

20-30M

1-2

12+

PULP INVASION!

TODD SANDERS X2

COMPONENTS

17 Cards



2 Planet Cards



2 Captain Cards



3 Vassal Cards



2 Super Weapon Cards



8 Exploration Cards



1 Captain's Die - Green



6 Green Wooden Cubes



1 Rules Booklet

Note: Planet, Captain and Super Weapon cards may be used with the Base Game or any Expansion. When using the Planet cards, shuffle all Planet cards together and deal 12 of them as a deck, removing the others from the game.




SETUP - CHANGES TO BASE GAME RULES

1. Shuffle the Vassal cards with the Cosmic Hegemony cards and deal out 3 of them, placing them in a row. Turn all 3 cards face-up. The expansion Vassal cards list which Cosmic Hegemony Sectors they are associated with. During the game they will act as that Cosmic Hegemony member when the member (Kah, Arvan, The Quietus) is referred to in the rules or on a card. Additionally they have special actions during the Encounter Phase of the game.
2. The Hero player chooses a Captain. If the player chooses to use one of the new expansion Captain cards as the 'Hero' Player they will use the green Landing Team crew die (See p. 4 for actions).

Additionally, for one of these new Captain cards (Finn Corwin), they will choose any two other Captain's dice. These dice will have their faces set so that the total of the numbers in the lower right corner of the dice equal 7 (ex. Engineer at 3, Artificial Intelligence at 4).

Note: You may use any of the new Captains in solo play.

3. Shuffle the deck of Exploration cards and deal out the following number of cards face up in your play area, depending on the difficulty level you would like to play: **Basic:** 3 cards; **Normal:** 2 cards; **Advanced:** 1 card. Remove the others from the game.

4. Place 2  in front of you as your beginning landing team. Seed the bag with a number of  depending on the difficulty level you would like to play: **Basic:** 4 cubes; **Normal:** 3 cubes; **Advanced:** 2 cubes. Remove any remaining  from the game.

5. Shuffle the 2 expansion Planet cards in with the base game Planet cards, create a deck of 12 (removing the others from the game), then deal 3 cards face-up in a row above the Encounter draw decks. Place the remaining deck face down within reach.
6. Lastly, shuffle the 2 new Super Weapons cards in with the other Super Weapons.



Sending down **landing teams** aids in your search for the Super Weapons to prevent the **Cosmic Hegemony** from their nefarious plans. Beware though of 3 new Vassal aliens who have joined the Hegemony to rule the galaxy.








The **Pulp Invasion X2** expansion adds new exploration cards and a helpful landing team.

GAMEPLAY




Landing Team


Your brave Landing Team can help you in various ways during the game. Their sacrifices, when made, are never in vain.

Changes to the Encounter Phase:

If **Evade** is chosen by the player, and you have drawn any    cubes from the bag, you may take a  cube from in front of you and place it in the bag. You may then disregard any 1    drawn, as well as the associated penalty. Put that drawn cube back in the general supply.

Changes to the Planet Search Phase:

A Landing Team cube **already in front of you** can be used as a wild cube when Understanding a Super Weapon. Use a  instead of any    listed on the Super Weapon card. This may **only** be done during the Planet Search phase. The  will remain on the Super Weapon card.

If a Landing Team cube  is drawn from the bag you may add +2 to an Ability of your choice and then remove the cube from the game OR place the cube in front of you to be used in a future Encounter or Planet Search phase.

Exploration Cards

Though sometimes exploring the galaxy can be an adventure fraught with unknown perils, your intrepid crew are by your side. They are a crack team of well trained professionals and are always ready when action calls.

During the Game:

You will be using the action listed on the each card in front of you. The listed action is valid at any time in the sector which matches the icon(s) at the top of the card or at Setup.

DICE ICONS - CREW

Landing Team



You may use all disregarded Planet icons from Evaded Encounters during a Planet Search.



Rearrange all cards in the current Encounter line in any order you choose.



For each Landing Team cube you remove from the game, raise an Ability of your choice by 3 points.



Swap any 2 cards in the Encounter line with 2 cards of your choice from the discard pile. After Planet Search phase, remove these Encounter line cards from game.



Use the current action on any other owned die twice in any 1 Encounter phase, then rotate it down 1 value.



Set any 1 owned die to any value of your choosing during a Planet Search phase.

ACKNOWLEDGMENTS

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Development: Alban Viard
Rulebook Editing: Nathan Morse, Stanislas Gayot



AVStudioGames
9C Rue Aloxe Corton
21200 Chorey-Les-Beaune
France
avstudiogames.com



LudiCreations