



ROCKET RESCUE

RULEBOOK



AGES 12+



3-5 PLAYERS



60-90 MIN

Story

The year is 2358, the polar ice caps have melted, biodiversity has dropped by 90%, heat waves, droughts and storms are the order of the day. The planet is flooded and drinking water is still scarce, or in short - Planet Earth is lost.

The only salvation? Escape to undiscovered galaxies.

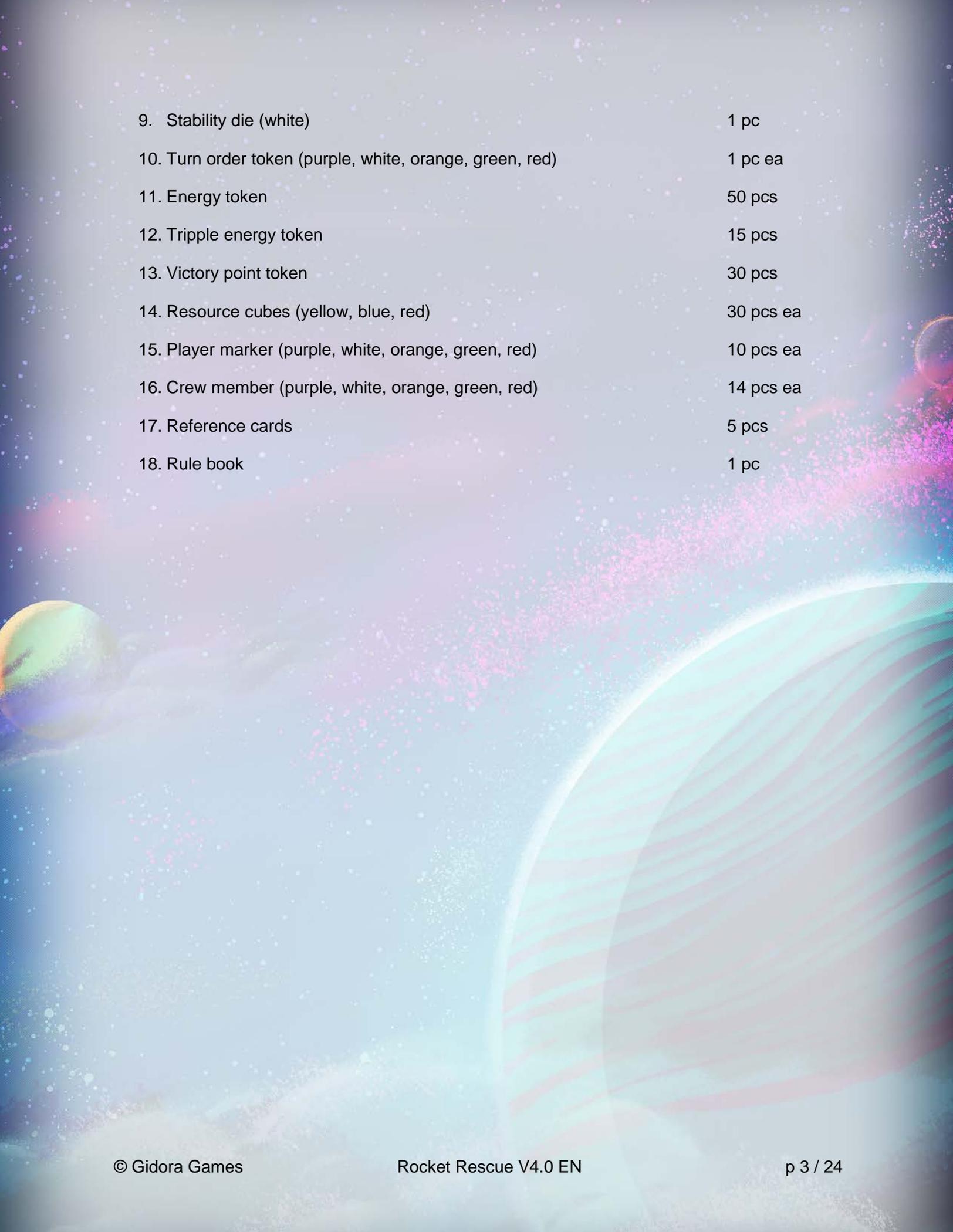
In Rocket Rescue, it's up to you to ensure the continued existence of the human species. Develop and produce interstellar modules to build and launch gigantic rockets and bring as many people as possible to safety. Invest your modules in one of the companies that will help you build the rocket. But you are not the only one with this goal and so you enter into a fierce competition with other protagonists, or you cooperate and start joint projects.

But is the journey into space safe? Is your rocket sufficiently protected? And does it perhaps have stowaways on board? Brave the dangers and do everything you can to rescue the last survivors from Earth as quickly as possible. Win Rocket Rescue and ensure the survival of mankind.

Game Components



- | | |
|----------------------------|--------|
| 1. Main Board | 1 pc |
| 2. Player screen | 5 pcs |
| 3. Player boards | 5 pcs |
| 4. Blue planet cards | 13 pcs |
| 5. Red planet cards | 13 pcs |
| 6. Advanced module cards | 35 pcs |
| 7. Standard module cards | 16 pcs |
| 8. Production dice (black) | 20 pcs |



A vibrant space-themed background featuring a large, colorful nebula in shades of purple, pink, and blue. In the foreground, a large, striped planet with green and red bands is partially visible on the right. To the left, a smaller planet with yellow, green, and blue hues is shown. The background is filled with numerous small, bright stars and a soft, ethereal glow.

