As a ROVE (Results-Oriented Versatile Explorer) you're used to surveying the fringes of space, but now you've crash-landed on an unfamiliar planet. You'll need to reconfigure your reusable modules to get to safety!

COMPONENTS

6 Module Cards
12 Mission/Movement Cards

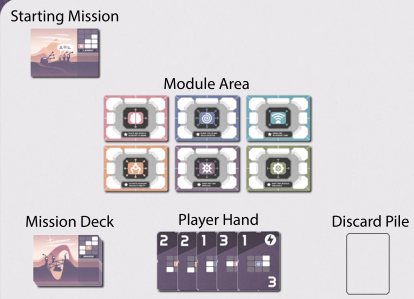
SETUP

1. Shuffle the 6 Module Cards and deal them active side up in a 2-row, 3-column layout.

2. Shuffle the other cards together Mission side up to form a deck. Take the top card and place it above the Modules. This card is the first Mission you'll need to complete.

3. Draw a starting hand of 5 cards from the deck for a Normal-difficulty game, 4 cards for Hard, and 3 for Impossible. Cards in hand are kept Movement side up. The maximum hand size is always 5 regardless of difficulty.

4. Reserve space for a discard pile.



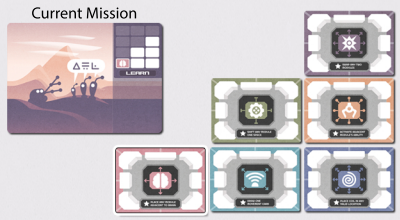
GAMEPLAY

Tackle a series of Missions, each with a unique pattern. Arrange your Modules in that pattern to complete the Mission. Complete 7 Missions to win!

PATTERNS

Mission Cards and Movement Cards both feature patterns that your Modules can be rearranged to match. Each pattern shows one specific Module icon and several general locations around it where any Module can be placed.

Patterns may not be rotated to create matches. Movement Card patterns only require a subset of Modules; any Module not used to match the pattern may be in any other valid location.



The Mission's pattern has been matched.

MOVEMENT CARDS

To rearrange your Modules, you must first earn movement points. You can play any card from your hand to the play area to earn the movement points shown at the top of the card.

Alternatively, if your Modules match the pattern shown on the Movement Card before you play it, you will earn the movement points shown beneath the card's pattern instead.

***Tip:** You may track your movement points using the marks on the edges and corners of your Movement Card. As you spend points, rotate the card to track the remaining points.*

If you ever spend a Movement Card's last movement point, play another Movement Card, or complete a Mission, then discard the current Movement Card. You lose any unspent movement points on the discarded card.

SPENDING MOVEMENT POINTS

Modules have arrows showing the directions and way in which they can move. Spend each movement point by moving one Module in one direction as indicated by one of its arrows:

- Move any number of spaces. May pass over other Modules.
- Move 1 space.
- Move any number of spaces. Must pass over at least one other Module.
- Move 1 space. If you move into a Module, push it 1 space in the same direction. Each pushed Module will push any that they move into as well.

POSITIONING REQUIREMENTS

After resolving each move and each card ability, your Modules must:

- Never stack on top of each other.
- Align to an imaginary grid extending in all directions from the starting 2x3 layout.
- Connect to each other in one contiguous group. (Modules are connected if they are adjacent, or if they can reach each other through a series of one or more adjacent Modules.)

TERMINOLOGY

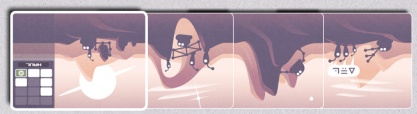
Adjacent: Modules that touch edge-to-edge or corner-to-corner

MODULE ABILITIES

Each Module has a unique, single-use ability. Before or after any move, you can flip an active Module to its spent (back) side and then resolve its ability.

COMPLETING MISSIONS

When your Modules match the pattern shown on your Mission Card, you complete that Mission. If you have not yet completed 7 Missions, take the top card from the deck and place it so it covers the pattern of the previous Mission. The new card becomes your current Mission.



Then, if you have fewer than 5 cards in your hand, draw 1 card from the top of the deck and flip it to its Movement side.

If the deck is ever empty, flip over the discard pile to ensure its cards are Mission side up, and use it as the new deck. Do not shuffle.

