SHOP

Place all cleared cards that you decide to add to the shop in the item areas. Place ships horizontally instead of vertically.

$2: Look through any Zone and move 1 card to the top of the deck. Then, shuffle the cards under it.

Cubes, trackers, or tokens

Item

Item

Item

Item

Turn Order

1. **Draw Phase:** Draw cards equal to your ship's Crew.

2. **Action Phase:** Play cards from your hand and spend MOVE to move your ship.

3. **Counter attack:** Every alive enemy in your Zone attacks you, dealing 1 damage unless specified otherwise.

4. **Collect Rewards:** Choose to keep any cleared cards as gold or to add them to the shop.

5. **Buy Stuff:** Purchase cards from the shop. If it is a SYSTEM or Ship, reserve it. Otherwise, add it to your discard.

6. **Cleanup:** Discard all remaining cards in your hand.

Symbol Guide 1

Ranged: This enemy attacks you from a neighboring zone.

Cloaking: This enemy cannot be damaged by missiles.

Reflective: This enemy cannot be damaged by lasers.

Armor: Reduce all damage to this enemy by the number written in the shield.

Anchor: While this enemy is alive, you cannot use MOVE to move to a different Zone.

Explosive: When this enemy dies, deal 1 damage to everything in its zone (this includes other enemies and you)

Symbol Guide 2

Thunder: When this enemy attacks, add 1 Static to your discard pile.

Time Dialation: At the start of the turn, if this enemy is alive, choose 1 card in your hand and discard it.

Void: During your action phase, if this enemy is alive, you cannot draw cards or add cards to your hand

Sword: When this enemy attacks, it deals damage equal to the number in the sword icon.

Self-Repair: When this enemy attacks, remove all damage counters from it.

Forcefield: This enemy cannot be damaged if you are in the same zone as it.

Key Words:

- **Permenance:** This card stays in your collection between runs.

- **SYSTEM:** This card never goes in your deck. Instead, these cards begin the run face-up.

- **Reserve:** Reserved cards are added to your pile of reserved cards. They do not get shuffled back into the deck.

- **Cleared:** A card is cleared when all enemies on it are defeated.

- **Zone:** This refers to the stack of cards of ground, air, or space.

- **Treasure:** Cards with this written in the bottom left corner are Treasure cards.

Ground Zone

Air Zone

Space Zone

Discard

After playing a card and resolve its effect, place it in this pile.

Reserved cards

This is a space for cards in your collection (and occasionally treasures) that are not in use.
Put all cards you did not include in your deck and any systems you did not use in this pile at the start of each run.
When a card is reserved, it goes here.

Deck

At the start of each run, assemble a deck with the cards in your collection and put it in this pile.

When you run out of cards in your deck and would draw a card, shuffle your discard pile into your deck first.

Spent Gold

When you spend gold (or blueprints/ treasure maps), place it here.
ALL spent gold is returned back to their respective Zone decks at the end of a run.

2200: Escaping Earth

A solitaire deckbuilding legacy game

Game design: Jorge Zhang

Treasure Deck

When you aquire new ships, treasures from previous zones will be added to this pile.

Static Supply

Place all Static here. If you would gain a static when all 3 static are already in your deck/hand/discard, you lose the run.

Ship Card

Cubes, Tokens, and Trackers

Place any cubes, tokens, or trackers here.

Play Area

SYSTEM

Systems begin the game face-up in these zones. When you obtain a new system, reserve it. You can use it on your next run.

SYSTEM

SYSTEM

SYSTEM

SYSTEM

GOLD

When you clear a card and decide to keep it as Gold, place it here. Also store Blueprints and Treasure Maps here.