

A hub-and-spoke Space Station is floating through space. You - the only surviving Astronaut - wake up in the hub and realise the station is under attack. An Alien is circling, trying to damage the Airlocks. Thankfully, the Alien is very *skittish* - can the Astronaut take advantage of this information?



Setup

Follow the setup at the bottom of the page, and give each Airlock  an initial value between 1 and 6 as per a Die roll. Scan the QR code if you don't have a Die.

Playing a round

The Astronaut rolls the Die, and can do one of two things: Move or Fix. Example: if you roll 3, move 3 or fewer squares in any direction. If the Astronaut is on an Airlock, you can choose to stay put and fix the Airlock by adding 3 points to its current value.

If the Astronaut lands on an Airlock with the Alien outside it, the Alien runs off clockwise by rolling the Die and moving that many positions over. If the Astronaut is only, say, 2 spaces away from an Airlock, and rolls 4, the Astronaut can choose to move 2 spaces. For every round that the Alien is undisturbed outside an Airlock, it damages the Airlock by 1 point. When an Airlock reaches 0, it is permanently damaged (it can't be fixed anymore), and the Alien moves clockwise with another roll of the Die.

If the Alien ever ends up on a 0 Airlock, it has nothing to do (no extra damage) & it has to wait until the next round to move again.

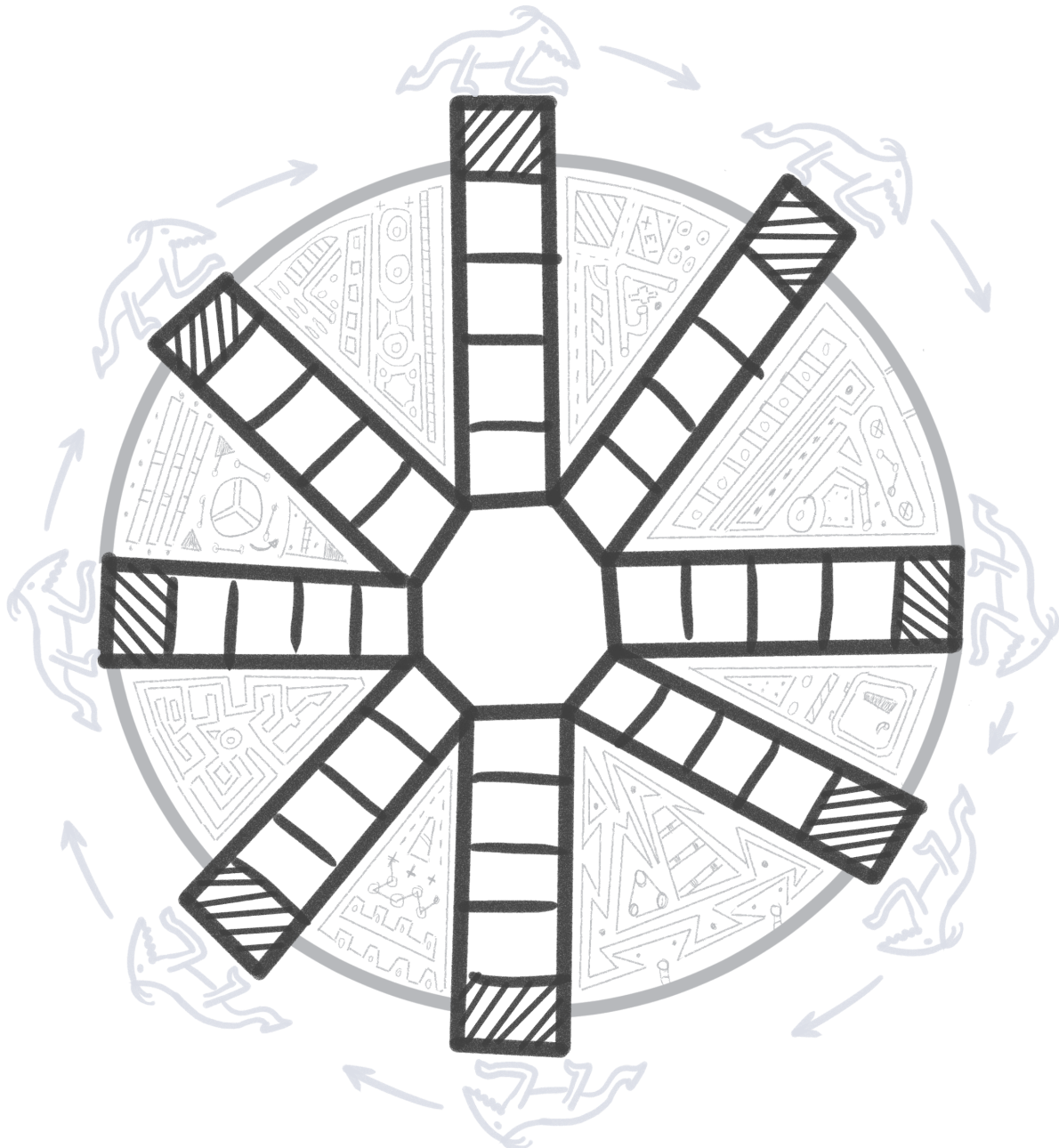
Stun roll

Every 5 rounds, the Astronaut can choose to do a Stun Roll, forfeiting the usual actions Move or Fix: roll the Die and if it's an even number (2, 4, or 6), then the Alien is given an Electric Shock and repels itself from the Space Station for 2 rounds. If the Die is odd (1, 3, or 5), then the stun backfires and the Astronaut is out of action for 2 rounds (during which the Alien can do 1 damage per round, or move).

End game

The Astronaut wins if at least half of the Airlocks has a value of 10 or higher. *The Shield activates and the Alien is obliterated.*

The Alien wins if at least half of the Airlocks are 0. *The Space Station runs out of energy trying to maintain pressure, and self-destructs.*



You need a Die, pen, and eraser. Cut out the character tokens on the left. Put the Astronaut in the hub, and the Alien outside near one of the Airlocks. You can play alone (roll the Die for both characters), or with one other person.