WINNING THE GAME

If you successfully complete 7 Missions, you win the game! If you run out of movement points, cards in hand, and active abilities, you lose the game.

MODULE ABILITY REFERENCE

Brain: Choose any other Module, and reposition it to be adjacent to Brain.

Coil: Reposition Coil to any valid location.

Gripper: Activate the ability of an adjacent Module, even if that Module is already spent. *(Note: If you activate Brain, place the chosen Module adjacent to Brain. If you activate Coil, reposition Coil and not Gripper.)*

Laser: Swap any 2 Modules (can include Laser).

Motor: Shift any Module (including Motor) 1 space in any direction.

Sensor: If you have fewer than 5 cards in your hand, draw 1 card from the deck.

buttonshy

DESIGN: DUSTIN DOBSON
& MILAN ZIVKOVIC
ART: DUSTIN DOBSON & MILAN ZIVKOVIC
RULES EDITING: MICHAEL LEE
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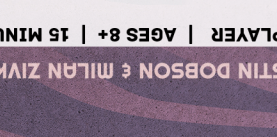
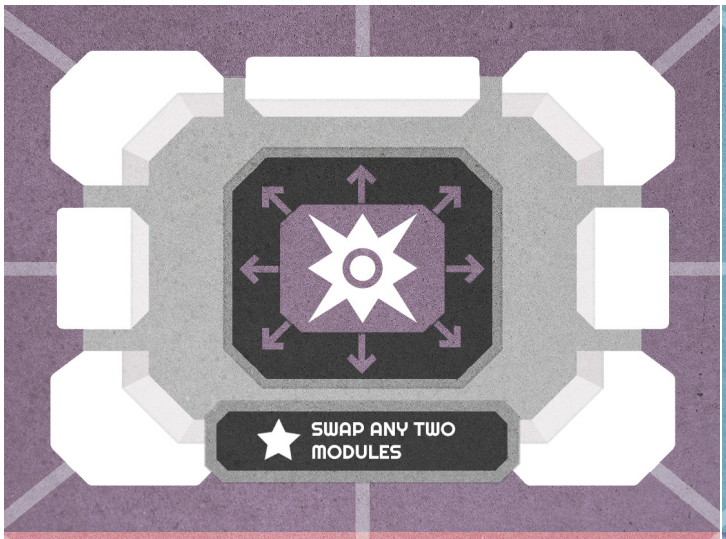
ROVE

