

2200: Escaping Earth

A legacy deck building roguelike tabletop game for 1 player

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The year is 2200. Centuries of reckless pollution have turned Earth into a wasteland. In response, a world government was formed, and an electric barrier to protect the remaining atmosphere was created in space around the planet. Additionally, the population on earth has been tasked with mining deep underground to create additional shelter from the constant natural disasters and high surface temperature. As a member of the resistance, you know that these are lies. The ultra wealthy and powerful have all already fled to Mars, and they created an electric barrier around Earth to keep the remaining population from leaving the planet. Meanwhile, they are stripping the Earth of its last remaining resources to ensure that their colony on Mars will survive, dooming those remaining on Earth in the process. You must find and destroy the World Government base and their powerful fleet to disable the electric barrier and escape Earth.

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Components

- 78 Zone cards
- 9 Starter cards
- 3 Static cards
- 1 The Wolf (starting ship) card
- 20 yellow cubes (representing 1 damage)
- 10 red cubes (representing 5 damage)
- 1 spaceship token/miniature
- 1 Playmat

Objectives

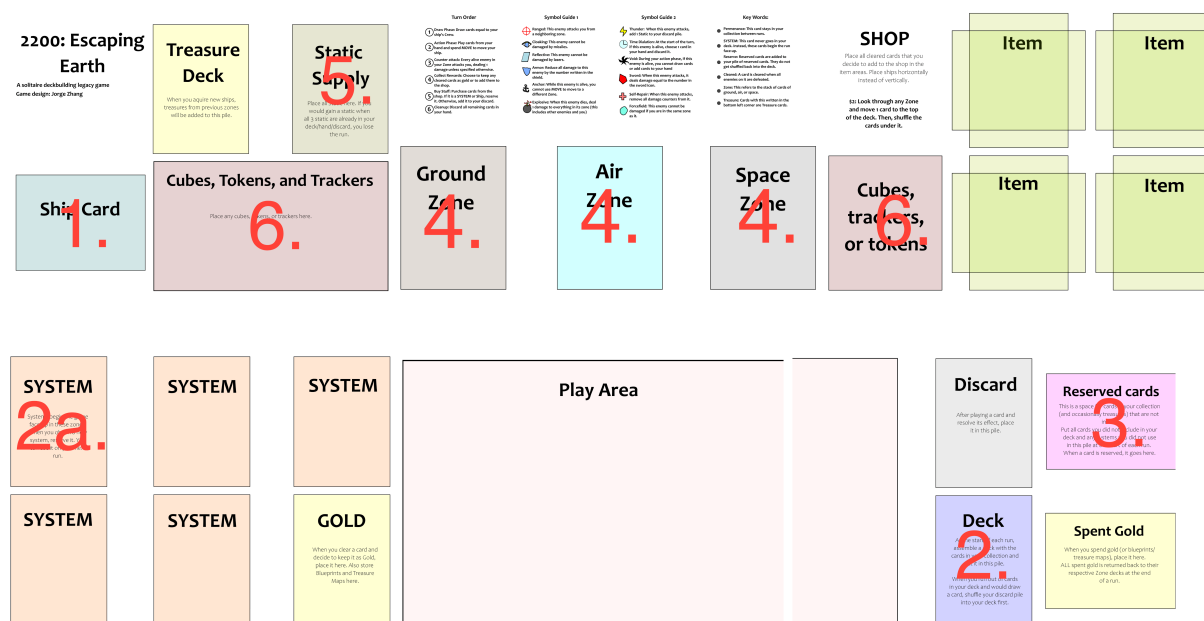
Main goal: Make it to Zone 5 and clear the 3 FINAL BOSS cards.

Recommended Goal 1: Find the Phoenix ship in the Zone Air 2.

Recommended Goal 2: Find the Pendulum ship in the Zone Space 3.

Recommended Goal 3: Find the Dreadnought ship in the Zone Ground 4.

Setup for your first run



Place the player mat on the table. The numbers in the graphic above correspond to the step numbers below. Numbers with a letter after them correspond to steps in “Setup for games after your first run.”

