

designed for the 2014 Solitaire Print and Play Contest
by Jan Schröder – rules version 1.1

Oh no. Hangover.
And does it stink in the sleeping quarters.
Could be your underwear though. Not uncommon after a 4 weeks shift in outer space.

Everybody else is of course long gone. Not again!
You vaguely remember losing that last drinking game. Precisely the one nobody wants to loose.

One more time its your turn to stay behind and clean up:
Eject the three research modules with the oh so important and top secret samples of outer space weirdness and then wait for the return vessel to come and pick you up.
The only good thing is that you won´t have to return to the station until the next research cycle starts.
Enough time to think about a better job. This time for real...

But first you´ll have to make your way through the deserted station, manually – of course – ejecting the research modules, cursing – of course – about the stupid ´technical reasons´ (or was it ´safety´? you can´t remember) which serve as an excuse for placing the eject switches into their ridiculous and impossible to find locations.

And then wait until mission control sends up the return vessel, of course being unable to define the docking station they aim for until the very last moment – of course.

You crawl out of your cod hitting your head on the one above.
´This day cannot possibly be worse´ you think to yourself when you hear a faint slithering noise behind you..

Not alone, after all!

(the following text contains all the additional rules needed to play this add on.
All rules from the base game are still valid unless stated otherwise.)

Additional material:

3 docking station tokens (for example in yellow)

New terminology:

To be more in step with the theme of this add on some game terms are subject to change:
The maze of course is a space station.
Rooms will now be called (space station) modules.
The task locations turn into research modules.
The pursuers will be (evil or just plain hungry) aliens.
The exit does not exist anymore (rather pointless in space) but there now is a return vessel and three potential docking stations.
And finally you won´t be starting at any entrance but just have woken up in the sleeping **q**uarters.

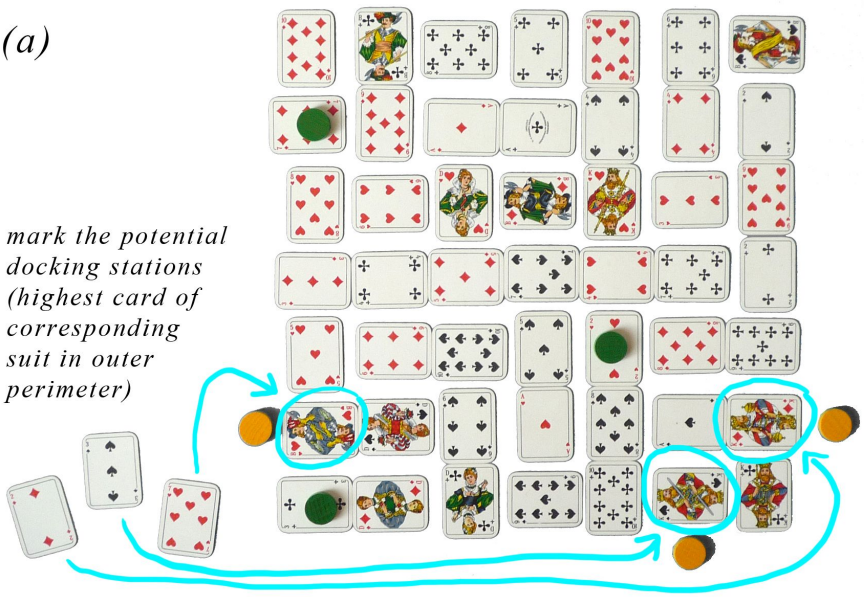
Additional set up:

Task cards:

When drawing the task cards make sure that they not only have different numbers but also belong to different suits.
After placing the task markers (designating the research modules) use the task cards to also set up the return vessel and its docking stations.
Look through the outer perimeter of the space station (all cards with less than 4 orthogonal neighbours). Find the highest card in each of the three task card´s suits.
These three spaces are the potential docking stations for the return vessel.
Use the docking station tokens to mark them *(fig. a)*.