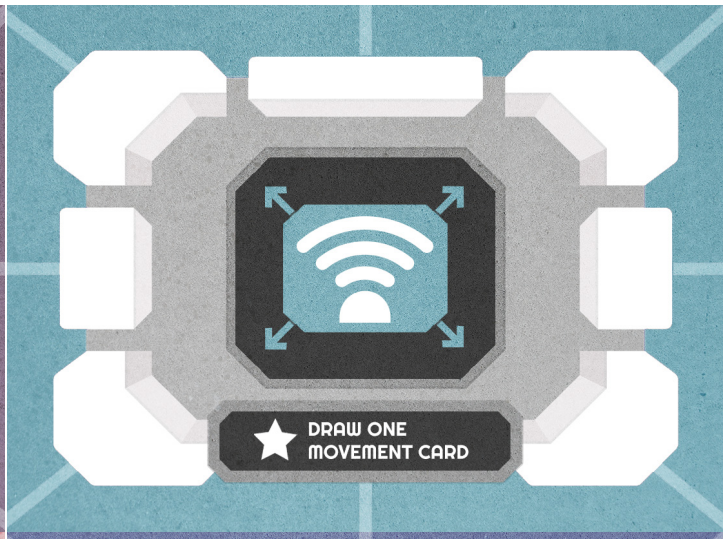
RESULTS-ORIENTED VERSATILE EXPLORER

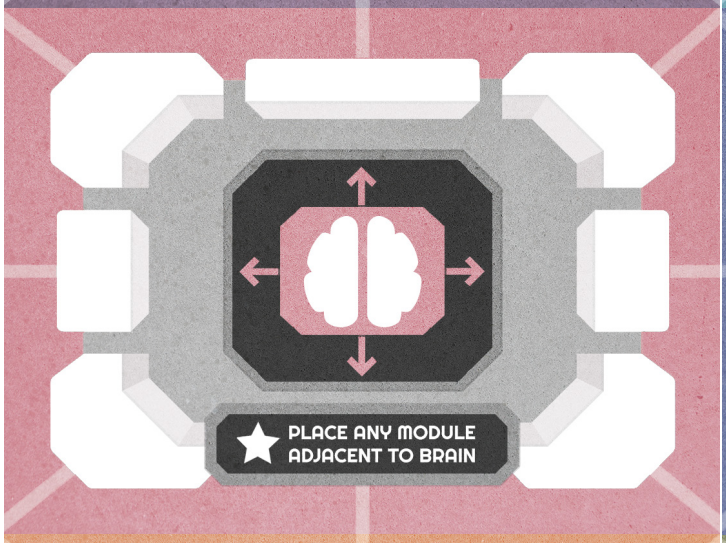


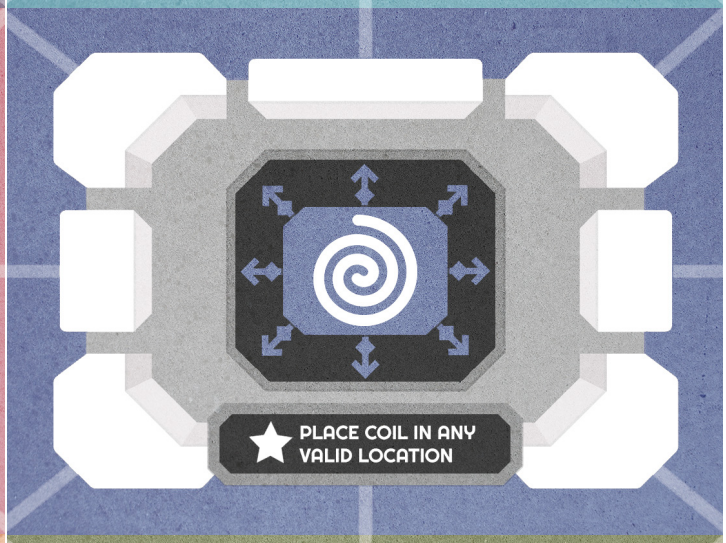
DUSTIN DOBSON & MILAN ZIVKOVIC

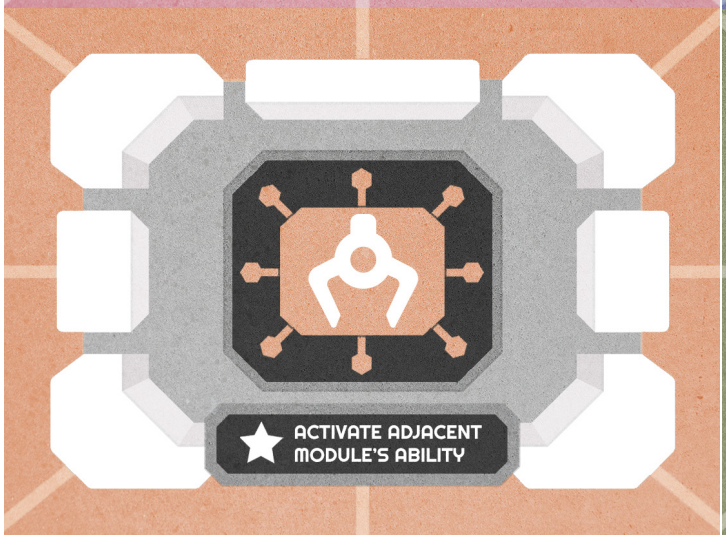
1 PLAYER | AGES 8+ | 15 MINUTES

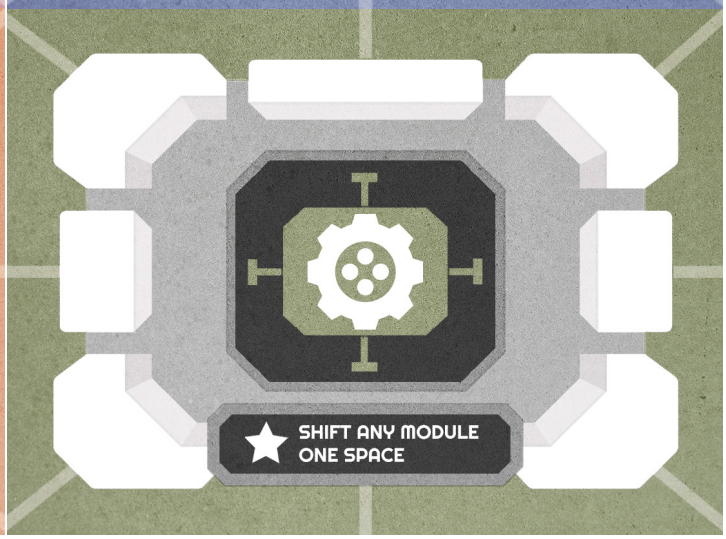

SWAP ANY TWO MODULES

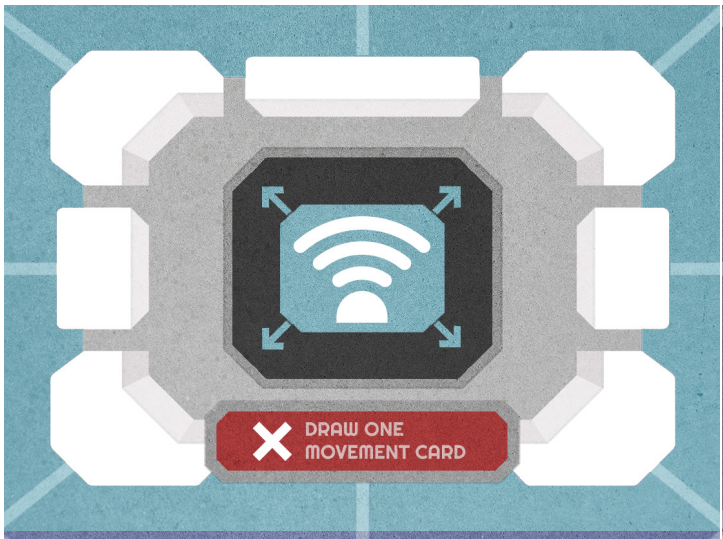

