

Spaced Rules

Object:

Not to be the last one to the lifeboat.

Set Up:

Lay out 3 cards face down in a row with a card's width at least between each one. These are obstacle cards the characters must move past. (See Movement section). Place the deck face down above the obstacle cards. This is now the draw pile.

Get the characters lined up! Each player will select a character tile and draw a card from the draw pile. Starting with the player who last exited an aircraft, compare the number value at the top left of the cards. Letters count as zero. The first player will place his character at one of the far ends of the obstacle cards. The other end is where the lifeboat is to be placed. The next player will compare their card's number to any previous card(s). If the value of their card is higher than another player's, they will place their token in between the lower player's character tile and the next higher characters, if any, or the obstacle card if there is no higher value. If the value of the card is less than a previous card, then the character token will be placed on the side away from the ship and any already placed character tile(s) place with the same or higher value. If a card of the same value is placed then the second comer will be behind the previous character of the same value. First come, first served, after all. This is now the starting order of the characters.

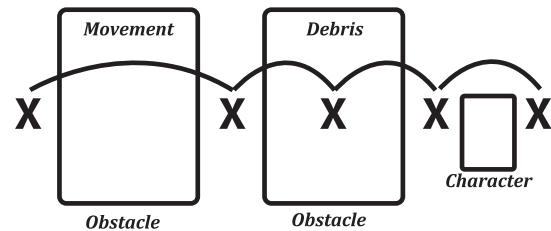
Play:

As stated above, the last player to have exited an aircraft gets to go first.

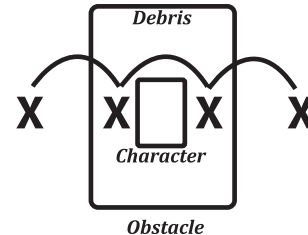
Each turn will begin with the player drawing their hand up to 3 cards. They will then play any movement card or combination of action and debris cards from their hand and then move any affected Characters appropriately. If a player has no card(s) that may be played, they may discard one card from their hand instead. Their turn is then over.

Movement:

One spot is considered to be the next spot in front or back of the next character or obstacle in line. Each Obstacle card will be revealed as it is attempted to be jumped. If the obstacle is a movement card, the player may move past it with 1 spot move. If the obstacle is debris, the character must use 2 spots of movement to move past the obstacle or otherwise land upon the debris with a 1 spot move. These two moves may be a combination of two 1 spot movements over multiple turns.



If when a character is moving past an obstacle card that is a debris card with a character already on it, then they would need to use an additional spot of movement per character to move beyond them both.



There are some Movement cards that will allow the character move X number of spots REGARDLESS of any other characters or obstacles. When an obstacle is passed in this fashion, DO NOT reveal the obstacle.

Replace any obstacle cards that are revealed with a new, face down, card from the draw pile when the obstacle is devoid of any characters.

Special Cards:

There are 3 special cards in the deck that state: "Play when drawn or turned." The actions on these cards will be dealt with immediately when revealed. After a special card has been taken care of, the player will then draw a replacement card for their hand or obstacle and continue their turn.