

After the most expensive leaflet of all times - a travel brochure (or such it seemed) engraved onto a golden disc* - had finally reached its destination somewhere in the far-off regions of outer space, the interstellar tour operators quickly became aware of the Blue Planet at the edge of the universe. So soon after, all kinds of visitors began to arrive wishing to pass through different epochs of the planet's history by means of timetravel - and naturally to have a great time far away from home.

By now though, the number of space tourists has gotten somewhat out of hand, and from time to time it happens that some of them have too exorbitant fun and therefore accidentally miss their timely departure.

Now the players are asked to locate the stranded time tourists to mark them with cosmic contact spray, so they can be transported home on the big intergalactic beam.

This, however, is not as easy as it seems, because thanks to their highly developed assimilation skills the pleasure-seeking space monsters have put on an (almost) perfect camouflage.

* Voyager Golden Records - on the interstellar space probes Voyager 1 und Voyager 2.

LOS INCOGNITOS

Alien iacta est ...

2 - 4 players 30 minutes age 8+

Components

- rulebook
- 2 boards with 4 scenarios
- 6 dice with the following symbols:



Jetpack



Locator



Spray



Moonboot



Red Giant



Time Vortex

Additionally needed: wipeable pens in the players' chosen colours. (not included)

1 Game board - Aim of the game - End of the game



Game board



game board *Apocalyptic Space Station*
(1st scenario of 4)



logbook (row)



shuttle - starting point (3x)



route section - land
(moonboot)



route section - air (jetpack)



monster field (example)



vessel (here: 'astro drink')



requirements: dice needed
to score (example)



site (here: 'force field')



bonus for the player with
the longest route



landing pad as
storing place



per player:
longest route
& total score

Aim of the game

Using different combinations of dice, the players try to gain the highest amount of points by moving through a scenario, marking monsters and exploring sites.

End of the game

Each player keeps a logbook. The game ends with the last entry in the respective logbook. Depending on the number of players, the number of rounds varies.

- 2 players: 14 logbook entries
- 3 players: 9 logbook entries
- 4 players: 7 logbook entries

A player's logbook - number of entries depending on the number of players



The result of each round is noted down in the respective player's logbook.



Example: Entries of one player at the end of
a 3-player-game. (/ = only movement; 0 = zero roll)



Preparation

The players decide which scenario to play, for example the *Apocalyptic Space Station* (which is recommended for the first round).

To note down the results on the game board, the players each choose a wipeable pen in a different colour.

Each player chooses a logbook row (depending on the number of players).



Player Green marks his logbook

The player who most recently has been asked the way by a stranger starts the game. If that should not apply to anyone, the player with the most inconspicuous clothes begins. The other players follow clockwise.

How to play

- All players play on the same scenario.
- The active player rolls all 6 dice.
- After each roll, the player has to perform **at least 1 action** out of 4 possible actions, so gradually he has less and less dice at his disposal, until a sensible roll is no longer possible. It is also allowed to perform more than one action, if the result of the dice roll permits it.

Possible actions (which can be combined in any way) are:

1. **Storing**
2. **Moving**
3. **Marking monsters**
4. **Exploring sites**

At the beginning (but also later in the game), actions 1. *Storing* and 2. *Moving* are important. Actions 3. *Marking monsters* and 4. *Exploring sites* are needed for scoring.

- Dice that have been used for actions 2-4 are put aside and cannot be used again that round by the active player.
- As long as he has been able to perform an action, the player continues with the remaining dice.
- As soon as after a dice roll it is no longer possible to perform any action, it is the next player's turn.

The 4 possible actions

When it is a player's turn, he must perform at least one of the 4 possible actions:

Possible action 1: STORING (of a maximum of 2 dice)

It is allowed to store up to 2 dice on the landing pad to

- a) collect dice for actions 2-4, or
- b) to perform an action if actions 2-4 are not possible.

If there are 2 dice on the landing pad, it is full, and new dice can only be stored after some space has been cleared on the landing pad (by using the dice there to perform another action).



max. 2



Landing pad with a storing capacity of up to 2 dice



Advice: If possible, refrain from filling the landing pad completely too soon!



The Red Giant and the time vortex CANNOT be stored.

If – after an action – the landing pad has been cleared completely or in part, the (once more) empty space can immediately be used again for storing.