1. Take The Wolf spaceship card and play it in the Ship Card area.
2. Take the 6 card starting deck (2 speeds, 1 missile, 1 laser, 1 shield charge, and 1 escape) and shuffle it, then place that in the deck area facedown.
3. Reserve the other 3 starter cards (Phoenix Tear, Power of the Pendulum, and Dreadnought Cannon) and place them in the reserved cards area. These cards do not need to be shuffled and you can look through them at any time. You may

place them faceup or facedown. Reserved cards can only be added to your deck in between runs. Certain cards can only be used with ships other than the Wolf.

4. Shuffle all cards with Space 1 written on it (including Space 1 BOSS) and place it in the rightmost Zone area. Shuffle all cards with Air 1 written on it (including Air 1 BOSS) and place it in the middle Zone area. Shuffle all cards with Ground 1 written on it (including Ground 1 BOSS) and place it in the left Zone area. Place these cards with their Ground, Air, and Space sides up.
5. Put the 3 static cards in the Static Supply area faceup.
6. Place the 10 red cubes and 20 yellow cubes in the cubes, tokens, and trackers areas.

Setup for games after your first run

1. Select a spaceship card out of your collection and play it in the ship area.
2. Create a deck out of the cards in your collection. Your deck must contain at least the number of cards listed on your spaceship's minimum deck size. Place it in the deck area.
 - a. Place systems from your collection into your system area up to the max number of systems your ships may use.
3. Any cards you do not use in your deck or put into play as a system are put in the reserved cards area.
4. Depending on what ship you chose, you will start in a different Zone. Place the appropriate Zone cards in the Ground, Air, and Space Zones.
5. Place the 3 static symbols here.
6. Place the cubes here.

Start the run

The upper middle section of your player mat should look something like this for your first run:

Turn Order

- ① Draw Phase: Draw cards equal to your ship's Crew.
- ② Action Phase: Play cards from your hand and spend MOVE to move your ship.
- ③ Counter attack: Every alive enemy in your Zone attacks you, dealing 1 damage unless specified otherwise. Collect Rewards: Choose to keep any cleared cards as gold or to add them to the shop.
- ④ Buy Stuff: Purchase cards from the shop. If it is a SYSTEM or Ship, reserve it. Otherwise, add it to your discard.
- ⑤ Cleanup: Discard all remaining cards in your hand.

Symbol Guide 1

- Ranged: This enemy attacks you from a neighboring zone.
- Cloaking: This enemy cannot be damaged by missiles.
- Reflective: This enemy cannot be damaged by lasers.
- Armor: Reduce all damage to this enemy by the number written in the shield.
- Anchor: While this enemy is alive, you cannot use MOVE to move to a different Zone.
- Explosive: When this enemy dies, deal 1 damage to everything in its zone (this includes other enemies and you)

Symbol Guide 2

- Thunder: When this enemy attacks, add 1 Static to your discard pile.
- Time Dilatation: At the start of the turn, if this enemy is alive, choose 1 card in your hand and discard it.
- Void: During your action phase, if this enemy is alive, you cannot draw cards or add cards to your hand.
- Sword: When this enemy attacks, it deals damage equal to the number in the sword icon.
- Self-Repair: When this enemy attacks, remove all damage counters from it.
- Forcefield: This enemy cannot be damaged if you are in the same zone as it.

Key Words:

- **Permanence:** This card stays in your collection between runs.
- **SYSTEM:** This card never goes in your deck. Instead, these cards begin the run face-up.
- **Reserve:** Reserved cards are added to your pile of reserved cards. They do not get shuffled back into the deck.
- **Cleared:** A card is cleared when all enemies on it are defeated.
- **Zone:** This refers to the stack of cards of ground, air, or space.
- **Treasure:** Cards with this written in the bottom left corner are Treasure cards.

Ground 1

Air 1

Space 1

The top cards of each Zone deck can be different. They could even be a BOSS card.

1. Place your ship token/miniature in any one of the squares in the grids on one of the Zone cards above. *Strategy tip: generally, you will want to place your ship in the bottom row of a zone. That's because your attack cards generally require you to be some distance away from the target to deal damage.*
2. Start a turn.

Breakdown of a turn

1. **Draw cards:** Draw cards from your deck equal to your crew (defined on your ship card).

