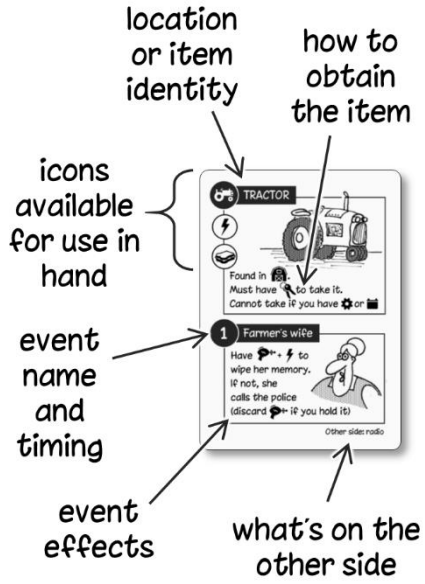


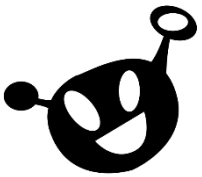
Success!

The game ends when you **win** by:

• **repairing your saucer** by returning to the crash site with all of the required items, or

• **being picked up** by a passing spacecraft by fulfilling the conditions of that event (a more difficult challenge).

Obviously, you **lose** if you are captured or killed by local life forms... LOL!

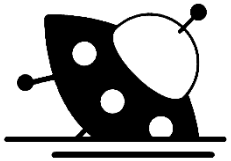


Blorg in the Midwest
by John Kean
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version 20170321



HOT TIPS!

Your Emergency Saucer Crash Self-Help Guide



brought to you by

Intergalactic Insurance Inc.

Exploration

Exploration proceeds in three stages.

1. First, you may **act** by:
   a) discarding an item,
   b) changing your location, or
   c) taking an item (if allowed).

You don't have to do this every turn.

2. Then you must implement any **events** that occur around you at that time.
3. Finally, **time passing** is simulated by moving cards along the time line.

1. Your actions

a) You may voluntarily **discard** one or more items from your hand at any time, by placing them at the bottom of the draw pile, either side up. Note that when you are forced to discard by events (see below) you must leave the same side up.

In addition you may perform one of the following actions per turn:

b) You may **change your location** by flipping your location card or by swapping it with one available in the time line. You should always have exactly one location card in your hand.

signifies that you have been seen, and sets in motion an end-game timer that limits the number of turns available to complete your goals.

3. Time passes

If there is a card in position 4 of the time line, flip and discard it to the bottom of the draw pile.

Slide the remaining cards (or gaps, if present) one position to the right and rotate the card from the top of the draw pile into position 1. If no draw pile is present then simply flip the card from position 4 into position 1.

First, take stock of your environment.

- What locations are nearby? These are marked "location".
- Are there any useful objects lying around, or that you may be able to obtain using other items? These appear as icons on the left side of each card.
- What events are happening, or about to happen around you? These appear on the bottom half of the card.
- What lies on the other side? This is specified at the bottom right of each card.

Disclaimer: The contents of this self-help guide are opinions only, and are not necessarily endorsed by Intergalactic Insurance Incorporated.

I.I.Inc. will not be held liable for any injury, loss or solar system collapse that may arise as a result of this advice. Have a nice day.

Credits

The game has been significantly improved as a result of playtesting and feedback from Dan Nace, Nick Shaw, C.L., Orlando Hill, dark yeoman, Benjamin Wack, G. Uitz, Mark Tuck, Tomas Uhlir, Mark Fuhrman and Jason Meyers. Thank you!

All icons were obtained (and in some cases modified) from Noun Project (thenounproject.com), with credit to: Aaron K Kim, Alex Bu, Alexander Skowalsky, Arthur Shlain, Bonnie Beach, Creative Stall, Curve, Delwar Hossain, Dolly Vu, Gan Khoon Lay, Hea Poh Lin, icon 54, lastspark, Luis Prado, Nesdon Booth, Numero Uno, Oksana Latysheva, Petr Papasov, ProSymbols, Pumpkin Juice, Sam Smith, Tawny Whatmore, Tom Glass Jr, Umut Büyükekmekci, Vicons Design, and William J Salvador.

Difficulty levels

Normal: Use the rules as described above.

Novice: Taking the memory eraser is free – you do not need to be near a power source. As your action you may flip any card in your hand provided you meet the requirements of that card. In essence, this makes additional items available to you without having to wait for them to arise in the time line.

Expert: Once you discard the memory eraser you may not pick it up again.

So, you have crashed your saucer on some distant planet… LOL!

Luckily this manual is here to help you survive and find your way home.

We suggest two options. Either:
1 – repair your saucer, or
2 – hitch a ride with a passing spacecraft

You will need to look around for useful items. But while you do, make sure you avoid befriending sentient life forms.



Getting ready

Set aside the Crash Site and Memory Eraser cards. Randomly flip and shuffle the remaining 7 cards, and place them sideways as a **draw pile.**

Deal the top 4 cards in a row next to the draw pile to form the **time line**; these cards define your surrounds and the events that happen around you. You will be able to interact with these cards depending on what you hold in your hand.

Your hand initially consists of the Crash Site and Memory Eraser cards. The memory eraser will be very useful, so you shouldn't discard it unless you have to (or are told to).

2. Events occur

Check if any events occur by comparing their index number with the card's position in the time line. Working from left to right (position 1 to position 4), if the event index matches that card's position in the time line then that event becomes active. More than one event may occur in a turn.

The outcome of an event will generally depend on the icons on the cards you hold in your hand. If you are forced to discard an item, you must place it at the bottom of the draw pile with the same side up.

Discarding the memory eraser

c) Alternatively, if you have fewer than 4 items (plus 1 location) in your hand, you may **take one item** card from the time line into your hand by fulfilling the requirements shown on that card. Cards will generally require you to have access to particular objects, or to be in a particular place, denoted by the icons on the cards in your hand.

Taking a card will leave a gap in the time line, and this will travel along one space per turn until it reaches the end and disappears.

Note that you may never hold more than four items plus one location card in your hand at once.

It may be convenient to place the cards from your hand in a row below the time line. They define where you are (you should always have one, and only one, location card in your hand) and what you are carrying (up to 4 items).