9. Stability die (white)	1 pc
10. Turn order token (purple, white, orange, green, red)	1 pc ea
11. Energy token	50 pcs
12. Tripple energy token	15 pcs
13. Victory point token	30 pcs
14. Resource cubes (yellow, blue, red)	30 pcs ea
15. Player marker (purple, white, orange, green, red)	10 pcs ea
16. Crew member (purple, white, orange, green, red)	14 pcs ea
17. Reference cards	5 pcs
18. Rule book	1 pc

Game overview

The objective of the game is to get all your crew members off Earth as quickly as possible. Once a player has successfully placed all crew members on one of the planets, the game ends with the completion of the current round. Then players score points for rescued Crew members and special equipment on planets. Whoever has the most points wins the game.

At the beginning of each round players have secretly allocate dice to the four game phases “research”, “purchase”, “board” and “build & launch”. A higher dice value lets you take your action earlier and maybe even do a better action but costs more energy. If you place a second die in a phase, that lets you take another action in that phase.

In the **research phase** you gain new modules.

In the **purchase phase** you buy resources from a market place to later build your modules.

In the **board phase** you place crew members on modules with empty slots in the hangar.

In the **build & launch phase** modules can be built to gain energy, which can then be spent to launch rockets to one of the available planets. But watch out as missing special equipment might prevent a launch. And after launch use the stability die to determine which modules can be used again and which are forever destroyed.

Try to produce rocket modules as quickly as possible or to strategically place your crew in your opponents' rockets in order to win at Rocket Rescue.

Game set up

Each player chooses a player color (purple, white, orange, green or red) and receives:

- 1x player screen
- 1x player board
- 4x production dice (black)
- 2x resource cubes carbon (yellow)
- 2x resource cubes aluminum (blue)
- 2x resource cubes titanium (red)
- 4x energy tokens
- 10x player markers in their color
- crew members in their color, depending on the desired length of the game (see table below)

Short game (~60min)

10x crew members

Medium game (~80min)

12x crew members

Long game (~100min)

14x crew members

Then the main board is laid out on the table and the market place on it is filled with resources. This is 10 cubes per resource (Carbon, Aluminum & Titanium) in a 3 player game, 12 cubes each in a 4 player game or 14 cubes in a 5 player game (No. 1,2 & 3 in picture below).

- Carbon yellow
- Aluminum blue
- Titanium red

The initial placement of the turn order tokens is determined by rolling dice. In descending order the tokens are placed on the respective slots (No. 4 in picture below). The blue and red planet cards are shuffled individually and placed face down on the respective spaces on the main board (No. 5 & 6 in picture below). Then 3 cards from the blue planet pile and 2 cards from the red planet pile are revealed and placed face up below their respective draw pile in the playing area.



The standard module cards are all marked with the letter “S” in the top right corner the card back. They are sorted by colour, which are the four types and placed as four separate face down draw piles on the table below the discard pile area (No. 7 in picture below):

- Cockpit green
- Fuel tank purple
- Engine red
- Crew module blue

The advanced module cards are all shuffled together and are placed on the designated draw pile (No. 8 in picture below). Then player minus 1 advanced module cards are placed face down below their draw pile.

Depending on the number of players some hangars are locked for the complete duration of the game:

- 5 players No hangar

- 4 players 1 hangar
- 3 players 2 hangars

With a dice roll it is determined which hangar gets locked. For two hangars the second roll gets repeated until two different hangars are rolled.



Course of the game

A game consists of several rounds and is played until the first player got rid of all their crew members or after the 8th round (see chapter End of game). A game round consists of 5 phases which are played one after the other.



The sequence of these phases is explained in detail in the following chapters.

1 - Plan

In a **5-player game**, **4 advanced module cards** are now picked from the draw pile and laid out, backside up, for all to see. In a **4 player game** it is **3 cards** and in a **3 player game 2 cards**.

Now all players place their screen in front of their player boards. Then the players place their **production dice** (black) on one of the 8 fields on their own board. From left to right, two squares belong to each of the phases: “research”, “purchase”, “board” and “build & launch”. Thus, between zero and two dice can be assigned to a particular phase.

The dice do not have to be rolled. Each player can **choose** for themselves **which number faces upwards** on each of their dice. In general, a high number has a stronger effect, but costs energy. A low number, on the other hand, has a weaker effect, but generates energy. If players do not place a die in a phase, they skip that phase. If players have placed two dice in a phase, they may use the action of that phase twice.

The following **energy balance** applies:



For example, if a player's die shows a 5, they must pay 2 energy for it, but if a player places a 2, they receive an energy token for it.

Further players can **bid for their placement on the turn order track**. To participate in the bidding a player has to place energy tokens from their supply in the “plan” area on their player board.

Once all players have placed their dice, the screens are removed at the same time and the dice and energy bid may no longer be adjusted. All players now calculate how much **energy they earn or spend this round**. All dice are evaluated at the same time. If a player has placed two dice in one phase, both cost or generate energy.

For example, it is possible to play a "4" without energy at the start of the round in the research phase if there is still a "1" or "2" in a later phase.

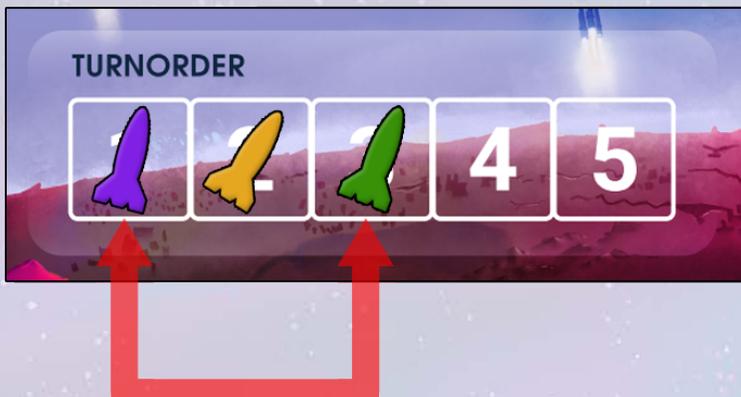
Calculation aid: A player can **add up all the face up values of their dice and subtract 12** from that sum. If the difference is positive, this number of energy tokens must be paid to the bank. In case of a negative difference, the respective player receives this number of energy tokens from the bank.