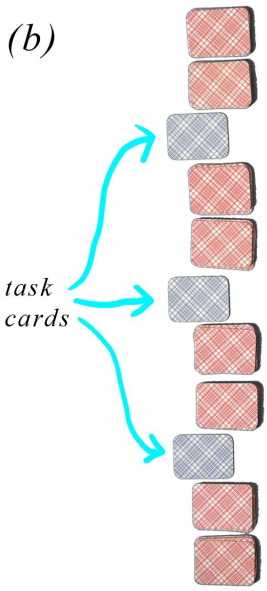
If one or two of these markers cannot be placed because the suit in question does not appear in the outer perimeter you will have to wait until the game progresses.
When you eject modules during the game the outer perimeter of the station can change.
You´ll have to eject modules in such a way that a card of the right suit becomes part of the perimeter.
Now the token can be placed (s. below).

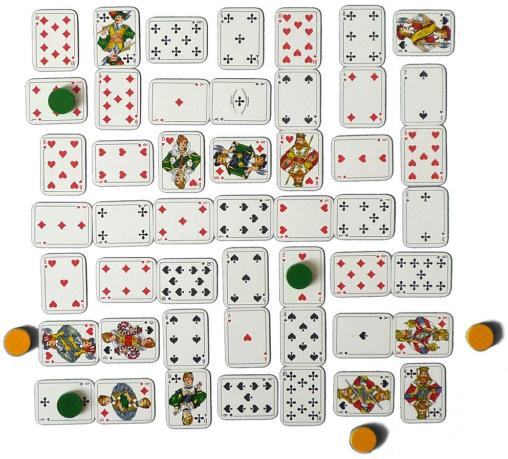
(a)



However you don´t know yet which of these will be used (technical reasons).
The return vessel´s arrival point depends on its flight path. The closer it comes to the space station the easier it is to anticipate its destination.
To simulate this first shuffle the task cards. When stetting up the movement card piles place a task card face down behind every second pile *(fig. b)*.

(b)



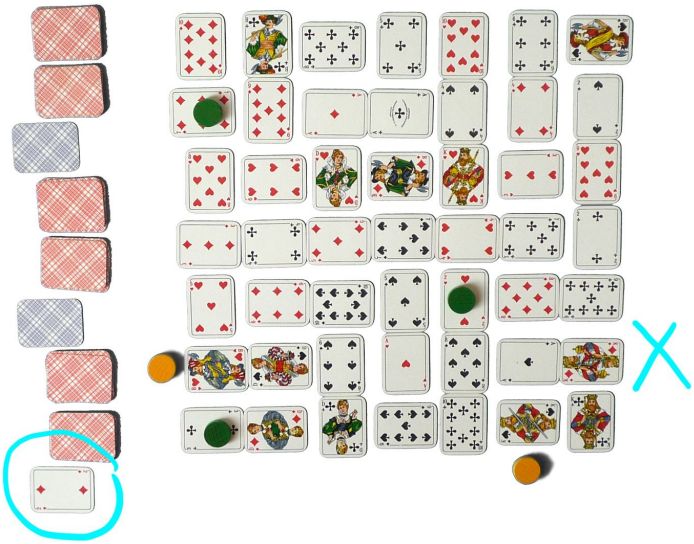


As soon as the second stack of movement cards has been dealt turn over the now available first task card. It´s suit tells you where the return vessel will NOT be arriving. Remove the corresponding token.
When the second task card becomes available do the same.
Now the final arrival point is fixed.
The third task card represents the space vessel. When it becomes available move it to the final docking station.
You can enter at once!
If no docking station in the vessel´s suit exists on it´s arrival it cannot land and returns home. Without you.

The return vessel´s card value determines the movement card needed to get onboard.
You can enter it without stopping on the space in front of it (arrived rather late anyway).
Aliens will also move into it if it suits their preference...

