

Beam them up

Beam them up is an action selection, hand management game with take that elements for three to six players. The game features fast and simple game play with an intricate scoring system.

You play as teleporter operatives attempting to beam up people and aliens onto your space ship. You can choose not to follow instructions and pursue some personal goal and then beam up something else entirely.

Game contents:

- 4 custom dice
- 135 Body part cards
- 10 Spare DNA cards
- 14 Secret objectives
- 30 Achievement tokens
- 6 player boards
- 6 score markers
- 1 achievement track board

The goal of the game is to have the most points after 5 rounds.

Points are scored after every round for completing transmissions and at the end of the game for completed secret objectives and achievements.

Game setup:

Each player receives one *player board*, one *score marker*, and five *achievement tokens*.

Place the *achievement track board* within reach of all of the players.

Shuffle the *Secret objective cards*, deal one out to each player and set the rest aside. Players will use only one objective card per game.

Shuffle the *Body part cards* and the *Spare DNA cards* to form one *play deck*. Deal eight cards out to each player.

Determine the starting player.

Body cards and actions:

Some of the body cards can double as action cards. There are several action phases when you can choose to play those cards as actions. Those cards are then placed in the collective discard pile. Body

cards that you program for transmission cannot be used as actions. This means that you can either use a card as an action or as a body card, you can never do both with one card.

Round summary:

1. Each player draws up to eight cards.

If they had some cards in their hand from a previous round, they keep those cards and draw more until they have eight cards in hand.

2. The previously determined starting player rolls the four game dice.

The dice determine the *Designated target* for transmission for that round.

Once die indicates what the designated body type is (alien, male or female).

The other dice indicate what colors the specific body parts should be for the designated target (the head, torso or feet can be yellow, blue or red).

3. You can now play yellow "*Incoming Data*" action cards.

If you have any yellow cards that can double as actions you can now choose to play them. After playing an *Incoming Data* card you will draw two cards from the *play deck* and then discard two cards from your hand. You can play multiple yellow action cards.

4. Program the transmission for the round.

You will now place *body part cards* in their respective *transmission zones* on your player board. Your player board contains three *transmission zones*: one for head, one for torso and one for legs. The body part cards can only be placed in their appropriate *transmission zones*, meaning that you can only place a head card on the head transmission zone and never on any of the other two zones.

Players can program less than three cards in the transmission zone, but once their choice has been locked in they cannot substitute or add cards from their hand.

You can place a *Spare DNA* card in any *transmission zone*. In the scoring phase you can declare the *Spare DNA* card to be any body type (alien, male or female) and any color (yellow, blue or red). You can play multiple *Spare DNA* cards as part of one transmission.

5. Reveal transmission only after each player has finished programming. All players can do this simultaneously.

6. You can now play the red "*Your Transmission is Breaking Up*" cards.

In turn order, starting with the first player for that round and going clockwise, players take turns either playing red "*Your Transmission is Breaking Up*" cards or passing until each player has selected one option. You may not play red action cards once you have passed for that round.

After playing a *Your Transmission is Breaking Up* card you can interfere with one opponents programmed transmission. Choose one *transmission zone* where both you and a single opponent have programmed a *body part card*. Exchange those cards. You must both give the other person the card that you have previously programmed into that zone. You cannot choose a zone where you have nothing programmed so that your opponent is left with nothing.

If you have a blue *"Redirect power to shields"* action card you can use it to negate an opponent's action card. The card you are negating can be of any type, but it can only negate action cards. You can defend from red *"Your Transmission is Breaking Up"* cards (even if you are not the target), stop an opponent from drawing with a yellow *"Incoming Data"* card or even cancel out a blue *"Redirect power to shields"*. You can play multiple red action cards (if for example one of the cards you attempted to play was negated, or if you simply wish to exchange multiple *body part cards*).

7. Score points in turn order.

Starting with the first player for that round and going clockwise, players will now score points for that round.

- Players are awarded one (1) point if they have managed to beam up a complete body consisting of three parts, regardless of what those parts are or whether they match in any way.
- Players are awarded one (1) point for each body part corresponding to the *Designated target* for that round. Meaning that they can score from zero to three points for this category.
- Players are awarded one (1) point if they beamed up a body where all three parts are of the same body type (all three are alien, male or female).

On their turn to score, players will also place one of their *Achievement tokens* on the appropriate *Achievement track* if they have met right the condition. Even if players have met conditions for multiple achievement tracks they can only place one of their tokens per game round.

The *Achievement board* contains five tracks where players can place their tokens.

The tracks and their conditions are:

- Color Blind*. Place a token if you have beamed up a body made up of three different colors.
- Almost There*. Place a token if you have beamed up a body that is missing one *body part card*.
- Mutant*. Place a token if you have beamed up a body made up of three different body types (alien, male and female).
- Monotone*. Place a token if you have beamed up a body with all three *body part cards* of the same color.
- Picture Perfect*. Place a token if the body you beamed up exactly matches the *Designated target* for that round (all three body parts match).

Achievements will be scored at the end of the game.

8. Change turn order. The player to the left of the current first player will become the new first player for the next round.

9. Start the next round, and repeat the previous steps.

Play continues for five rounds.

After five rounds of play have been completed, players proceed to the final scoring phase.

Final scoring:

Take the *Achievement board* and go through each category. In each individual *Achievement track* the player with the most tokens is awarded five (5) points. A player can have the most tokens in multiple tracks and is then awarded five points for each track where he has more than any other player. If the number of tokens in any track is tied no one receives points for that category.

Now proceed to the *Secret Objective* scoring.

Each player who has managed to fulfill their *Secret Objective* is awarded ten (10) points.

Secret objectives include:

- Mutant Master*: Have at least three tokens in the *Mutant* achievement track.
- Sharp Dresser*: Have at least three tokens in the *Monotone* achievement track.
- Time to Invest in Prosthetics*: Have at least three tokens in the *Almost There* achievement track.
- Blind Leading the Blind*: Have at least three tokens in the *Color Blind* achievement track.
- Spread Out*: Have an achievement token in at least four tracks.
- A Bit of Both*: Have at least two tokens in each of two different achievements.
- Perfectionist*: Have at least one token in the *Picture Perfect* achievement track.

If the score is tied after adding the Achievement and Secret objective scores to the points for the five rounds use the following tie breakers in order:

- most tokens on the *Achievement board*
- most tokens in one single *Achievement track*
- player furthest away from the starting player for the last round is favored.