If the total energy cost cannot be paid, the player has to take energy from their bidding area. If this is still not enough starting from the dice in the first phase to the dice in the last phase the values must be reduced until the cost can be paid.

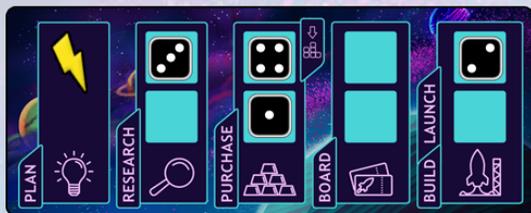
According to the energy bids the turn order tokens get placed in descending order on the track. Between player that have bid no energy the order remains. If multiple players have placed the same bid (minimum one energy token) they all roll a die to determine the order of their tokens. Only the player in the first position of the turn order track has to pay their energy bid to the bank. The other players can keep their energy.

Generally the **player order** is determined by the descending face values of all dice in that phase. **The player with the highest die number in that phase starts**. If there is a tie, the person further ahead on the turn order track goes first.

● Alice



● Claire



● Bob

Example 1:

All players count the numbers on their dice. Alice has $4+3+3+3 = 13$. Bob has $3+4+1+2 = 10$ and Claire has $2+2+3+5 = 12$. To calculate the energy balance the players subtract "12" from this value. This yields $13-12 = 1$ for Alice. So in total, she has to pay 1 energy token to the bank. Bob, on the other hand, receives 2 energy tokens from the bank ($10-12 = -2$) and Claire does not have to pay any energy but also does not receive energy ($12-12 = 0$).

Alice and Claire have bid 2 energy tokens for the turn order track, Bob has bid 1 token. Because Claire rolls higher than Alice she gets in the first position of the turn order track, Alice stays in 2nd position and Bob drops to 3rd position. Therefore Claire pays 2 energy to the bank. Alice and Bob can keep their energy tokens.

2 - Research

If one or more players have used an **additional die** in this phase, one additional advanced module card is revealed and laid out for each additional die. The total amount of face up advanced module cards should now be one less than the number of all players' dice in this phase.

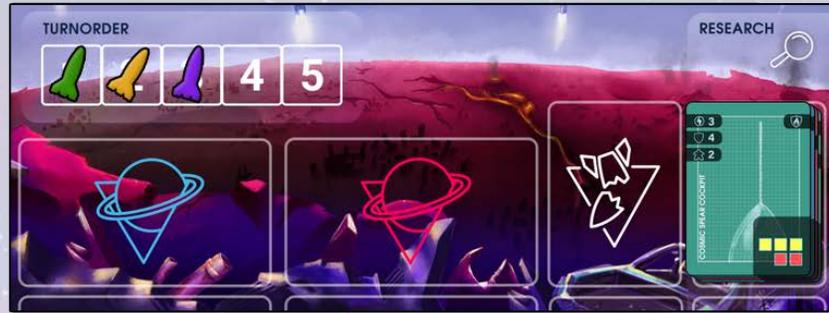
The player with the highest number on a die in this phase is the first to select **one of the drawn module cards or a standard module card** and place it face down in their supply. Then the other players follow in **order of descending dice numbers**. If a player has used two dice in this phase, they may choose a second card. However, each die is resolved separately. If no more advanced module cards are available for the **player with the lowest die number**, they may only choose one of the **standard modules** and place it face down in their player area. If a **player did not place a die** in this phase, they may not pick up a module.

If any advanced module cards remain in the display at the end of the round, they are placed on the discard pile. Further every player has a card limit of one module at the end of the round. Before starting a new round the players decide for themselves which module card they want to keep and discard all the others.

● Alice



● Claire



● Bob



Example 2:

Alice has used two dice for the research phase. Therefore, another (third) advanced module card is drawn.

Alice's "4" is the highest number placed in the first phase. Therefore, Alice is the first player to choose one of the three drawn advanced module cards or one of the four standard modules. Bob and Alice have both played a "3." However, because Alice is in front of Bob on the turn

order track she can pick another card before Bob. Claire has played the lowest number and is therefore last to pick a card. If all the drawn advanced module cards have been picked, she can only choose one of the four standard modules.

