



ROCKET RESCUE

RULEBOOK



3-4 PLAYERS



90-120 MIN



AGES 12+

Story

The year is 2358, the polar ice caps have melted, biodiversity has dropped by 90%, heat waves, droughts and storms are the order of the day. The planet is flooded and drinking water is still scarce, or in short - Planet Earth is lost.

The only salvation? Escape to undiscovered galaxies.

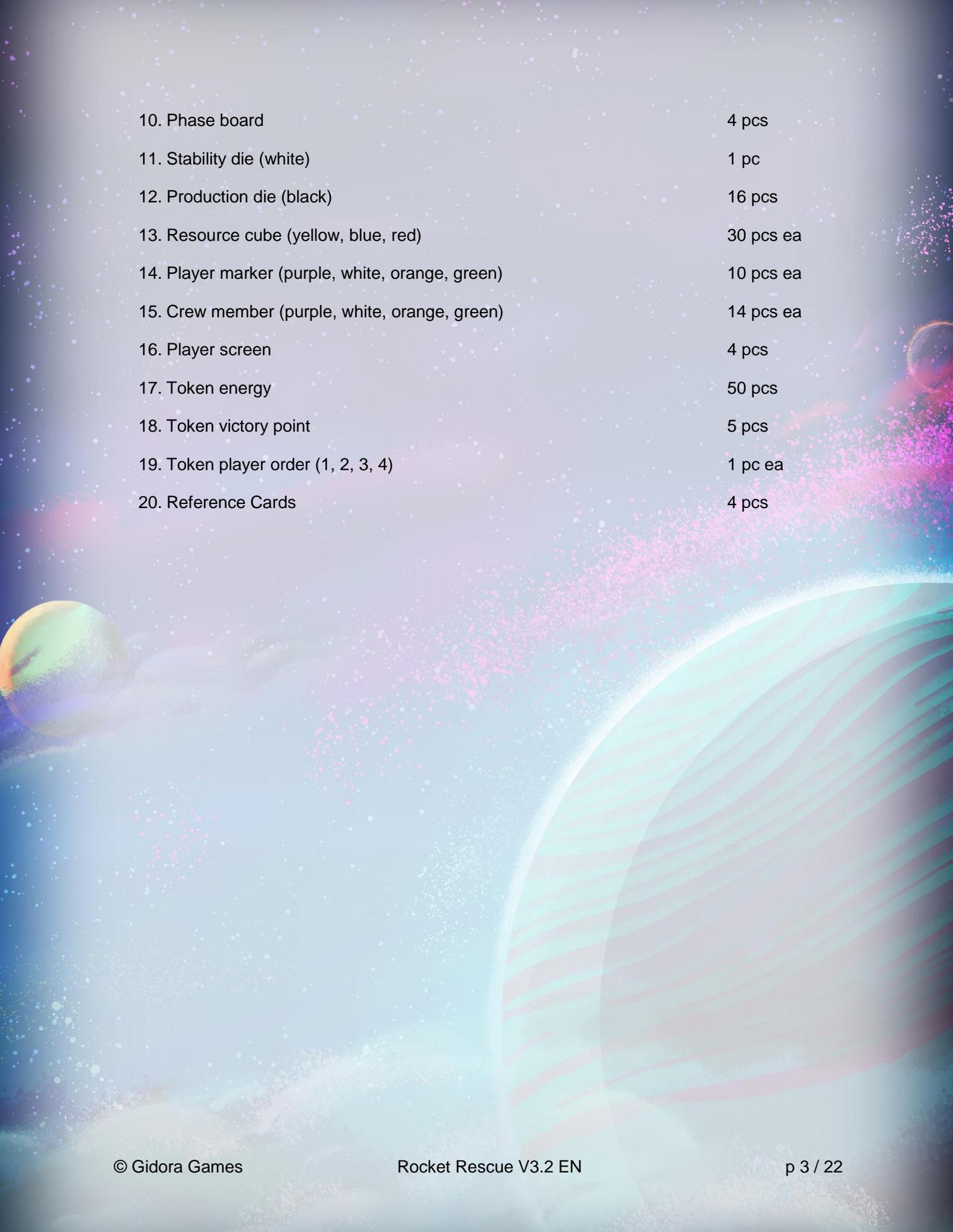
In Rocket Rescue, it's up to you to ensure the continued existence of the human species. Develop and produce interstellar modules to build and launch gigantic rockets and bring as many people as possible to safety. Invest your modules in one of the companies that will help you build the rocket. But you are not the only one with this goal and so you enter into a fierce competition with other protagonists, or you cooperate and start joint projects.

But is the journey into space safe? Is your rocket sufficiently protected? And does it perhaps have stowaways on board? Brave the dangers and do everything you can to rescue the last survivors from Earth as quickly as possible. Win Rocket Rescue and ensure the survival of mankind.

Game Components



- | | |
|--------------------------|--------|
| 1. Character cards | 8 pcs |
| 2. Blue planet cards | 13 pcs |
| 3. Red planet cards | 13 pcs |
| 4. Advanced module cards | 35 pcs |
| 5. Basic module cards | 16 pcs |
| 6. Market place board | 1 pc |
| 7. Hangar board red | 1 pc |
| 8. Hangar board yellow | 1 pc |
| 9. Hangar board blue | 1 pc |

The background of the page is a vibrant, colorful space scene. It features a large, striped planet in shades of blue and orange on the right side. To the left, there's a smaller, multi-colored planet. The sky is filled with numerous small, bright stars and a trail of colorful particles or dust, creating a sense of depth and movement.

10. Phase board	4 pcs
11. Stability die (white)	1 pc
12. Production die (black)	16 pcs
13. Resource cube (yellow, blue, red)	30 pcs ea
14. Player marker (purple, white, orange, green)	10 pcs ea
15. Crew member (purple, white, orange, green)	14 pcs ea
16. Player screen	4 pcs
17. Token energy	50 pcs
18. Token victory point	5 pcs
19. Token player order (1, 2, 3, 4)	1 pc ea
20. Reference Cards	4 pcs

Game overview

The objective of the game is to get your 14 crew members off Earth as quickly as possible. Once a player has successfully placed all crew members on one of the planets, the game ends with the completion of the current round. Then players score points for rescued Crew members and special equipment on planets. Whoever has the most points wins the game.

