

ESCAPE FROM KARMAAC

REBEL OR COLONIST?

WILL YOU BE ABLE TO GATHER CRAFT AND SCHEME YOUR WAY TO VICTORY?

YOU HAVE ONE GOAL : DESTROY THE OTHERS FACTIONS PLANS IN ANY WAY POSSIBLE

WILL YOU BE ABLE TO ESCAPE FROM KARMAAC OR WILL YOU BE DESTROYED BY THE REBELS?

THE GOAL

THE GAME IS PLAYED OVER MANY ROUNDS. IN EACH ROUND, EACH PLAYER MUST CHOOSE ONE OF SIX DIFFERENT ROLES AND, THIS ALLOWS EVERY PLAYER IN THE GAME TO TAKE AN ACTION ASSOCIATED WITH THAT ROLE IN CLOCKWISE ORDER.

THE PLAYERS MUST USE THESE ACTION CARDS IN ORDER TO GATHER RESOURCES, TRAVEL TO DIFFERENT PLANETS, MANIPULATE THEIR LUCK, UPGRADE THEIR SHIP, GAMBLE AND CRAFT FOR ITEMS.

THE WINNER OF THE GAME IS THE PLAYER WHO CONSTRUCTS THEIR OBJECTIVE FIRST, THEN SELECTS THEIR ALLIED FACTION PLAYER.

Players go from round to round playing different roles and initiate their actions.

Players craft items to construct their objective.

The player who wins constructs their objective and selects their allied faction.

CONTENTS

1 GAME BOARD
4 PLAYER BOARDS
6 ACTION CARDS
50 OF EACH RESOURCE
4 FOUR SIDED DICE
48 FUEL CHIPS
4 FACTION CARDS
36 OF EACH ITEM

PREPARATION (GAME IS 4 PLAYERS)

PLACE THE GAME BOARD IN THE MIDDLE OF THE TABLE. SPREAD OUT THE ORBITS TO SEE ALL PLANETS AND THEIR VALUES.

SORT EACH RESOURCE BY COLOR AND PLACE THEM ANYWHERE AROUND THE GAME BOARD.

SHUFFLE ALL OF THE ITEMS IN THE DECK. TAKE THE FIRST 5 ITEM CARDS AND PLACE THEM FACE UP IN LINE (SIMILAR TO POKER) AND A DRAW PILE TO THE LEFT SIDE OF THE LINE OF CARDS

MAKE SURE THE FACTION CARDS ARE FOLDED AS PLAYERS ARE NOT ALLOWED TO SHARE THEIR ASSIGNED FACTION.

PLAYERS DECIDE WHO GOES FIRST WITH A ROLL OF THE DICE, WHO EVER ROLLS HIGHEST STARTS THE GAME.

EACH PLAYER TAKES:

1 PLAYER BOARD

3 FUEL TOKENS

1 OF THE FOUR DICE

1 OF THE 4 FOLDED FACTION CARD.

PLACE THE REMAINING GAME MATERIAL AS SHOWN IN THE IMAGE BELOW



PLAYING THE GAME

THE GAME IS PLAYED OVER AS MANY ROUNDS AS IT TAKES TO COMPLETE AN OBJECTIVE. EACH ROUND IS PLAYED IN THE SAME MANNER WHICH TAKES PLACE IN TWO PHASES, THE ACTION PHASE AND THE MINING PHASE.

ACTION PHASE

THE PLAYER WHO STARTS THE GAME TAKES ONE OF THE ROLE CARDS AND PLACES IT FACE UP BY OR ON THEIR PLAYER BOARD, AND TAKE THE ACTION AND PRIVILEGE ASSOCIATED WITH THAT ROLE. THEN THEY PLAYER CLOCKWISE OF THEM TAKES ONLY THE ACTION ASSOCIATED WITH THE STARTING PLAYERS ROLE. THIS MECHANIC GOES CLOCKWISE AROUND THE TABEL. THEN THE PLAYER CLOCKWISE OF THE STARTING PLAYER CHOSSES ONE OF THE REMAINING ROLES AND THE PREVIOUS EXCHANGE TAKES PLACE ONCE AGAIN. THE ACTION PHASE OF THE ROUND IS FINISHED ONCE ALL PLAYERS HAVE CHOSSEN A ROLE CARD AND THE EXCHANGE TAKES PLACE.