3 - Purchase

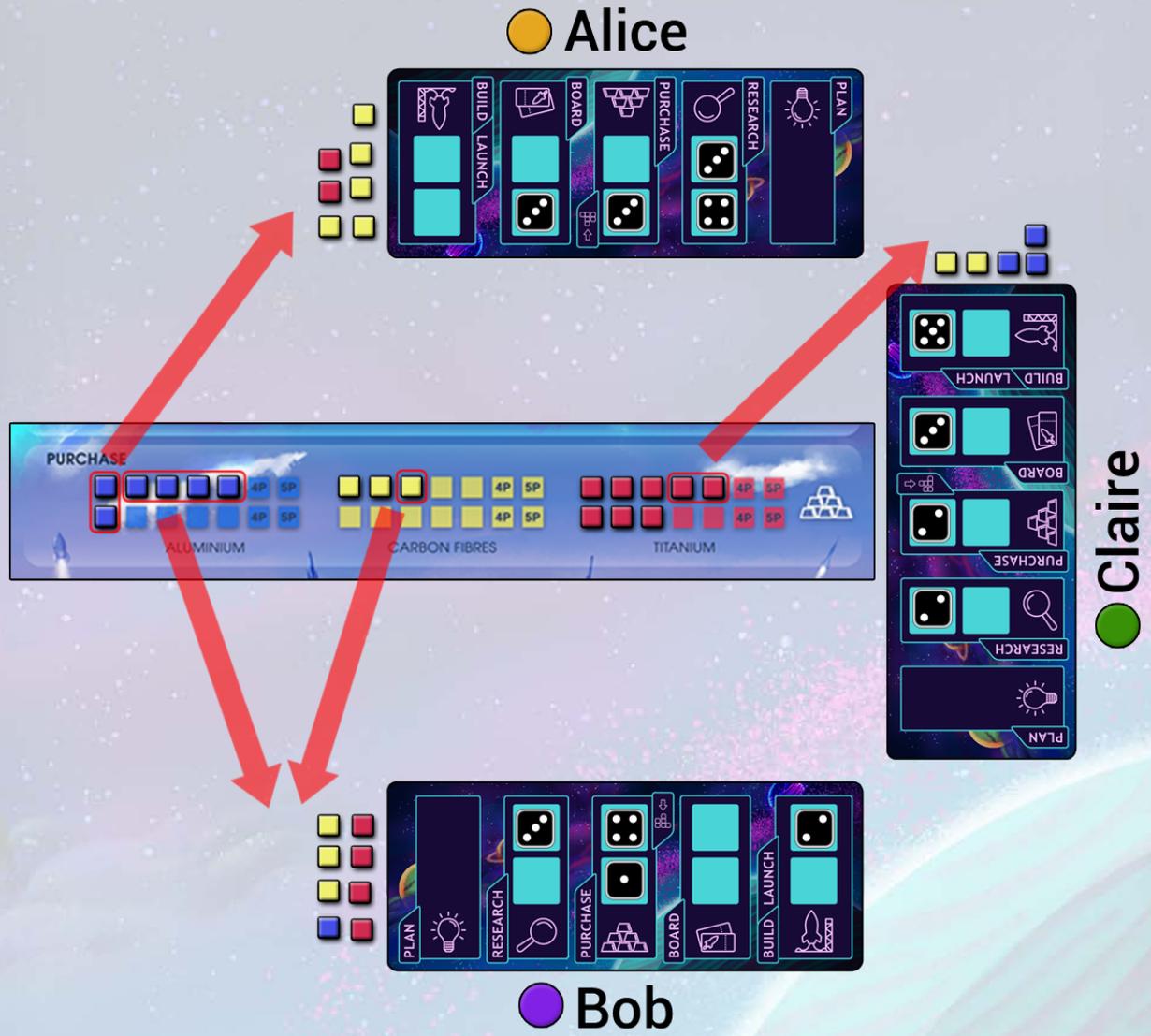
In this phase, players take resources from the marketplace area on the main board.

The **marketplace** can **store a maximum of 10 resources per type** (aluminium - blue, titanium - red, carbon fibre - yellow) in a three player game, a maximum of 12 resources in a four player game and 14 resources in a five player game.

The player with the highest number on a die in this phase starts. They choose a resource type and can put **resource cubes** in their supply **according to the number on their die**. After that, the other players can take resources from the market in descending order of the numbers on the dice. Players can only take cubes from **one resource type per die**.

If there are not enough cubes of the chosen resource type available, the **rest** of the die number **is forfeited**. If a player has used **two dice** in this phase, they get another turn and can also choose another resource type.

At the end of this phase the player who picked resources first, chooses **a resource type**, which is then **completely replenished** from the general supply. If after this process one or both of the other resource types contain less than three resources in a three-player game, four resources in a four-player game or five resources in a five-player game they are automatically replenished to that number.



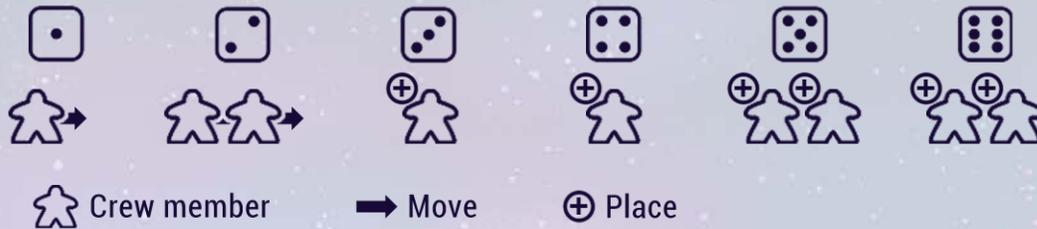
Example 3:

Bob has placed a "4" and is therefore allowed to take resources from the market first. He chooses aluminium. Alice is second and also chooses aluminium. However, despite her "3", she can only take two cubes from the marketplace, as it is empty afterwards. And she will not get a third cube from the general supply either. It is then Clair's turn and she picks titanium. Finally, Bob takes one carbon fibre cube into his stock.

As starting player in this round Bob can now decide which resource on the marketplace will be completely replenished. He chooses titanium and so four red cubes are placed on the marketplace from the general supply. As the aluminium supply is now completely empty and the carbon supply contains only two cubes both get replenished to a total of three cubes each from the general supply.