On the next page there is an example of the arrival process *(fig. c, d, e)*:

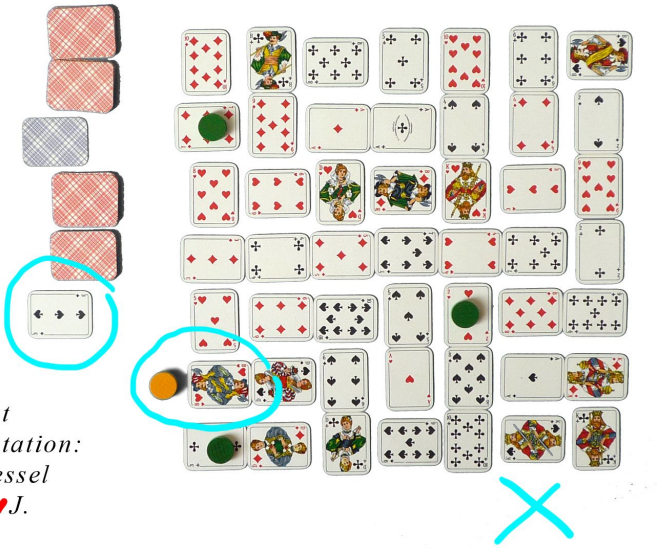
(c)



♦*2 means:*

♦*K is NOT the docking station, the token can be removed*

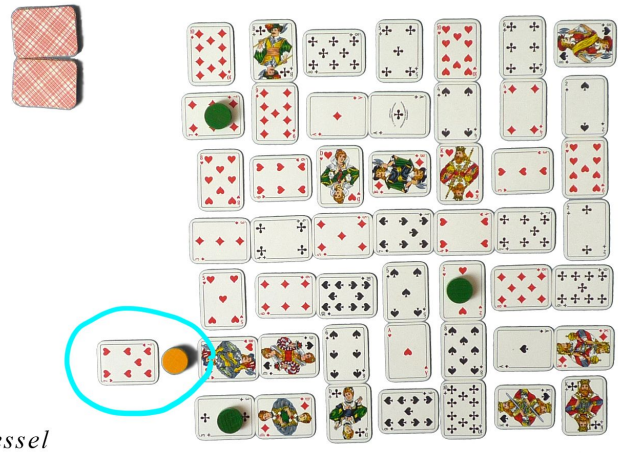
(d)



♠*3 means:*

♠*K is also not the docking station: The return vessel will dock at* ♥*J.*

(e)



the return vessel has arrived!

Player starting position:

You just woke up in one of the four sleeping quarters: Place the die – number one facing up – on any of the four Queens.

Alien starting position:

The first alien ♠A has just been teleported onto ♠K as usual.
Attention: In this add on the aliens always will appear on the highest card currently available in their respective suits which in the beginning of course is the King.

your objective:

Eject all three research modules, wait for the return vessel, get out!

All modules that the space station is made of can be ejected.
An ejected module is removed from the station and put aside.

To eject a module you have to activate a corresponding ejection switch.
All cards that have the same value as one of the module´s cards represent one such switch.
If for example a module is made up of one 5 and one Jack, you can stop on any other 5 or Jack to eject that module.

Attention: To eject a research module you have to activate a switch that corresponds to the card marked by the task token (safety reasons).

If a module contains all cards of one value you cannot eject it that way, obviously. Only research modules have emergency switches though: They can be found on on the Ace whose suit corresponds to the task card in question.

If the ejection process leaves behind other modules that are no longer connected to the space station (the space station is where you are) remove them as well.

Any time you eject a module the next alien gets teleported on board.
If all four are already there nothing happens (no troops left).