DRAW ONE MOVEMENT CARD

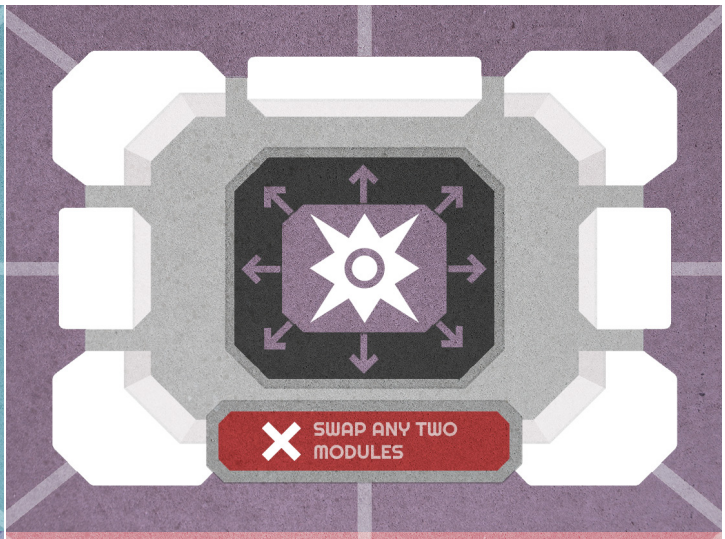

PLACE ANY MODULE ADJACENT TO BRAIN

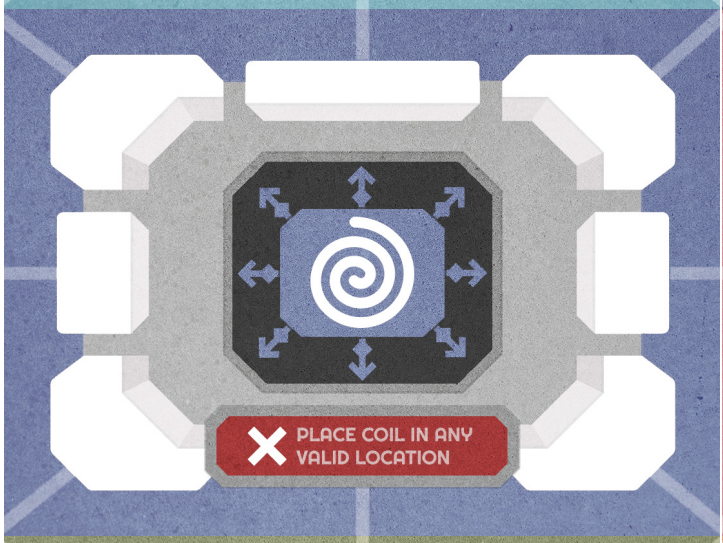

PLACE COIL IN ANY VALID LOCATION

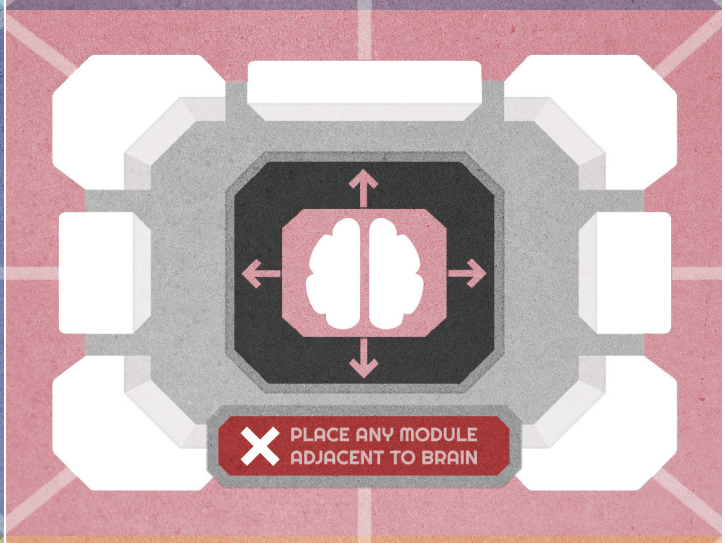

ACTIVATE ADJACENT MODULE'S ABILITY

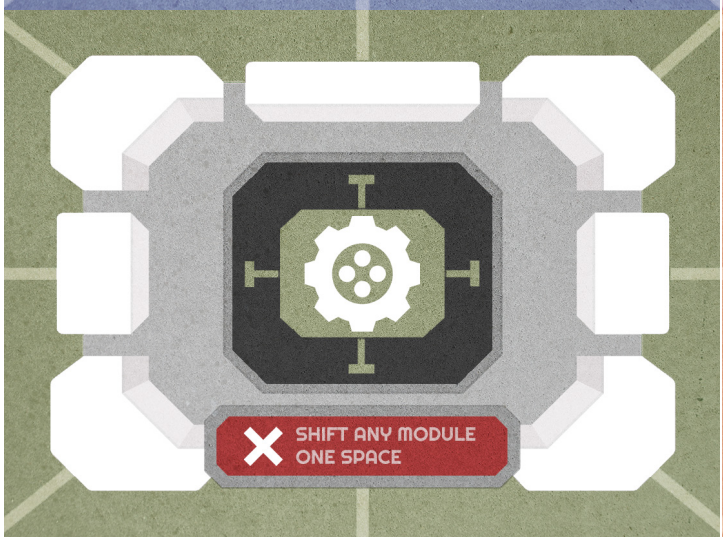

SHIFT ANY MODULE ONE SPACE