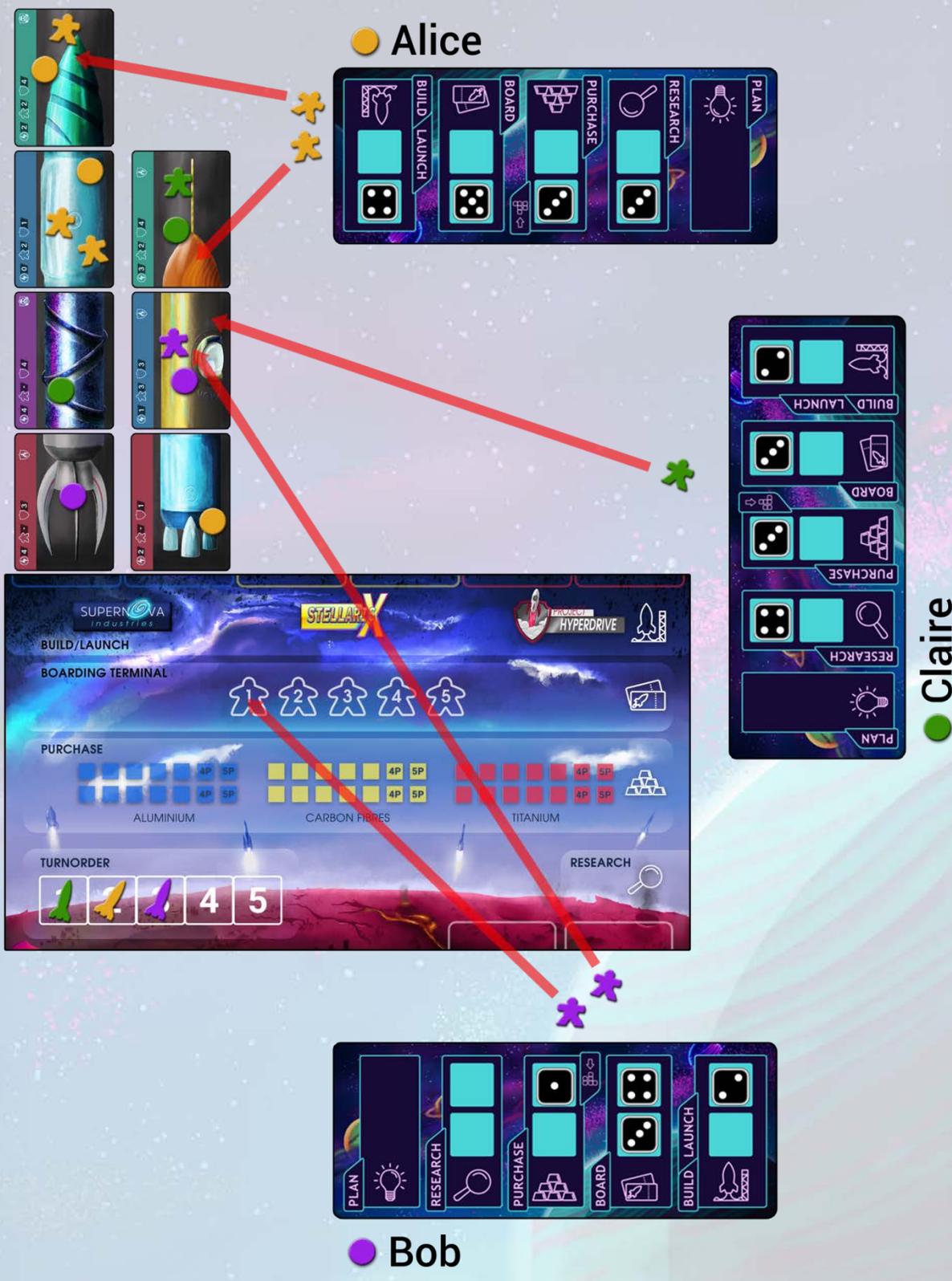
4 - Board

The boarding phase is only active if there was at least one free crew member slot in one of the hangars at the beginning of the round. If a player places dice in this phase while it is inactive they don't have any effect. In the boarding phase, players can place their own crew members in already built modules in one of the hangars (Stellaris X, Supernova Industries, Project Hyperdrive). The player with the highest dice number in this phase can place crew members first. Then in descending dice numbers the other players can place their crew members. Players can place



If at least a “3” was placed by a player they can place a crew member in one of the modules in a hangar. The crew members can be **placed on any module** that still has at least **one free slot** (marked on the module, see chapter Module Cards). The **slot always costs 1 energy token**. If it is one of your own module cards, the energy must be paid into the general supply, if it is a module of another player, the energy must be given to them. If there are no more free spaces when it is a player's turn or if the player has no more energy in their supply, they can place one crew member on the leftmost free space in the boarding terminal. This action does not cost energy. A player can only ever use one space in the boarding terminal, so there can never be two crew members of the same colour in the terminal at any given time. By placing the dice number “1” or “2” the player can move one respectively two of their own crew members in a module in one of the hangars into another built module with an empty space. No energy token need to be paid for this movement.

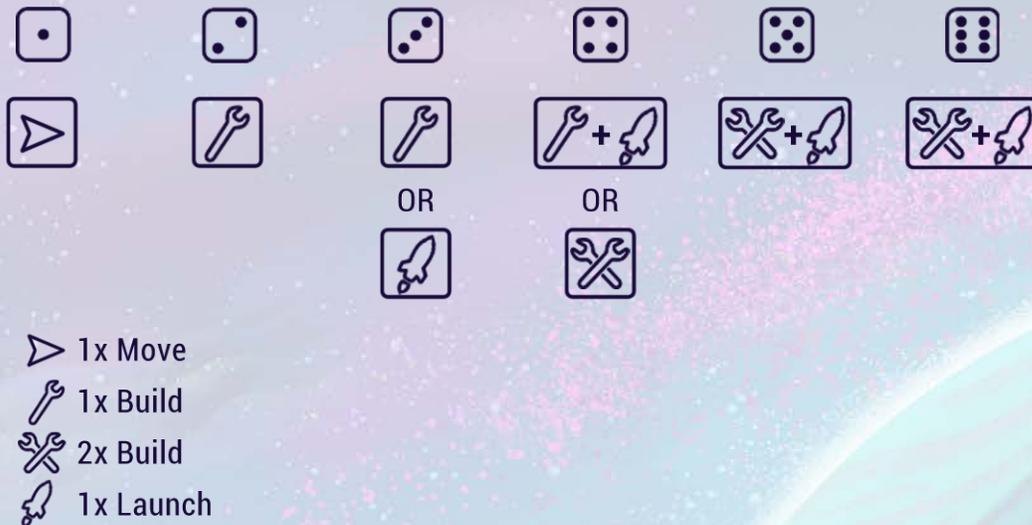
If there are free places in one or more modules at the end of a round, the crew members can be placed in the modules from the left by the respective players. Energy must be paid as in regular boarding.



