Escape from Zyzzlvaria

Hey gang! Looking for an exciting way to get away from it all? Well, look no further. *Escape from Zyzzlvaria* brings the exciting adventures of Captain Blastoid and the crew of the Brass Rat to your living room. Beam up three of your friends and get ready...to Escape!

EQUIPMENT

Each game should come with:
- The 16x16 Zyzzlvaria board
- Eight colored pawns
- Eight 1x1 escape pods
- A deck of sixteen Zyzzlvaria cards
- Four red dice, four black dice, and four white dice
- The Wheel of Death
- The Moon Counter and six moonstones
- Dollarbucks (20 1s, 10 5s, 5 10s, 5 50s)
- A rule sheet, four-part sample game, and strategy guide

If any parts are missing, we encourage you to try playing anyway.

OBJECTIVE OF THE GAME

Get as many crew members as possible to Escape from Zyzzlvaria.

SETUP INSTRUCTIONS

1. Place the board on the table. Outpost 9 is on the north side of the board.
2. Place the escape pods in the spaces adjacent to the inner 8x8 board (Inner Zyzzlvaria).
   a. The pods with 12s on them go on the north side of the board, 11s on the east side, 10s on the south side, and 9s on the west side.
   b. The highest number on each pod faces away from Inner Zyzzlvaria, while the second highest faces away from the adjacent pod.
3. Place the pawns adjacent to the Core Reactor. Place Algernon in the upper left spot, and proceed clockwise in alphabetical order. Each pawn should be placed so that its 1 face is facing north.
4. On the Moon Counter, place one moonstone on the first E in ECLIPSE! for each player, another moonstone on HEAD QUARTER (this is the Quarter Marker), and another moonstone on BAD MOON (this is the Moon Marker).
5. Each player should select six spaces they would like from the Wheel of Death. The spaces do not have to be consecutive, and the same space may be chosen by more than one player.
6. Shuffle the cards and deal two to each player.
7. The player who most resembles an alien goes first, taking 3d6 to start. After this player's turn, play continues clockwise around the board.

PLAY

On your turn, follow these steps in order:
1. Play one of your cards, if you desire.
2. Roll the 3 dice. You must either:
   a. Select any pawn and move that pawn 3 times, with each move corresponding to one of the rolls. Moves must be in any orthogonal direction. Consecutive moves may be in opposite directions, but not the same direction. A player may not move more than one pawn with this move. For example: *Alex rolls 1, 2, and 4 to start the game. Alex moves Leah 1 square south, 4 squares west, and then 2 squares east.*
   b. Select an escape pod that has a pawn in it. See *Moving Escape Pods* below.
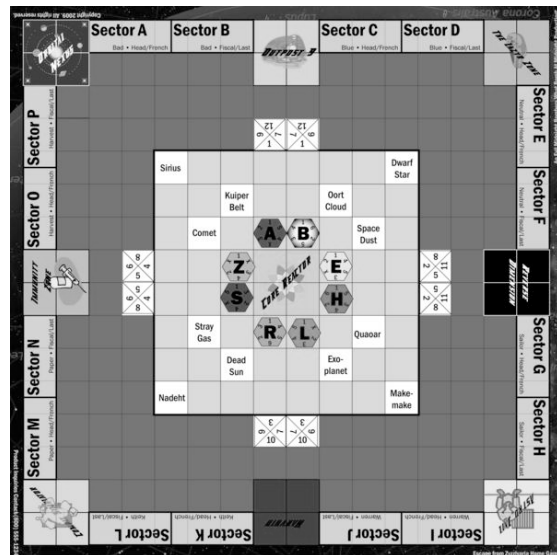
A (red) Algernon
B (metallic) Blastoid
E (yellow) Ernie
H (green) Harold
L (blue) Leah
R (orange) Ralph
S (purple) Scotchy
Z (pink) Zoe

Doubles/Triples

If any two of the dice show the same value, the Quarter Marker moves one space clockwise. If all of the dice show the same value, instead the Quarter Marker moves three spaces clockwise. Every time the Quarter Marker lands on or passes the Head Quarter, the Moon Marker moves ahead one space. (It moves left to right; if it's on Sailor Moon, the next space is Warren Moon.)

1. If the Moon Marker moves to a new space, some dice are replaced. The new set is:
   a. Bad Moon: red d6, white d6, black d6
   b. Blue Moon: red d8, white d6, black d6
   c. Neutral Moon: red d8, white d8, black d8
   d. Sailor Moon: red d10, white d8, black d8
   e. Warren Moon: red d10, white d10, black d8
   f. Keith Moon: red d10, white d10, black d10
   g. Paper Moon: red d12, white d12, black d10
   h. Harvest Moon: red d12, white d12, black d12
2. If the Moon Marker is on Harvest Moon, and the Quarter Marker lands on or passes the Head Quarter, the game is over at the end of that turn.

MOVING PAWNS

Inner Zyzzlvaria

1. If a pawn lands on a stellar object (one of the 12 white spaces within Inner Zyzzlvaria), the player gains the number of dollarbucks listed on the side of the pawn facing north. The pawn is then rotated one unit clockwise so that a new number is facing north.
   a. If an X is facing north, no dollarbucks are earned. The pawn is still rotated.
   b. Whether a pawn has landed on a stellar object is checked at the end of each move segment, meaning the pawn may land on up to three stellar objects in a single turn.
2. Pawns may move through spaces containing other pawns. They may even land on those spaces at the end of their first and/or second move segments, but not their third move segment.
3. The same is true of the Core Reactor.