Dice that have been stored remain on the landing pad, until they are used for an action (2-4) or until it is the next player's turn.

Possible action 2: MOVING



Starting from a shuttle (starting point)

To move means either to continue A) already existing routes (without omitting any element of the way) or B) to begin a new route from one of the starting points.

START: The players **start at one of the three shuttles** (starting points), which can be used by everyone – they are not marked in any colour. **Each player, however, may start from each of the starting points only once per turn.**

At first, the players have to move by moonboot or jetpack to reach monster fields, vessels or sites (see below). The players are free to decide from which of the 3 shuttles they wish to begin their route and in which direction to move.



During the game, it is possible to start from different shuttles or several times from the same shuttle. It is allowed (and advisable) to form more than one route from these starting points. The routes may branch out and be continued at will. They can also grow together.



1x walking = 1 moonboot



1x flying = 1 jetpack



Moving (with moonboot and/or jetpack) between 2 destinations is only possible by using a locator.

For each section of the route **between 2 destinations**, that is

shuttle, site, monster field or vessel, the corresponding means of transport (over land -> moonboot, through air -> jetpack) are needed.

It is possible to move the whole way between 2 destinations or just part of it, but **for each movement one always also needs 1 locator.**

Example GREEN



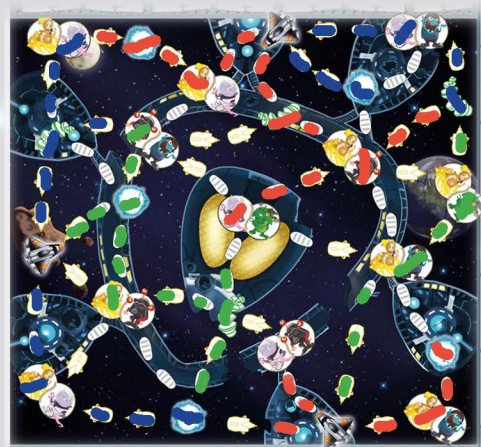
Example RED



Example BLUE



So, if the result of the dice roll allows it, it is more economical to move the whole way between 2 destinations at once, as it saves the player a die.



Example: Marked routes at the end of the game

The parts of a route which a player has covered are marked in his colour.

Route sections and destinations (except for starting points) **may only be used by one player.** So during the game, the players cut each other off and therefore have to plan their routes carefully.



If 2 or more time vortexes have been rolled, it is not allowed to perform the action **Moving** at this moment.

It is not allowed to omit any element of the route.



Example CORRECT:
No elements of the route have been omitted.



Example WRONG:
An element of the route (monster field) has been omitted.



Alignment of the movement fields: The alignment of the fields does NOT prescribe the direction into which the players have to move. It may, however, be seen as a hint how the different routes might develop.



Possible action 3: MARKING MONSTERS

As soon as a player has reached a monster field or a vessel, he may try (at once or later) to mark monsters **according to the requirements**. On a monster field, it is not possible to get more than one of the 2 monsters shown. The second monster vanishes. For the vessel, there is a bigger choice, as one can mark one out of 4 monsters here.



monster field

Example: On this monster field it is possible to get either 1 red monster for 2x spray + 1x jetpack or 1 blue monster for 2x spray + 2x jetpack. (Compare scoring table with requirements.)



vessel
(here: astro
drink)

*When a player reaches a vessel, he may get one of the upper 4 monsters shown on the scoring table. However, the bottom (green) monster is **never** attracted by a vessel.*



The monsters are attracted by different vessels in the 4 scenarios. The vessels, however, always have the same function as well as the same (green) colour as identifying feature.

scoring table with requirements

| | | |
|--|------|------|
| | ☆☆☆☆ | ☆☆☆☆ |
| | 4 | 6 |
| | 6 | 1 |
| | 7 | 6 |
| | 9 | 11 |

monsters requirements
points per monster



If a player has the right combination of dice, he can mark the respective monster on the monster field (or the vessel) and cross off the corresponding points for that monster on the scoring table in his colour (from left to right; first upper row, then lower row – as the monsters vary in value). The player receives the number of points for the monster he has marked. The different shapes and colours of the scoring fields can be ignored in the basic game.



*Example:
Scott (player colour green)
marks a blue monster and
receives 6 points.*



If 2 or more Red Giants have been rolled, it is not allowed to perform the action Marking monsters at this moment.



