



# SPACE PLAGUE

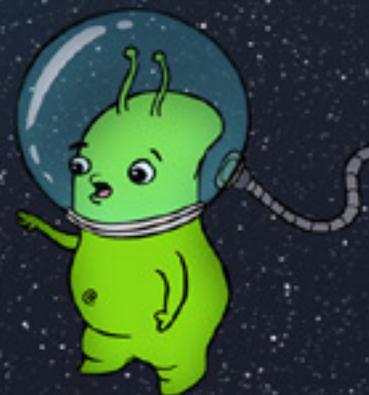
WE ARE MANY, YET WE ARE ONE, WE ARE THE PLAGUE



## INTERGALACTIC RULES FOR ALL SPECIES

**READ ONLY IF YOU MUST**

(You must if you want to know how to play)



# WELCOME, PLAGUE! ADVENTURE AWAITS YOU.

## ★ COMPONENTS



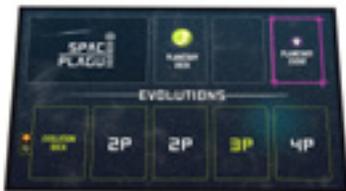
- **4 player boards:**  
Where each player will place their player tokens, play cards, evolutions and energy



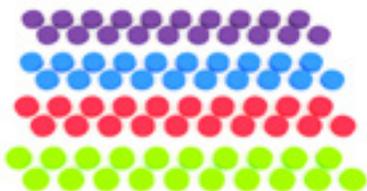
- **24 terrain tiles:**  
4 each of: Water - Mountain- Desert - Forest Alien



- **1 planet core:** Where players will place tokens that have completed their journey



- **1 planetary board (Main board):** Where you will place the planet, events and the marketplace.



- **80 player(plague) tokens:** 20 each color



- **50 Energy pieces**



- **60 Cards**  
(36) Evolution cards  
(24) Player cards – 6 cards for each race



- **20 Event cards**



- **4 Planets**



- **1 energy die**
- **6 shield tokens,** (4) for players
- **18 special tokens.**
- **1 first player token**
- **1 quick-guide**
- **This beautiful rulebook**

Read before playing

## A LONG TIME AGO, IN A FARAWAY CORNER OF THIS VAST UNIVERSE...

The time has come. Plagues of all races and colors have received the same message, each in their own language:

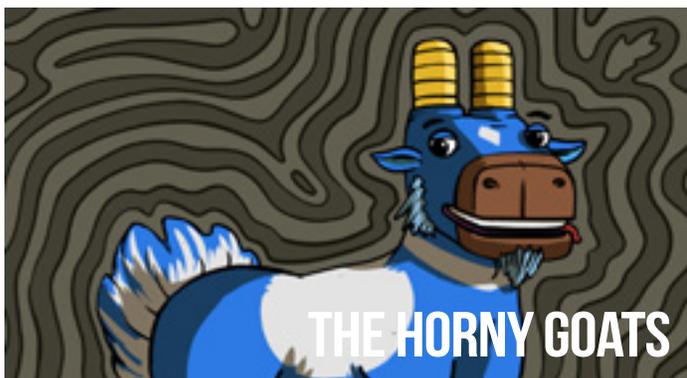
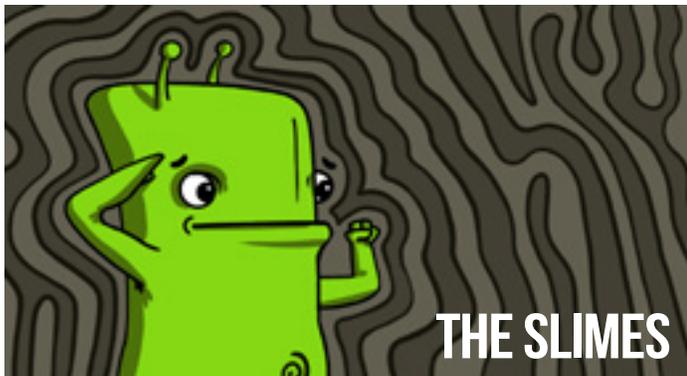
“A new planet has been discovered, go and take it for yourselves!