2. **Action phase:** Play cards from your hand or spend movement points to move your ship around
3. **Counter Attack:** All surviving enemies in the Zone you are currently in may attack you. You take 1 damage for each one.
4. **Obtain rewards:** For each Zone where all enemies are defeated, you may pick up that card and either add it to the shop or keep it as 1 gold.
5. **Buy stuff:** you may purchase a card in the shop or purchase one of the default bonuses in the shop
6. **Cleanup:** Discard all remaining cards in your hand.

Playing cards during the Action Phase

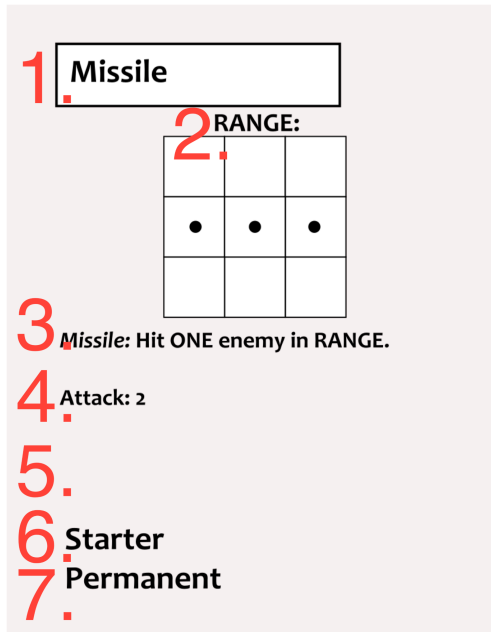
When you play a card from your hand during the action phase, place it in the Play Area on the playmat. Resolve its effects sequentially. After these effects have all resolved, place this card in the Discard pile.

Cycle Action:

Once per action phase, you may discard a card from your hand to gain MOVE 1 OR deal 1 damage to an enemy in the space directly in front of your ship.

Playing Attack Cards during the Action Phase

There are two main types of attacks, Lasers and Missiles. *Strategy tip for beginners: The missile card that you begin the game with deals 2 damage, which makes it stronger than the laser. That said, it can only hit 1 enemy at a time.*



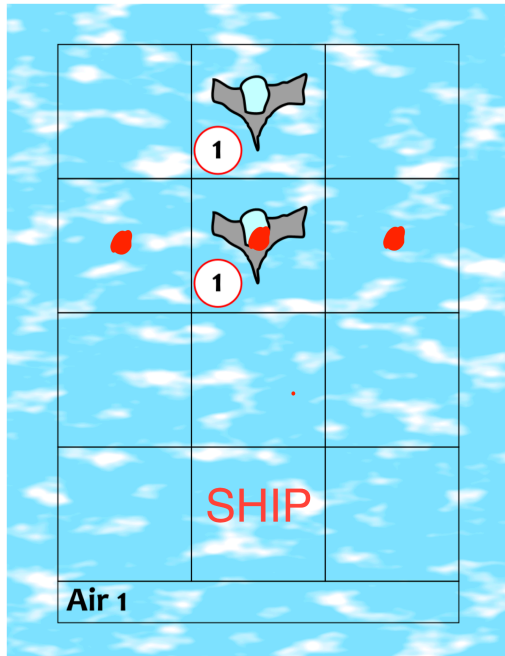
1. This is the name of the card
2. RANGE is the spaces that this attack may target.
3. This is the type of attack (missile, laser, or occasionally something else)
4. Attack represents the amount of damage the attack will deal
5. Some attacks have a second effect that will be written here. If applicable, this effect can occur before or after the attack (your choice).
6. Starter cards begin the game in your collection
7. Permanent cards stay in your collection from run to run

Repeating an attack: Some attack cards may ask you to repeat the attack. This will let you immediately resolve the attack a second time. You may choose different targets if you wish. For example, if you play “Dual Lasers” with an attack of 1, it will deal 1 damage twice to the enemies in its range.

