



ESCAPE EARTH

DISCOVER COOPERATE SURVIVE



2



30 min

A card based cooperative space game

Earth is dying. The planet can no longer sustain life because the alien visit did something. We need to find a place unaffected by what they brought with them. A common cold to them, a planet killer for us.

OBJECTIVE

Escape Earth is a **strategic cooperative card game** where players have to discover the galaxy and find a new home planet. Time is running against them and they will have many decisions to make, what to do first:

- explore the galaxy with spaceships
- build and update structures that are urgently needed
- fight threatening events that might thwart the mission

MECHANISM

A **unique activity hub** of 5 cards let players control their actions. They have to plan carefully because single actions aren't available all the time.



MATERIAL

- 2 spaceships
- 30 activity cubes
- 18 galaxy cards
- 17 building cards
- 10 activity cards
- 6 time cards
- 12 event cards
- 1 alien marker
- 1 space anomaly marker



AIM OF THE GAME

Search the galaxy for a new home before mankind dies. Hurry up, because threatening events may prevent you from reaching the safety of a new world.

SETUP

GALAXY CARDS

Galaxy cards represent planets, asteroid fields or empty space. You can travel from one card to the next and build structures on them.

- Remove planet Earth and the ocean planet from the deck, then shuffle it.
- Place planet Earth face up in the first position, the first three cards from the deck face up, followed by the rest of the deck face down. Finally, put the ocean planet face down in the last position.

Tip: If there is not enough space you can place the galaxy cards in two rows with a U-turn where the ocean planet is placed underneath Earth.

STRUCTURE CARDS

Structures are needed to explore the galaxy and gain food, resources, knowledge or military power.

- Sort all structures by type and place each pile with the upgrade arrow visible. If a pile is empty no more structures of this type can be built. The decks include:
 - 5 × *outposts* can be built on any galaxy card. They uncover the next 2 galaxy cards, or 3 if upgraded, up from their position.
 - 3 × *hydroponic farms* must be built on planets. They provide food.
 - 3 × *robo mines* must be built on planets. They provide resources.
 - 3 × *space labs* can be built on any galaxy card. They provide knowledge.
 - 3 × *star bases* can be built on any galaxy card. They provide military power.

TIME CARDS

Time cards are used to indicate if something happens or if time passes by.

- Shuffle the time cards and place the pile face down on the table. If the pile is empty the deck is reshuffled. The deck includes:
 - 3 × *time is passing* cards where nothing happens.
 - 1 × *event* card indicating that something is happening and that population is decreasing. Every time you draw an event, you have to uncover an event from the event pile and reshuffle all time cards.
 - 2 × *alien* cards which trigger the move of the alien marker towards Earth.

EVENT CARDS

Event cards show which threats you must fight.

- Shuffle event cards and place the pile on the table with the events face down. If the pile is empty the game ends immediately.



galaxy cards



structure cards



time cards



event cards

ACTIVITY CARDS

With activity cards you can travel, build or produce.

- Each player gets a set of 5 different activity cards: construction, resources, science, military power and food. Each player must have 3 cards of value II and 2 cards of value III (values printed in the center). Otherwise exchange a value III card for a value II card of the same type with the other player.
- Shuffle your activity cards and place them face up in front of you. This row is called the activity hub. A card's position is called slot. Slots are numbered from left to the right from 1 to 5.



activity cards

construction, resources, science, food, military power

SPACESHIPS

Spaceships are needed to travel through the galaxy. All ships must reach the ocean planet before the game ends.

- Each player gets one spaceship. Place them on planet Earth.

ACTIVITY CUBES

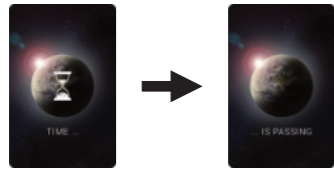
Activity cubes are needed to upgrade structures and fight events or aliens. They are produced by structures and some planets.

- Place all activity cubes (*food, resources, knowledge, military strength*) near the board.

ALIEN MARKER & SPACE ANOMALY MARKER

- Place the alien marker and the space anomaly marker near the last galaxy card.