At the beginning of each round players have secretly allocate dice to the four game phases research, purchase, boarding & hangar. A higher dice value lets you take your action earlier and maybe even do a better action but costs more energy. If you place a second die in a phase, that lets you take another action in that phase.

In the **research phase** you gain new modules.

In the **purchase phase** you buy resources from a market place and spend them to later build your modules.

In the **boarding phase** you place crew members on modules with empty slots in the hangar.

In the **hangar phase** modules can be built to gain energy, which can then be spent to launch rockets to one of the available planets. But watch out as missing special equipment might prevent a launch or you have to pay extra energy for modules without appropriate shields. And after launch use the stability die to determine which modules can be used again and which are forever destroyed.

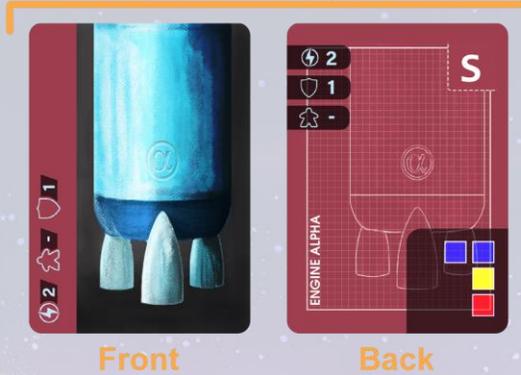
Try to produce rocket modules as quickly as possible or to strategically place your crew in your opponents' rockets in order to win at Rocket Rescue.

Game set up

Each player chooses a player color (purple, white, orange, green) and receives:

- 1x player screen
- 1x phase board
- 4x production dice (black)
- 2x resource cube carbon (yellow)
- 2x resource cube aluminum (Blue)
- 2x resource cube titanium (Red)
- 4x energy token
- 10x player markers in their color
- 14x crew members in their color

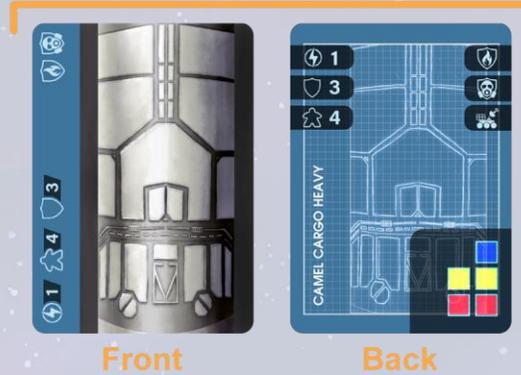
Standard module card



Front

Back

Advanced module card



Front

Back

The standard module cards are all marked with the letter “S” in the top right corner the card back. They are sorted by color, which are the four types and placed as four separate face down draw piles on the table:

- Cockpit green
- Fuel tank purple
- Engine red
- Crew module blue

All remaining card decks are shuffled and placed face down on the table. Then 3 cards from the blue planet pile and 2 cards from the red planet pile are revealed and placed face up in the playing area.

The hangar and market place board are laid out on the table and the market place is filled with resources. This is 10 cubes per resource (Carbon, Aluminum & Titanium) in a 3 player game or 12 cubes each in a 4 player game.

- Carbon yellow
- Aluminum blue
- Titanium red

Course of the game

A game consists of several rounds and is played until the first player got rid of all his crew members or after the 8th round (see chapter End of game). A game round consists of 5 phases which are played one after the other.



The sequence of these phases is explained in detail in the following chapters.

1 - Planning

In a **4-player game**, **3 advanced module cards are now picked** from the draw pile and laid out, backside up, for all to see. In a **3 player game** it is only **2 cards**.

Now all players place their screen in front of their phase board. Then the players place their **production dice** (black) on one of the 8 fields on their own board. From left to right, two squares belong to each of the phases: research, purchase, boarding and hangar. Thus, between zero and two dice can be assigned to a particular phase.

The dice do not have to be rolled. Each player can **choose** for themselves **which number faces upwards** on each of their dice. In general, a high number has a stronger effect, but costs energy. A low number, on the other hand, has a weaker effect, but generates energy.

The following **energy balance** applies:

Number on die	1	2	3	4	5	6
Energy	+2	+1	-	-1	-2	-3

For example, if a players die shows a 5, he must pay 2 energy for it, but if a player places a 2, he receives an energy token for it.