Range

Range is accompanied by a grid. This grid represents the 9 spaces directly in front of your spaceship. Dots in this grid represent the spaces that your attack can hit. These spaces are considered in range. Down/up arrows mean that you can also hit the same

space in an adjacent zone card as well. The following is an example of all the spaces (red dots) that you can hit if you played a Missile (card shown earlier) from the bottom center square on Air 1:



Range Example 2 (complex)

Here is a more complex example of RANGE if the attack card played was instead “Hit and Run”:

Hit and Run

\$1

RANGE:

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•	•	•

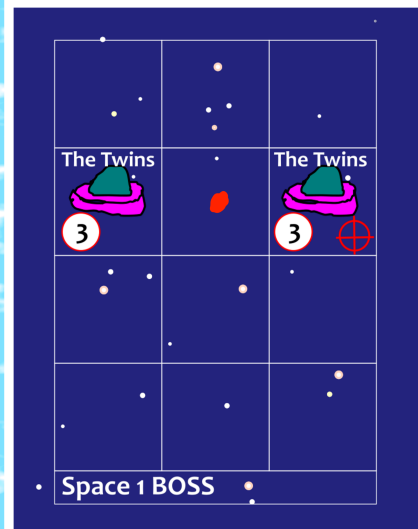
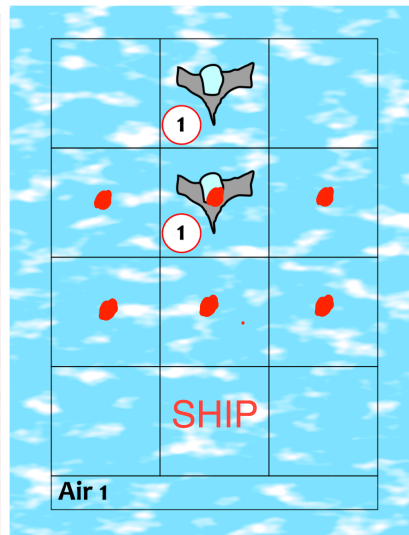
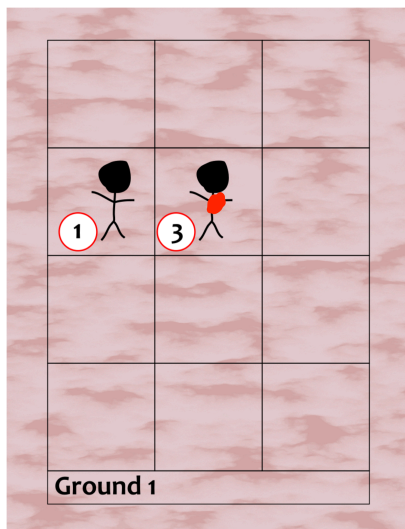
Missile: Hit ONE enemy in RANGE.

Attack: 2

Move 2

Permanent

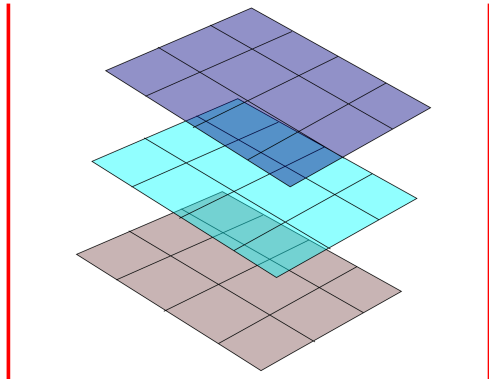
All the spaces with red dots could be hit by this attack.



Moving during the Action Phase

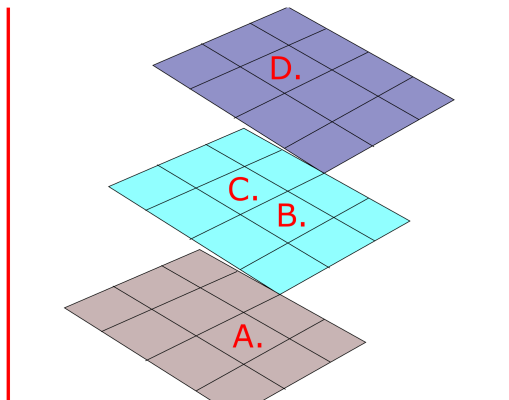
MOVE is generally obtained when you play cards from your hand that give you MOVE. You may move to an adjacent space by spending 1 MOVE. Spaces are adjacent if they share a border: diagonal spaces are not considered adjacent. Additionally, spaces in adjacent Zones are considered adjacent if they are in the same relative position. You

can imagine it as if the Zones were stacked on top of each other, like so:



When you gain MOVE from a card, you do not need to spend it immediately. You can play other cards and resolve other effects first. You lose all unspent MOVE at the end of the turn.

