

DECK 52 :SPACE WRECKED

A spaceship wrecked (darn pirates!) and the only location your escape pod can reach is a huge derelict hulk. Try to survive and find your way to a rescue shuttle!

RULES

A quick solo dungeon crawl card game, where the player moves through randomly generated floor plans, fights enemies and resolves obstacles.

SETUP



- HEALTH** pile (cards 1 2 3 4). Put the card 4 face up on top.
- Shuffle the **ACTION** deck (cards 1 2 3 4 5).
- Pick a **HERO**, add his/her starting cards.
- INVENTORY** stack (If the hero starts with any equipment).
- Shuffle the remaining **LOOT** cards.
- Shuffle the **MAP** deck.
- Place the **ENTRANCE** card in a vertical orientation in the middle of your playing area (about 6x6 cards). Draw 4 Map cards and place them face-up and adjacent to the Entrance.
- Draw a card from the Action deck. The number on the card is the number of your **OBJECTIVE** (page 13) for this mission. Shuffle the Action card back in.
- Put the rest of the cards in the **DISCARD** pile.

GAME SEQUENCE

Start at the **ENTRANCE** and choose one adjacent card to **RESOLVE**. If a card has been resolved, you must **EXPLORE** cards adjacent to it. Next, you may pick any other face up **MAP** card to resolve, and so on till you **WIN** (achieve **OBJECTIVE** and find the **GRAV SHAFT** card), or **LOSE** (die if **HEALTH**<1 or cannot **WIN**).

If the game isn't challenging enough for you, try to add 1-3 random **THREATS** (p.16).

RESOLVE

You may only resolve face up cards. These may be done in any order. Depending on a **MAP** card's instructions and icons, it can be resolved differently.

- Flip this card face down to **RESOLVE** it.
- You may try to beat this **CHALLENGE**: Draw an **ACTION** card, and follow the **MAP** card's option with a corresponding number, shuffle the Action card back in.
- Same as above, but you **must** try to beat this challenge immediately.
- The card stays face up, you may try to resolve it again now or later.
- Draw a random card from the **LOOT** deck.
- Shuffle this card into the **MAP** deck, **EXPLORE** a new one instead.
- Lose one **HEALTH**.
- You may **RESOLVE** one card having skull symbol.

EXPLORE

Draw Map cards and place them face up [B] to all free locations adjacent to a face down card [A].



► Choose the location first, then draw and place a card.

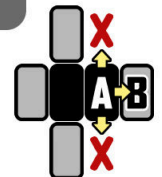
► You cannot choose a location if it completes a 2x2 square with other three Map cards (resolved or not). Ignore this rule when resolving **AIR DUCT**.



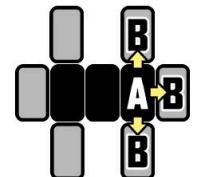
► You cannot choose a location if there is not enough space.

EXAMPLE

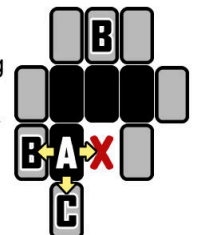
1. I resolved the card [A], and explored the only available adjacent location [B].



2. I resolved the card [A], and explored adjacent cards [B].



3. I resolved the **AIR DUCT** [A], by exploring two extra cards [B]. Then I explored the only available adjacent location [C].



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CAMPAIGN

This type of game is a sequence of missions.

CAMPAIGN SHEET

To save your progress write down current health, inventory, upgrades and level.

WINNING

You start on level 1 of the derelict hulk. To win the game you must reach level 52 (or higher) where the rescue shuttle is.

ASCENDING

To move to a higher level (to increase the level you are on), you must resolve the **GRAV SHAFT** card. Each time you resolve it, draw a card from your current Action deck to determine how many levels you managed to rise. Add this number to your current level.

DESCENDING

If you cannot or do not want to resolve the **GRAV SHAFT** card, you should lose 1 **HEALTH** or 1 **INVENTORY** card, and go one level down (reduce the current level number by 1).

ENTERING THE LEVEL

After you arrive at another level (by ascending or descending), even if you were on that level earlier, the new Mission starts. Return all spent **DATA CRYSTALS** from the discard pile to the **MAP** deck. Reshuffle **MAP** and **LOOT** decks, randomly choose a new **OBJECTIVE** and **THREATS** (see below).