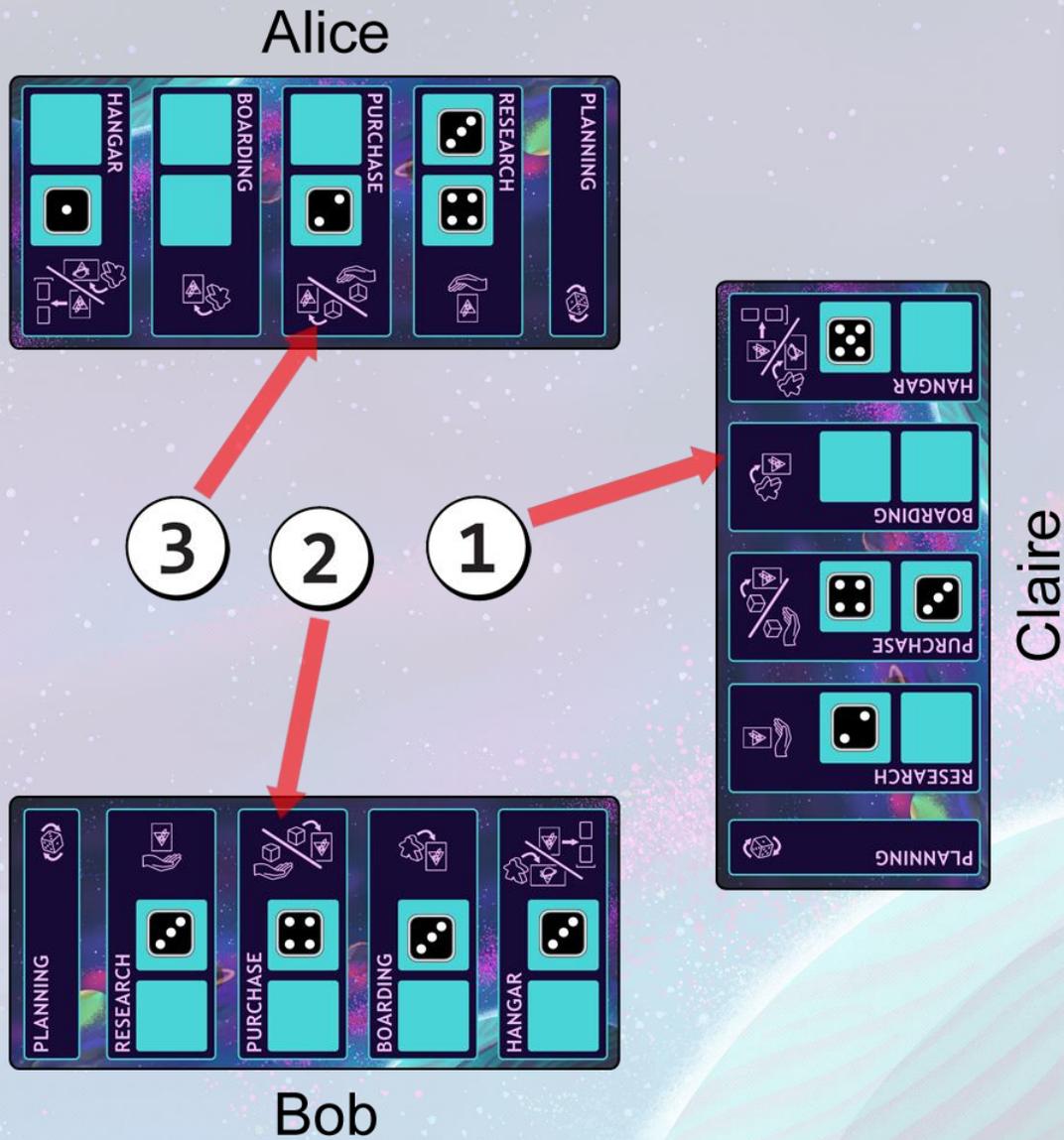
Once all players have placed their dice, the screens are removed at the same time and the dice may no longer be adjusted. If a player has not placed a die in a phase, he skips that phase. If a player has placed two dice in a phase, he may use the action of that phase twice.

All players now calculate how much **energy they earn or spend this round**. All dice are evaluated at the same time. For example, it is possible to play a "4" without energy at the start of the round in the research phase if there is still a "1" or "2" in a later phase. **If the total energy cost cannot be paid**, starting from the dice in the first phase to the dice in the last phase the values must be reduced until the cost can be paid. If a player has placed two dice in one phase, both cost or generate energy.

Calculation aid: The difference between the sum of all the numbers on the dice and the number 12 can be calculated. If the difference is positive, this number of energy tokens must be paid to the bank. In case of a negative difference, the respective player receives this number of energy tokens from the bank.

Players receive a **player order token** in descending order of this energy balance, with the player with the highest amount of energy spent receiving the token with the "1". In the event of a tie, all involved players roll one die and the player with the highest number receives the lowest order token, and so on.

The player order is determined by the descending face values of all dice in that phase. **The player with the highest die number in that phase starts**. In case of a tie, the player with the lower player order token starts.



Example 1:

All players count the numbers on their dice. Alice has $1+2+3+4 = 10$. Bob has $3+3+3+4 = 13$ and Claire has $2+3+4+5 = 14$. To calculate the energy balance the players subtract "12" from this value. This yields $10-12 = -2$ for Alice. So in total, she receives 2 energy tokens. Bob, on the other hand, has to pay 1 energy token ($13-12 = 1$) and Claire even 2 ($14-12 = 2$).

So Claire gets the player order token with the "1", Bob gets the token with the "2" and Alice gets the token with the "3".

Alice has no energy at the beginning of the round. Nevertheless, she can start with a "4" because she placed a "2" for it in the purchase phase.

2 - Research

If one or more players have used an **additional die** in this phase, one additional advanced module card is revealed and laid out for each additional die. The total amount of face up advanced module cards should now be one less than the number of all players' dice in this phase.

The player with the highest number on a die in this phase may first select **one of the drawn module cards or a standard module card** and place it face down in his supply. Then the other players follow in **order of descending dice numbers**. If a player has used two dice in this phase, they may chose a second card. However, each die is resolved separately. If no more advanced module cards are available for the **player with the lowest die number**, they may only choose one of the **standard modules** and place it face down in their player area. If any advanced module cards remain in the display at the end of the round, they are placed on the discard pile. If a **player did not place a die** in this phase, they may not pick up a module.

The diagram illustrates the Research phase for three players: Alice, Bob, and Claire. Each player has a board with five sections: HANGAR, BOARDING, PURCHASE, RESEARCH, and PLANNING. Alice's die shows 3, Bob's die shows 2, and Claire's die shows 1. The dice are placed in the RESEARCH section of their boards. A draw pile of advanced module cards is shown in the center, with four standard module cards to the left. Orange arrows indicate the flow of cards from the draw pile to the players' boards.

Alice (Die: 3) has drawn:

- COCKPIT ALTRA (Standard Module Card)
- COCKPIT ENGINE TOOL (Advanced Module Card)
- FASTEST COCKPIT BOX (Advanced Module Card)
- ENERGIZING MOD MODULE (Advanced Module Card)

Bob (Die: 2) has drawn:

- COCKPIT ALTRA (Standard Module Card)
- COCKPIT ENGINE TOOL (Advanced Module Card)
- FASTEST COCKPIT BOX (Advanced Module Card)
- ENERGIZING MOD MODULE (Advanced Module Card)

Claire (Die: 1) has drawn:

- COCKPIT ALTRA (Standard Module Card)
- COCKPIT ENGINE TOOL (Advanced Module Card)
- FASTEST COCKPIT BOX (Advanced Module Card)
- ENERGIZING MOD MODULE (Advanced Module Card)

draw piles of the four standard module cards

Draw pile advanced module cards

Drawn advanced module cards

Alice

Bob

Claire

Example 2:

Alice has used two dice for the research phase. Therefore, another (third) advanced module card is drawn.