MINING PHASE

THE PLAYER WHO STARTED THE GAME WILL THEN MINE THE PLANET THEY ARE CURRENTLY ON. THIS IS DONE THROUGH THE ROLE OF THEIR DICE ROLE, ACTIONS THAT TAKE PLACE DURING THE MINING PHASE ARE NOW PLACED INTO EFFECT.

ENDING THE ROUND

ONCE BOTH PHASES HAVE COMPLETED THE GAME BOARD IS RESET. PLAYERS RETURN TO KARMAAC AND PLACE THEIR ROLE CARDS BACK TO THEIR POSITION BEFORE THE BEGINING OF THE ROUND

THE ROLES

EACH ROLE THAT THE PLAYER TAKES HAS A PRIVILEGE ASSOCIATED WITH IT. THEY PLAYER WHO PICKS THE ROLE CARD, AND ONLY THAT PLAYER, GAINS THE PRIVILEGE. THEN THE SPECIFIC ACTION THAT CAN BE TAKEN BY EACH PLAYER, IN CLOCKWISE ORDER, STARTING WITH THE PLAYER WHO PICKED THE ROLE.

A PLAYER MUST ALWAYS TAKE A ROLE CARD WHEN IT IS THEIR TURN TO DO SO.
THE ACTION OF THE ROLE CARD IS OPTIONAL (*EXCEPT TRAVEL*).
THE ROLE CARD CANNOT BE USED BY TWO DIFFERENT PLAYERS IN ONE ROUND.

THE TRAVELER

THE PLAYER WHO SELECTS THIS ROLE GETS TO TRAVEL TO A PLANET AT A COST OF ONE LESS FUEL. THEN PLAYERS IN A CLOCKWISE ORDER TRAVEL TO ANY PLANET THEY CAN AFFORD THE FUEL COST OF AT FULL COST.

**TRAVELER
CARD**

THE FORGER

THE PLAYER WHO SELECTS THIS ROLE GETS TO CRAFT MULTIPLE ITEMS. THEN PLAYERS AROUND THE TABLE ARE ABLE TO SPEND THEIR RESOURCES TO CONSTRUCT ITEMS DISPLAYED IN ITEM LINE.

**FORGER
CARD**

THE AUCTIONEER

THE PLAYER WHO SELECTS THIS ROLE CHOOSES THE WINNING BET AND SELLS THE ITEM FOR RESOURCES. PLAYERS AROUND THE TABLE BET ON A FACE UP ITEM FROM THE TOP OF THE LOOT PILE.

**AUCTIONEER
CARD**

UPGRADE CAPACITY

THE PLAYER WHO SELECTS THIS ROLE GAINS 1 EXTRA FUEL DURING THE MINING PHASE. ALL PLAYERS GAIN ONE FUEL CAPACITY DURING THE MINING PHASE

**UPGRADE
CAPACITY
CARD**

LUCK

THE PLAYER WHO SELECTS THIS ROLE HAS THE CHANCE OF GAINING LOOT (ITEM FROM THE TOP OF THE ITEM PILE) ON BOTH 3 AND 4 INSTEAD OF ONLY 4

**LUCK
CARD**

SALVAGER

THE PLAYER WHO SELECTS THIS ROLE RECEIVES +1 OF EACH RESOURCES GATHERED FROM THE SALVAGE. PLAYERS CAN SALVAGE ONE ITEM FOR RESOURCES

**SALVAGER
CARD**

HOW TO MINE RESOURCES DURING THE MINING PHASE.