- “... Long live the Slime kingdom!”
- “... Prosperity for the brilliant Flat-Earthers!”
- “... Victory to the interdimensional Reptilians!”
- “... More power to the horny horns of the Horny Goats!”

The commanders ready themselves, their armies await orders, space reverberates, and everything that can shake, shakes. The race to conquer new planets is the most important game in the galaxy and those that win it will gain for themselves and their species a brand new spherical land mass to rule and to populate.

Commanders, the race has started, prepare to demonstrate to the watching universe that your faction is the fastest, the smartest, and the most adaptable. **What are you waiting for?**

## MEET THE FACTIONS...



SPACE PLAGUE IS A STRATEGY GAME BY IVAN BOTEAD AND JUAN ALVAREZ

# ☆ SETUP



- 1 Choose your faction. Take the board that belongs to your chosen faction, your six starting cards, twenty player tokens of your color and one shield token
- 2 Place the planetary board within the reach of all players.
- 3 Choose the planet that you will play (see page 9) and place it on the reserved space on the planetary board.
- 4 Assemble the planetary deck. Collect the 20 event cards and take out the 4 special planet cards (cards with the green planet), then shuffle the planetary deck and remove the number of cards equal to the number of players in play. Example: (If you are playing three players, removes three cards) Then mix in the planetary events according to one of the following methods:
  - a. Balanced: Divide the event deck into four equal parts, adding one planetary event card into each pile. Then shuffle each pile and afterward put one on top of the other.
  - b. Space Chaos: Add the planetary event cards at random and shuffle the deck in order to create the planetary deck.
- 5 Organize the planetary market. Shuffle the market deck and reveal cards according to the number of players as indicated on the planetary board (see image x), placing them in the corresponding spaces. Also reveal the top card from the deck, flipping it over and placing it on top of the deck
- 6 Each player takes two energy crystals and places them on their corresponding space on the player board.
- 7 Organize the tiles depending on the chosen planet. To do this, you will find the indicated setup on the planet card.
 

**For example:**
- 8 Place the planet core within reach of all players.
- 9 Give the first player token to the player who was most recently visited by aliens, or, in the case that not even aliens visit you, give it to the player who most resembles an alien...or just do it randomly.
- 10 Place energy crystals, die and quick-guide within reach of everyone.

# THE TIME HAS COME ☆

**Space Plague** is a race where different races of alien plagues compete to have the most player tokens in the planetary core at the end of the game. To do this, players will move along the planetary path, survive planetary events that will try to destroy your tokens and use the best strategy to make sure your fellow plague competitors face sufficient obstacles on their path.

## HOW TO PLAY ☆

Space plague is played in consecutive rounds, until all planetary deck cards have been exhausted and left the board. Each round is divided into 4 phases which will be explained below:

### 01. PLANETARY DECK -> PRODUCTION

### 02. PLAY ACTION CARD -> USE ACTION CARDS

### 03. PLANETARY EVENT-> FOLLOW DIRECTIONS OF EVENT CARD

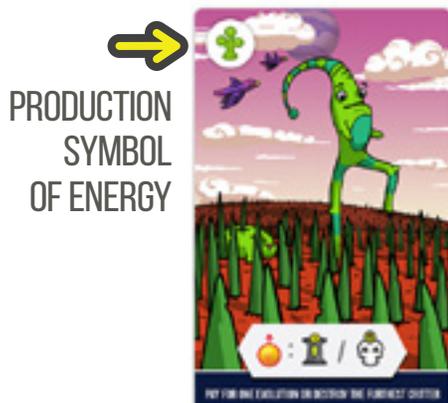
### 04. MARCH -> MOVE EACH UNIT ONE STEP FORWARD

## 01. PLANETARY DECK -> PRODUCTION

Each planet information card details how that planet is protecting itself from you, which regions produce energy, and also which planetary events to expect along the way.

