SPACEONAUTS!

RULES

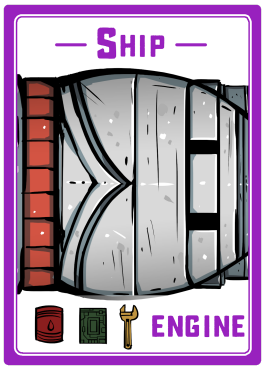
Contents

1. **Setup**
2. **How To Play**
    a. Building Your Spaceship
    b. Playing Spaceonauts
3. **Objectives & How To Win**
    a. Adding Points & Environment Card Effects

Setup

- Shuffle the Action/Resource deck and deal 5 cards to each player face down. Place the remaining cards face down in the center. A player can have up to 8 Action/Resource cards in their hand when they end their turn.
- Shuffle the Environment cards and place next to the Action/Resource deck. Flip the top card over to determine the gameplay environment. Keep this card visible as the effects of that card will attribute to the whole round.
- Place Ship Cards next to the Environment Deck, these cards do not need to be shuffled.

Example Play Setup



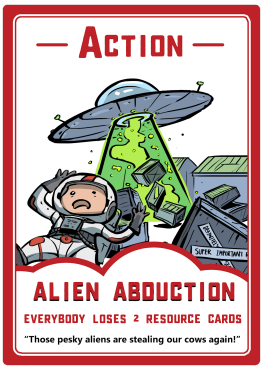
Development Cards



Environment Cards



Action/Resource Deck

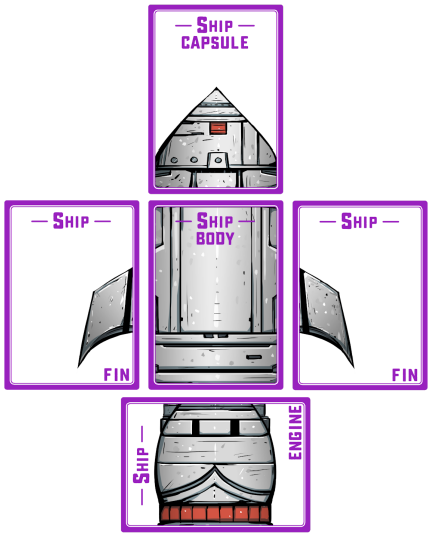


Discard Pile

- Place discarded cards faceup in the discard pile.
- When the Action/Resource Deck is depleted, shuffle the cards in the Discard Pile and place face down. Resume play with newly shuffled draw pile.

How To Play

- The player who jumps highest--the closest to SPACE--goes first. Turns then rotate clockwise.
- You can play as many cards as you want during your turn.
- Draw 2 Action/Resource cards to end your turn. Remember: you must end your turn with a max of 8 cards in your hand. You can choose to remove any card in your hand until you reach 8 cards. These can include the cards just drawn.
- You may discard two cards and draw 1 Action/Resource card during your turn. This does not end your turn.
- If you have multiples of the same card, they can be played at the same time to stack the effects of that card.



Building Your Spaceship

To build your spaceship, you must collect specific Ship Cards. Each Ship Card requires certain Resources and 1 Wrench to build. For example, a Capsule Ship Card needs 1 Metal,1 Circuit, and 1 Wrench from your hand. Discard these and look through the Ship Card Pile for the Capsule Ship Card. Then add it to your spaceship! The only Ship Card you don't need a wrench to build is fins.

While each player can only have 1 capsule for their ship, the sky isn't the limit for the other cards. Collect as many Ship Cards to make your spaceship the coolest of all! Example: Completed Spaceship

Playing Spaceonauts

- Spaceonauts must be placed in front of the spaceship or on a Ship Card.
- Placing a Spaceonaut in front of your spaceship can be used to nullify an opponent's Action card. These are worth +5 points.
- A Spaceonaut placed on a Ship Card gives you +10 points, but each Ship Card can only have one Spaceonaut. For every 2 Fins built, 1 Spaceonaut can be placed.

Objectives & How To Win

Build your spaceship and launch with the most impressive ship! Awesome-ness is gauged by a point system. In order to launch and ultimately end the game, the group must collectively purchase 3 Launch Cards. The first two Launch Cards are worth 5 points, the last card is worth 10 points. To buy a Launch Card, a player must discard 3 of any Resources and must have at least the following Ship Cards; 1 Capsule, 1 Body, 1 Engine, and 2 Fins. The first player to successfully build their spaceship will be awarded the trophy card, this card is worth 10 points.

If there is a tie between the player who launched and another player, the player who launched wins. If there is a tie between two other players, the player with the most amount of Spaceonauts on their ship (not around it) wins.

Adding Points & Environment Card Effects

Each Ship Card has a point value attributed to it. Points are modified by the effects of the Environment Cards.

Card	Point Value
Capsule	20
Body	10
Engine	10
Fin	5