Below is an example of moving 3:



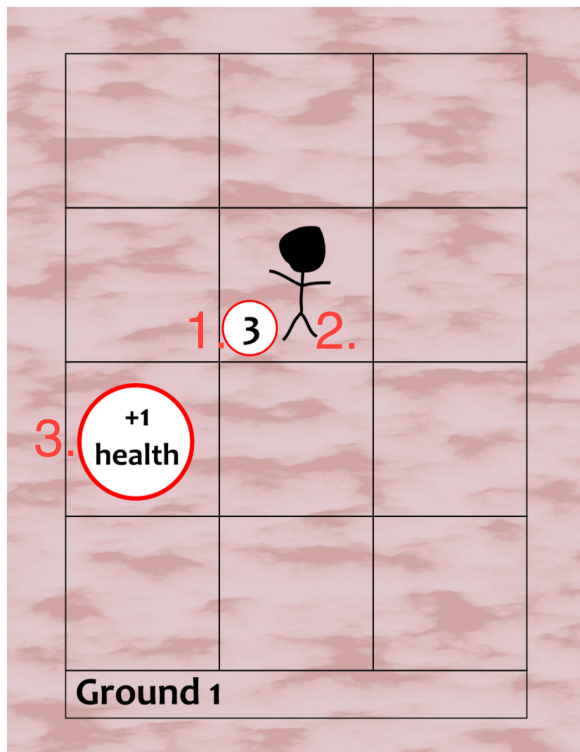
A ship starting in square A spends 1 MOVE to go from A->B, 1 MOVE to go from B->C, and finally 1 MOVE to go from C->D. You may move onto the same space as an enemy, regardless of if it is living or dead.

Moving over Zone cards with special rules

Zone cards may have special rules that apply to that Zone written over the grid of that card. You can move onto spaces with special rules text on them.

Enemies

Enemies are all contained within 1 square (with very few exceptions) of each Zone card. Below is a Ground 1 card with 1 enemy on it:



1. The red circle in the lower left corner of each enemy is the amount of health that enemy has.
2. This space is where any abilities that enemy has would go. Almost all enemies have 1 ability (or less).
3. This is a special bonus space. While in a bonus space, you may gain the bonus written in that space, but it is then exhausted (you can also decide to not use the bonus). Place a cube on that space to note that it is exhausted: it cannot be used again while that cube is there. The only way to remove that cube is if the top card

of that zone deck changes, because if the top card changes all cubes from a card are removed. Note: the +1 health bonus cannot be used when you are at full health.

Damaging and defeating enemies

When an enemy takes damage (either from being hit by an attack card, or some other source), place a yellow damage cube on it. The number in the red circle found in the left corner of every enemy indicates the health of that enemy. Once it takes damage equal to or greater than its health, that enemy is considered **defeated**.

Clearing Zones

During the collecting rewards phase, if all enemies on a Zone card are **defeated**, that Zone card is considered cleared. Take that card and either add it to your gold pile, or add it item-side up (zone side down) to the shop. Your ship should be placed on the next Zone card of the Zone deck it was in, in the same relative position that it was.

Bosses and Events

BOSS Zones are special Zone cards that have BOSS written in the lower left corner. They are generally much stronger than normal Zone cards. You must clear all enemies on a card to clear a BOSS Zone (even if some enemies are unnamed). After clearing a BOSS card, you cannot choose to keep it as gold or to add that card to the shop. Instead, you must trigger the event on the back of that card. Some of these events are then added to your gold pile as Blueprints.

Final Bosses

FINAL BOSS Zone cards are the only Zone cards containing enemies that span more than 1 square in a grid. When an enemy covers multiple squares, an attack that hits any of those squares deals damage to that enemy. Additionally, lasers will deal damage for each square in RANGE that the enemy covers.

Counter Attack Phase

During the Counter Attack phase, any enemy in the Zone you are currently in that is not **defeated** will attack your ship, dealing 1 damage, which is tracked on your ship card.

Abilities that may modify this:



Ranged enemies will attack you from an adjacent Zone.