In this phase, reveal the top card of the planetary deck and produce energy on regions indicated in the upper left corner of the card.

If energy is already present on that location, DO NOT produce more energy.



AT THE  
BOTTOM IS  
WHAT REFERS  
TO THE  
EVENT PHASE



Which will be explained eventually (later on)



PLACES WHERE ENERGY  
IS PRODUCED ON LAND

If at the beginning of this round there is a card on top of the deck, move this card and all other face up event cards to the right (as indicated by the yellow arrows). Remove cards that leave the board from the game. Then position a new card face up on top of the deck.



## 02. PLAY ACTION CARD -> USE ACTION CARDS

In secret, each player selects one card from their hand to play that round and places it face down in the card section on their player board. In this phase, players can choose to activate any evolution card that can be activated. Other evolution cards may not need to be activated but have a passive effect once the conditions of the cards have been met (more on this later). Once all players have played their cards,

the cards are revealed and the respective actions are completed starting with the player who has the first player token and continuing clockwise order.

There are six (6) initial cards that all players will have at the beginning of the game. These will be explained on the next page. You can obtain additional cards from the marketplace throughout the game.



At this stage, the market can also be renewed. Players on their turn can pay two (2) energy to replace all cards in the current market with new ones. In case the deck runs out of cards, discarded cards will be shuffled to create a new deck.

Once you have played all your cards, leave the last card played face up and pick up the rest of your cards. This action is called **rest**.



# STARTING HAND CARDS

Playing cards from your hand is the primary mechanism in Space Plague. Below are detailed explanations of the actions of your starting cards.



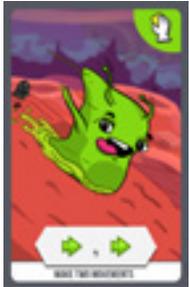
## PRODUCE PLAGUE X2

Place one of your player tokens on one of the three starting spaces found on your ship. The space must not have any other tokens on it.



## PRODUCE A CAPTAIN

Place a captain (two player tokens, one on top of the other) on one of the three starting spaces found on your ship. The space must not have any other tokens on it. In a case that the commander would be destroyed, the commander only loses one token. In case of abduction, both tokens are taken and located in an available space in the abductor's ship.



## FAST MOVEMENT

Move two different units one space forward each or move one unit forward two spaces. Remember that when you move, you can't advance to or through a space that's occupied by another creature.

**Remember that, when moving, you cannot advance to a space that is occupied by another creature.**



## SLOW BUT STEADY

Move a unit one step forward or place a shield on one unit that will protect it from all negative effects for this round. A card protected by a shield cannot be abducted or harmed in any way. A shielded unit also does not move forward during the march phase.



## EVOLVING OR GETTING LUCKY

Buy evolution cards from the market or roll the energy die. When the die is cast, it will produce energy on all tiles along that player's path whose element is shown on the die. If the x2 is rolled, the player receives two (2) energy immediately.



# ★ EVOLUTION MARKETPLACE

CARD COST



TYPE OF CARD ⚡ 🖐️ 🏆 ↓



REFERENCE NUMBER

When you visit the evolution market you can buy as many cards as possible using the energy you have in your reserve. The cost of the card is marked in the upper left corner. Every time you buy a card, it is replaced by a new one from the deck.

Evolution cards include different types of cards: Instant, hand cards and permanent evolutions.

## ⚡ INSTANT CARDS

Instant cards give a benefit that can be used any moment after purchase and are discarded after use.

## 🖐️ HAND CARDS

After purchase, these cards will immediately be added to the player's hand, opening up new actions and strategies.

## 🏆 EVOLUTION CARDS:

These are cards that the player places on their evolution spaces on the board (there are only two spaces). These can have passive or active effects (active effects are used when you play cards in phase 2). If you buy a third evolution card, discard one of the ones you already have on your ship.