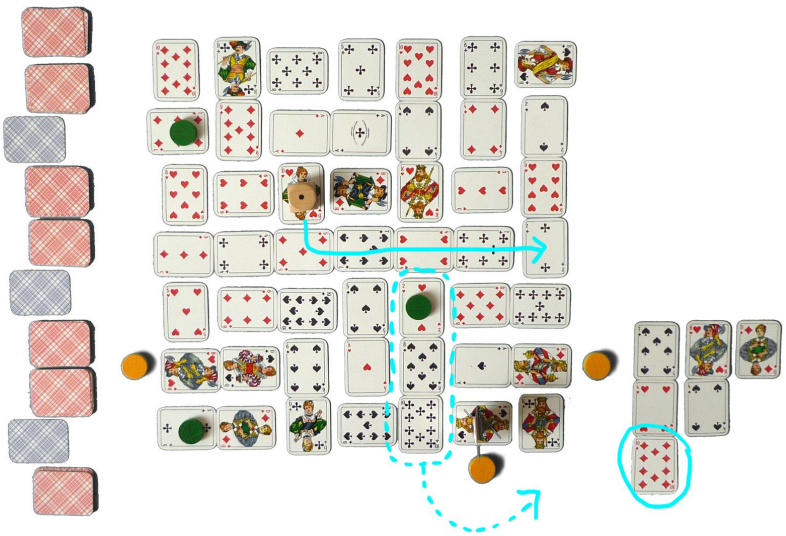
If you eject a module containing an alien it instantly teleports itself back (amazing alien technology) onto the highest available card of its suit. If no cards of this suit exist any longer it chooses the highest card of the next suit in suit order.

If you eject a module containing a docking station the space station´s computer immediately assigns the docking station abilities to another module on the outer perimeter (modular construction..).
Move the docking station token to the highest available card of the same suit.
If no cards of this suit exist any longer (on the outer perimeter) that last ejection may have been a bad move:
That docking possibility does not exist for now. Only when through ejecting modules a card of the suit in question becomes part of the outer perimeter again, the docking possibility is reestablished.

Return home safely!

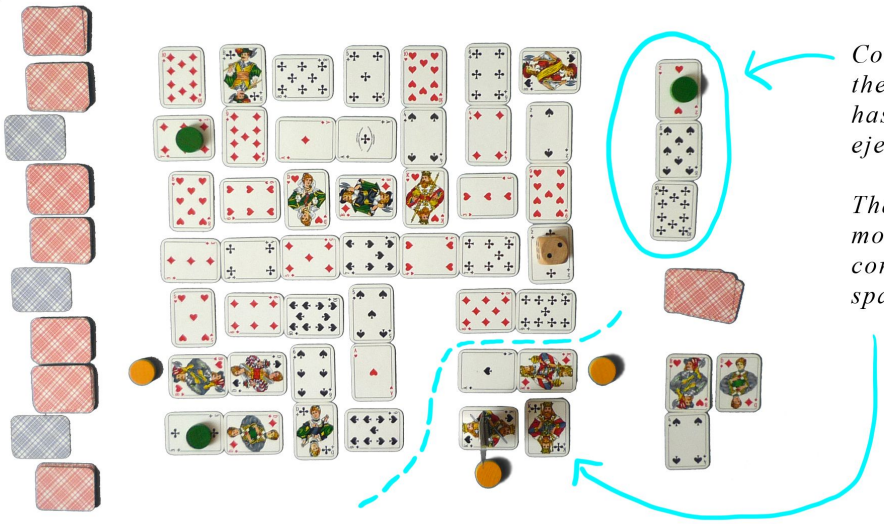
On the following pages are the first moves of a sample game to illustrate the rule changes *(fig. f-n)*:

(f)



Turn 1:
Not time wasted:
You use ♦10 to move straight to the first ejection switch:
♣2 can eject the module containing ♥2