Alice has placed a “5” in the board phase and is therefore first in line. Because of the “5” she can also place two crew members. She places one on her own cockpit module and one on Claire's cockpit. So she puts one energy token back in the general supply and gives another energy token to Claire. Bob is second in line. He places his crew member on his own crew module and thus has to pay one energy token to the general supply. Because of her better position on the turn order track Claire gets to place her crew member before Bob can place his second one. She also places it on Bob's crew module and pays one energy token to him. Now all slots are occupied and Bob has to place his second crew member in the boarding terminal.

5 - Build & Launch

Depending on the number on the die that a player placed in this phase, they may trigger one of the following effects during this phase.



The player with the highest number on a die in this phase starts and **triggers their effect completely** (assembly and rocket launch, if the number allows it). **Assembly and Rocket launch** can be played **in any order**. 2x Assembly can even be split, one before and one after a rocket launch. After that, the other players take their turn in descending order of dice numbers and can use their effects completely.

5.1 Move

The “move” action can only be used by placing the dice number “1” in this phase. The player can move one of their built modules into another hangar as long as the resulting rocket still fulfils the same criteria as in the build action (see next chapter).

5.2 Build

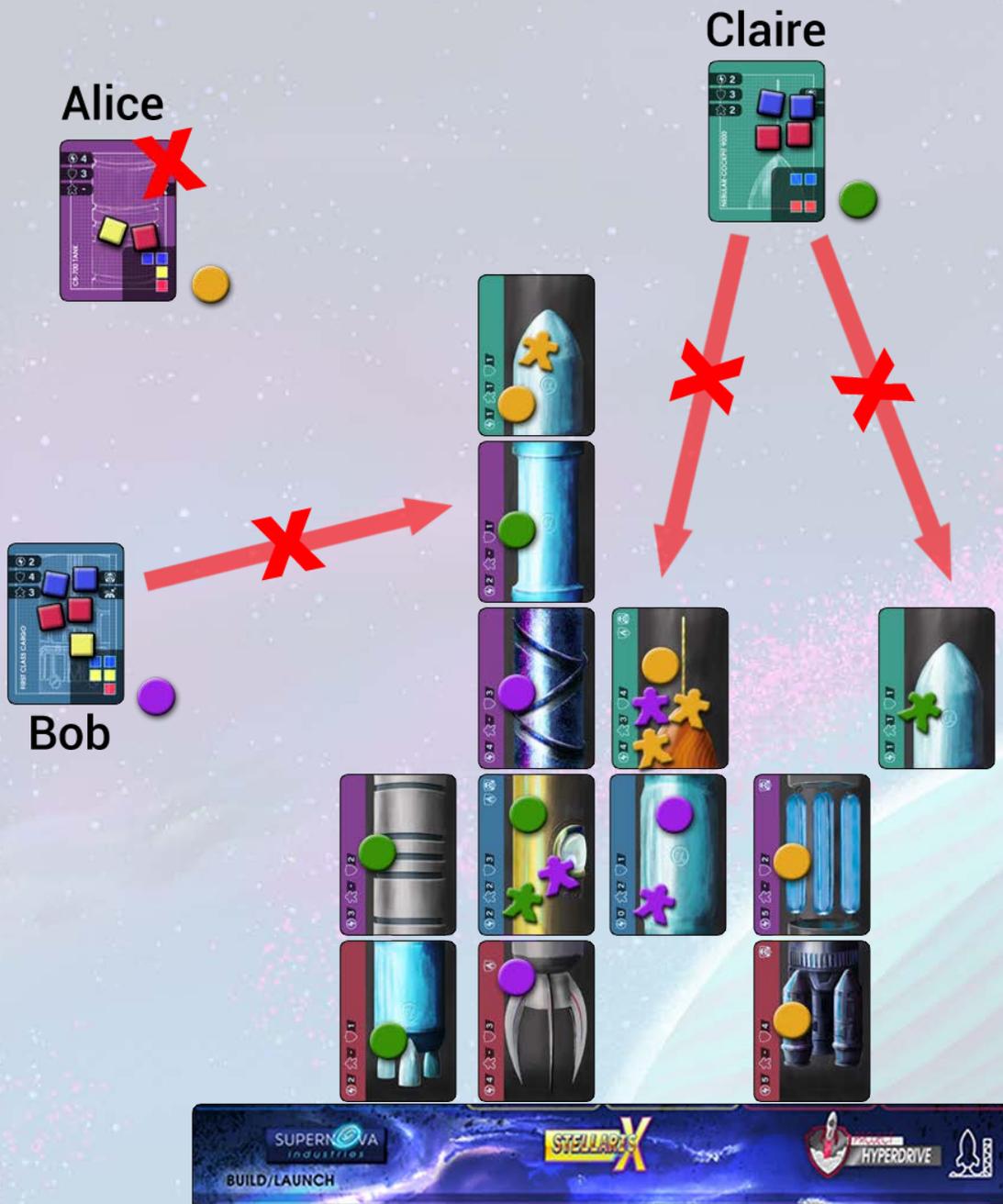
If the player whose turn it is uses the "Build" action, he may place one of the modules from his supply in a hangar. To do this, the **resource cost of the module** (lower right corner on the back

of the card) must be paid to the general supply. For each module built, a player receives the **energy value** indicated on the card (see the Module Cards chapter for details). If the module is a **cockpit or crew module**, the player can directly **place a crew member** on the module for free. Then the module card is turned face up and the player places a **player marker** of their colour on the module to indicate its affiliation.

