

## CLANK! IN! SPACE!

### Setup

A. Assemble the spaceship board. Cargo Bay, Command, and Corridor are used in every game. The other pieces can be placed in different combinations.

B. Each player takes 1 pawn, 30 Clank cubes, 2 data cubes, and 10-card starting deck (6 hacks, 2 Stumbles, 1 Access, 1 Scramble).

C. Place 6 / 5 / 4 Artifacts for 4 / 3 / 2 players (choose randomly if using less than 6).

D. Place 1 Major Secret randomly face down on each space.

E. Place 2 Minor Secret randomly face down on each space.

F. Place the Market Board next to the Spaceship with 2 (1 if 2P) of each Contraband, Master Key, Med Kit, and TelePass.

G. Place the 4 Escape Pod tokens in the Cargo Bay module.

H. Create a Bank next to the board: 5 Power Crystals, 1 Command Code token for each player, and all Credits.

Prepare the Rage Track as follows:

I. Place 2 Bounty Hunter (red) cubes on the plaid space, 1 on each of the first 2 spaces of the red zone.

J. Place the Blockade token on the last space of the red zone.

K. Place the Boss Marker on the space corresponding to the # of players.

L. Place the 24 boss cubes (black) in the Boss Bag.

M. Place the G0B-L1N enemy card in Reserve along with piles of FAZR, Boldly Go, and Memory Core cards.

N. Shuffle the Adventure Deck and deal 6 cards to form the Adventure Row (replace and shuffle back any card with the Boss Attack symbol).

O. Each player places their pawn in the starting space of the Cargo Bay, shuffles their 10-card deck and draws 5.

P. The sneakiest player starts. The 1<sup>st</sup> / 2<sup>nd</sup> / 3<sup>rd</sup> / 4<sup>th</sup> player places 3 / 2 / 1 / 0 Clank cubes in the Clank area.

### 3 goals of the game

- Obtain a two-part command code allowing you to enter the Command module.

- Steal and Artifact from the Command module (you can only choose and carry one).

- Accumulate enough points with your Artifacts and other loot to beat opponents.

### Card Anatomy

Play your 5 cards in any order.

### Resources

- Skill (blue diamond) are used to acquire new cards

- Swords (red circle) are used to defeat enemies

- Boots (yellow square) are used to move in ship

### Factions

3 factions with icon in top left of the cards:

- Outlaw (orange, 18 cards)

- Resistance (purple, 26 cards)

- Science (green, 11 cards)

To use a card's text effect with a faction icon, you must play a **different** card of that faction during your turn.

You can only use the effect once, no matter how many other cards of the faction you play.

### Acquire a New Card for Your Deck

- Use Skill to acquire cards with blue banners from the Adventure Row or yellow banners from the Reserve.

- The Skill Cost of a card is on the lower right corner.

- Put the acquired card in your discard pile.

- Adventure Row cards are replaced only at end of turn.

### Defeat an Enemy

- Defeat enemies (red banners) using Swords.

- # of Swords required in lower right corner.

- Gain the rewards listed in Defeat text.

- Put defeated enemy in Adventure discard pile.

- You can always fight the G0B-L1N or the Eradibot, multiple times. It is not discarded when defeated.

### Buy from the Market

- Buy items on Market spaces for 7 credits.

- You may buy only 1 item of each type.

### Move Through the Spaceship

- Each Boot allows you to move to an adjacent space.

- Paths with Footprint icons require 2 Boots.

- Take 1 damage for each Enemy icon. You can use X Sword(s) to avoid X damage(s). You don't have to use Swords to make such a move.

- You need a Master Key to use paths with a lock icon.

- Paths with arrows are normally one-way only.

- Pickup Secret tokens without looking at it.

- You cannot use any more boots whenever you enter a security checkpoint (you may still teleport).

### Using a Hyperlift or Telepad

- From an Hyperlift space you can move to any other connected Hyperlist space.

- You can use the Telepad to move to any other Telepad space if you have purchased the TelePass.

- You are dizzy after using either and cannot use any Boots until your next turn.

- You do not need Boots to use a Hyperlift or Telepad.

- You can use Boots to move through either without using them.

### Hacking a Data Port

- When on a space with a Data Port, you may place one of your Data cube on it. Get the bonus or penalty shown

- That port cannot be used for the rest of the game.

- You cannot place your 2<sup>nd</sup> Data cube in the same module of the spaceship as your first.

- Once you've placed your 2 Data cubes in 2 different modules:

- Take a Command Code token from the Bank

- Move the Boss Marker up one space on the Rage Track.

*You can only enter the Command module if you have a Command code token.*

### **Stealing an Artifact**

- You may pick up an Artifact if you are on that space.
- You can't take an Artifact if you already have one.
- Move the Boss Marker one space along the Rage track when you take an Artifact token.

### **Gaining Credits**

- Each credit is worth 1 point when the game ends

### **Clank!**

- Some cards cause you to gain Clank. Add that many cubes from your personal supply to the Clank area of the game board.
- Some cards cause you to remove Clank from the Clank area. If you don't have enough Clank there, you can instead avoid adding Clank later in the turn. Any leftover negative Clank is lost when your turn ends.

### **End of Turn**

- Put played cards in your discard pile.
- Any Skill, Swords, or Boots not used are wasted.
- Draw five new cards and replenish the Adventure Row.

### **Boss**

- If any card revealed from the Adventure Row has a boss icon, the Boss attacks once:
  - Put all cubes from the Clank area into the bag.
  - Draw a # of cubes = # on Boss Marker's space on Rage Track.
  - Each black cube is set aside.
  - Each colored cube deals one damage to player.

