



# Parasite Rules

read this next – separately



# Floating Through Space – Then Suddenly!

*You are an amorphous space parasite. Your mother flung you into space, and you have been floating alone for far too long.*

*Now you have company, but everything is new and confusing.*

As the PARASITE you start out confused and with little information. Your main goal is to FULFILL your needs for nourishment, entertainment and understanding.

Your cards are a mess and in order to win you will need to manage your decks carefully. What you need to do in order to FULFILL your needs is mostly unknown to you and only later you will learn what your needs are.

The play style of the PARASITE is a little confusing. In the early game it is mostly about surviving the assault of the STATION while slowly getting to know your own capabilities and sorting your piles of cards.

There is little exact planning and the challenges for you are mostly long-term and a bit fuzzy. If this doesn't sound like what you are looking for in the game, quickly switch with the other player and enjoy the action puzzles and flood of symbols of the STATION.

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

*Now, have a look at  
your hand of 5 ACTION CARDS  
and your STARTING NEED CARD.*

## The Parasite Turn

The PARASITE TURN follows these steps in order:

- Play and RESOLVE any number of ACTION CARDS, each possibly BOOSTED by other ACTION CARDS.
- Discard all played ACTION CARDS and any number of cards from your hand to the bottom of a single DRAW PILE.
- Draw cards from a single DRAW PILE until you have 5 cards.

At any time, also outside your TURN, you may:

- Play or replace a NEED CARD.
- FULFILL a NEED CARD.

## The First Two Turns

During your first TURN you may only play a single ACTION CARD. During your second TURN you may only play up to three ACTION CARDS. This includes BOOSTING.

## Playing and Resolving Action Cards

You may play as many ACTION CARDS as you wish during your TURN. Most ACTION CARDS show two EFFECTS, separated by a large AND. The top of an ACTION CARD shows BOOST SYMBOLS that can be used to BOOST other ACTION CARDS.

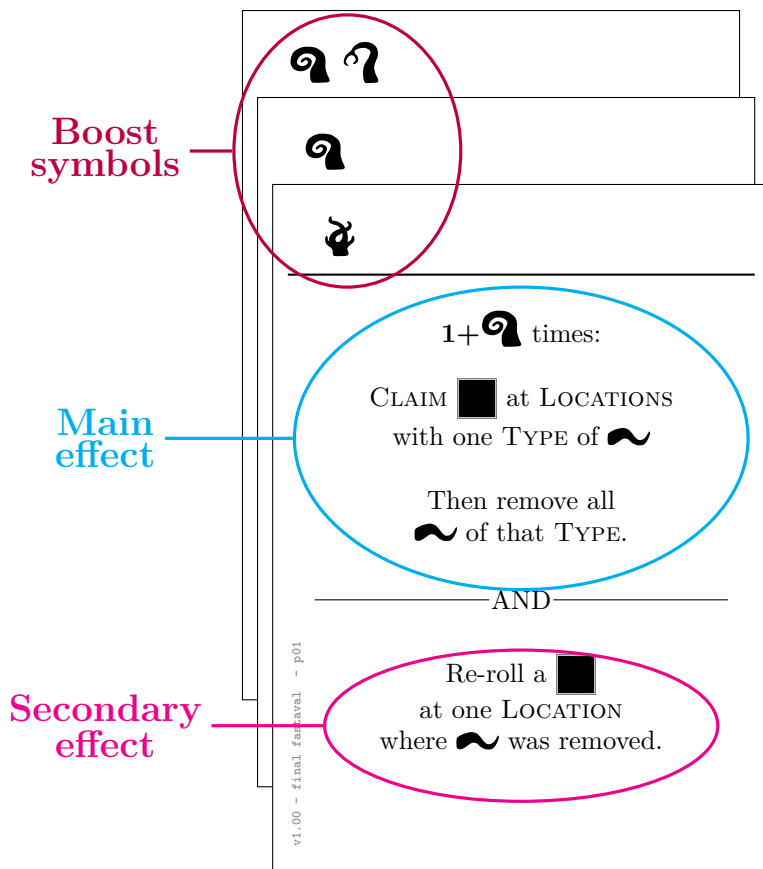
To play an ACTION CARD, place it face up in front of you and tuck any number of other ACTION CARDS under it so only the BOOST SYMBOLS are visible.