Alice's "4" is the highest number placed in the first phase. Therefore, Alice is the first player to choose one of the three drawn advanced module cards or one of the four standard modules. Bob and Alice have both played a "3." However, since Bob has the player order token with the lower value than Alice, he gets to choose next before Alice gets to take her second card. Claire has played the lowest number and is therefore last to pick a card. If all the drawn advanced module cards have been picked, she can only choose one of the four standard modules.

3 - Purchase

In this phase, players take resources from the general marketplace and place them on their own module cards. Players can only take cubes from **one resource type per die**.

The **marketplace** can **store a maximum of 10 resources per type** (aluminum - blue, titanium - red, carbon fiber - yellow) in a three player game and a maximum of 12 resources in a four player game.

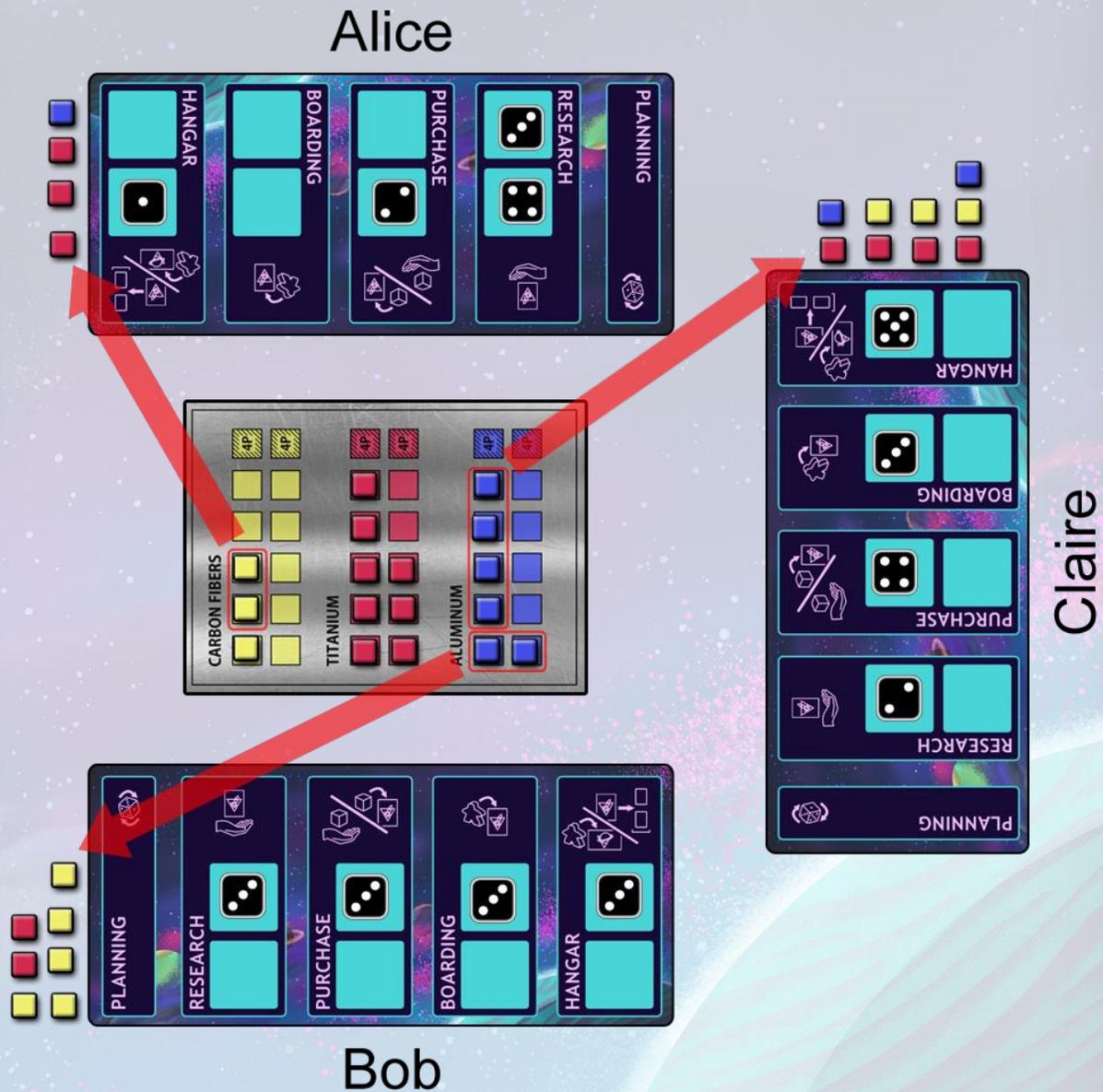
The player with the highest number on a die in this phase starts. He chooses a resource type and can put **resource cubes** in his supply **according to the number on his die**. After that, the other players can take resources from the market in descending order of the numbers on the dice.

If there are not enough cubes of the chosen resource type available, the **rest** of the die number **is forfeited**. If a player has used **two dice** in this phase, he gets another turn and can also choose another resource type.

Once all players have received resources, players can **move any number of resources** from their supply **onto their own module cards**. Several types of resources can be moved and distributed to one or multiple modules. Once placed on a module card, the resource cannot be taken away from there. On each module card back, the required resources are noted in the lower right corner. To finish a module all required resources have to be placed on top that module.

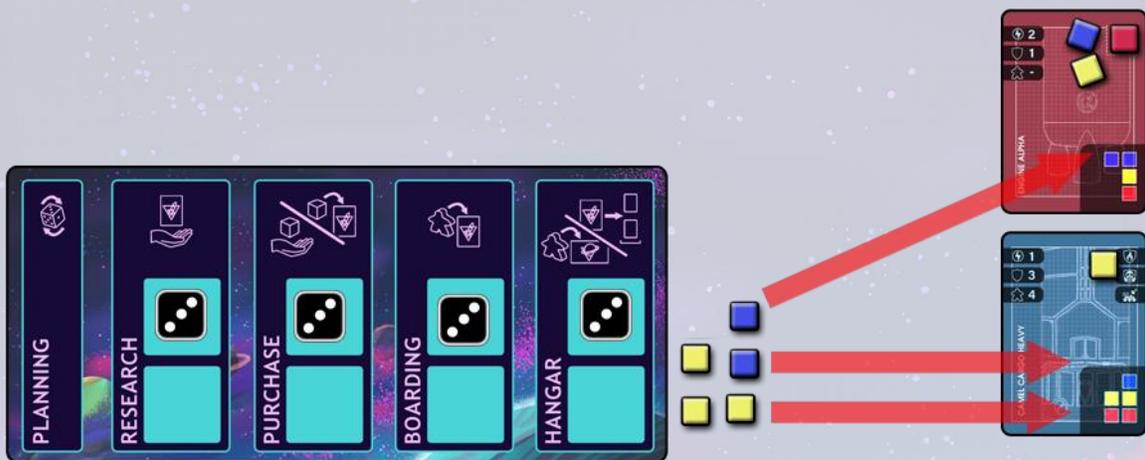
In this phase, a player can also **swap** any two resources of the same type for another resource of his choice from the general supply.