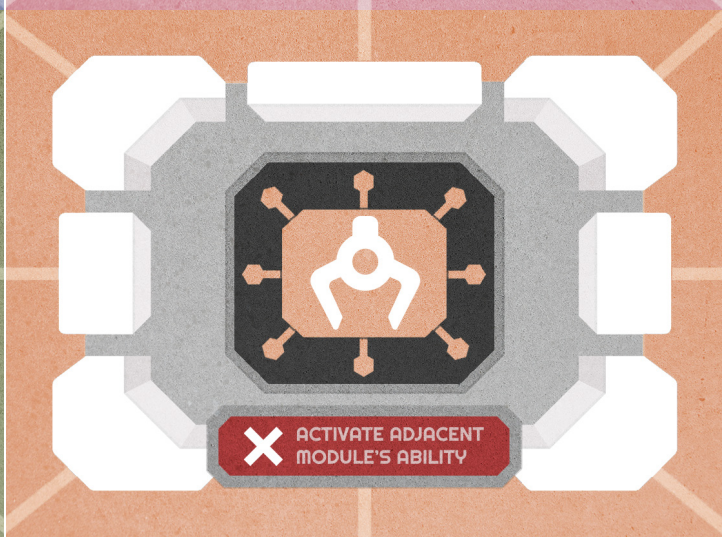

DRAW ONE
MOVEMENT CARD


SWAP ANY TWO
MODULES

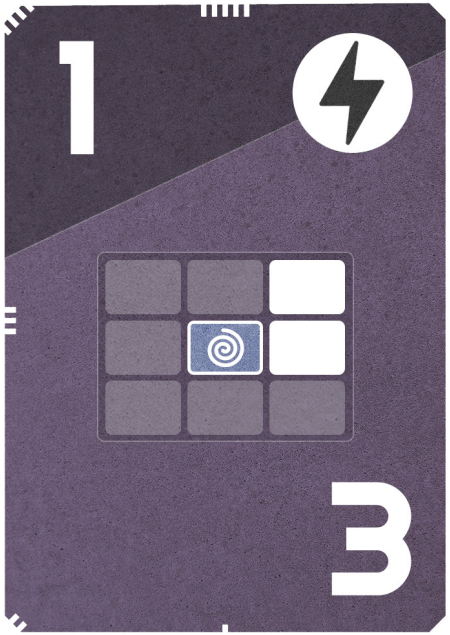

PLACE COIL IN ANY
VALID LOCATION


PLACE ANY MODULE
ADJACENT TO BRAIN


SHIFT ANY MODULE
ONE SPACE


ACTIVATE ADJACENT
MODULE'S ABILITY

RECHARGE
HAUL
NAVIGATE
LEARN
JUMP
DRILL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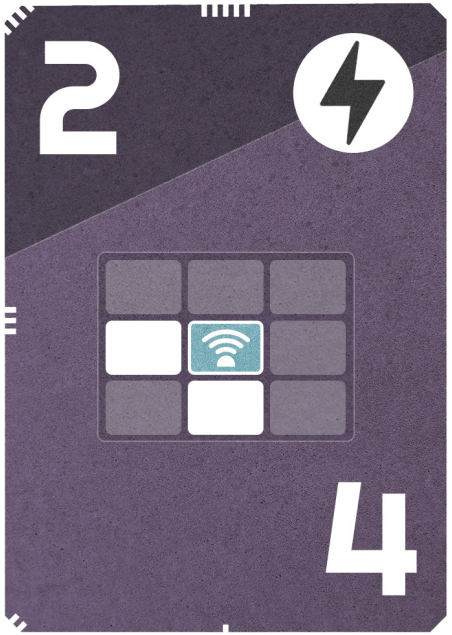