## 03. PLANETARY EVENT

Complete the the action described at the bottom of the event card that is found in the final space of the event card track. If no card is already in this spot, no planetary event happens. There are two kind of planetary events:

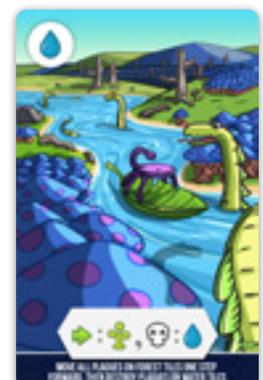
**Unique events.** These are marked by a green planet on the card. Their effect is indicated on the planet card.

**General events.** These effects are described at the bottom of the card.

UNIQUE



GENERAL



## 04. MARCH

All units advance forward one space, starting from the one that is farthest forward. If it is not possible to move forward due to a card effect, they will not move forward.

**Remember:** Except in the case of special abilities granted by evolution cards, units cannot share a space with other units.

## END OF THE GAME

Once all the cards in the planetary deck have left the planetary board, the final march is completed and the game ends. Players will count how many player tokens reached the core of the planet (Captains count as two). Each one of these counts as a victory point. Additionally, add any victory points earned from evolution cards. In the case of a tie, the winner is the one with the most units on the path to the planetary core, checking all the boards. In case that there is still a tie, count energy tokens. If there is still no winner, you both share the victory. Sharing sucks but it's just the way it is.



## THIS IS HOW YOUR CREATURES MOVE

WE ALWAYS START WITH THE MOST ADVANCED PLAGUE AS NOT TO MAKE MISTAKES



01. THE CREATURE MOVES FORWARD AND COLLECTS ENERGY ON THE NATURE TILE



02. THE CREATURE HAS A SHIELD, SO IT DOES NOT ADVANCE, BUT IS PROTECTED UNTIL THE NEXT ROUND



03. THE CREATURE CANNOT ADVANCE BECAUSE THE ROAD IS BLOCKED



04. THE CAPTAIN MOVES FORWARD AND COLLECTS THE ENERGY ON THE NATURE TILE

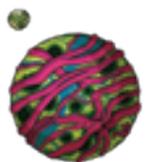
## PLANETS

On your first game, we recommend playing with planet Terra IX. In case you are already familiar with Space Plague feel free to explore them any way you want.



### TERRA IX

Each time the unique planetary event is activated, all plague tokens that are on forest or planet tiles are destroyed.



### XION

Each time the unique planetary event is activated, all players (beginning with the current owner of the first player token) will place one of their plague tokens in an empty space of a neighbor ship (if there are no empty spaces, don't place a token).



### PROTON MOON II

Each time the unique planetary event is activated, players will trash (remove from the game) one card from their hand or destroy the plague token that is closest to the planetary core.



## BRADOK

Each time the unique planetary event is activated, players must place one native token in the furthest back available space in their ship. This token will move according to all the rules of other plagues (by hand cards, events or marching). Every time a native token reaches the planet core, the player whose path the native was on must destroy one of their plagues which has previously reached the planetary core. Energy collected by these native tokens will return to the general pool.



## GASIER X:

Each time the unique planetary event is activated a different effect is triggered. **The first unique** event will require each player to roll the energy die and place an orange token on the corresponding tile(s). Energy production on these spaces will be blocked for the rest of the game. **The second unique** event will require each player to roll the energy die and destroy the corresponding tile(s) along with everything on them (remove them from the game and shorten your path accordingly). **The third unique** event requires all players to trash (remove from game) the last card played. **The fourth unique** event will destroy each player's plague that is closest to the planetary core.

