



ANDROMEDA ESCAPE

Andromeda Escape

In a distant corner of space, a catastrophic supernova is about to occur, bringing an end to all life in the galaxy.

For the survival of mankind, you embark on a daring and unknown journey with your fleet of spaceships. Your destination: the heart of the Andromeda veil. Here lies a mysterious wormhole to another place in the universe, through which you hope to escape from the impending doom.

But you are not alone. From all corners of the galaxy, spaceships gather in front of the wormhole. Yet only one can pass through at a time. Your heart rate increases synchronously to the charging of the warp drive and you ask yourselves ... "Will we get away in time?"

Tactical and Thrilling

Andromeda Escape combines a minimum of rules with a maximum of tactics, excitement and fun.

The game board consists of three interstellar fly zones connected to the mysterious wormhole in the center of the Andromeda.

Players block each other and position themselves to fly through the wormhole at the right moment. Meanwhile, cards can be earned to thwart others or to help yourself, and missions can be accomplished to gather extra points.

Navigate your fleet through the wormhole as quickly as possible, earning Victory Points (VP) along the way. The winner is the player with the most VP at the end of the game.

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<<<<<< Game Setup >>>>>>

1. Each player chooses a Launch Platform and places the corresponding colour of spaceships on the spaces indicated on the platform:
 - In a 2 player game: 9 ships per player
 - In a 3 player game: 7 ships per player
 - In a 4 player game: 5 ships per player

In addition, each player places:

- 1 disc on field 3 in the VP Count HUD
 - 1 disc on field 1 in the Skip HUD
 - 1 ship in the Lost Ship HUD
2. Shuffle all Mission Cards and give 3 cards to each player. Players choose 2 Mission Cards and place them face-down in front of them. The 3rd Mission Card goes back to the stack.
 3. Shuffle the Action Cards **ALERT** and **WARNING** and place the decks face-down on their indicated areas on the game board. Then reveal 1 card from each deck. In addition, deal 1 **ALERT** card to each player.
 4. Assign a starting player. The 3rd player starts with a disc on field 3 and the 4th players with a disc on field 2 in the Skip HUD

<<<<<< Basic Rules >>>>>>

In clockwise order, each player takes their turn. Only at the start of your turn, you may play one or more Action Cards from your hand.

After playing any number of cards, a player takes only one of the following two actions:

- Bring a new spaceship into play by placing it on the outer ring.
- Move an already placed spaceship one field closer to the wormhole.

Here the following applies:

- Spaceships move from outside to inside.
- Spaceships can't be placed on a field occupied by another ship. You'll have to wait until that field becomes free.
- Making a move is mandatory. You cannot choose to skip a turn, unless your only option would be the dotted line to another fly zone. A move over a dotted line is not mandatory.
- Only when you can't make a move, you have to skip a turn (see "Skip").

<<<<<<<<< Skip >>>>>>>>>



At some point in the game the interstellar fly zones become somewhat crowded. Don't panic in the event that no movement is possible. You might be rewarded for your patience. Move your disc in the Skip HUD clockwise by 1 field. Depending on your new location, you:

Field 1: **SWAP** - swap places with another player's spaceship directly in front of yours.

Field 2: Need a bit more patience.

Field 3: **WARP** - set a spaceship of your own upright. In one of your later turns, you may move it forward up to 2 fields.

<<< Through the Wormhole >>>

A spaceship is saved when you have navigated it to the wormhole in the center of the board. You then perform the following two actions:



1. Put this spaceship back in the box.
2. Take an open Action Card to your hand.

Note:

- Only when there are no more open Action Cards available on the board, both spaces are replenished.
- You do not take an Action Card after saving your Last Ship.

<<<<<<< Lost Ship >>>>>>>



- Oh dear! All players are missing a spaceship at the beginning of the game: a Lost Ship.
- You can only find this ship when you have ships "searching" in all 3 fly zones at the same time.
- Then, grab your Lost Ship and place it on the outer ring.
- Note: without your Lost Ship, you can't save your Last Ship!

<<<<<<< Last Ship >>>>>>>

When you are first to navigate your last ship through the wormhole, place this last spaceship on the 1st field in the Last Ship HUD. The next player who saves all spaceships places this last ship on the 2nd field and the third on 3rd.



Before placing your last spaceship, check whether you still have ships left on your Launch Platform or whether your Last Ship has been found yet. This to prevent players from forgetting to bring ships into play.




<<<< End of the Game >>>>

The game ends immediately when the penultimate player has navigated his last spaceship through the wormhole.

The last player with ships on the board still gets the VP from the Last Ship HUD (except for the 4th player in a 4-player game).

