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Components:

- 13 Crater/Fire Tokens
- 7 Upgrade Cards
- 1 Rulesheet

The planet is breaking apart. Meteors are raining down, craters are burning, and your Crewmembers are scattered across the surface. Race to gather your team and hold the planet together just long enough to escape. Patch crumbling ground, clear debris, and slow the collapse of a doomed planet. Go it alone or with a friend. The clock is ticking, and every second counts.

OBJECTIVE

Just like in the 2-player base game, you win if you get one of each Crewmember type in both of your Saucers before you lose. This mode has a lot more ways to lose though.

SETUP

Setup is the same as the base game except for the following:

- 1 Solo or 2-Player Co-op:** You can play this solo where you control 2 Saucers or 2-player co-op where each player controls 1 Saucer. Either way, there will be 2 Saucers in the game.
- 2 Board Tiles:** Setup the board for a 2-4 player game where there are 4 board tiles.
- 3 Crewmembers:** Put the Crewmembers matching the player colors you chose into the Lost Crewmembers and include an extra set of Crewmembers of another color, as usual, so there will be 3 sets of Crewmembers. Place the Pilots of the 2 Saucers in the game, as usual.
- 4 Saucers:** Place both Saucers in the game with the Placement Die.
- 5 Upgrades:** For any Ship Upgrades that say "Meteor Madness" in the upper-right corner, add them to the Ship Upgrade deck and remove the base game version of them.



PHASES

Do the following on each round:

I. PLAN

1. CHOOSE MOVEMENT CARD (SIMULTANEOUSLY)
- ~~2. ROLL ROTATION DIE~~
3. METEOR STRIKE

II. TAKE YOUR TURN

Each Saucer does the following:

1. PLACE YOUR CRASHED SAUCER
2. USE START OF TURN UPGRADE EFFECTS
3. EXECUTE MOVE
4. BOOST

III. CLEAN-UP PLAYER'S TURN

1. APPLY CRASH PENALTIES
2. PLACE CREWMEMBERS
3. USE END OF TURN UPGRADE EFFECTS
4. UPGRADE YOUR SAUCER

IV. END THE ROUND

Once all Saucers have taken their turns as above, complete these steps:

1. PLACE CRASHED SAUCERS
- ~~2. MOVE THE PROBE~~

NEW
CHANGED
~~REMOVED~~

PROBE

You choose which Saucer goes first each round.



PULL THE PIN GAMES.

CREWMEMBERS AND SAUCERS

Crewmembers and Saucers are placed just like in the base game except:

- Spaces with a Crater or Fire token are considered occupied for purposes of Saucer and Crewmember placement.
- Crewmembers destroyed by a Meteor or lost through a crash are removed from the game entirely and cannot be placed again or rescued.

You may pass Crewmembers between Saucers just like in the 2-player base game except you can also pass off-colored Crewmembers.

METEOR STRIKE

At the end of each **Plan** phase (after choosing Movement for each Saucer), a Meteor strikes the planet. Do the following:

1. Roll the placement die to determine the impact site.
2. Apply the following effects to the rolled **Crash Site** space and each **adjacent** space (not diagonal):

Space occupied by Crewmember:

- **VAPORIZED** - The Crewmember has perished. Remove it from the game. Choose a new Crewmember from the front of a crew and place it by rolling the Placement Die.

Space occupied by a Saucer:

- **CRASH** - The Saucer is crashed. Remove it from the board, then, if it has any Crewmembers, choose one to perish and remove it from the game.
- The crashed Saucer will be placed at the end of round or beginning of its turn, as in the base game.
- Crewmembers that match the Saucer's color are **NOT** safe from being lost when crashed by a Meteor, which is unlike the base game.

Space unoccupied:

- **IMPACT** - Place a Crater token on this space.

Space occupied by a Crater:

- **EXPLOSION** - Flip the Crater token to its Fire side.

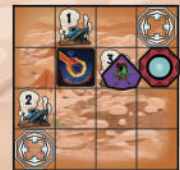
Space occupied by Fire:

- **DETONATION** - The planet is destroyed. You lose.

3. If you needed to place a Crater token but there were none left, you lose.



BEFORE



AFTER



REPAIRING METEORS

During an **Execute Move** (even if pushed or from an Upgrade), when a Saucer moves onto a Crater or Fire, the Saucer stops on that space to repair the damage:

- Remove the Crater or Fire token.
- Place the Saucer on the space and end its movement.
- Boosters may be used, as usual, to continue moving after a repair stop.

UPGRADE RULES

- Treat Crater/Fire tokens as Saucers for the purposes of any Upgrade effects.
- Any Upgrade that would target another Saucer for its effect may instead target a Crater/Fire token.
- Upgrades that are triggered by "pushing" a Saucer are also triggered by removing Crater/Fire tokens.



WINNING OR LOSING

You win if each Saucer has one Crewmember of each type before the planet is destroyed.

You lose if:

- Craters must be placed, but none are available. The planet has been destroyed by meteor impact.
- A meteor impacts a space occupied by fire. The planet is ripped apart by this double impact.
- Two Crewmembers of the same type have perished so you cannot fill up your Saucers with a full crew. You cannot escape the planet.