At the end of this phase the player who picked resources first, chooses **a resource type**, which is then **completely replenished** from the general supply. If after this process one or both of the other resource types contain less than three resources in a three-player game or four resources in a four-player game they are automatically replenished to that number.



Example 3:

Claire has placed a "4" and is therefore allowed to take resources from the market first. She chooses aluminum. Bob is second and also chooses aluminum. However, despite his "3", he can only take two cubes from the marketplace, as it is empty afterwards. If he picks aluminum he cannot get a third cube. Finally, Alice takes two carbon cubes into her stock. Claire can now decide which resource on the marketplace will be completely replenished. She chooses titanium and so two red cubes are placed on the market board from the general supply. As the aluminum supply is now completely empty and the carbon supply contains only one cube both get replenished to a total of three cubes each from the general supply.



Bob

Example 4:

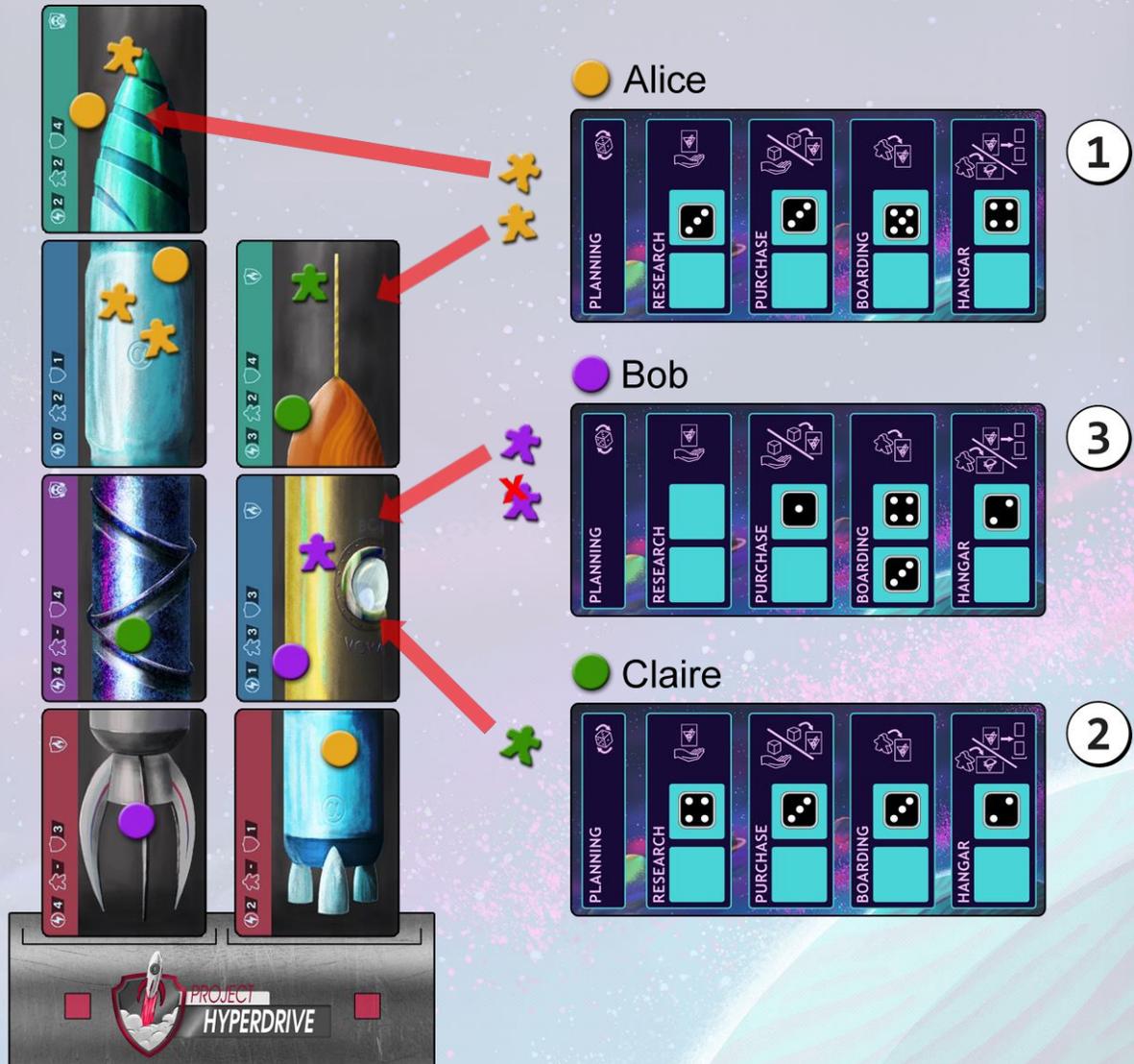
Bob can place any amount of resources from his supply on his own modules. He first places an aluminum cube on his engine module to completely finish it. Then he places an aluminum cube and a carbon cube on his crew module to complete it in one of the next rounds.

5 - Boarding

In the boarding phase, players can place their own crew members in modules in one of the three hangars (Stellaris X, Supernova Industries, Project Hyperdrive). The player with the highest dice number in this phase can place crew members first. Then in descending dice numbers the other players can place their crew members. Players can place

Number on die	1	2	3	4	5	6
Crew member(s)	0	0	1	1	2	2

The crew members can be **placed on any module** that still has at least **one free slot** (marked on the module, see chapter Module Cards). The **slot always costs 1 energy token**. If it is one of your own module cards, the energy must be paid into the general supply, if it is a module of another player, the energy must be given to them. If there are no more free spaces when it is a player's turn, they cannot place any more crew members in this round.



