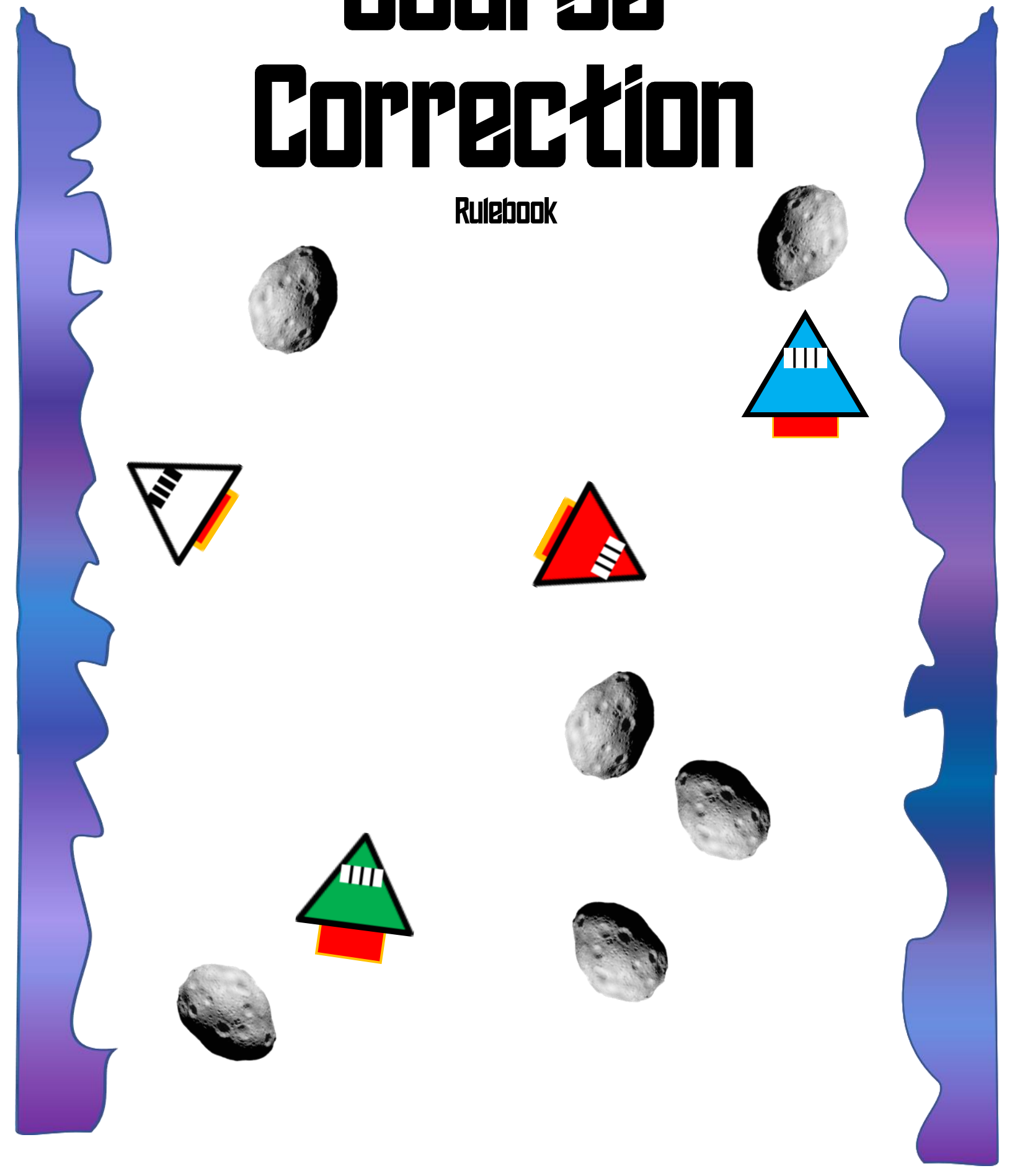
Course Correction

Rulebook



Introduction

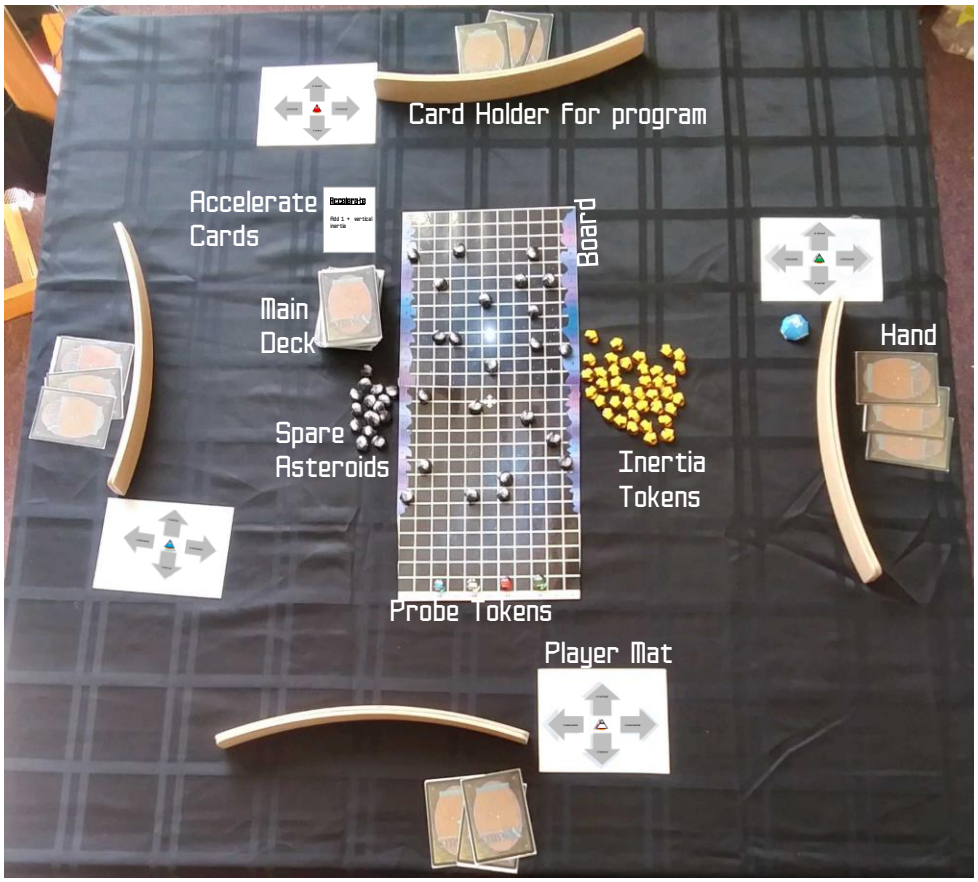
The space age has come, and corporations explore the far reaches of the universe for new territory to exploit. A wormhole popped into existence a little over a week ago, but you pretended not to see it so your competitors might not get the same idea you have. When you show up, though, you are shocked and appalled that all your competitors still managed to get their space probes there at the same time! You can no longer take this uncharted territory safely and slowly; it is a *race*.

The wormhole is filled with asteroids, however, and even normal space travel is extremely difficult. The zero-gravity environment makes reactions difficult, even if you didn't have communication delays. Those delays caused by light-seconds of distance make it impossible to directly control your probes. You must send programming instructions to them, and react when it might already be too late.

Setup

First, you need to know what you're facing. To fill the wormhole with asteroids and set up the game, roll the three 10-sided dice once for each column. If you look along the side of the board, you will see colored numbers marking each row. When you roll the dice, look for the numbers that match the color of the die, then place an asteroid token at the row with the number shown on each die in that section. When you are done, there should be 3 asteroids in each column—one in the pink section, one in the green section, and one in the blue section.

For additional setup, each player should place a probe token at one of the start locations on the map. Each player should have one of the player mats (small, notecard-sized mats with 4 arrows and a probe) and a card holder (curved piece of wood with a card-width groove running through the top). Place piles of inertia tokens (amber stones) at locations that everyone can reach easily. Place the "accelerate" cards face up in a deck in the center of the table, and the deck with the rest of the cards next to it. Leave space for discard piles next to each deck. Keep the extra asteroids handy as well. Overall, the table should look like this:



Overview

Overall, each of your turns will look like this:

1) Every player programs instructions to the probes simultaneously
2) In clockwise order, the instructions that was just received by the probe (programmed 4 turns ago) are run.
3) After all instructions are run: In clockwise order, each probe moves if the probe has inertia.

Each of these phases will be outlined in the following sections, as well as several underlying mechanics, but this is the general structure of the game.

Other general ideas that are good to keep in mind:

1) You want to reach the other side of the board.
2) You don't want to hit things