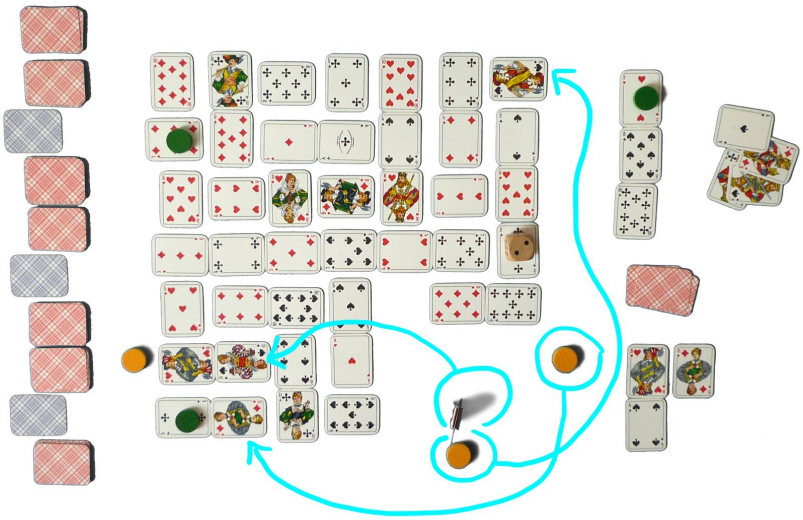
(g)



Congratulations, the first research module has been successfully ejected!

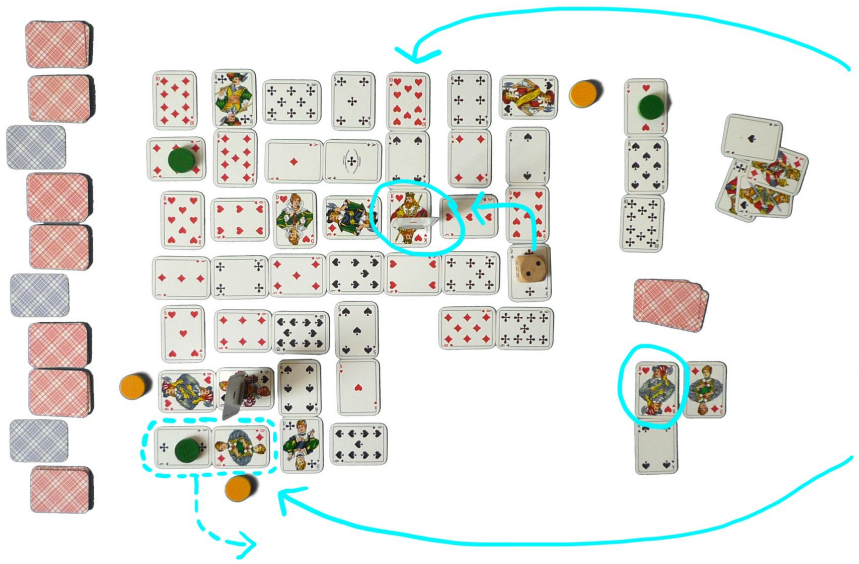
That made 3 other modules loose contact to the space station though…

(h)



… which means that 1 alien will teleport itself to the highest available card of its suit (♠Q) and the space station computer will reallocate 2 docking station tokens to the highest cards of their suits in the space station´s perimeter (♦Q and ♠J).

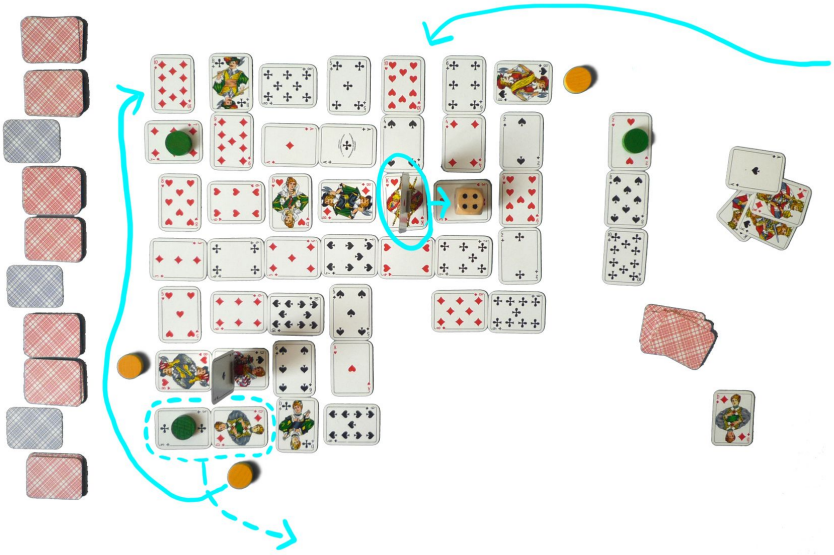
(i)



