

MAX WIKSTRÖM

SPACE FREAKS

THE VIOLET MORASS

COMPONENTS



Double-sided Game board



16 Freak upgrade tokens



6 Fortress tokens

24 Alien Plant/Swamp tokens



8 Head cards

32 Freak cards



15 Sponsor cards

5 Myron cards

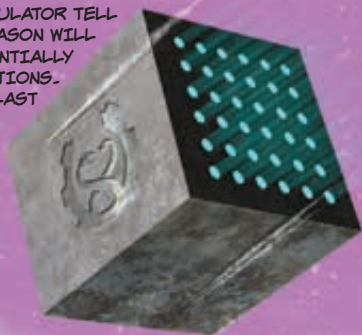
10 Arena-Master cards



4 Bunker tokens

SPACE FREAKS

EONS OF TIME EXPENDED AS AN INTERGALACTIC REGULATOR TELL ME THAT THIS NEW SEASON WILL BE ENHANCED EXPONENTIALLY BEYOND ALL EXPECTATIONS. PROMOTED FROM MY LAST DUTIES AS A LEVEL 7 FUNCTIONARY, I AM YOUR NEW ARENA-MASTER. TELL THEM WHERE EGGHEAD...



YES THANK-YOU OH GREAT MYRON. AS OUR WINDOWLESS, MAGISS EMPIRE CIVIC CLASS MX30 CUBOID PLUMMETS SUPERSONICALLY, YOU CAN SEE THE SHINING, EMERALD SURFACE OF THE JUNGLE-WORLD AZORAX 5. YOU SHOULD SEE THE GARDENING BILL...



AFTER CAREFUL OBSERVATION OF LAST YEAR'S EPIC CONFRONTATIONS, I HAVE RE-ALIGNED THE CONFLUENCE OF STRATEGIC CRAFT AND COMMAND IN BATTLE, SO THAT THEY MAY CULMINATE IN NEW, METAPHYSICAL EXPERIENCES...



YOU'VE RE-ALIGNED? YOU CHUMP! THE WORDS ARE YOURS BUT THE THOUGHTS ARE ALL MINE! THIS SHOW IS MINE! ALL MINE!!

Ever since the oh-so-bureaucratic Magiss Empire purchased the rights to Space Freaks' 35th season, viewers have (naturally) noticed a number of... reforms.

The irreplaceable Arena-Master has been... well... replaced. At least his head has been removed and we now find a Level 7 Functionary serving as Myron's personal megaphone.

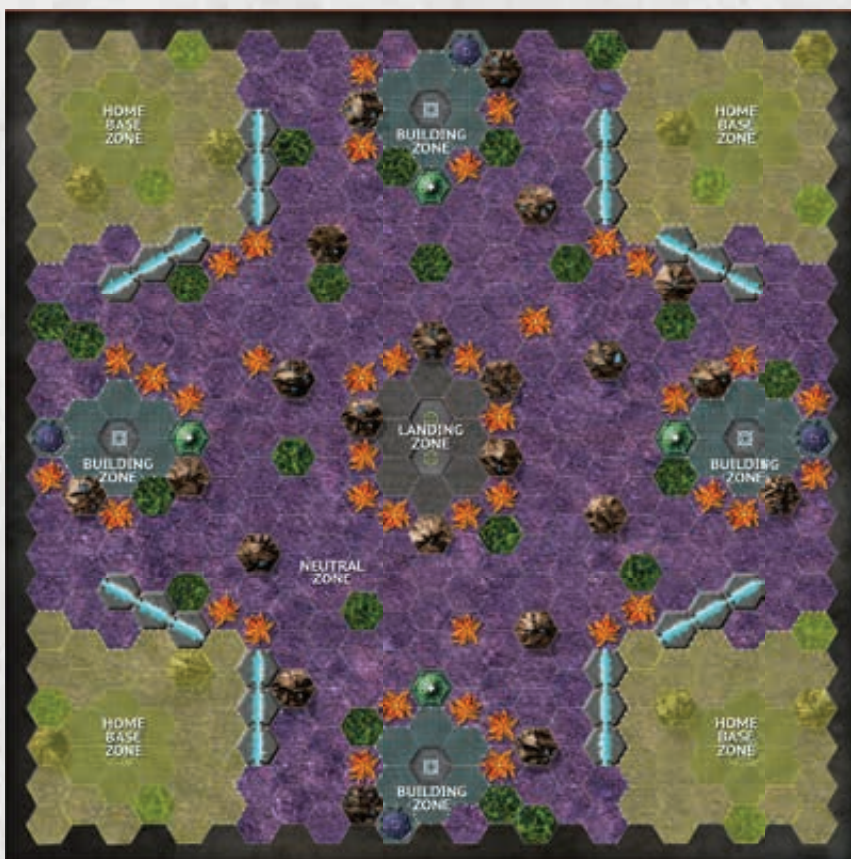
The Arena has been relocated to the labyrinthine, jungle planet Azorax 5, replete with amphibious predators, man-eating Sormuc plants and treacherous fungus...