Thunder enemies will add a Static card to your discard pile in addition to damaging your ship. If you would add a Static card while you already have 3, you lose the run.



Sword enemies will deal damage equal to the number written in the symbol rather than just 1 damage.

Buy Stuff Phase

During this phase, you may buy cards from the shop. When you buy a card from the shop, you pay the same amount of gold written in the upper right hand corner of that card. When spending gold, move cards representing gold (each card is worth 1 gold) to the “Spent Gold” area of the playmat. Then, if that card is not a SYSTEM or a ship, place it in the Discard pile. If you buy a SYSTEM or a SHIP, then place it in the reserved cards pile instead.

Changing the top card of a Zone deck

During the Buy Stuff phase, you can spend 2 gold to look through a Zone deck and move any card in that Zone to the top of that Zone deck, and then shuffle the cards under it.

Blueprints

Blueprints are collected at the end of certain BOSS battles and added to your Gold pile. Blueprints can be spent at any point during a turn to draw 1 card (as long as no enemy

in the Zone you are currently in has the Void ability). They can also be used to purchase new Ships from the shop.

Treasures

Treasures are special cards that cost 0 Gold. They generally have strong effects, and stay in your collection from run to run, but **they do not count towards the minimum deck size for your deck**. After unlocking new ships, you will add treasures from previous Zones to your collection. **Any treasures you do not include in your deck are added to the Treasure Deck**. Certain abilities might put a treasure from the treasure deck into play.

Other things of note

Using opaque sleeves for your deck

Due to the way Zone cards become cards in your deck, the cards in your deck will not have a uniform card back. This has a couple consequences that are entirely avoided by sleeving your deck/collection using opaque card sleeves. This is recommended, but not required.

Looking at the top card of your deck without opaque sleeves

Avoid looking at the top card of your deck to determine which card it is. If you find that this is difficult to avoid, you may decide to draw cards from the bottom of your deck instead of from the top of your deck. You must make this decision before each run, and you cannot switch between drawing from the top of the deck or the bottom of the deck during a run.

Shuffling your deck without opaque sleeves

When shuffling your deck, make sure to shuffle it while not looking at the deck. You cannot use a shuffle to put cards you want to draw near the top of the deck by looking at the card backs.

After losing a run

You lose a run when your health drops to 0. Shuffle all non-permanent cards in your deck, discard, or reserve, as well as any cards you spent as gold or any cards remaining in the shop, back into their respective Zone decks.

For your next game, set up using the “setup after your first run” rules (page 4).

System cards

SYSTEM cards are never added to your deck. Instead, you begin each run with SYSTEM cards already in play.

Ship Card breakdown

The image shows a ship card for 'The Wolf' with various attributes and a starter icon. The card is divided into several sections:

- 1. Crew:** 3
- 2. Min. Deck Size:** 6
- 3. Max. Systems:** 2
- 4. Health:** 1, 2, 3 (represented by three boxes)
- 5. Starts in Zone 1**
- 6. Starter** (represented by a ship icon)
- 7. Charge:** 0, 1, 2, 3 (represented by four green circles)
- Block 1 Damage** (under the circle with 2)
- Block 3 Damage** (under the circle with 3)

1. **Crew** represents how many cards you draw per turn. For The Wolf, you would draw 3 cards per turn.
2. **Min. Deck Size** represents how many cards need to start in your deck at the start of each run. For The Wolf, you would choose 6 (or more) cards from your collection to begin the run with you as your deck.
3. **Max. Systems** represents how many SYSTEM cards you can begin the run with.

4. **Health** is tracked here on your ship card, starting at the highest value. For The Wolf, you would start with a token on “3.” If your health would drop to 0, you lose the run.
5. **Starting Zone** represents which level of Zone cards you will begin the run in. For The Wolf, you will place all Zone 1 cards in the Zone areas, excluding cards from all other Zone levels (such as Zone 2 cards).
6. This will usually be a **Cost**, which represents how many blueprints you must spend to acquire that ship. Once acquired, all ships are permanently part of your collection. The Wolf is a special case, and does not need to be purchased: you begin the game with it in your collection.
7. This is a special ability for your ship.