The player chooses one of the three companies and places the module in one of the two hangars. Modules of other players or own modules may already be in this hangar. However, a hangar may contain a **maximum of one engine and a maximum of one cockpit**. A rocket can consist of a **maximum of six modules**, of which the lowest place is reserved for an engine, the highest place for a cockpit and at least one place for a fuel tank. A rocket can be assembled in **any module sequence**.

Each of the **three companies specializes** in a particular type of **resource** (Stellaris X = carbon fiber, Supernova Industries = aluminum, Project Hyperdrive = titanium) and contributes a resource cube of that type to each module built in one of their hangars. Thus, even with a **missing resource cube**, a module can be built or the player will receive the respective resource back during the action. However, only resources that were needed for production can be refunded, no additional ones. For example, if a module does not require aluminum for production, a player will not receive an aluminum resource back when building that module in a Supernova Industries hangar.

A player can also **exchange** any two resources of the same type for another resource of his choice from the general supply at any time.



Example 5:

Alice (player color orange), Bob (player color purple) and Claire (player color green) have all placed at least a "2" in the Hangar phase and can therefore place a module. Alice's fuel tank could be placed in any hangar except the third from the left in the current situation. However, Alice cannot build her module yet, because she is missing at least one aluminum cube. Bob can build his crew module, but not in the third hangar, because a rocket can consist of a maximum of six modules and this rocket still needs a cockpit. Claire can place her module in any hangar that

does not already have a cockpit module. Once Bob and Claire have placed their module they each gain 2 energy token and can immediately place one of their player markers and a crew member on it.

5.3 Launch

Requirements:

If the player, whose turn it is, has placed **at least the number "3"** in this phase, they can launch a rocket. The player can pick any rocket that has at **least one of their own modules** built in (indicated by one of their player markers).

However, the rocket can only be launched if it is **complete**, i.e. if it consists at least of an engine and a cockpit and must **meet all requirements** for at least one planet. The requirements of a planet are listed on the left side of the planet cards (see chapter Planet cards for more details). Most planets need at least one fuel tank in the rocket. Some planets need special equipment like a rover or a satellite. If one of them is needed the according symbol must be printed on at least one module card of that rocket.

In summary, a player can only launch a rocket if the following requirements are met:

- The player has placed at least the number "3" in this phase.
- It is a complete rocket
- At least one player marker in this rocket must have that player's colour
- The rocket meets all requirements of at least one planet

Cost:

After picking a rocket the player can then select any one of the five face-up planets that are a valid target. To send the rocket to that planet the player has to **pay the energy cost** indicated on the bottom of the planet card.

Reward:

After the energy cost is payed, **all crew members from participating modules are placed on the planet**. Additionally the player, who owns the most modules in that rocket, earns a **construction reward** and the player, who sent the rocket to that planet, earns a **launch reward** (see also chapter Module Cards). Both rewards are indicated on the right side of the planet cards. The numbers indicate how many **victory point tokens** the players can take from their supply.



**Launch
reward**



**Construction
reward**

In case of a tie for the construction reward that number is evenly split between all tied players and rounded up.

If one player manages to rescue all their crew members onto planets the game ends after finishing the current round.

If a **rover** or **satellite** was needed, the owner(s) of every module in that rocket with that symbol receive one victory point token.

Clean up:

Finally the **planet is put aside** together with the crew members on it and is no longer a valid target. Then a new planet of the same colour (blue or red) is revealed and is now available as a new target.

Lastly the player who launched the rocket throws one at the time a die for every participating module to determine how much **damage** is done to each module.

If the **stability value** of a module is equal or greater than this dice throw, the module remains intact and stays in the hangar to be used again. If the stability value of a module is smaller than this dice throw, that module is destroyed and the player marker is returned to the according player. All destroyed advanced modules are placed on the discard pile while destroyed standard modules are placed back on their draw piles, ready to be picked again in the research phase.



Example 6:

Alice (player color orange) has placed at least one "3" in the exploration phase and can therefore launch a rocket. Currently, only the two rockets on the left are completed. The other two rockets lack an engine module and a cockpit module, respectively. However, Alice cannot launch the rocket on the far left because she owns none of the modules in it. So Alice decides to launch the second rocket from the left.

This rocket contains two fuel tanks but has no special equipment on board. Therefore all the planets except for "Dwarf Cockroach" (needs a rover) are valid targets. Alice decides to fly to "Aurora 2.0", because this planet offers the largest launch reward.

After paying the cost of 9 energy Alice moves the three crew members from the rocket (1x each of green, orange and purple) on the planet card. Then she adds three additional crew members from her supply as launch reward. Since Bob (player colour purple) and Claire (player colour green) both own two modules of this rocket they share the construction reward evenly. Both can place one additional crew member on the planet card.

Alice must now throw one die five times to check the stability of each module. Lastly, destroyed modules get discarded and the planet card is replaced by a new one.