All the rules of the original Space Freaks still apply, unless otherwise specified in these rules. All new material contained here can be used in combination with the original game. Components are interchangeable (eg. cards of similar types can be shuffled together with the original decks).

SETUP

Setup is identical to the original Space Freaks game, but with the following exceptions:


- Place a Fortress token on each Neutral Base hexagon.
- If you use Myron's Modification cards, be sure to place them face-up next to the Score Track and follow the cards' instructions.





Note: A player that controls a Neutral Base may use its surrounding Building Zone for building Turrets and Bunkers.

HEXAGONS

Empty Hexagon - a Swamp (violet) or Base floor (rusty grey) hexagon that has no Figure or building in it.






Alien Plant - Destroy the Alien Plant in order to move into this hexagon. Alien Plants block Line of Sight. Alien Plants take 1  to destroy. After destroying an Alien Plant, place a Swamp token on the hexagon.

Neutral Base - A player may choose to take control of a Neutral Base (even one marked by another player) by entering the hexagon with one Freak. Mark the Neutral Base with a Player token. A Neutral Base awards 1  at the end of the player's turn. A player that controls a Neutral Base may use its surrounding Building Zone for building Turrets and Bunkers. A Neutral Base does not block Line of Sight.

Water - a Water (turquoise) hexagon costs two  points to enter. (Game board, side 2)



TOKENS





Fortress Token – A Fortress is a neutral building into which a Figure cannot move. A Fortress token is placed on top of each Neutral Base during setup. Fortresses take 2  to destroy. Attacks against a Fortress cause the attacker to take 7  or 2 . A Fortress is immune to . Fortress tokens are two-sided. When the Fortress takes its first  turn the token over to the striped side.





Alien Plant Token / Swamp Token – These tokens are two-sided. Alien plants are created with the “Bio Pods” Sponsor card and some Arena-Master cards. An Alien Plant blocks Line of Sight. Alien Plants take 1  to destroy. Remove an Alien Plant token from the game board once it has been destroyed. In contrast, Swamp tokens are placed over an Alien Plant hexagon once that plant has been destroyed.




Freak Upgrade Tokens

A player gets a Freak Upgrade token when one of their Freaks starts its turn from a Laboratory hexagon. A player can get only one Freak Upgrade token each game round. Choose one of the four tokens and place it on top of your Freak Template. +1  on top of your right hand card, +1  on top of your right hand card, +1  on top of your legs card and +2  on top of your Torso card. The bonus applies to all of a player's Freaks and stays until the game ends. A player can have only one of each type of Freak Upgrade token.







A player can choose to place a Freak Upgrade token ( or ) on top of their Left hand card (instead of their Right hand card) when that card is a weapon.

Note: The damage/range bonus applies to weapons on Right-hand Freak cards only (ie. not to Sponsor cards with ).

Note: Freak Upgrade tokens cannot be changed or transferred once placed. Freak upgrade tokens continue to function even when Freak cards are changed.

New Icons

-  **Leap** – a Freak can leap over any one hexagon once per turn. The hexagon may be unoccupied, or containing a Figure or any obstacle such as rocks, radiation and buildings, **but not energy walls**. The act of leaping counts as one  point.
-  **Repel** – from within 1 , push a Figure back one hexagon in a straight line.