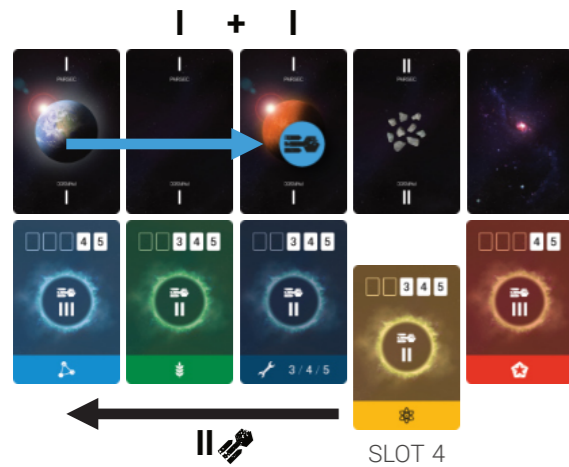




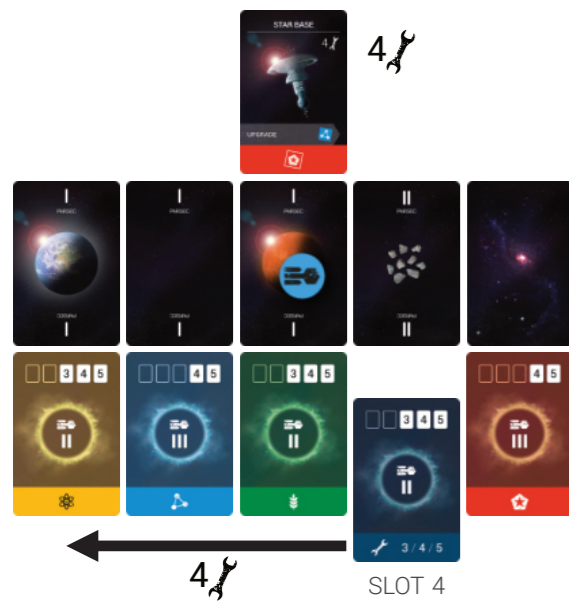
flip top time card
then do 2 actions:



upgrade an activity card



travel (e.g. 2 Parsecs)



build a structure
(e.g. 4 construction units at slot 4)

TURN

1 - FLIP A TIME CARD

Flip the top card of the time pile. If it is an alien card the alien marker moves two galaxy cards towards Earth. If it is an event card, flip the top card of the event pile and place it on the table, this event becomes active.

Beginners: Time cards come into play after building 2 structures.
Experts: Time cards come into play from the first turn.

2 - DO UP TO TWO ACTIONS

You have two actions on your turn, with each action you can do one of the following activities:

- **Upgrade an activity card** by switching its place with a neighbouring card to bring it to a position where you can use it later
- **Move your spaceship** the number of parsecs equal to the number on the center of the activity card that is used for travelling
- **Build a structure** with the construction card
- **Upgrade a structure** by trading in activity cubes
- **Produce activity cubes** on a structure with the relevant activity card
- **Fight an event** by trading in activity cubes
- **Fight aliens** by trading in military cubes
- **Pass** and do nothing

ACTIVITIES

UPGRADE AN ACTIVITY CARD

You can only use an activity card if its actual position in the activity hub align with the slots printed on the top of the card. You may, therefore, need to move it to this position by upgrading it.

- Switch the place of two neighbouring activity cards in your activity hub to move a card to a higher slot.

MOVE YOUR SPACESHIP

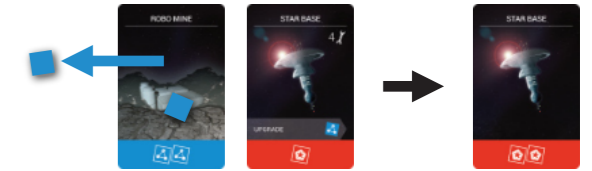
Spaceships can only move to uncovered galaxy cards where you can read the travel costs in parsecs.

- Sum up the travel costs of each card your ship will pass on its journey including the one where your ship's movement will end.
- Choose any active activity card with a value in the center that matches these travel costs and move it to the first slot of your activity hub. The card is active if its current position in the hub matches the positions printed on the top of the card.
- Move your spaceship exactly as many parsecs as indicated.