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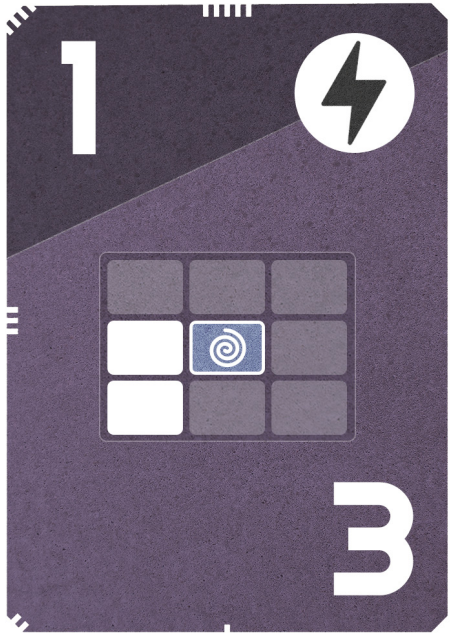
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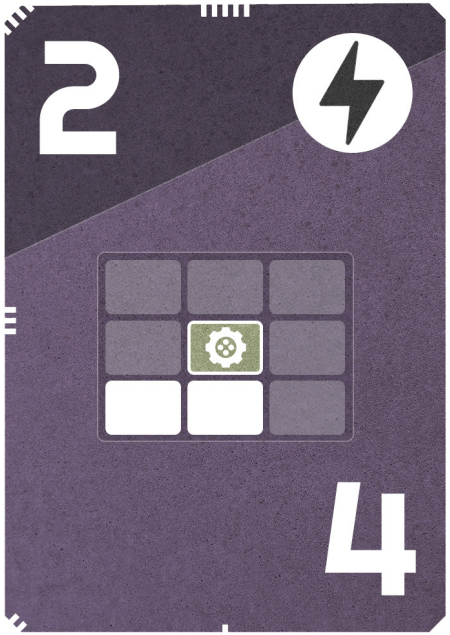
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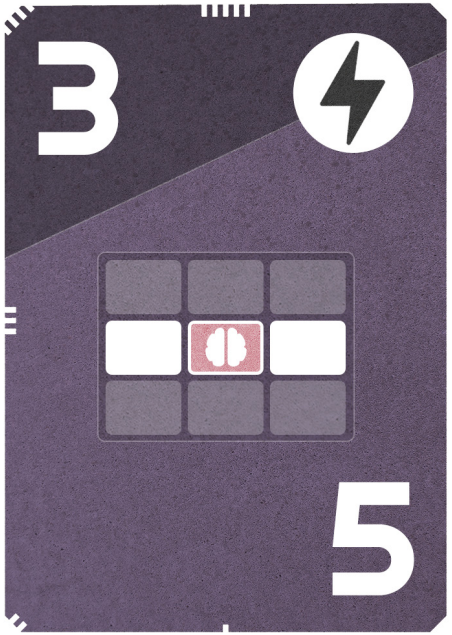