<< And the Winner is ... >>

The player with the most VP wins! VP are earned during the game (▷) and at the end of the game (▷|) by:

-  Navigating all spaceships through the wormhole. The first 3 players to do so will earn 9 VP, 4 VP or 2 VP.
-  Achieving missions during or at the end of the game (as indicated on the Mission Cards)
-  Action Cards played during the game or held until the end of the game

Keep track of your VP in the VP Count HUD during the game for played Action Cards and achieved missions. Add points at the end of the game for the Last Ship, Action Cards in your hand and missions achieved at the end of the game but not yet scored.

<<<<<<<< Cards >>>>>>>>>

***** Mission Cards *****

Players can earn VP by accomplishing missions from their Mission Cards. Once a mission is accomplished, show the Mission Card to the other players and update the VP Count HUD with your earned VP. Unaccomplished Mission Cards at the end of the game do not give or cost you VP.



VP when mission is accomplished

Mission number (see next page)

***** Action Cards *****

Action Cards influence the game and give or cost VP either during the game when played (▷) or at the end of the game when still in hand (▷|). See at the top-right on the Cards).

An Action Card can only be played, if it can be executed: the action can be performed and any VP penalties indicated on the card can be incurred.

Played Action Cards go to a discard deck.



Number of VP when played (▷) or at the end of the game when the card is still in hand (▷|)

Card letter (see next page)

Your ship

Ship of an opponent

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Card	Mission	VP
1	Occupy 4 starting positions in the same interstellar fly zone at the same time.	5
2	Occupy 4 fields next to a dotted route at the same time (fields in the second ring).	6
3	Occupy all 3 fields of the inner ring at the same time.	6
4	Position 4 spaceships in a connected line including a dotted line.	5
5	Position 4 spaceships in a connected line in the same interstellar fly zone (excluding a dotted line).	6
6	Be 2nd to have navigated all your spaceships through the wormhole.	7
7	Be 3rd to have navigated all your spaceships through the wormhole (not applicable in a 2-player game).	9
8	Rescue the ships from your Launch Platform without finding your Lost Ship. Immediately afterwards, place your Lost Ship on the outer ring.	8
9	Have your disc in the Skip HUD on field 1 at the end of the game.	5
10	Have your disc in the Skip HUD at field 3 at the end of the game.	5
11	Move 2 spaceships into the wormhole during your turn. They don't need to be your spaceships.	8
12	Have at least 3 WARNING Action Cards in your hand at the end of the game.	10
13	Have at least 3 ALERT Action Cards in your hand at the end of the game.	8
14	Have at least 1 WARNING Action Card and 2 ALERT Action Cards in your hand at the end of the game.	9
15	Be the first player to have emptied your Launch Platform (all your ships have been brought into play).	5

<<<<<<<<<<<< WARP >>>>>>>>>>>>>



- Set your ship upright to charge for a Warp. Its position cannot be influenced by Swaps or Action Cards while standing up.
- In a later turn, you may move this ship across 1 or 2 connections.

Card	Action	▷ VP	▷ VP
A WARNING	Place a spaceship back on your Launch Platform.	+2	-2
B WARNING	Jump backwards over one spaceship directly behind you.	+2	-2
C WARNING	Choose another player to move his ship to an empty field in the inner ring.	+2	-1
D WARNING	Move one of your ships to an empty field in the outer ring.	+1	-1
E WARNING	Choose another player to bring a new spaceship into play on the outer ring.	+1	-1
F WARNING	Swap places with another player's spaceship directly behind you.	+1	-1
G WARNING	Push 1 spaceship of another player 1 field forward.	0	-1
H WARNING	Move 1 of your own spaceships 1 field backwards.	0	-1
I WARNING	Give a Warp to another player by setting one of his spaceships upright.	1	-1
J ALERT	Move your spaceship to an empty field in the inner ring.	-2	-2
K ALERT	Shuffle all remaining Mission Cards. Draw 3 and keep 1.	-2	-2
L ALERT	Swap places with another player's spaceship directly in front of you.	-1	-2
M ALERT	Jump forward over one ship directly in front of you.	-1	-2
N ALERT	Bring a new spaceship from your Launch Platform into play.	-1	-1
O ALERT	Move one of your spaceships 1 field forward.	-1	-1
P ALERT	Move another player's spaceship 1 field backwards.	-1	-1
Q ALERT	Swap two spaceships next to each other from other players.	0	-1
R ALERT	Block a dotted route by placing this card over this route on the board.	0	-1
S ALERT	Discard 1 Action Card WARNING together with this card.	0	-1
T ALERT	Choose an open Action Card.	0	-1
U ALERT	Give a ship of your own a Warp by setting it upright.	0	-1