BUILD A STRUCTURE

Your spaceship must be on a galaxy card to build a structure there. The slot position of your construction card corresponds to the construction units you can use (printed on the bottom).

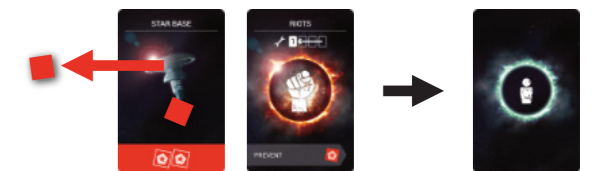
- Move your construction card to the first slot of the activity hub if its actual position allows you to do so.



upgrade an structure



produce activity cubes
(e.g. 2 military strength defined by the structure)



fight an active event



an event card needs
the sum of activity cubes
of all active events of its type

- Place a structure above the galaxy card whose construction costs are not higher than your activity card's actual construction units.

You can only build one structure per galaxy card. You may replace a structure—except outposts—and remove it from the game (incl. its cubes). Structures do not belong to a specific player.

- Execute the action of the structure card (printed on the bottom) once you have placed it. Structures don't produce activity cubes when built.

Hydroponic farms and robo mines may only be built on planets.

UPGRADE A STRUCTURE

You need activity cubes to upgrade structures (printed in the arrow). You need not to be on the structure's galaxy card to upgrade it.

- Remove the needed cubes from your structures and return them to the supply to pay the construction costs. If there are not enough cubes on your structures you cannot complete the upgrade.
- Flip the structure card to its stronger side. Existing activity cubes are still valid on the structure but no new cubes are added.

PRODUCE ACTIVITY CUBES

Your spaceship must be on a structure's galaxy card to produce activity cubes there.

- Move the activity card that matches the structure's characteristic (military, food, science, resources) to the first slot of your activity hub if its actual position allows you to do so.
- Place as many activity cubes from the supply on the structure as the structure can hold (printed on the bottom).

Some planets provide one free activity cube. This one-time bonus does not count to the capacity of the structure and this cube is placed once the planet is discovered.

FIGHT ACTIVE EVENTS

You need activity cubes to fight events (printed in the arrow). You always have to sum up the needed cubes of all identical events to fight one event card.

- Remove the needed cubes from your structures and return them to the supply. If there are not enough cubes you cannot fight the event.
- Shuffle the event back into the event pile after fighting it. If there were several active events of the same type, only one card is shuffled back into the pile. Remove the top event card from the game unseen.

If there are no cards left in the event pile, the game ends immediately. Mankind died and you have lost the game.

FIGHT THE ALIENS

You need military cubes for fighting aliens.
Experts: You can fight aliens only on uncovered galaxy cards.

- Pay one military cube for each galaxy card to push back the alien marker. Return the cubes from your structures to the supply.

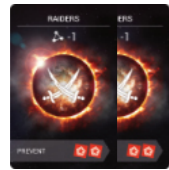
If the alien marker reaches Earth, the game ends immediately. Mankind died and you have lost the game.



if time card is event then



flip top event card
if event is already active then



overlap events of same type



move space anomaly marker
2 galaxy cards towards planet Earth
all spaceships on blocked cards must be moved
to the last unblocked card
in front of the space anomaly

EVENTS

Each time an event occurs in the time cards:

→ Uncover the top event card and place it on the table. This event becomes active and its action (printed on the top) takes place at once.

If an event of the same type is already active, the new event is placed overlapping the old event, so all needed cubes are visible.

→ Reshuffle all time cards and start a new time pile.

EVENTS & EFFECTS

- **2 × riots**—All players move the construction activity card to the first slot of their activity hub.
- **2 × raiders**—Remove 1 resource cube from one of your structures and return it to the supply. If you do not have a resource cube, you are lucky but the event is still placed on the table.
- **4 × hunger crisis**
- **2 × outbreak**—Remove 1 food cube from one of your structures and return it to the supply. If you do not have a food cube, you are lucky but the event is still placed on the table.
- **2 × space anomaly**—Place the space anomaly marker on the second-last uncovered galaxy card. If the marker is already placed, move it two cards towards Earth. There cannot be an anomaly on the first 4 cards. The marker always stops on the 5th card from Earth. If there are only 4 uncovered cards the anomaly is placed on the 5th card although it is not uncovered.