After playing the card, RESOLVE it by following the instructions for each of the EFFECTS on the card. EFFECTS are performed in order, from top to bottom. As much as possible is performed of each EFFECT.

Most EFFECTS at the top of ACTION CARDS are strengthened based on the amount of visible BOOST SYMBOLS on the card itself and the cards tucked under it.



## Anatomy of an Action Card



## Discard and Draw Cards

Your DRAW PILES consist of both ACTION CARDS and NEED CARDS, you will draw and possibly discard both.

After you are done playing and RESOLVING ACTION CARDS, discard all played and tucked cards. You may also discard any number of cards from your hand. Place the discarded cards face-down in any order at the bottom of a single DRAW PILE.

Then choose a DRAW PILE and draw cards from it until you have a hand of 5 cards. If the chosen DRAW PILE runs out of cards before you have 5 cards in hand, stop drawing and play your next TURN with fewer cards.

## Effects of Action Cards

Most ACTION CARDS place or move TENTACLE PIECES, CLAIM or destroy dice, and a few have no effect other than their BOOST SYMBOLS. Unlike the STATION, your EFFECTS can move the same component multiple times.

The only symbols used on ACTION CARDS are those shown in the shared rules and the four BOOST SYMBOLS: 

## Placing Tentacles and Tentacle Types

TENTACLE PIECES come in four different TYPES. Functionally the four TYPES are identical, but many EFFECTS only allow you to act with or along a single TYPE of your choice.

Remember that there can only be two TENTACLE PIECES of the same TYPE at the same LOCATION. TENTACLE PIECES are automatically removed if there is no way to form a path back to the PARASITE LOCATION using only TENTACLE PIECES of that TYPE.

## Claiming Dice

Many EFFECTS refer to CLAIMING dice. This simply means to move the dice directly to the PARASITE LOCATION. Dice moved to the PARASITE LOCATION by other means are automatically CLAIMED.

## Fulfill Your Needs

Your only goal in the game is to FULFILL all four of your NEED CARDS (one is a STARTING NEED CARD).

You can only FULFILL your ACTIVE NEED CARD, placed face-down in front of you.

To FULFILL your ACTIVE NEED CARD you need to achieve the condition on the card, then play it face-up and remove all CLAIMED dice from the PARASITE LOCATION.

You can at any time place a new or replace the ACTIVE NEED CARD with a NEED CARD from your hand. If you replace an ACTIVE NEED CARD, take the previous card back into your hand. In either case remove all CLAIMED dice from the PARASITE LOCATION.

## End of Game and Final Grab

The game ends when you have won by FULFILLING all four of your NEED CARDS, when you lose by no TENTACLE PIECES being left on the board or when the STATION loses by playing its last DIRECTIVE CARD.

If the game ends by the last DIRECTIVE CARD being played, you may do a FINAL GRAB, where you may CLAIM any dice on LOCATIONS with TENTACLE PIECES and then FULFILL as many NEED CARDS as you can, either from your hand or still placed in your DRAW PILES (reveal all cards and find all NEED CARDS, ACTIVE or not).

## Initial Strategy

There is little guidance to give. Figure out your needs and get your DRAW PILES sorted. Then FULFILL your needs.

Be careful not to lose early. Those tentacles are important.

*Good luck, may you figure out your needs.*

## Parasite Turn

- Play, BOOST and RESOLVE ACTION CARDS.
- Discard played and held cards to a single DRAW PILE.
- Draw back up to 5 cards from a single DRAW PILE.

## At Any Time

- Play or replace a new ACTIVE NEED CARD.
- FULFILL the ACTIVE NEED CARD.

## Final Grab

- May CLAIM dice at LOCATIONS with TENTACLE PIECES.
- FULFILL NEED CARDS from hand or piles.

## Tentacles

- Only 2 TENTACLE PIECES of each TYPE at each LOCATION.
- Only 1 of each TYPE at the PARASITE LOCATION.
- Needs path to PARASITE LOCATION using only same TYPE.