MYRON'S MODIFICATION CARDS

Myron's Modification cards can be used to alter Space Freaks' rules. You can choose or randomize any number of these cards (from one to five) before the game starts. Place Myron's Modification cards face-up next to the Score Track so that all players can remember which rules have been altered.



Tie Breaker Rule

When 2 or more players have the same number of Victory Points at the end of the game, the player with the fewest number of Mission cards in play wins the game. If 2 or more players have the same amount of Mission cards in play, the player with the most Freak Upgrade tokens on his template wins the game.

Three Player Games

When three players play on Arena 3 (the map containing 4 Neutral Bases) the two Neutral Bases closest to the corner without a player's Home Base become inactive. These Neutral Bases do not contain Fortresses and cannot be controlled.

Credits

Game Design: Max Wikström | **Illustrations:** Harri Tarkka

Graphic design: Markku Laine | **Story:** Max Wikström, Benjamin Vary

Special Thanks: Mikko Punakallio, Saku Tuominen, Jere Kasanen, Toni Niittymäki and Sami Uotila



© 2018 Lautapelit.fi
Urho Kekkosen katu 1
00100 Helsinki, Finland
info@lautapelit.fi
www.lautapelit.fi



Under licence from:
Toad Kings Oy
www.toadkings.com



North American Publisher: Stronghold Games LLC
7964 Emerald Winds Circle, Boynton Beach, FL 33473 USA
info@strongholdgames.com, www.strongholdgames.com

CARD CLARIFICATIONS



Head cards



Assassin – The damage bonus only applies when attacking with the Right Arm.



Last Season – The Freak Upgrade token comes into play immediately.

Freak cards



Cybernetic Pincer – Since a Freak can attack only once during its turn, the player must choose between attacking with the right or left hand (not both).



La Petite Pistole – Since a Freak can attack only once during its turn, the player must choose between attacking with the right or left hand (not both).

Sponsor cards



Bio Pods – Place an Alien Plant token on the chosen hexagons.



Grenade Launcher – Retaliate is not triggered when an attack is made using a grenade.

Arena-Master cards



Wormhole Generator

The Player with the highest head-card number places the initial token in the Neutral Zone, then the player to their left places its partner token in the Neutral Zone. (The partner token must be placed maximum 7 hexagons from the first.)



Levitating Fog

Obstacles include rocks, radiation, water, Alien Plants and Energy Walls.



Fortification Order

If the hexagon is occupied by another Figure, that Figure's owner chooses which nearest possible hexagon the Figure is placed into.



Surgical Surprise

All players secretly choose the new left-arm card. When all players have chosen, they reveal their choices.

Myron's Modification cards



Draft that Freak

Take the Freak cards of one color and divide them into four different piles according to body parts. In contrast to the usual rule, players reveal their Head cards. The player with the lowest number on their Head card chooses a card pile first, followed by the other players in clockwise order. Each player then chooses one Freak card and passes the pile to the player on their left. Continue in this fashion until players have completed their Freak template.



Landscape Gardening

The Alien Plants are placed one by one, starting with the player with the lowest Head card, and then continuing in clockwise order.



Re-spawn at dawn

Place these Freaks inside your Home Base Zone in empty hexagons, or into an empty Bunker.



Rock the Foundations

Attacks that inflict more than 1 are still counted as one attack.

Freak Cards

TORSO

5th Corporation Plate 10 ♥, 1 ♦, 1 ♣, 1 ♠, 1 ⚔
Azorax Pacemaker 12 ♥, 1 ♣, 3 +

LEGS

Vaulting Limbs 6 ♣, 1 ♣, 3 ♣
Mech-Reptile 6 ♣, +2 ♦, 5 ♣

RIGHT ARM

Power Fist 1 ♦, 8 ♣, 1 ♣
XG-73 Laser Pistol 6 ♦, 5 ♣

LEFT ARM

Cybernetic Pincer 1 ♦, 8 ♣
La Petite Pistole 5 ♦, 5 ♣