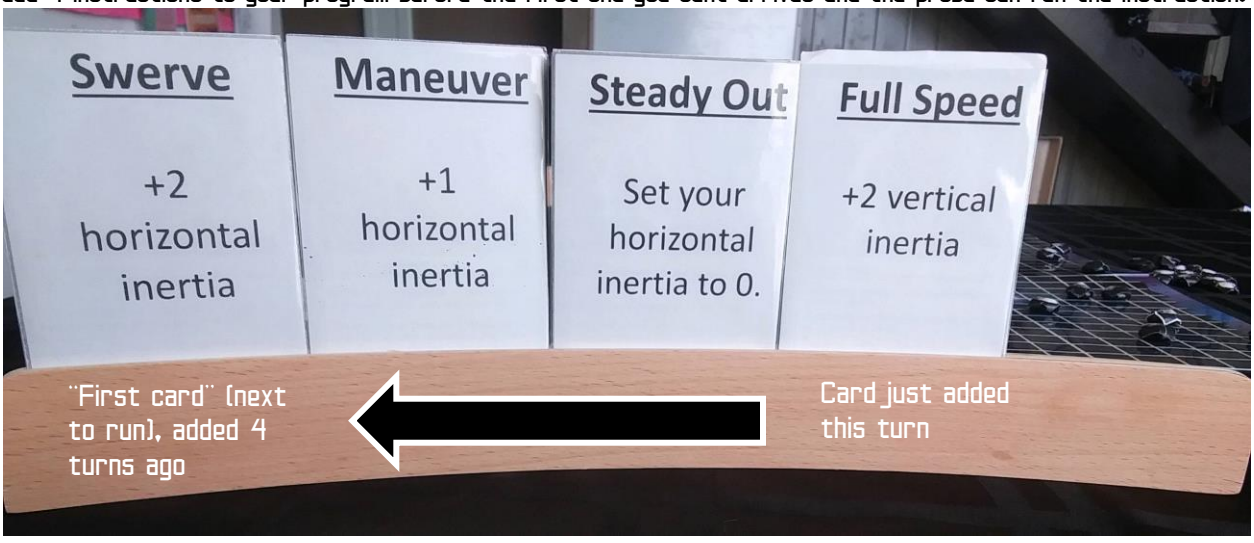
Programming and Initial Turns

It is time for the race to begin! Each player simultaneously adds a card to their program. You can add a card from one of two places:

1) From the main deck. Draw three cards (programming instructions) from the deck, and select one of them to send to your probe in a "program" of cards inserted into your card holder. After you choose a card and insert it into your program, discard the remaining cards face up in a discard pile next to the deck.

2) You can also take an "accelerate" card from the face-up pile, instead of drawing three from the main deck, and add it directly to your program. (This is a safer option than the three random cards, but with less risk, there is less reward!)

Due to the distance of space, it will take 4 turns for your instructions to arrive. So, you will need to add 4 instructions to your program before the first one you sent arrives and the probe can run the instruction.



Running Cards

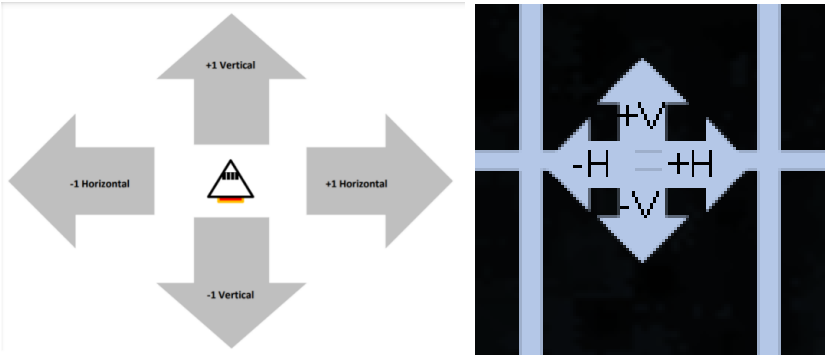
To run the first card of your program, you follow the instructions on the card. Most cards are fairly self-explanatory, but probe movement can be complicated(see below). Players will run their cards one at a time, going clockwise around the table. Choose a person to run their instruction first randomly.

After everyone has run the next card of their program, the cards are discarded. "Accelerate" cards are returned to the face-up "accelerate" deck, and all other cards go to the main deck discard pile.

Then, each player moves their probe if they have any inertia.

Movement

Probe movement in zero gravity is largely determined by small bursts of acceleration that change your probe's inertia. After you move, you will move in that same direction every turn. This is marked by inertia tokens placed on your player mat. (left).



Each direction on the player mat is correlated to a direction on the cross in the center of the board (right). The "accelerate" instruction is "+1 vertical inertia". You would run this instruction by adding 1 inertia token (Amber stones) to the "+ vertical" spot on your inertia chart (or removing 1 inertia token from the "- vertical" spot). Now that you have 1 inertia token in the + vertical direction, you will move vertically by +1 this turn.

The next turn, you might play a "Maneuver" card, giving you -1 horizontal inertia. If you did, you would move both -1 in the horizontal direction and +1 in the vertical direction this turn, because you still have the inertia token on the +vertical section of your player mat from the last turn. When you move, the order of directions you move does matter. Move first in the direction (vertical or horizontal) that you have the most inertia. If you have equal inertia in both directions, move horizontally first.

Inertia stays on your player mat until either 1) you add inertia in the opposite direction (+vertical inertia removes -vertical inertia), or 2) you crash.

Crashing

Crashing is generally a bad thing. If you crash into the edge of the board, you stop in the space just before you would have gone off the edge, and remove all inertia from your player mat.

If you crash into another probe, you stop in the space just before you would have hit the probe, and remove all your inertia from your player mat. The only difference is that the other probe loses all of it's inertia as well. If you crash into an asteroid, it's the same thing, except you remove the asteroid from the board.

Recap

So, a quick summary of the game. Each round, players will

1) Either add an "accelerate" card to their program, or draw three cards and choose one to add,

2) Run the card they added to their program 4 turns ago in clockwise order around the table,

3) Move probes according to their inertia tokens, moving clockwise around the table.

5) Repeat until a player reaches the other side of the wormhole (the very last row), and wins the game.