

Station Rules

read this next – separately

Intruder Alert!

You are a space station. A high-tech, automated, autonomous, state-of-the-art space station.

But nothing could prepare you for the **parasite**.

As the STATION you have one purpose, to keep functioning while the PARASITE is struggling to fulfill its needs.

The play style of the STATION is about setting the pace of the game, building up board position and making big moves at the right time. It is quite puzzly and your cards are full of strange symbols.

If this scares you, quickly switch with the other player and enjoy the more intuition-based deck management of the PARASITE.

The rules in this booklet are not secret. They are mainly aimed at you, but you should share them freely with the PARASITE.

*Now, have a look at
your hand of 3 ACTION CARDS
and your 3 DIRECTIVE CARDS.*

01011001	01101111	01110101	00100000
01100001	01110010	01100101	00100000
01110011	01110101	01100011	01101000
00100000	01100001	00100000	01101110
01100101	01110010	01100100	00100001

The Station Turn

The STATION TURN follows these steps in order:

- You may play any number of ACTION CARDS and up to 3 times you may ACTIVATE ACTIONS on played ACTION CARDS or using MINOR ACTIONS.
- Each ACTION on ACTION CARDS may be RESOLVED at each LOCATION once, while MINOR ACTIONS can only be RESOLVED at a single LOCATION.
- Take back into your hand any ACTION CARDS played.
- Discard any number of ACTION CARDS from your hand.
- Draw new ACTION CARDS until you have 3 in your hand.

The First Two Turns

During your first TURN you may only ACTIVATE a single ACTION. During your second TURN you may only ACTIVATE two ACTIONS.

Playing Action Cards and Activating Actions

In order to play an ACTION CARD, place it face-up in front of you.

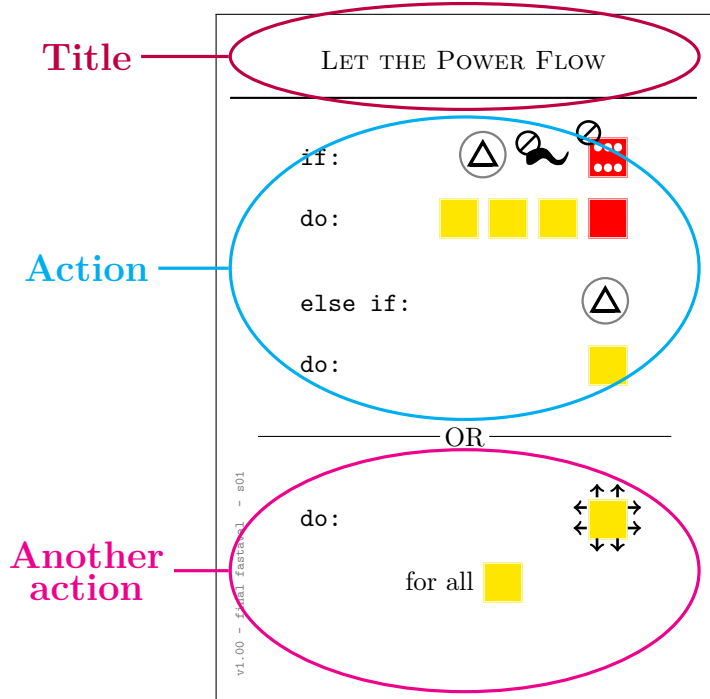
An ACTION CARD consists of a title with no game effect and two or three ACTIONS separated by the word OR.

You may ACTIVATE up to 3 ACTIONS one at a time. ACTIONS can be either on ACTION CARDS, in which case they can be RESOLVED at each LOCATION once. or they can be MINOR ACTIONS printed on the board, in which case they can only be RESOLVED at a single LOCATION.

You can ACTIVATE several ACTIONS on the same ACTION CARD, but each ACTION, no matter what type, can only be ACTIVATED once during each STATION TURN.

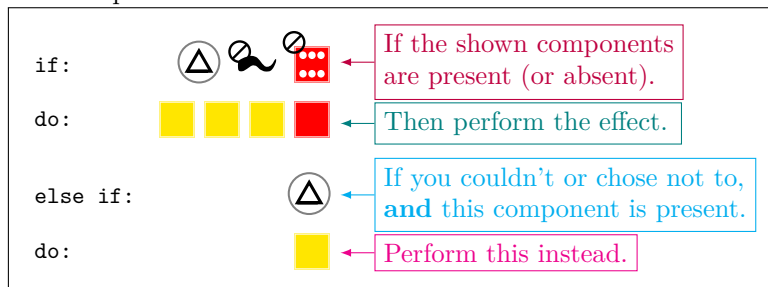
It is perfectly fine to interleave playing PARASITE ACTION CARDS and ACTIVATING ACTIONS, it often speeds up the game.