ONCE THE MINING PHASE BEGINS, IF PLAYERS ARE ON PLANETS OTHER THAN KARMAAC THEN THEY WILL ALL ROLL THEIR DICE. BASED ON THE NUMBER THEY ROLL TWO THINGS CAN OCCUR:

IF THEY ROLL 1-3 THEY GAIN RESOURCES.

PLAYER ROLLS A 1 THEY GAIN 2 RESOURCES FROM THE PLANET THEY ARE ON

PLAYER ROLLS A 2 THEY GAIN 3

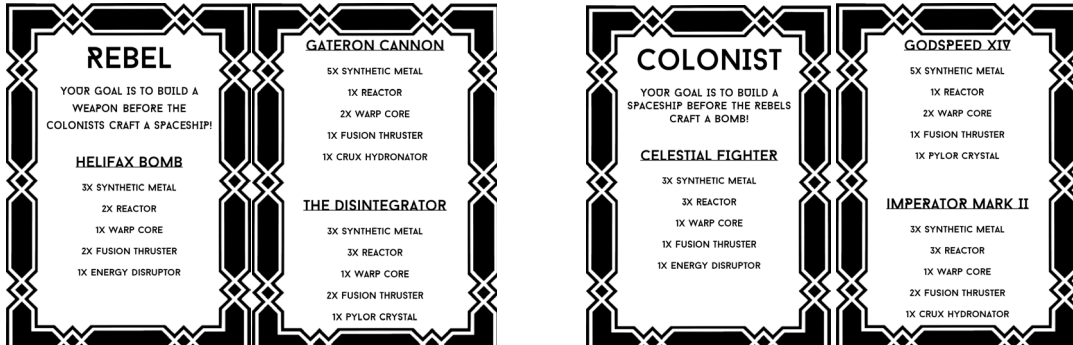
PLAYER ROLLS A 3 THEY GAIN 4

IF THEY ROLL 4

PLAYER GAINS THE CHOICE TO CHOOSE BETWEEN 5 RESOURCES OR 1 ITEM CARD FROM THE TOP OF THE DRAW PILE. THIS IS REFERED TO AS A LOOT CARD.

FACTION CARDS

IN THE GAME THERE ARE TWO FACTIONS THAT ARE DISTRIBUTED BEFORE THE GAME START; REBELS AND COLONISTS. IT IS REQUIRED THAT THE PLAYERS KEEP THEIR FACTION HIDDEN FROM THE OTHER PLAYERS. AS THEY ARE NOT SURE WHO IS WORKING AGAINST THEM AND WHO IS WORKING WITH THEM. FACTION CARDS GIVE YOU AN OBJECTIVE TO WORK TOWARDS. ONCE A PLAYER HAS COLLECTED ALL OF THE ITEMS REQUIRED TO BUILD AND OBJECTIVE THE END GAME IS INITIATED.



ENDING THE GAME

ONCE ONE PLAYER HAS OBTAINED THE ITEMS TO CREATE AN OBJECTIVE THEY MUST ANNOUNCE IT TO THE REST OF THE PLAYERS. THEY MUST THEN CHOOSE THE PLAYER OF ALLIED FACTION WITHOUT KNOWING EXACTLY WHO IT IS. THERE ARE TWO OUTCOMES OF THIS.

FIRST OUTCOME:

THE PLAYER CHOOSES HIS ALLIED FACTION THEY THEREFORE WIN THE GAME COLLECTIVLY

SECOND OUTCOME:

THE PLAYER CHOOSES HIS ENEMY FACTION AND THE ENEMY FACTION THEREFORE WINS THE GAME COLLECTIVLY

THE CREATORS OF THIS GAME THANK YOU FOR PLAYING IT AT SUCH AN EARLY STAGE. PLEASE FEEL FREE TO SEND US FEEDBACK!

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