From Inner Zyzzlvaria to Outer Zyzzlvaria

1. If a player moves a pawn through any Outer Zyzzlvaria spaces without an escape pod, they must spin the Wheel of Death at the end of that move segment.
    a. If the spinner lands on a space that player selected earlier, that pawn is dead, and is removed from the game.
    b. Otherwise, the player moves their ECLIPSE! Marker ahead one space. If the pawn is in Outer Zyzzlvaria without an escape pod, it's moved back to the last Inner Zyzzlvaria square or pod it was in. (If it's put on a Stellar Object this way, the player doesn't collect dollarbucks or rotate the pawn.) The player now continues their turn, if the pawn is in Inner Zyzzlvaria and the player has move segments remaining.
    c. If a player's ECLIPSE! Marker reaches ! on the Moon Counter, that player may no longer move.
2. A pawn may move into an escape pod as part of its move. If the roll is more than what it would take to have the pawn reach that pod, the pod is then moved the remaining number of spaces. For example: *Bob rolls 1, 1, and 6. Bob moves Zoe 1 square south, 1 west, then 6 spaces south. Zoe only needs to move 4 to reach the pod. Bob moves that pod, with Zoe, two spaces south.*
3. If the pawn has enough momentum, it is possible to escape from Zyzzlvaria this way. See *Escaping*.
4. If a player has any move segments remaining after moving a pawn into an escape pod, they are lost, unless the pod hasn't moved yet that turn. In that case, the player may choose to move the pawn out of the pod.
5. Escape pods may contain more than one pawn.
6. A pawn that starts a turn in an escape pod may be moved out of it. If the pawn passes through any Outer Zyzzlvaria spaces this way, the player must spin the Wheel of Death as described in Step 1 above.
7. If a pawn's move would take it past the edge of the board, it may go that direction, but stops at the border.

MOVING ESCAPE PODS

A player may move an escape pod that has a pawn in it. To do so:

1. One of the dice from the player's roll must match a number on the pod; the position of this number determines the direction that the pod can move. The pod is then moved a distance that is the smaller of the two remaining dice. For example: *Bob rolls 2, 3, and 5. There is a pawn on an escape pod with 11 facing north, 5 facing east, 2 facing south, and 8 facing west. Bob can either move the pod east 2, or south 3.*
2. If a pod enters the open sector, it stops and tries to escape. See *Escaping*.
3. Pods can move into and through closed sectors and Special Zones, but not Inner Zyzzlvaria.
4. Pods can pass through spaces that contain other pods, but they can't land on such spaces.
5. Pods on spaces shared by two sectors are in both.
8. If a pod's move would take it past the edge of the board, it may go that direction, but stops at the border.
6. If a pod lands inside one of the Special Zones on the outer edge of the board, see *Special Zones* below.

Special Zones

Special Zones are 2x2 squares on the edge of the board. Each one is composed of 4 1x1 squares for purposes of movement. If a card says to move a pod to a Special Zone, the pod is placed in the corner of that Zone closest to the center of the board. If, after a card is played or a turn ends, a pod has landed in a Special Zone, the moving player must complete the following action:

- Immunity Zone: Reset your Eclipse! counter to the first E.
- Combat Simulator: Play Rock-Paper-Scissors with another player. The winner takes 5 dollarbucks from the loser.
- Outpost 9: Select another player. They lose their next turn.
- Orbital Nexus: Moon another player, and then advance their ECLIPSE! counter forward 2 spaces.
- Astro Jail: Select a pawn. Put that pawn in the Astro Jail face down. That pawn is imprisoned for the rest of the game.
- Reverse Dimension: Play switches from clockwise to counterclockwise, or counterclockwise to clockwise.
- Harvoid: Select another player. At the start of their next turn, they spin the Wheel of Death. If it stops on one of your spaces, they give you a saved pawn (if they have one).
- The Lazyr Zone: Switch the position of any two occupied escape pods, and the pawns therein. Do not take any actions required by a Special Zone.

No action is taken if a pod's move keeps it within a Special Zone, or if a pawn moves into a pod that's already in a Special Zone.

ESCAPING

Pawns can escape in pods that move into the open sector, even if they wouldn't stop there. A pod that's already in a sector when that sector opens does not escape.

1. The open sector is determined by the current moon and quarter:
    a. Sector A: Bad Moon/Head or French
    b. Sector B: Bad Moon/Fiscal or Last
    c. Sector C: Blue Moon/Head or French
    d. Sector D: Blue Moon/Fiscal or Last
    e. Sector E: Neutral Moon/Head or French
    f. Sector F: Neutral Moon/Fiscal or Last
    g. Sector G: Sailor Moon/Head or French
    h. Sector H: Sailor Moon/Fiscal or Last
    i. Sector I: Warren Moon/Head or French
    j. Sector J: Warren Moon/Fiscal or Last
    k. Sector K: Keith Moon/Head or French
    l. Sector L: Keith Moon/Fiscal or Last
    m. Sector M: Paper Moon/Head or French
    n. Sector N: Paper Moon/Fiscal or Last
    o. Sector O: Harvest Moon/Head or French
    p. Sector P: Harvest Moon/Fiscal or Last
2. A player must pay 5DB for every pawn in the pod (as an exit visa). If they do not have enough dollarbucks, they cannot move the pod off the board.
3. After paying any exit visas, the player then spins the Wheel of Death.
    a. If the player lands on one of their spaces, the pod is stuck on the border. Turn the pod over, trapping the pawns underneath it, and place it half on, half off the board.
    b. If the player does not land on one of their spaces, the pod is removed from the board, and the player keeps all pawns within it as "Saved Members of the Crew."

ENDING THE GAME

The game is over at the end of any turn when:

1. All pawns are dead, trapped, jailed, or saved, or
2. The Moon Marker goes past Harvest Moon, or
3. All players have reached ! with their ECLIPSE! Marker.

WINNING

The winner of the game is the player with the most saved pawns. If no one has saved any pawns, everyone loses.