If the last monster of one kind has been crossed off, they have all been sent home and no more specimen of this kind can be marked.



Possible action 4: EXPLORING SITES

When a player has reached a site, he can explore it by rolling the required symbols (jetpack + moonboot + locator).

Each of the 4 scenarios has a special kind of site with special functions. The first scenario for example features force fields. When a site has been explored, the player marks the respective site on the game board as well as on the scoring table (lower part of the symbol and in reading direction) and receives the corresponding points.





Special function of the force field: For each force field he has explored, the player may once at any point during the game interrupt his turn and **exchange all the time vortexes** he has just rolled **into 2 points each**. His turn ends immediately. Having used the special function, the upper part of the force field is crossed off on the scoring table.

Example: Ellen has 4 dice left and rolls jetpack, spray and 2x time vortex. She uses jetpack and spray to mark a yellow monster, but instead of rolling the remaining two dice again, she uses the special function of her force field to change the 2 vortexes into (2 x 2 =) 4 extra points.



The procedure is the same in the **other scenarios** (except for scenario 4) with the difference that the sites there have **other special functions** (see explanations on page 6).

At the end of each turn, the result is noted down in the logbook:  - only moved; the respective points – if monsters have been marked and/or sites explored; otherwise  for a zero roll.

A **zero roll** means that a player has neither been able to move nor to mark monsters nor to explore sites, in other words he has not been able to perform any of the actions 2-4. A zero roll is noted down in the logbook as '0'. **For each second zero roll, the player immediately gets an extra turn**; the first zero in the logbook is crossed off and the result of the extra turn is noted down (instead of the second zero roll).

Example – logbook entries for Ellen:




Round 1 – Ellen just moves ('1'). **Round 2** – Ellen marks a yellow monster for 2 points and explores a force field for 4 points ('6'). **Round 3** – zero roll. **Round 4** – Ellen moves and marks a white monster for 4 points ('4'). **Round 5** – zero roll: Ellen crosses off the first zero, starts an extra turn and moves ('1') ...



Special case: If a player can no longer perform actions 2-4, because all his routes have been cut off, the other players will finish the game without him. This case, however, should be avoided by cleverly planning one's routes.

End of the game & Final scoring

The game ends after each player has noted down his final logbook entry.


 After that, each player counts his longest continuous route and notes down the number of the individual parts of this route (see left **example**).

The player who at the end of the game possesses **the longest continuous route** receives **6 bonus points**. In case of a draw, the bonus points are divided.

The following elements count as parts of the longest route: route sections (land and air), sites, vessels, monster fields and shuttles (starting points). Subsidiary ways do not count. Circuits are possible – but each part of the route may only be counted once.

Example longest route (compare page 3): Red=15 - Blue=13 - Green=12. Red gets the bonus.



 Finally, each player notes down his total score (see left **example Player Green**).

The player with the highest amount of points is the winner.

In case of a draw, the player who has marked the most valuable monster on the scoring track wins the game.





The 4 scenarios and their special features



It is advisable to play the scenarios in the here given order, as each one is a bit more complex than the preceeding - this is especially true when playing with the rule extension **"Good Signs - Bad Signs"** (see back of the rulebook).

I. Apocalyptic Space Station

Complexity:

The rules have been explained on the basis of this scenario.

They are also valid for the other scenarios - with some exceptions mentioned below.

II. Highlander's Castle

Complexity:

1. Different requirements for the monsters (see specifications on the game board).

2. **Chalice** instead of astro drink.

3. **Treasure chest** (instead of force field). When activating its special ability, the player may **mark any monster** anywhere on the board (on a so far unmarked monster field), even if he is not standing next to the field. He must, however, **hand in an extra die with a time vortex** to the normal requirements for the particular monster.

III. Arabian Nights

Complexity:

1. Different requirements for the monsters (see specifications on the game board).

2. **Magic lantern** instead of astro drink.

3. **Bazaar** (instead of force field). To activate the bazaar's special ability, there have to be **1 or 2 dice on the landing pad**. These **can be exchanged** into any other symbols (except Red Giant and time vortex). (Between storing and using them though, the remaining dice need to be rolled.)

4. **Perilous area**. A double route section has **to be crossed in one go**. It counts as two parts of the route.

5. **Magic carpet**. To continue one's route with a magic carpet, the player needs to hand in the combination **"jetpack + locator + Red Giant"**.