### **Advancing the Boss Marker**

Advance the Boss Marker one space along the Rage track every time any of the following occurs:

- A command code is completed
- An Artifact is picked up
- An Archive (Minor Secret) is discovered

### **Dispatch Bounty Hunters (red cubes)**

- When the Boss marker reaches the 3 red spaces near the top of the Rage track take the red cube(s) and place in Clank area.
- When a red cube is drawn during an attack all players suffer 1 damage.
- The red cube is then returned to the Clank area.

### **Deploy Blockade**

- When the Boss marker reaches the last space in the red zone of the Rage track, place the blockade in the Cargo Bay module, severing the connection to the last space of the Hyperlift path.

### **Health and Damage**

- Place your cubes on the Health Meter when taking damage, starting from the left.

- Boss attack: use cube pulled from Boss Bag or personal supply if red cube.

- Moving through an enemy on the board without using Swords: use cube from personal supply (cannot do if it would fill up your Health Meter).

- Take cube(s) back when healing.
- If your Health Meter is completely filled:
  - If you have retrieved an Artifact and have made it back to the Cargo Bay, you can count the points you've earned.
  - Otherwise, you can't be rescued and lose.

### **Escaping the Ship / Knocked Out**

- You can escape the ship via an escape pod at the back of the Cargo Bay *only once you have an Artifact*.
- Remove the pod, your pawn, and your cubes in the Clank area.
- Once a player leaves in an escape pod or is knocked out (no more health):
  - No longer take normal turns.
  - On its turn, put all the cubes from the Clank area into the Boss Bag and draw 4 cubes (6 in 2P game).

### **Game End**

- The game ends when all players have escaped or are knocked out.
- All players who escaped or reached the Cargo Bay module count their score:
  - Value of their Artifact
  - Points from tokens they acquired
  - One point for each Credit
  - Points on cards in their deck (top right corner)
- In case of a tie, the tied player with the most valuable Artifact is the winner.

### **Advanced Maneuvers**

See Glossary on p. 10

### **CYBER STATION 11**

#### **Setup**

- Not using any of the single-sided board pieces from the base game. Use instead the 6 single-sided pieces from the expansion.
  - 3 positions to place double-sided modules from base game and / or expansions.
  - Blockade is not used. Instead place the 2 10-point Executive Escape Pod tokens on the Rage track.
  - The 4 20-point Escape Pods from base go along the lower edge of the board.
  - Shuffle the 40 new cards into the Adventure deck.
  - Starting space for pawns is at the center of board.

#### **Station Identification**

- There are now 2 Safe areas rather than the single Cargo Bay module. If you are knocked out anywhere else your score is 0 points.

- Hyperlift works similarly to base game: you need a Command code token to enter the Command module and a Master key to pass through locks.

### **Executive Escape Pods**

- Added when the Boss Marker reaches the space of the Rage Track containing the 2 Pod tokens.
- Worth 10 points instead of 20.

### **Cyberware**

- New card type that can stay permanently (installed) in your play area if you give up a Power Crystal to the Bank.
- Otherwise the card is discarded as usual.
- You may have any number of Cyberware cards installed at the same time.
- You may install multiple Cyberware cards on the same turn but you need to spend 1 Crystal for each one.
- You can't use a Crystal to install the card 'Shapeshifter' if it copied a Cyberware card.
- You may use the Sixth Crystal (Major Secret) to install a Cyberware card but you forfeit these points.

### **Controlled Expansion**

- It is recommended that you do not mix cards from more than one expansion in the Adventure deck at the same time.
- Each card from an expansion can be identified by a watermark in its game text box.

### **APOCALYPSE!**

#### **Setup**

- Select one of the new Scheme cards. Each Scheme is marked as a Category 1, 2, or 3, from easier to more difficult.
- Assemble the board with new and / or old modules. It is however strongly suggested that:
  - You use at least 1 of the 2 new board pieces.
  - Use the module if it is mentioned on your selected Scheme card.
- Shuffle the 35 new cards in the Adventure deck.

#### **The Scheme Unfolds**

- Each Scheme has 3 phases.
- Whenever a black cube is drawn, place it on the Scheme card filling an empty space of the current phase
- Perform the Phase action is the Phase is completed.

#### **Beating Back the Apocalypse**

- **Once** during each of your turns, you can take the action described in the lower left portion of the Scheme
- Take a black cube from current phase and put in play area:
  - Worth 1 point at end of game
  - Or can be spent for powerful effects
- Cubes from completed phases cannot be removed.
- Black cubes may not always be available.
- You may spend Boots on a Scheme even if you're stopped by dizziness or security checkpoint.

- You can't collect another reward the Scheme gives if there are no cubes to take.

- Never return black cubes to the Boss bag from a completed phase or a player's play area.

### **Good Deeds Are Rewarded**

- Return spent black cubes to the Boss bag.
- You may only activate each card or board space that uses black cubes once each turn.

### **Apocalypse Now-ish**

- A fully completed Scheme creates an ongoing effect that will remain active for the rest of the game.
- Any further black cubes drawn from the bag are set aside normally.

### **Apocalypse Later**

- If for whatever reason you want to omit Schemes but still play with the modules and cards of APOCALYPSE!:
  - All black cubes pulled become part of a single pool.
  - During each turn, you may buy 1 cube for 3 SKILL.

### **Insufficient Data?**

The various data ports from the base game do the following when you hack them:

**Clank!:** Add Clank to the Clank area equal to the # of icons shown.

**Credits:** Take the # of credits shown.

**Healing:** Heal an amount of damage equal to the # of hearts shown.

**Power Crystal:** Take a power crystal.

**Skill:** Generate the amount of Skill shown. It is wasted if you don't spend it this turn.

**Swords:** Generate the # of Swords shown. They are wasted if you don't spend them this turn.

**Card (expansion):** Draw a card.