a profoundly analogous manner!

