



# S.O.S. IN SPACE

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For 2 to 4 players  
ages 6 and above  
Playing time: 20 min.

## Components:

- 1 gameboard
- 7 alien standees
- 7 transparent holders
- 1 dice
- 21 task cards
- 1 black hole
- 5 comets
- rules

In the game S.O.S. IN SPACE aliens are on their way to an important intergalactic meeting when all of a sudden their spacecraft breaks down. They quickly jump out, confused and helpless. They have to meet the other extraterrestrials as soon as possible. But how? S.O.S.!

S.O.S. (SAVE OUR SOULS) is an international emergency signal that has been used since 1906 as a Morse code or as a written string of letters to request help in an emergency. In the latter case, the letters are written in large format, e.g. in the sand or snow, in the hope that aircraft crews will see them and send help. Furthermore, emergency telephones are marked with the letters "SOS".



## OBJECT OF THE GAME

Players must try to bring together the two aliens depicted on their task card in a same space on the gameboard, as quickly as possible. When this is achieved (see example A) they can flip this task card face down and draw a new one. This is repeated until the game ends.



**Example A:** task card that needs to be fulfilled

## SETUP

The gameboard is placed in the middle of the table. The 5 comets are placed on the red dotted lines. The 7 aliens and the black hole are placed randomly, one by one, on any free space around the edge. Two edge spaces and the four spaces in the middle remain empty (see example B).

The task cards are shuffled and laid out as a face-down draw pile, within easy reach of all players, along with the dice. Each player draws 1 task card, which he places face up in front of him. The youngest player is the starting player.

## HOW TO PLAY

The game is played clockwise. The active player rolls the dice and performs the dice actions. In doing so, he must try to bring together the two aliens depicted on his task card, in any space on the gameboard, as quickly as possible. As soon as they stand together on a same space, the task card is fulfilled and placed face down on a personal task pile. Then the player draws a new task card from the draw pile and places it in front of him. His turn ends when he has no action/movement(s) left.

## END OF THE GAME

The first player to collect 5 task cards and flip them face down will be the winner. This ends the game.



**Example B:** setup for 4 players

## DICE ACTIONS:



**Black Hole / 1 dot:** Move the black hole to any vacant space on the gameboard and move any alien 1 space. You freely choose the order in which you take these steps.



**Comet / 1 dot:** Move any comet to any vacant dotted line (red or yellow) on the gameboard and move any alien 1 space. You freely choose the order in which you take these steps.



**2 dots:** Move any alien on the gameboard 2 spaces, or move any two aliens 1 space each.



**Black hole / 2 dots:** Move the black hole to any vacant space on the gameboard and move any alien 2 spaces, or move any two aliens 1 space each. You freely choose the order in which you take these steps.



**Comet / 2 dots:** Move any 1 comet to any vacant dotted line (red or yellow) on the gameboard and move any alien 2 spaces, or move any two aliens 1 space each. You freely choose the order in which you take these steps.

**IMPORTANT:** Comets can never be placed in a way that they completely block one or more aliens from moving.



**Example C:** 1st task card fulfilled



**Example D:** 2nd task card fulfilled

If a player preceding the active player brought together the active player's aliens, because he was not paying attention or couldn't do otherwise, the active player's task card is nevertheless fulfilled. The active player flips that task card face down (for free), draws a new one and then starts his turn.

If the active player fulfills a task card (see example C) he immediately draws a new one. If he still has a movement point left, he may immediately use it in order to also fulfill the new task card (see example D). Fulfilling 2 task cards can also be achieved by moving 2 different aliens (not shown in the example).

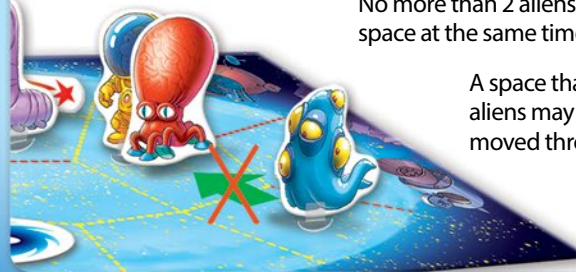
If the active player cannot fulfill a task card during his turn, he may use his action/movement(s) to put any alien in a good position for his next round. Of course there is no guarantee that this alien will still be in the same spot when it is his turn again, because another player may have moved it elsewhere in the meantime.

## ALIEN MOVEMENTS:

An alien may only move to an immediately adjacent space.



No more than 2 aliens may share a same space at the same time.



A space that already contains 2 aliens may never be entered or moved through.

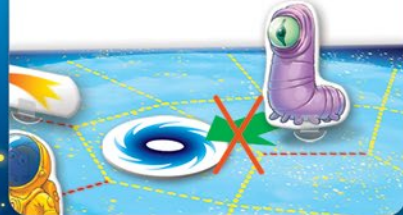
### IMPORTANT:

It is quite possible to fulfill several tasks cards during the same turn. However, a task card cannot be fulfilled during another player's turn!

An alien may not move diagonally across the corners of a space.



The space with the black hole may never be entered or moved through.



A comet may never be jumped over.



**LOGIS**