Galactic Heist: The Board Game Rules

Set-Up:
- Place the player tokens on the yellow spaces, the boss token on the red space, a coin token on each green space, and each enemy token on a random space spread out across the board (they should be at least 3 spaces apart).
- Place each weapon token on the corresponding weapon space.
- Give each player 1 die and 1 stats board.
- Shuffle the power-ups deck and boss power-up deck and place it face down on the side.
- Set the default stats of every player and the boss.
- All players roll the dice, whoever gets the highest roll goes first. If there is a tie, the players who tied will roll again.

Default Stats:
- Player:
  - Lives: 2
  - Health: 10
  - Attack: 0
  - Defense: 2
- Basic Enemy:
  - Health: 4
  - Attack: 0
  - Defense: 2
- Boss:
  - Health: The health varies depending on the number of players: 20 for 1 player, 30 for 2 players, 40 for 3 players, and 50 for 4 players
  - Attack: 2
  - Defense: 2

Goal:
- The objective is to defeat the boss. Each player will have 2 lives and if they die, they go back to the start, discard any power-ups, and return weapons to their spaces. Losing both lives eliminates a player and the game is over when everyone is out.

How to Play:
- Each turn, players get 1 attack and 1 movement action:
  - Movement: Roll the dice and move that number of spaces. The player can't move diagonally. If a player lands on an orange space, they can warp to the other orange space ending their turn.
  - Attacking: The player can attack an enemy if the enemy is on an adjacent space. Players attack first. Damage is the sum of the player's roll and attack stat minus the enemy's defense. If the result is less than the enemy's defense, no damage is dealt. The enemy then attacks in the same way. Defeating an enemy restores 1 health.
- At the end of a player's turn, they may use a med kit to restore their health or the health of another player if that player is on an adjacent space.
- At the end of every other turn, draw a card from the boss power-up deck and apply the effects to the boss stats sheet

Collecting Items:
- Coins can be obtained by passing through or landing on coin spaces (1 coin) or defeating enemies (2 coins for 1-2 player games, 3 coins for 3-4 player games).
- Once at the end of their turn, a player may exchange 3 coins and to draw the top card from the power-up deck.
- The number of power-ups a player can hold depends on active players (1 player: 6 power-ups, 2 players: 5, 3 players: 4, 4 players: 3). Excess power-ups go to the discard pile. Players who die are considered inactive and the amount of power-ups that can be held increases accordingly.
- Weapons can be obtained by passing through or landing on weapon spaces. Picking up a weapon ends the player's turn. Players can hold one weapon at a time and must place their current weapon back on its original space if they wish to pick it up.

Weapons:
- Cyber Sword: Increases player's attack by 3 and defense by 1
- Cyber Axe: Increases player's attack by 6 and lowers defense by 2
- Cyber Spear: Increases player's attack by 2 and defense by 2
- Cyber Shield: Increases player's attack by 1 and defense by 3

Power-ups:
- Health-boost: Increases player's maximum health by 1.
- Attack power: Increases player's base attack power by 1.
- Adrenaline: Add 1 to every movement action this player does.
- Quick Dodge: The player can dodge 1 turn of incoming attacks. This power-up is consumed on use.
- Med-kit: restore player's health by 3. This power-up is consumed on use.
- Second Chance: the player keeps all of their power-ups and current weapon upon death. The player still has to return to start. This power-up is consumed on use.

Change Log:

Implemented Changes:

11/2/2023: Added explanation for what orange spaces do

11/2/2023: Specified that player can't move diagonally

11/2/2023: Player's turn now ends when picking up a weapon

11/2/2023: Player will now always attack first, even when facing the boss

11/2/2023: Specified that you don't have to end turn on a coin space to get a coin

11/2/2023: Player now just gets 1 attack and 1 movement action per turn instead of being able to choose which 2 actions they take each turn.

11/2/2023: Player now recovers 1 health when defeating an enemy

11/2/2023: Swapped weapon positions (shield is now in old axe space, axe is now in old spear space, spear is now in old shield space)

11/2/2023: Increased boss's attack stat from 2 to 3

11/5/2023: Increased amount of coins gained from defeating an enemy in 3 and 4-player games to 3

11/5/2023: Laminated stats sheets

11/5/2023: Replaced boss' health increase with a deck of cards for the boss with random power-ups

11/5/2023: Got new pieces for players and boss

11/5/2023: Re-worded rules sheet to make it shorter

11/9/2023: Got new pieces for the coins

11/9/2023: Lowered Boss Attack and Defense to 2

11/10/2023: Got new pieces for weapons and enemies

Work in Progress:

. Change name of game as a whole (game is no longer set in space so Galactic Heist no longer makes sense)

Video: https://www.youtube.com/watch?v=oVcdYnlmUi4