Example 5:

Alice has placed a “5” in the boarding phase and is therefore first in line. Because of the “5” she can also place two crew members. She places one on her own cockpit module and one on Claire’s cockpit. So she puts one energy token back in the general supply and gives another energy token to Claire. Bob is second in line. He places his crew member on his own crew module and thus has to pay one energy token to the general supply. Because of her lower player order token Claire gets to place her crew member before Bob can place his second one. She also places it on Bob’s crew module and pays one energy token to him. Now all slots are occupied and Bob cannot place a second crew member in this round.

6 – Hangar

Depending on the number on the die that a player placed in this phase, he may trigger one of the following effects during this phase.

Number on die	1	2	3	4	5	6
Effect	-	1x Assembly	1x Assembly	1x Assembly	2x Assembly	2x Assembly
			OR	AND	AND	AND
			1x Rocket launch	1x Rocket launch	1x Rocket launch	1x Rocket launch
				OR		
				2x Assembly		

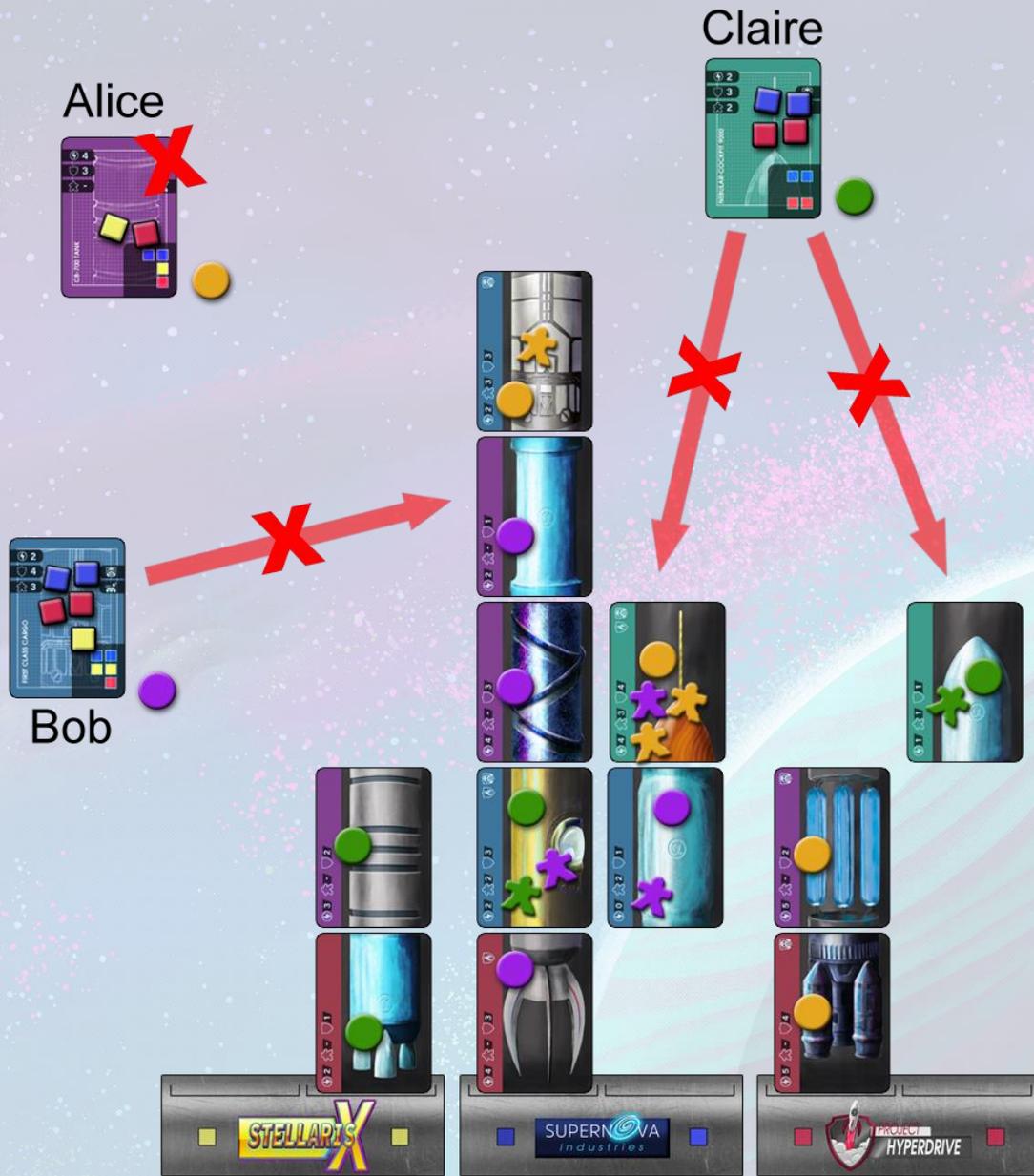
The player with the highest number on a die in this phase starts and **triggers his effect completely** (assembly and rocket launch, if the number allows it). **Assembly and Rocket launch** can be played **in any order**. 2x Assembly can even be split, one before and one after a rocket launch. After that, the other players take their turn in descending order of dice numbers and can use their effects completely.

6.1 Assembly

If a player has a finished module in their supply (a module with all its required resources on top; see Chapter 3 – Purchase), he can place it in one of the hangars, provided he has placed at **least the number "2"** in this phase. To assemble a module into a rocket, the player **chooses one of the three companies and places the module in one of its two hangars**. Modules from other players or the player's own modules may already be in this hangar. However, a hangar may contain a **maximum of one engine** and a **maximum of one cockpit**. In total, a rocket can consist of a **maximum of six modules**, of which the lowest space is reserved for an engine, the uppermost space for a cockpit and at least one space for a fuel tank.