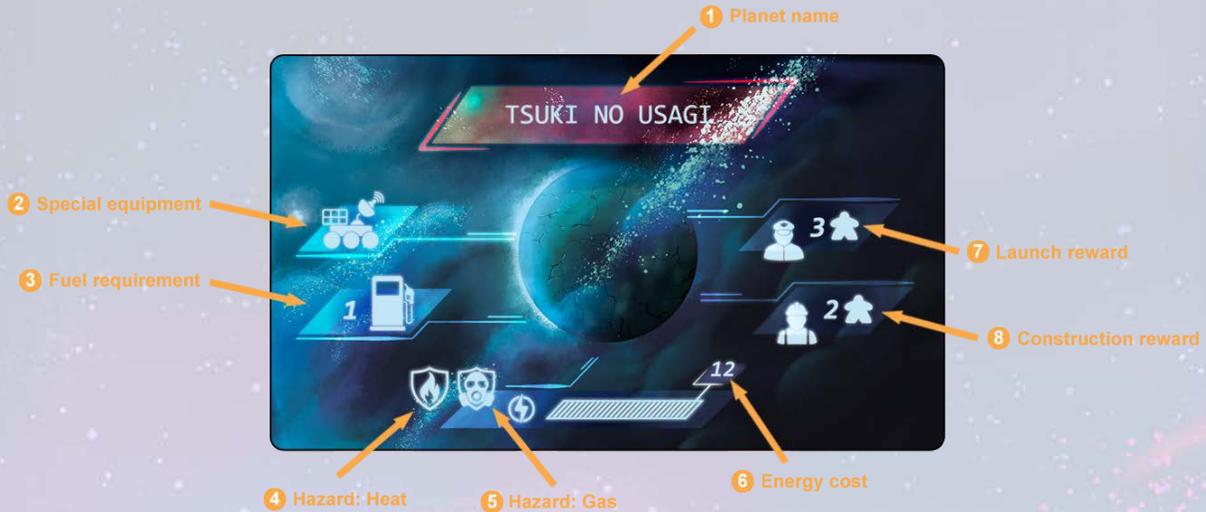
Game end

As soon as the first player has successfully brought **all their crew members** onto planets, the end of the game is triggered. The current round is played to the end. The player (can be multiple players) that is first to save all their crew members on a planet gains 3 additional victory points.

In the final scoring each player gets 2 points for each crew member rescued to a planet. Crew members in a players supply, in a hangar or the boarding terminal are not worth any victory points. The player with the most points wins. If there is a tie, the player who saved most crew members of all colours combined wins the game. If there is still a tie the player with most energy token wins.

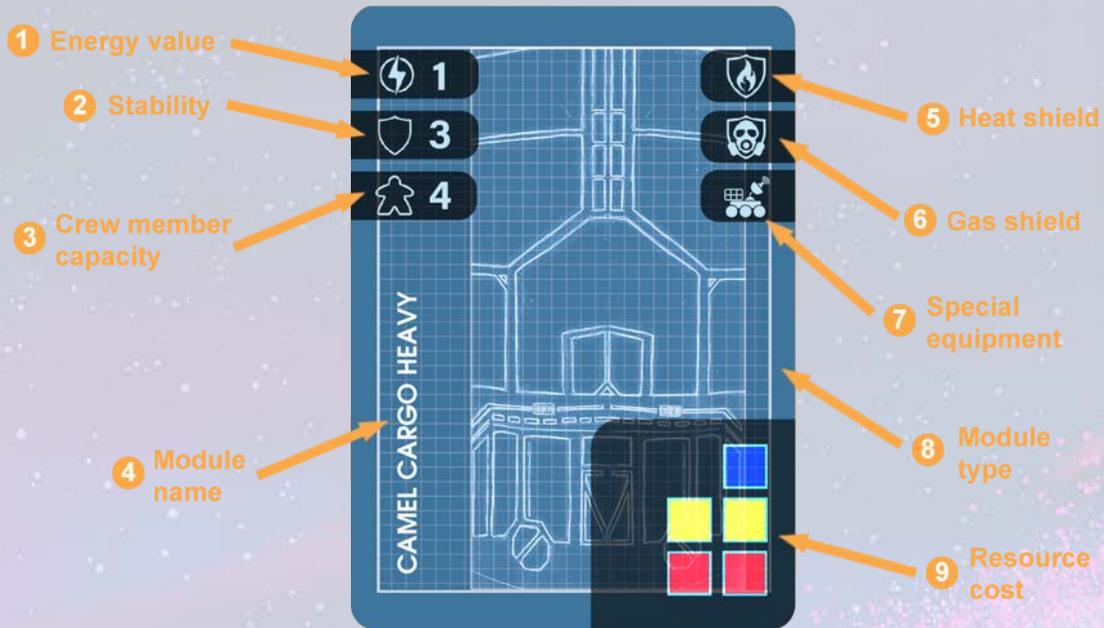
What	Score
Per crew member on a planet	2
Per victory point token	1
Per used rover or satellite token	1
First player to save all crew members	3

Planet cards



- | | | |
|---|---------------------|---|
| 1 | Planet name | Name of the planet |
| 2 | Special equipment | To reach this planet the rocket needs to have a least one module with the according special equipment symbol printed on |
| | |  Rover
 Satellite |
| 3 | Fuel requirement | Number of fuel tanks that are needed to reach this planet |
| 4 | Hazard: Heat | No effect in base game |
| 5 | Hazard: Gas | No effect in base game |
| 6 | Energy cost | The energy cost shows how much energy needs to be spent to reach this planet |
| 7 | Launch reward | Number victory point tokens that the player who launched the rocket receives |
| 8 | Construction reward | Number of victory point tokens that the player who owns the most modules in the launched rocket receives. If there is a tie, all tied players share the reward evenly (fractions are rounded up) |

Module Cards



- | | | |
|---|----------------------|--|
| 1 | Energy value | After Assembly of this module the player receives the noted amount of energy tokens from the general stock |
| 2 | Stability | After a rocket launch a module is destroyed if its stability is lower than the stability die roll |
| 3 | Crew member capacity | Specifies the amount of crew members that can be carried by this module |
| 4 | Module name | Name of the module |
| 5 | Heat shield | No effect in base game |
| 6 | Gas shield | No effect in base game |
| 7 | Special equipment | Modules with this icon are equipped with a satellite or rover depending on the symbol |
| 8 | Module type | The background colour of the card back or the stripe on the left of the card front shows the module type: |
| | |  |
| | | crew module cockpit fuel tank engine |
| 9 | Resource cost | Lists the Resources that are needed to build this module |