Current Health level, current Action cards, and all your belongings, including Data Crystals, stay with you.

THREATS

The higher the current level, the more dangerous it is. Levels **10-24** have one Threat, **25-39** have two Threats, and **40+** have three Threats. Using the Action deck randomly choose Threats (p.16) before each mission.

UPGRADES

When you first pass levels 10, 20, 30, or 40, you may select one upgrade immediately. Selected upgrade cards stay with you till the end of the current Campaign. Select from the following cards:

Stim Pack: Extends your Health to 5 points.

Astronaut RIG: Extends your Health to 6 points and helps with vacuum areas. Requires Stim Pack.

Exoskeleton Suit: Extends your Health to 7 points and helps with blast doors. Requires Astronaut RIG.

Pulse Rifle: Improves your chances in challenges. Add this card to the Action deck.

Flamer: Improves your chances in challenges even more. Requires Pulse Rifle in the Action deck.

CREDITS

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PocketLands.com

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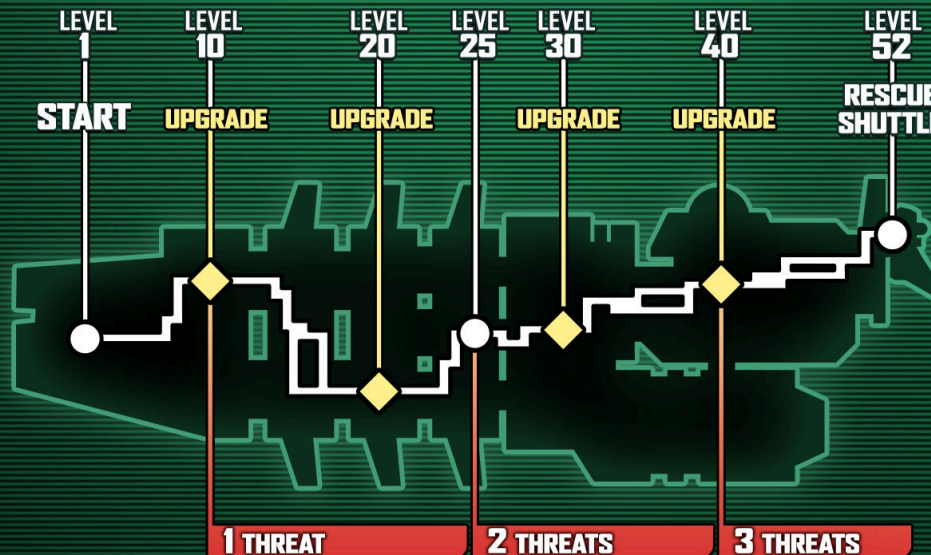
OBJECTIVES

- 1 Resolve 6 OR MORE CARDS including CONTROL ROOM
- 2 Resolve 2 AIR DUCTS
- 3 Resolve INSTRUMENTATION BAY and BLAST DOOR
- 4 Resolve VACUUM AREA and discard DATA CRYSTAL
- 5 Resolve SECURITY TURRET and use MED KIT
- 6 Resolve XENOTERROR or explore XENOTERROR twice
- 7 Explore 2 WRECKED MODULES and resolve VACUUM AREA

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CAMPAIGN MAP



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THREATS

- 1 **QUARANTINE:** Remove Medbays from the Map deck.
- 2 **ALARM:** Lose 1 Health when exploring Guard Bots or Security Turrets.
- 3 **GRAVITY FLUCTUATION:** When resolving Grav Shaft, shuffle 2 Inventory cards into the Loot.
- 4 **LIVING TISSUE:** When exploring Swarmlings, you must try to resolve them immediately.
- 5 **UNSTABLE FLOORS:** When the 2nd Wrecked module is explored, draw an Action card. On 4+, lose 2 Health, fall 1 Level down, and start a new mission.
- 6 **CHEM TANKS LEAKAGE:** Whenever you draw an Action Card subtract 1 from its number (minimum 1).
- 7 **RADIATION HAZARD:** Lose 1 Health per each 3 resolved cards.

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