

A cooperative space game for 2 people

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

OBJECTIVE

Escape Earth is a **strategic coop 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

MECHANICS

On their turn, players take two out of seven possible actions.

They have to plan carefully and work together because some actions require an action card that is not always in the right position in a player's card row.

A small time deck controls what happens in the galaxy: alien movements, hunger crises, riots, etc., become more and more threatening the longer they are ignored. A sophisticated mechanism prevents knowledge of when and how fate will strike.

This mechanism and a random galaxy require different strategies in every game.

RIM OF THE GAME

To win the game, both players must reach the saving ocean planet at the end of the galaxy before the aliens land on Earth, three different events plunge the world into chaos, or humanity is extinct.





COMPONENTS

- 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