Move all spaceships that are on or past the galaxy card with the space anomaly to the first card in front of the space anomaly.

The galaxy card with the space anomaly marker is blocked and a spaceship cannot end its turn on this card or move past it.

Activity cubes on blocked structures can be used and structures can be upgraded.

If the event is deactivated the marker moves two galaxy cards backwards or is removed if no more anomaly events are active.

FIGHT ACTIVE EVENTS

You have to fight an event to deactivate it. When three different events are active at the same time, the game ends immediately. Chaos reigns the world and you have lost the game.

Fighting an event is an activity as explained in chapter “activities”.

However, if there are enough activity cubes on the structures at the time a new event becomes active, you can fight it immediately without using any of your actions.

Events fought immediately are reshuffled into the event pile with removing a card afterwards. Their actions will not be executed.

ALIEN MOVEMENT

Each time aliens appear in the time cards:

→ Move the alien marker two cards towards Earth.

If the marker moves on a galaxy card with a spaceship on it, the spaceship moves one galaxy card towards Earth.

The galaxy card with the alien marker is blocked and a spaceship cannot end its turn on this card. Spaceships can travel over the blocked galaxy card by paying the card’s travel costs as usual.

A structure on a blocked galaxy card cannot produce activity cubes, provide activity cubes for one of your actions or be upgraded.

END OF THE GAME

The game ends immediately with a loss:

- If population is reduced to zero (event pile is empty)
- If there are three different events active at the same time
- If the alien marker reaches planet Earth

VICTORY

You will win the game:

- If all spaceships reach the ocean planet before the game ends

CARDS

GALAXY CARDS

- 1 × planet Earth
- 1 × ocean planet
- 1 × food planet (place 1 food cube on it when discovered)
- 1 × resource planet (place 1 resource cube on it when discovered)
- 3 × planets
- 8 × space (1 parsec)
- 3 × asteroid field (2 parsec)

STRUCTURE CARDS

- 5 × outpost (construction: 3; upgrade: 1 science cube)
- 3 × hydroponic farm (construction: 3; upgrade: 1 resource cube)
- 3 × robo mines (construction: 3; upgrade: 1 science cube)
- 3 × space lab (construction: 3; upgrade: 1 food cube)
- 3 × star base (construction: 4; upgrade: 1 resource cube)

EVENT CARDS

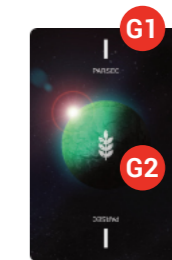
- 4 × hunger crisis (prevent: 1 food cube)
- 2 × riots (all construction cards to slot 1; prevent: 1 military cube)
- 2 × raiders (lose 1 resource; prevent: 2 military cubes)
- 2 × space anomaly (set anomaly marker; prevent: 1 science cube)
- 2 × outbreak (lose 1 food; prevent: 2 science cubes)



if time card is event then

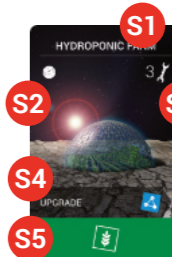


move alien marker
2 galaxy cards towards planet Earth
aliens push spaceships towards Earth,
also if they are fought and move backwards



G1 ... travel costs to enter card (1 or 2 Parsec)

G2 ... symbol for free activity cube when discovered



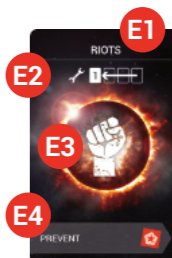
S1 ... structure name

S2 ... build only on planets

S3 ... construction costs

S4 ... upgrade costs

S5 ... capacity of activity cubes (1 or 2 cubes)



E1 ... event name

E2 ... event action

E3 ... event icon

E4 ... costs to fight the event



ESCAPE EARTH

DISCOVER COOPERATE SURVIVE

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