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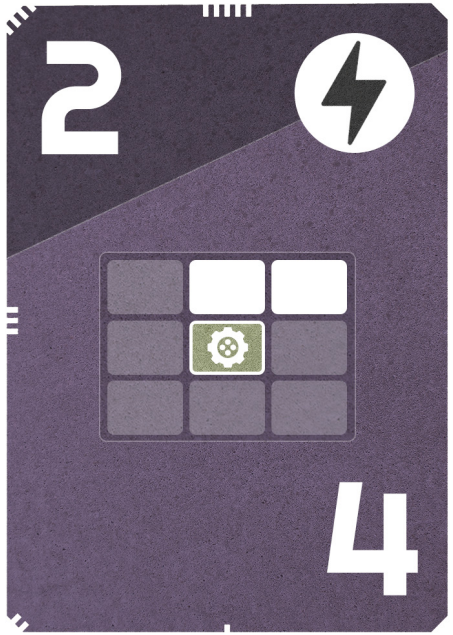
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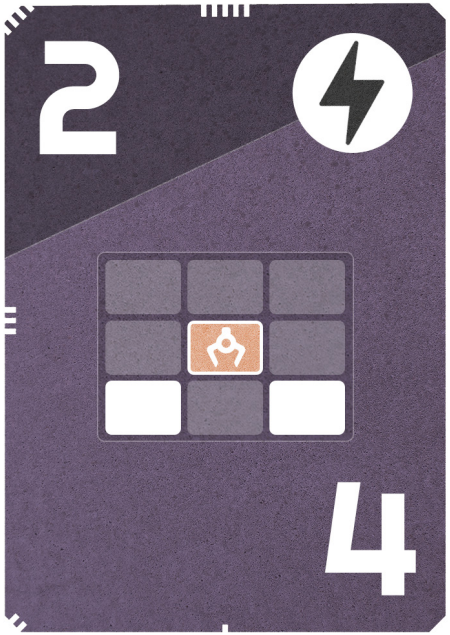
CLIMB
TRANSMIT
BRIDGE
SCAN
BOOST
ROLL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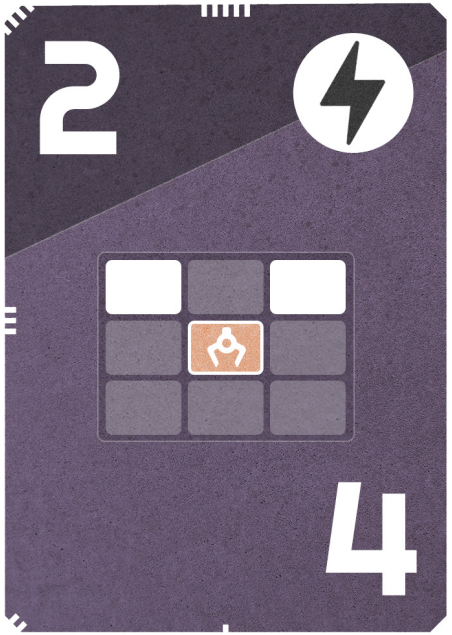
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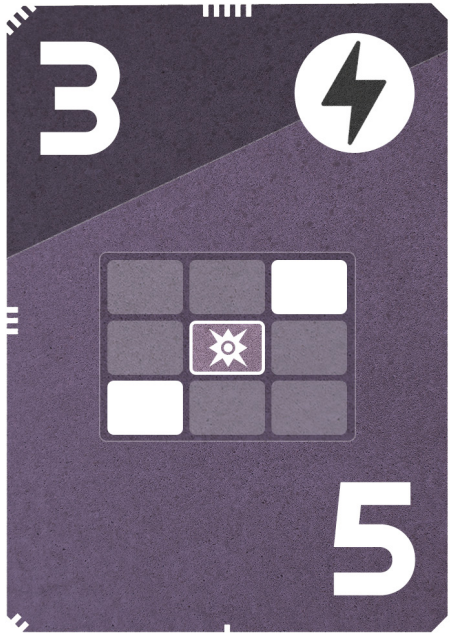