Each of the three **companies specializes in a particular type of resource** (Stellaris X = carbon fibers, Supernova Industries = aluminum, Project Hyperdrive = titanium) and contributes one resource of that type to each module built in one of their hangars. This way, modules with a missing resource can also be placed or if no resource was missing the player gets the respective resource back when assembling them. But only resources that are used for production can be reimbursed. If for example a module does not need aluminium to be produced then the player gets no resource when placing the module in a Supernova Industries hangar.

After assembly resources are removed from the module and returned to the general supply. Then the module card is flipped to its front side and the player places a **player marker** of his colour on the module to indicate his ownership of it. For each assembly, a player **receives the energy value** indicated on the card (See chapter Module Cards for details). If it is a **cockpit or a crew module**, the player can further directly place a **crew member** on the module for free.



Example 6:

Alice (player color orange), Bob (player color purple) and Claire (player color green) have all placed at least a "2" in the Hangar phase and can therefore place a module. Alice's fuel tank could be placed in any hangar except the third from the left in the current situation. However,

Alice cannot build her module yet, because she must first place at least one aluminum cube on the card. Bob can build his crew module, but not in the third hangar, because a rocket can consist of a maximum of six modules and this rocket still needs a cockpit. Claire can place her module in any hangar that does not already have a cockpit module. Once Bob and Claire have placed their module they each gain 2 energy token and can immediately place one of their player markers and crew members on it.

6.2 Rocket Launch

Requirements:

If the player, whose turn it is, has placed **at least the number "3"** in this phase, they can launch a rocket. The player can pick any rocket that has at **least one of his own modules** built in (indicated by one of their player markers).

However, the rocket can only be launched if it is **complete**, i.e. if it consists at least of an engine and a cockpit and must **meet all requirements** for at least one planet. The requirements of a planet are listed on the left side of the planet cards (see chapter Planet cards for more details). Most planets need at least one fuel tank in the rocket. Some planets need special equipment like a rover or a satellite. If one of them is needed the according symbol must be printed on at least one module card of that rocket. Some planets have a heat or gas warning, indicated on the lower left side of the card. To protect against that, heat and or gas shields are needed. But they are not mandatory requirements. A planet with a heat and or gas hazard can be picked as a target even if the rocket does not have (enough) **heat and or gas shields**.

In summary, a player can only launch a rocket if the following requirements are met:

- The player has placed at least the number "3" in this phase.
- It is a complete rocket
- At least one module in this rocket must have that player's color
- The rocket meets all requirements (except shields) of at least one planet

Cost:

After picking a rocket the player can then select any one of the five face up planets that are a valid target. To send the rocket to that planet the player has to **pay the energy cost** indicated on the bottom of the planet card. If there is a **heat and or gas warning** on the planet card the player has to pay **one additional energy token** per missing shield icon on every module of the rocket.

Rewards:

After the energy cost is payed, **all crew members from participating modules are placed on the planet**. Additionally the player, who owns the most modules in that rocket, earns a **construction reward** and the player, who sent the rocket to that planet, earns a **launch reward** (see also chapter Module Cards). Both rewards are indicated on the right side of the planet cards. The numbers indicate how many crew members the players can take from their supply and **additionally** place on the planet.



**Launch
reward**



**Construction
reward**

In case of a tie for the construction reward that number is evenly split between all tied players and rounded up.

In any case if a player does **not** have **enough crew members in their supply**, they can also pick crew members from other rockets in the hangars. If a player has used up all his crew members from their supply and other rockets they can take one **victory point token** for each left over reward crew member. The victory point token give a player extra points in the final scoring. If one player manages to rescue all their crew members onto planets the game ends after finishing the current round.

If a **rover or satellite** was needed, the owner(s) of every module in that rocket with that symbol receive one victory point token.

Clean up:

Finally the **planet is put aside** together with its crew members and is no longer a valid target. Then a new planet of the same color (blue or red) is revealed and is now available as a new target.

Lastly the player who launched the rocket throws one die for every participating module to determine how much **damage** is done to the rocket.

If the **stability value** of a module is greater than this dice throw, the module remains intact and stays in the hangar to be used again. If the stability value of a module is equal to or smaller than this dice throw, that module is destroyed and the player marker is returned to the according player. All destroyed advanced modules are placed on the discard pile while destroyed standard modules are placed back on their draw piles, ready to be picked again in the research phase.



Example 7:

Alice (player color orange) has placed at least one "3" in the exploration phase and can therefore launch a rocket. Currently, only the two rockets on the left are completed. The other two rockets lack an engine module and a cockpit module, respectively. However, Alice cannot launch the rocket on the far left because she owns none of the modules in it. So Alice decides to launch the second rocket from the left.

This rocket contains two fuel tanks but has no special equipment on board. Therefore all the planets except for "Dwarf Cockroach" (needs a rover) are valid targets. "Aurora 2.0" would yield a launch reward of "3" but because of four missing gas shields would cost 13 energy (9 + 4). For "Fireball Y-08" the rocket misses three heat shields so the launch would cost also 13 energy (10 + 3). Therefore she decides for "Dionysos" which requires no shields and therefore only costs 10 energy.

After paying the energy cost Alice moves the three crew members from the rocket (1x each of green, orange and purple) on the planet card. Then she adds two additional crew members from her supply as launch reward. Since Bob (player colour purple) and Claire (player colour green) both own two modules of this rocket they share the construction reward evenly. Both can place one additional crew member on the planet card.