The Structure of an Action Card

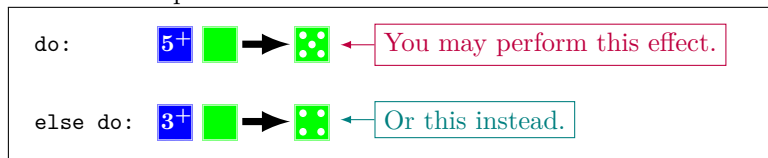


The Inner Workings of an Action

An example of an ACTION:



Another example ACTION:



Resolving Actions at Locations

Each ACTION contains one or more EFFECTS each marked with the word **do**. If there is an **if** above the **do**, that effect can only be used if the CONDITION following the **if** is fulfilled, i.e. all components listed are present (or absent if marked by \emptyset).

If an ACTION contains multiple EFFECTS you can choose which one to use, assuming that any CONDITION attached to it is fulfilled. The word **else** has no effect, it is only there as a reminder that you can only use one EFFECT per LOCATION.

Using a particular EFFECT is always optional, but if an EFFECT is used, all parts of the EFFECT must be carried out. At each different LOCATION a different EFFECT of the same ACTION can be chosen.

Only components present at the LOCATION at the beginning of RESOLVING an ACTION can be used to fulfill CONDITIONS and only those components can be affected by that ACTION. In other words, no chaining of movement is allowed.

Symbols in Conditions

The components that need to be present or absent are:



No flipped LOCATION MARKER present.



Corresponding LOCATION MARKER present.



TENTACLE PIECE present.



No TENTACLE PIECE present.



Dice of corresponding color present.



A red die with 6 pips showing present.



No red die with 6 pips showing present.

Retrieving, Discarding and Drawing Action Cards

After all ACTIONS have been RESOLVED, take back all played ACTION CARDS into your hand. Then you may discard any number of ACTION CARDS from your hand face-up onto your DISCARD PILE.

Then refill your hand to 3 ACTION CARDS by drawing from your DRAW PILE. If your DRAW PILE is empty when you need to draw a card, shuffle your DISCARD PILE to form a new DRAW PILE.

Symbols in Effects

If shown in EFFECTS, the meaning of the symbols are:



Roll and place a die of the shown color.



Place a die showing the corresponding face.



Remove the die shown.



Remove a TENTACLE PIECE.



Move a die of the shown color one LOCATION.



Move a die of the shown color two LOCATIONS.



Reroll a die of the shown color.



Remove the components to the left of the arrow.
Add the components shown to the right.

Playing Directive Cards




Your DIRECTIVE CARDS represent your purpose as a space station.

If ever the condition on one of your DIRECTIVE CARDS, marked with **if ever**, becomes true, you immediately have to play that DIRECTIVE CARD face up in front of you. As soon as the EFFECT that triggered the condition is fully RESOLVED, RESOLVE the ACTION, marked with **play**, and **everywhere**.

When your third DIRECTIVE CARD is played and resolved the game will end, but the PARASITE will be able to perform a FINAL GRAB in an attempt to achieve a last minute victory.

PROTECT THE CREW



if ever:



Less than    on the board.

play, and everywhere:

if:

do:

vt.00 - final festival - d01

Remain Functional at all Costs

In order to win the game, alone or with the PARASITE, you have only one condition. If you have at least one unplayed DIRECTIVE CARD in your hand at the end of the game, then you win.

The main challenge for you is to prevent the conditions on the DIRECTIVE CARDS from coming true, while moving the game towards its conclusion. For you, this means to either make the PARASITE let go of you, by removing all TENTACLE PIECES on the board, or maybe to feed the PARASITE what they need without compromising your directives.

Initial Strategy

Playing the STATION can be a little confusing at first. In the early game you should focus on trying to push the PARASITE off you, and avoid playing DIRECTIVE CARDS due to an early mistake. Also focus on creating a beneficial board state that allows you to apply your ACTION CARDS with as much effect as possible.

You want as many green, blue and yellow dice as you can, red dice, especially sixes can be both useful and a hindrance.

As the game develops, you will have to make a decision about whether to keep pushing the PARASITE or allow it to feed off of you, hoping for a shared victory.

Be careful – time is not on your side. The EVENT CARDS will slowly make you lose the game, so keep moving.

Good luck, may you always remain functional.





Station Turn





- Play ACTION CARDS and ACTIVATE up to 3 ACTIONS.
- RESOLVE ACTIONS at LOCATIONS.
All LOCATIONS or only one if MINOR ACTION.
- Take back ACTION CARDS.
- Discard and draw ACTION CARDS.

Resolving Actions

- One EFFECT per LOCATION (optional).
- if must be fulfilled.
- Everything must be done if EFFECT is chosen.

Symbols in Effects

	Move a die once.
	Move a die twice.
	Reroll a die.
	Convert.

	Roll and place a die.
	Place a die.
	Remove a die.
	Remove a tentacle.