IV. Roman Holidays

Complexity:

1. Different requirements for the monsters (see specifications on the game board).

2. **Amphora** instead of astro drink.

3. **Perilous area**. A double route section has **to be crossed in one go**. It counts as two parts of the route.

4. **Arena** (instead of force field) - place of duels. The arena differs from the other sites insofar as the player does not receive the **points** immediately when he gets an arena, but **only when he uses its special function**. It is possible to use it, if the player has marked a monster during his current turn. With this monster, the player has to **challenge another player's monster of equal or higher value to a duel at the end of his turn**. Both players roll all 6 dice and add the number of Red Giants to the points of their monsters. The player with the higher total wins and draws a circle in his colour around the opponent's defeated monster on the scoring track. During final scoring, the player adds half the number of points (rounded up) to his final result. A once defeated monster cannot be challenged again. In case of a draw nothing happens.

Example

Julius rolls jetpack+moonboot+locator and gets an arena, of which he crosses off the lower part on the scoring track. He does not receive any points for it yet!

To get the 5 points, he has to challenge another player to a duel. This is only possible if *Julius* has just marked a monster. In the example 'Challenge' (see below), *Julius* has marked a red monster with the value 4. As he is only allowed to attack monsters of equal or higher value, he decides to **challenge player Red** and his white monster with the value 4. Now *Julius* can write down the 5 points for his arena in his logbook.

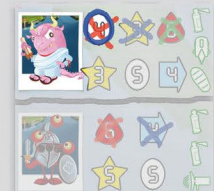
Then each player rolls the 6 dice once and adds all Red Giants to the 4 points of his monster. Since *Julius* rolls more Red Giants than his opponent, he wins the duel and draws a circle in his colour around the 4 of the white monster (see example 'Victory').



Example: Challenge

During the final scoring, each player checks if he has won any duels and adds half the points (rounded up) of each defeated monster to his final result. So *Julius* receives two extra points for the defeated white monster.

Note: The player who loses a duel does not lose any points.



Example: Victory





Rule extension Good Signs - Bad Signs





The different shapes and colours of the scoring fields have no significance for the basic game. They may, however, be added to the game: Each shape then has a special function, which has to be carried out at the end of a player's turn, if he has marked 1 or more corresponding monsters.



Yellow star: The player rolls all 6 dice again. **For each Red Giant** in that roll he receives **1 bonus point**, which he adds to the value of the monster and notes down in the logbook.



White oval: Zero rolls award bonus points. For **an unused zero roll** in his logbook, the player receives **2 bonus points**, for **each used zero roll 1 bonus point**.

Example:  = + 2 points,  = + 1 point



Red drop: The player rolls all 6 dice again. **For each Red Giant** in that roll **1 point of the monster's value is deducted**. (If a player rolls more Red Giants than he would receive points for the marked monster he does not get minus points. A result of 0 does not count as zero roll.)







Blue arrow: Teleporter. At the end of his turn, the player may mark any single (free) route section on the game board in his colour (1 moonboot or 1 jetpack) without using any dice.



Green square: At the end of his turn the (still) active player chooses **one symbol** and sets the die aside **for the next player**. The subsequent player is not allowed to roll this die. The symbol though is valid for the whole turn (or till it is used for an action).

Example: Arthur sets a Red Giant aside. It remains next to the game board for the whole of Betty's turn. If Betty rolls another Red Giant, she cannot mark any monster at that moment. If she marks a monster with a star shape on the scoring track, the Red Giant next to the board counts as bonus at the end of Betty's turn. (So Betty rolls only 5 dice at the end as well.)



It is advisable to cross off marked monsters on the scoring track with a **single stroke during one's turn**  and then cross it out completely with a **second stroke at the end**  after the bonus action has  been performed. That way it is always clear, which actions still  have to be performed at the end of the turn.

Designers:
Britta Stöckmann,
Jens Jahnke



Illustrations:
Marek Blaha,
Creative Studio Hrabri Vitez

We would like to thank our test players
and readers, and everybody who actively
supported the production of this game.



Warning: not suitable for children
under 3 years of age.
Contains small parts which may be
swallowed or inhaled.

Dorfstr. 85
D-24220 Bönnhusen



© 2013 Igramoon Spieleverlag
All rights reserved.
igramoon@igramoon.de
www.igramoon.de