## KICKSTARTER CONTENT

# ☆ GLOSSARY

## PLANETARY DECK

1. Check the planetary event on the planet card  
**(Does not produce energy anywhere)**
2. Check the planetary event on the planet card  
**(Each player will roll the energy die in turn order)**
3. Check the planetary event on the planet card  
**(Produces energy on alien tiles)**
4. Check the planetary event on the planet card  
**(Produces energy on alien tiles)**
5. Destroy all plagues on forest tiles  
**(Produces energy on forest tiles)**
6. Move plagues on mountain tiles one step forward, then destroy plagues on desert tiles  
**(Produces energy on mountain tiles)**
7. Pay one energy per each plague on a desert tile or destroy them.  
**(Produces energy on desert tiles)**
8. Move all plagues on forest tiles one step forward, then destroy plagues on water tiles  
**(Produces energy on water tiles)**
9. Destroy plagues on mountain and water tiles  
**(Does not produce energy anywhere)**
10. Destroy plagues on forest and water tiles  
**(Produces energy on water tiles)**
11. Produce energy on mountain and nature tiles  
**(Each player will roll the energy die in turn order)**
12. Destroy plagues on mountain and desert tiles  
**(Produces energy on mountain tiles)**
13. Pay two energy per each plague on a desert tile or destroy them  
**(Produces energy on desert tiles)**
14. Stop all movement of plagues on mountain tiles for one round, then destroy plagues on desert tiles  
**(Produces energy on desert tiles)**
15. Stop all movement of plagues on water tiles for

two rounds

**(Produces energy on water tiles)**

16. Destroy all plagues in any of the three ship spaces

**(Produces energy on mountain tiles)**

17. Trash a card from your hand or trash two cards from your discard pile

**(Produces energy on forest tiles)**

18. Destroy all plagues on alien tiles

**(Each player will gain one Energy)**

19. Roll the energy die or buy an evolution or move a plague one step forward

**(Does not produce energy anywhere)**

20. Evolve or die! Buy one evolution from the marketplace or destroy the plague on your path that is closest to the core.

**(Produces energy on forest tiles)**

## PRODUCTION ICONS



Each player will roll the energy die and produce energy on the top face of the die, respecting the turn order.



This Icons represent the 5 different types of terrain.

Water - Desert - Mountains - Forest - Alien.



Gain energy equal to the amount shown.

## FAQ

### 1. Movement

All plagues may only occupy one space and can't advance into spaces with other plagues unless an evolution allows it.

Whenever a plague collects energy, the energy goes to the owner of that plague token.

A plague that has a special immunity shield will move according to normal rules. The movement of this plague will not be affected by any event.

### 2. Create a plague.

Whenever you or someone produce a plague, special plague or native plague, there should be an available space in the ship board, if not, destroy the plagues that couldn't be placed there

**3. Cards.** All cards that a player plays may only affect the plagues on their board (including plagues that do not belong to you). The fate of plagues of your color on other boards is left in the hands of the other players. Only instant cards may be used to affect other players' boards.

**Event Card 20.** Evolve or die! The players don't need to have played the evolution card this turn, and they can only buy one card.

**Card 22.** This plague can move the other plague terrains and push them forward. In the case where one of your special black plagues attempts to push one plague whose movement is halted due to an event, the black plague will not be able to move that plague or any other token in front of it.

**Card 23.** Produce a special red plague: When moving, it can teleport from one tile to another of the same kind. I.e. from one desert tile to another desert tile along your path

**Card 36.** There are five different kind of terrain, so you cannot gain more than five points.

**4. Dice Rolling.** Whenever you roll the dice and there is no available option you won't gain or lose anything.

Look at our updated FAQ in <http://bamboostudio-design.com/spaceplague/faq>

# CREDITS

---

A game by Iván Darío Botero R y Juan David Álvarez  
Graphic design and illustration by Iván Darío Botero R  
Produced by Bamboo Studio LLC  
Inspired by the best conspiracy theories

# SPECIAL THANKS

---

We want to thank all the people that collaborated with our project and those who helped shaping it. To name a few: Our Parents, Andrew Baxley, Our testers, Carlos Botero, Andrés (the paípe) Sierra, Andy Bobadilla, Tatiana Paez, Davina, Alejandro Alvarez, Daniel, Hernan y Juan Pablo Rodríguez, Andrés Córdoba, SirNelson, Lorena Bejarano, Daniel Lecompte, Fabian Cabana.

And last but not least, we want to **thank you** and anyone that reviews it with their friends or followers, thus helping us with the work we love and we want to do the most.



bamboo  
S T U D I O