..and of course the second alien comes on board (facing ♥4 being the highest card of its main preference)..

Turn 2:
You waste no time: Using ♥J (2 fatigue points!) to move to ♥3 you can eject research module no.2 (containing ♣3).

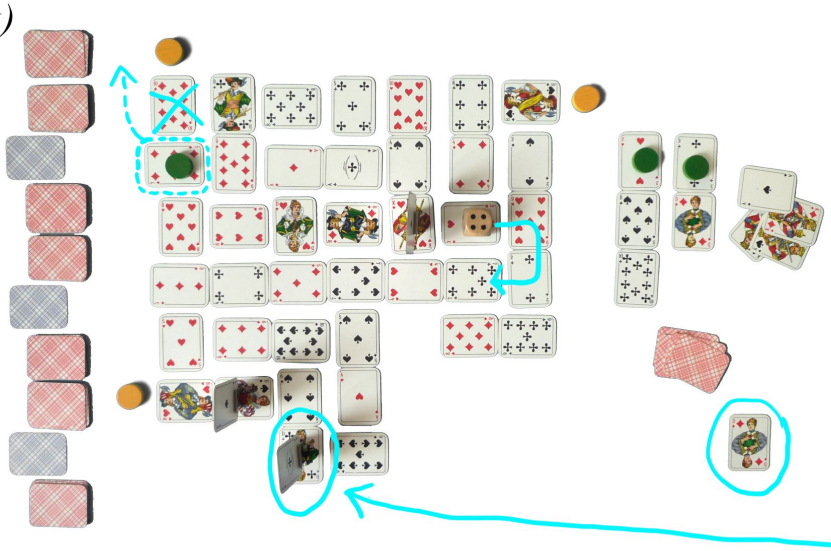
(j)



Only one drawback: ♥alien stares directly at you and instantly switches to alert mode!

Ejecting research module no.2 means that one possible docking station has to change its position again: The token moves to ♦10.

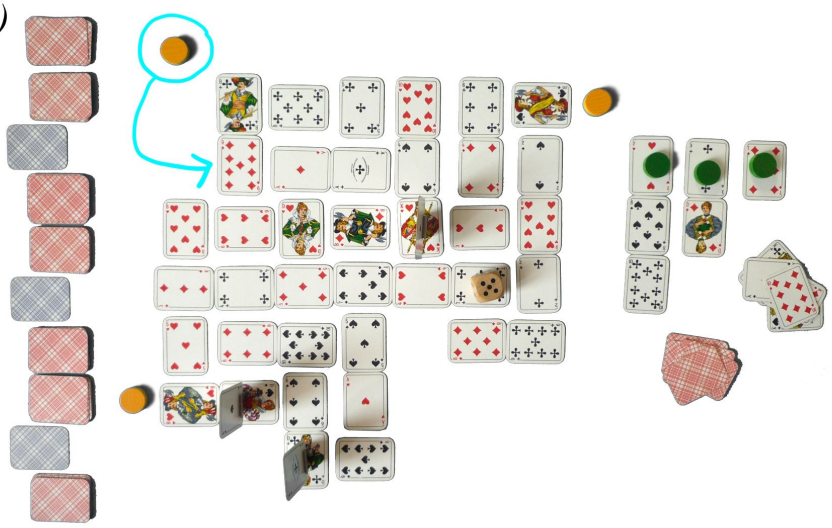
(k)



...and promptly ♣alien teleports itself onto the space station (facing the higher of the two possible ♠cards)!

