

# INTERSTELLAR NIGHT

## Introduction

Interstellar night is an interactive adventure game about overcoming waves of fantastic encounters.

## Objective

The aim of the game is to successfully pass 5 cosmic waves of conflict and reach level 6

## Rules

### Game Setup:

1. Each player chooses a 'Faction Card' and places their player token on any of the four starting areas.
2. Roll a dice to decide who goes first - highest roll wins

### Playing a round:

1. The first player moves their piece according to their Fuel Capacity. E.g. if a player has 1 fuel, they can move one space, 2 fuel, 2 spaces.
2. If the player lands on a Star space, they place their faction token on the space and roll a dice.
  - a. On a roll of 1 or 2, nothing happens.
  - b. On a roll of 3 or 4, that player draws a 'Resource' card from the *Resource Cards* pile (see 'Resource Cards')
  - c. On a roll of 5 or 6, that player draws a 'Cosmic Wave' card (see *Cosmic wave cards*) and reads it out loud (unless otherwise stated)
3. Once a card has been drawn, this marks the end of the current player's turn and the next player takes their turn.

4. When all players have taken a turn, this marks the end of a 'round' and a 'Cosmic Wave' card is drawn.

### **Navigating the game board:**

1. The game board is set out in a grid.
2. The player can move to any adjacent free space on the board. There are two types of spaces, a small star system and a large star system.



Large Star System

3. A player cannot visit a star that has their own faction token on, but can land on and replace that of another faction.

## **Cards and Terms**

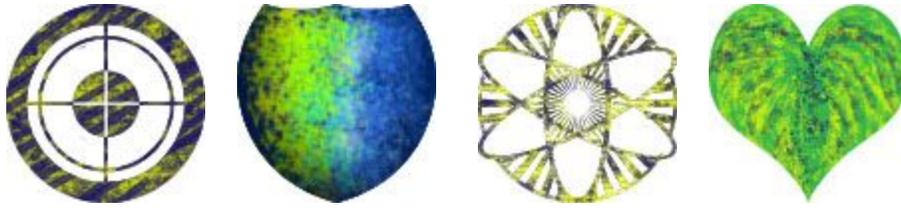
### **Faction Cards:**

1. Each player's faction card shows the factions level and their base resources.
2. Every time a player successfully survives a wave, they increase their faction level by 1.

### **Resource Cards:**

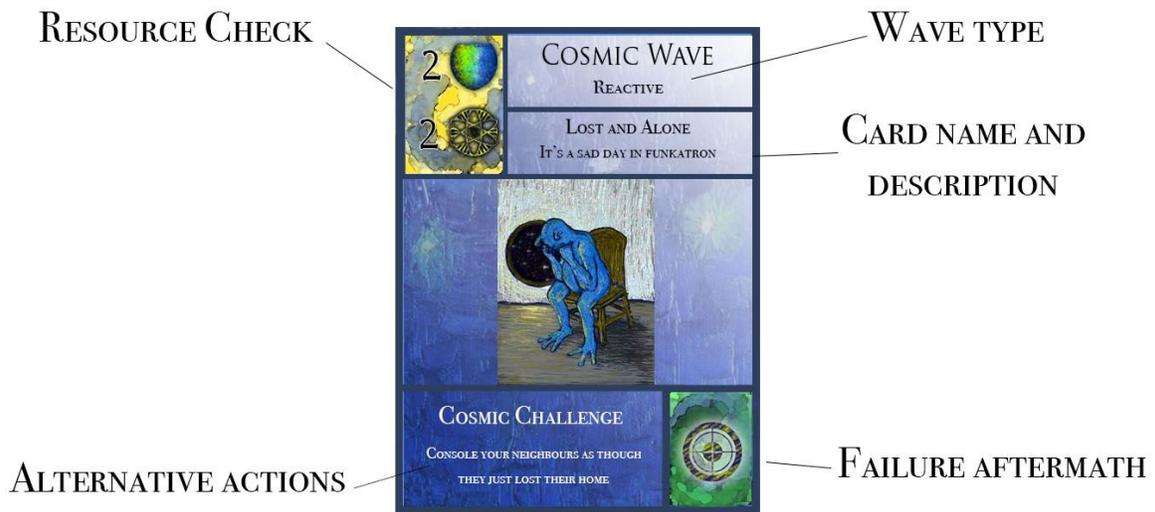
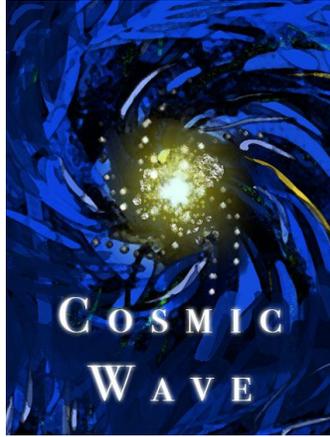
1. When a player receives a resource card, they must put it down next to their faction card. The number on the resource card is added to the corresponding resource on their faction card.
2. The player may have only one of any type of resource card for each faction level (see 'faction cards'.) e.g a player at level 2 can use a maximum of two of each of the resource types. Any extra resources that cannot be played can either be swapped with their own resources or must be discarded.

3. There are four different types of resources - Weapons, Shields, Fuel and Health

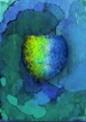


### Cosmic Wave Cards:

1. These apply to when the group draws a cosmic wave card at the end of each round. They also apply to individual players when they draw a wave card when on a large star system.



2. When a card is drawn, the player(s) perform a 'Resource Check' by comparing their resources with the resource shown in the 'Resource Check' box (shown above).
  - The numbers in the 'Resource Check' box are multiplied by the player's faction level
  - If the player's resources are lower than the numbers shown, they must discard all Resource cards of the type shown in the 'Failure Aftermath' box (shown above).
  - 'Alternative Actions' can be performed in order to 'win' the card.
  
3. There are three types of wave of cards; Diplomatic Reactive Active.

3		<b>COSMIC WAVE</b> DIPLOMATIC
2		<b>ALIEN INTERACTIVE</b> AN EXTRA-TERRESTRIAL HORDE HAS DEMANDED CARGO REPREHENSION
		
<b>COSMIC CHALLENGE</b> COME UP WITH AN EXPLANATION FOR WHAT IS IN THE CARGO HOLD AND WHY THEY WOULDN'T BE INTERESTED		

2		<b>COSMIC WAVE</b> REACTIVE
2		<b>LOST AND ALONE</b> IT'S A SAD DAY IN FUNKATRON
		
<b>COSMIC CHALLENGE</b> CONSOLE YOUR NEIGHBOURS AS THOUGH THEY JUST LOST THEIR HOME		

1		<b>COSMIC WAVE</b> ACTIVE
2		<b>SOLAR FLARE</b> ENCOUNTERED A BURST FROM A YELLOW DWARF STAR
		
<b>COSMIC CHALLENGE</b> DANCE LIKE YOU'RE ON FIRE!		