The Wolf Special Ability:

The Wolf’s Special Ability is to have a shield charge. It begins the game on “0,” but whenever you play a card that says “+1 Charge” on it, you will increase your Shield Charge by 1. Once per turn, at any point on your turn, you may move your Shield Charge to 0 from the “2” space to block 1 point of damage over the course of that turn (or from the “3” space to block 3 damage over the course of that turn). Blocking damage negates it, so you do not reduce your health when damage is blocked. You can choose to not block damage.

The Phoenix Special Ability:

The Phoenix’s Special Ability is a revive. Once your health reaches 0, once per run you instead restore to full health. Mark that you used this ability by covering the revive circle on the Phoenix card with a token.

Example of a revive: The Phoenix currently has 1 health, and takes 2 damage. The first point of damage would normally make the Phoenix have 0 health, so the revive kicks in and the Phoenix now has 4 health instead. Then, the second point of damage resolves, and so the Phoenix now has 3 health.

The Pendulum Special Ability:

The Pendulum's special ability only works with the SYSTEM card Power of the Pendulum. Start the game with a token on the middle "Warp Mode" space. Once per turn by discarding a card, you can shift the pendulum left or right. Thus, if the token is currently on the "Warp Mode" space, it can move left to the "Assault Mode" space or right to the "Recovery Mode" space. If the token is on the Assault Mode or the Recovery Mode space, it can only move back to the middle "Warp Mode" space.

Exclusive Ship Cards

Certain cards can only be included in your deck if you are using a certain ship. These cards will say so under the title of that card, such as "Charge Shields," which says "Wolf-Only" under the title of that card. Cards that contain the name of a ship in the title of the card are not necessarily exclusive ship cards. For example, "Pendulum Overdrive" is usable by all ships.

Zones

Zone X, where X is a number, refers to all ground, air, or space cards with 2 in their lower left corner. Zone Air/Ground/Space refers to the deck containing cards with Air/Ground/Space in their lower left corner.

Enemy abilities

You can find a summary of enemy abilities on the Symbol Guides (reproduced below):

Symbol Guide 1

-  Ranged: This enemy attacks you from a neighboring zone.
-  Cloaking: This enemy cannot be damaged by missiles.
-  Reflective: This enemy cannot be damaged by lasers.
-  Armor: Reduce all damage to this enemy by the number written in the shield.
-  Anchor: While this enemy is alive, you cannot use MOVE to move to a different Zone.
-  Explosive: When this enemy dies, deal 1 damage to everything in its zone (this includes other enemies and you)

Symbol Guide 2

-  Thunder: When this enemy attacks, add 1 Static to your discard pile.
-  Time Dilation: At the start of the turn, if this enemy is alive, choose 1 card in your hand and discard it.
-  Void: During your action phase, if this enemy is alive, you cannot draw cards or add cards to your hand
-  Sword: When this enemy attacks, it deals damage equal to the number in the sword icon.
-  Self-Repair: When this enemy attacks, remove all damage counters from it.
-  Forcefield: This enemy cannot be damaged if you are in the same zone as it.

Armor: Armor is applied per source of damage, no matter where it comes from (attack effects, the bomb ability, or something else).

When is an enemy ability applied

Generally, enemy abilities only apply when you are in the same Zone as it. Time Dilation, Void, and Anchor are only applied when you are in the same Zone as an enemy with it. Since enemies generally only attack when you are in the same Zone as them, Sword, Self-Repair, and Thunder also only apply when you are in the same Zone.

The exception is continuous effects that apply to the enemy itself. These include Ranged, Cloaking, Reflective, Armor, Explosive, and Forcefield. These abilities are always applied, even if you are not in the same Zone as that enemy, because they apply to and enhance the enemy itself instead of directly negatively affecting you.

Resolution order

If multiple enemy abilities occur at the same time, you may resolve them in any order of your choice as long as you resolve them independently. For example, if there are multiple enemies with Time Dilation in your Zone, discard cards from your hand one at a time for each one.

Using a weaker ship

Once you unlock more ships, it is generally not recommended to use a weaker ship. That said, if you are looking for a challenge, attempting to beat the game with the Pendulum, the Phoenix, or the Wolf can be a good way to test your skills.

Credits

Special thanks to all playtesters: Chenshu Yu, Bharath "Barry" Murthy, Kevin Privalle,