Turn 3:
Effective move: Use ♦Q to get away from ♥alien and reach the last necessary switch (♣7 for ♦7)!
(♦ docking station will have to move again!)

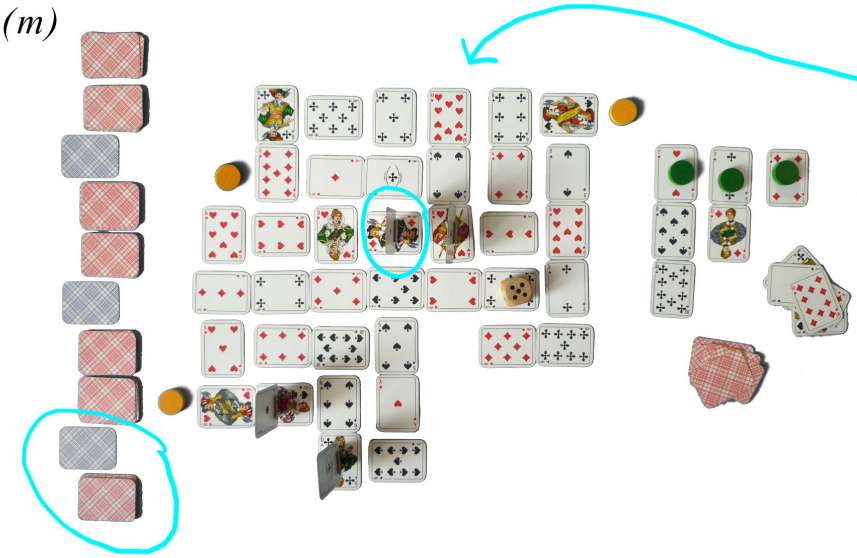
(l)



the highest ♦ card in the station´s outer perimeter is now ♦9.

and of course…

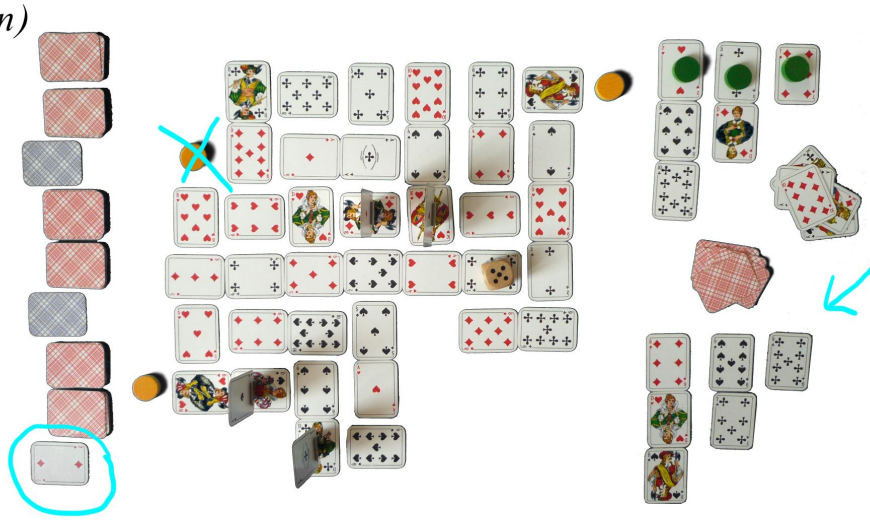
(m)



…♦alien is the last to come see what is happening.
He joins the still very much alerted ♥alien.

Now it´s time to have a look at the future:

(n)



First deal the next 3 columns of movement cards.

That frees the first return vessel arrival information:

♦2:
meaning ♦9 won´t be a docking station after all!

Now all you have to do is to survive for 15 more rounds until the vessel arrives…