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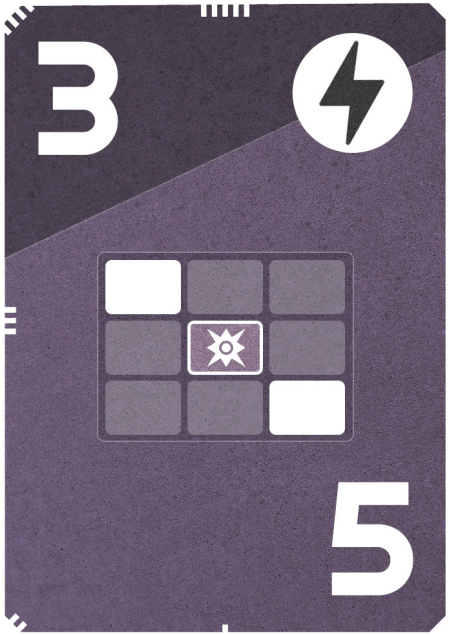
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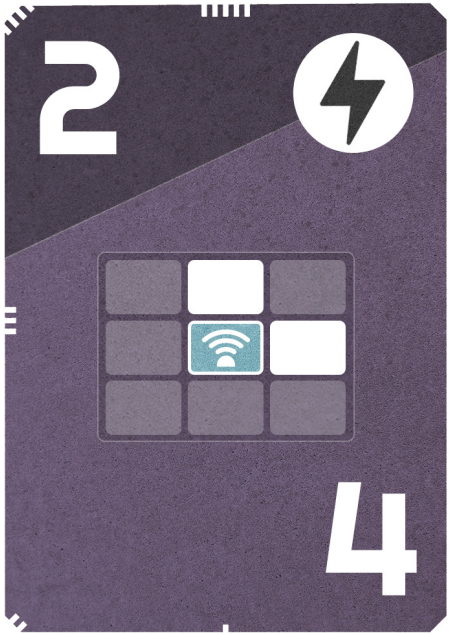
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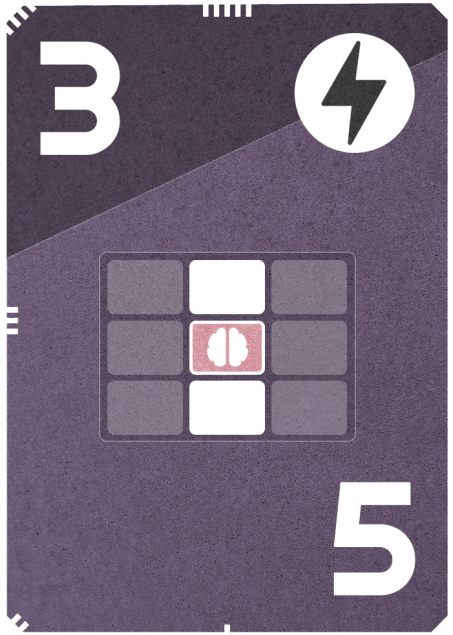
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