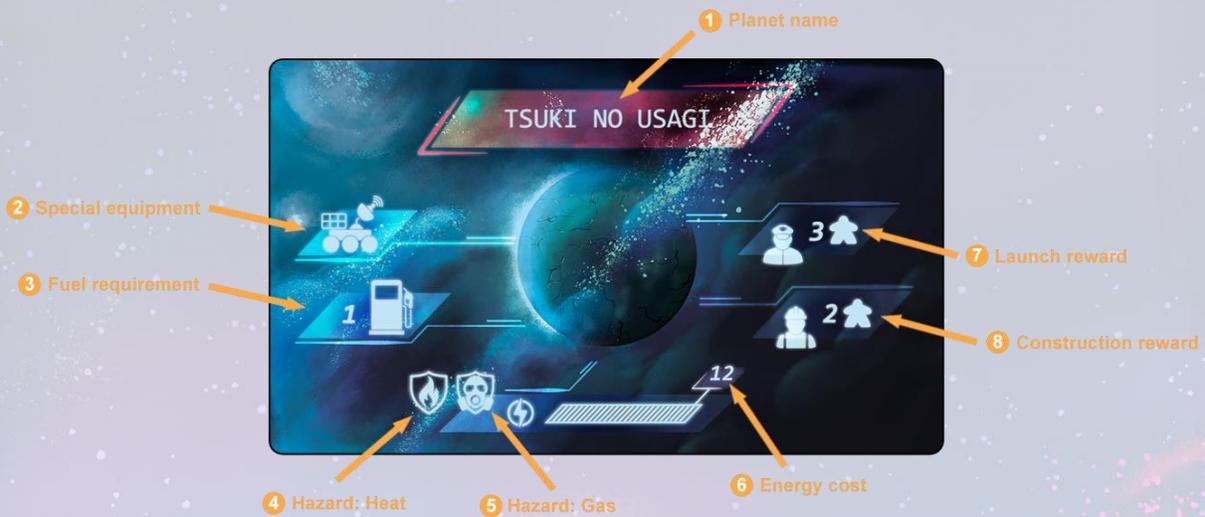
Alice must now throw one die five times to check the stability of each module. Lastly, destroyed modules get discarded and the planet card is replaced by a new one.

Game end

As soon as the first player has successfully brought **all their 14 crew members** to planets, the end of the game is triggered. The current round is played to the end. In the final scoring you get 2 points for each crew member rescued to a planet and 1 point for each crew member in a hangar. A Victory Point Token is worth two points. The player with the most points wins. If there is still a tie, the player who launched most rockets wins.

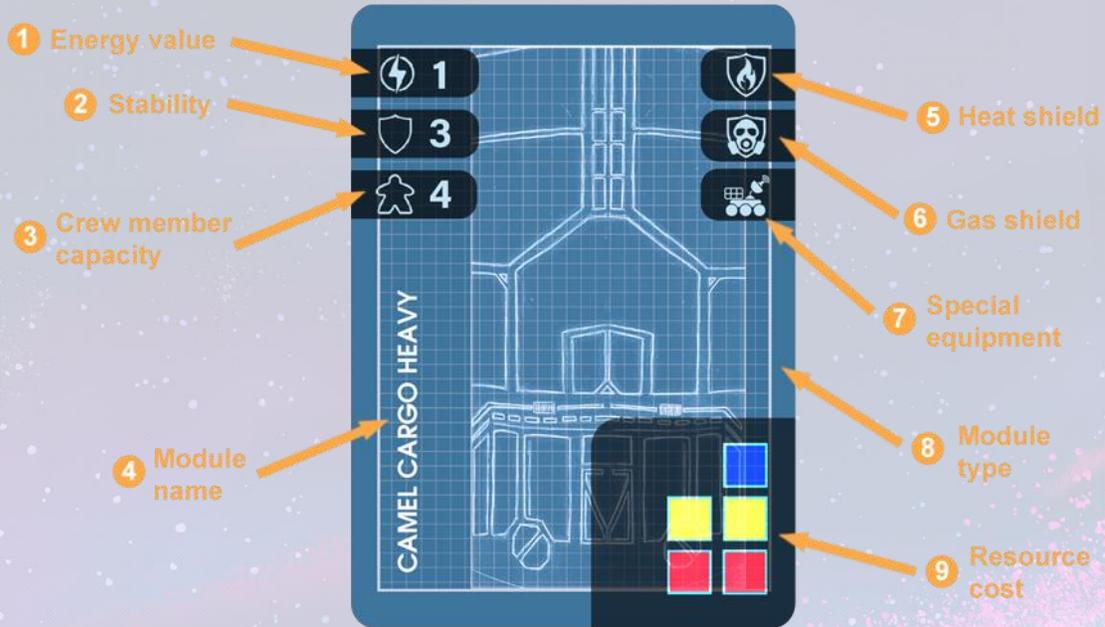
<u>What</u>	<u>Score</u>
Crew member in the hangar	1
Crew member on a planet	2
Victory Point Token	2

Planet cards



- | | | |
|---|---------------------|--|
| 1 | Planet name | Name of the planet |
| 2 | Special equipment | To reach this planet the rocket needs to have a least one module with the according special equipment symbol printed on: |
| | |  Rover
 Satellite |
| 3 | Fuel requirement | Number of fuel tanks that are needed to reach this planet |
| 4 | Hazard: Heat | Every module in this rocket needs a heat shield to reach this planet. Per missing shield the cost to launch the rocket to this planet is increased by one energy |
| 5 | Hazard: Gas | Every module in this rocket needs a gas shield to reach this planet. Per missing shield the cost to launch the rocket to this planet is increased by one energy |
| 6 | Energy cost | The energy cost shows how much energy needs to be spent to reach this planet |
| 7 | Launch reward | Number of additional crew members that the player who launched the rocket can place on the planet. |
| 8 | Construction reward | Number of additional crew members that the player who owns the most modules in the launched rocket can place on the planet. If there is a tie, all tied players share the reward evenly (fractions are rounded up) |

Module Cards



- | | | |
|---|----------------------|--|
| 1 | Energy value | After Assembly of this module the player receives the noted amount of energy tokens from the general stock |
| 2 | Stability | After a rocket launch a module is destroyed if its stability is lower than the stability die roll. |
| 3 | Crew member capacity | Specifies the amount of crew members that can be carried by this module |
| 4 | Module name | Name of the module |
| 5 | Heat shield | Modules with this symbol contain a heat shield |
| 6 | Gas shield | Modules with this symbol contain a gas shield |
| 7 | Special equipment | Modules with this icon are equipped with a satellite or rover depending on the symbol |
| 8 | Module type | The background colour of the card back or the stripe on the left of the card front shows the module type: |
| | |  |
| | | crew module cockpit fuel tank engine |
| 9 | Resource cost | Lists the Resources that are needed to build this module |

Character Cards

If you want a bit more variation in the game you can characters with special abilities to the game. But that is only recommended if every player has at least played one game of Rocket Rescue

before. If you decide to play with characters, the character cards are shuffled before the start of the game and one is randomly dealt to each player. Every player reveals their card and immediately receives the bonus described in the following table. And for the whole game every player has the special ability also listed in the following table.

Work in progress