HITCHHIKER'S HANDBOOK

INTRODUCTION

Attention! Play the tutorial first.

In this Hitchhiker's Handbook you'll find the special rules for the different planets. Aside from that, always **follow the instructions from the rules** (e.g. repairing systems). Some planets introduce new cards into the game. You will be instructed which cards to take when playing that planet. To do this, look for the Divider card for your selected planet number and take all the cards behind it up until the next Divider card. Later, you can turn the Divider card over to sort your cards.

We recommend visiting the planets in numerical order. Once you've completed the tutorial, you may continue your journey on **Planet 01**.

Planet 01 – A Rough Start

What are these switches for? In all the panic you hadn't noticed them....

Special rules for this planet:

- Take all the cards for **Planet 01** — located in the first deck behind Divider card 01.1 (51-54) and in the second deck between Divider cards 01.1 and 03 (57-70). These include the System cards 51-54 & 57-58 and the Component cards 59-70.
- Shuffle all the Component cards together (10-49, 59-70).
- Shuffle all the System cards together (02-09,51-54,57-58) and then randomly draw 8 of them for this game.

Planet 02 – It's Dark

Oh no, the emergency lighting has failed. There must be a flashlight somewhere around here.

Special rules for this planet:

- There is no Divider card for **Planet 02**, as you won't receive new cards here.
- Randomly draw 8 System cards and place them facedown around the spaceship.
- Prepare your timer:

3 Players		1:50 min
4 Players		1:40 min
5 Players		1:35 min
6 Players		1:30 min

Darkness: The youngest player places the Spaceship in front of them. They are traveling in the dark Spaceship. When you're in the Spaceship, you can't search for or hold any of the components. You take 1 System card, look at it, and then describe the Components necessary to repair that System.

As soon as the other players have provided the correct Components, the next player in clockwise order takes the Spaceship and 1 System card and repeats the process describing the Components for the other players to find. Repeat this entire process until you reach the end of the game.

Planet 03 – We Are Not Alone

What's that sound? Something's moving in the air ducts! Hungry aliens are nibbling away at our components!

Special rules for this planet:

- Take the cards for **Planet 03** (Alien cards 72-76 and Joker cards 77-79).
- Shuffle the Alien cards in with the Component cards. **You will need to remove them again for later planets.**
- Shuffle the Joker cards in with the Component cards. These will be available for all further games. You can use them like any other Component card.
- Set your Timer as specified for **Planet 02**.

Hungry Aliens: Whenever you discover an Alien, you can't repair any more Systems until you feed it the two Components shown on the Alien card. As soon as you've found the two Components, remove the Alien and the two Component cards from the game.

Example: The blue Alien wants to eat the two blue Components. As soon as you have found these two Components, remove all 3 cards from the game.

***Remember:** You now have Jokers at your disposal.*

Planet 04 – In the Eye of the Storm

The Aliens ate some valuable Components! Fortunately, you managed to get replacements so you could escape in time. But now a huge storm is looming on the horizon.

Special rules for this planet:

- Take the cards for **Planet 04** (Storm cards 81-83).
- Remember to remove the 5 Alien cards from the Component cards.
- Mix the Storm cards with the Component cards. **You will need to remove them again for later planets.**
- Set your Timer to the time indicated under **Planet 02**.

Storms: Whenever you reveal a storm, set the Storm aside. Then place all Component cards currently in your hands facedown on the table and turn any faceup Component cards facedown. Then shuffle all the Component cards and spread them out on the table facedown. If you reveal 2 storms at the same time, only remove one. After resolving the third storm, shuffle all the Storms back in with your Components before placing them all facedown.

Planet 05 – A Rocky Road

Unlike the previous planets, this rocky planet doesn't seem to pose any major dangers. But we haven't seen our pilot in a while.

Special rules for this planet:

- Take all the cards for **Planet 05** (Rock cards 85-88).
- Shuffle the Rock cards with the Component cards. **You will need to remove them again for later planets.**
- Set your Timer to the time indicated under **Planet 02**.

Night: It is night on this planet.

Component cards you return to the table must be placed facedown.

Crevices: *As soon as a player reveals a rock card, they've fallen into a crevice and need help.*

This player can't contribute Component cards to repair Systems. Without telling anyone or making a sound, they place one finger from each hand on the rock card revealed in front of them.

Once anyone else notices a player needs help, they must discard all the cards in their hands and touch a Rock card with one finger of each hand.

A rescue is not successful until all players are touching a rock card with both hands. Then remove all revealed Rock cards from the game and continue playing as normal.

Planet 06 – The Color Aliens

Is that blue paint dripping out of the air shaft up ahead? The creatures on this planet really are driving you crazy.

Special rules for this planet:

- There is no Divider card for **Planet 06**, as you won't receive new cards here.
- Take the 5 Alien cards (72-76) and randomly place 1 of them faceup next to your System cards. Shuffle the others in with the Component cards. **You will need to remove them again for later planets.**
- Set your timer to the time indicated under **Planet 02**.

Night: See **Planet 05**.

Color Aliens: 1 Alien is always active, starting with the faceup Alien. The active Alien changes the requirements for repairing Systems.

Only the requirements for components in the Alien color change. A System requires the other Component in the Alien color instead of the required Component.

Example: If the blue Alien is active, a System needs Component  *instead of Component*  *to repair it.*

Place repaired Systems above the currently active Alien (so you can check later whether you have repaired everything correctly). As soon as you uncover a new Alien, place it to the right of the previous one. The newly revealed Alien now becomes the active Alien.

Planet 07 – The Color Change Aggregator

You must do something so you don't crash all the time. Your technician has developed this device to make ship components more durable.

Special rules for this planet:

- Take all cards for **Planet 07** (3 Aggregator cards 90-92).
- Place 1 Aggregator card faceup next to your systems. Shuffle the other Aggregator cards with the Component cards. **You will need to remove them again for later planets.**
- Set your Timer to the time indicated under **Planet 02**.

Night: See **Planet 05**.

Color Change: If an odd number (1, 3) of Aggregators are faceup, they are active and change the requirements for repairing Systems. A System now requires the same Component in a different color instead of the required Component.

Example: If the Aggregators are active, a System needs Component  *instead of component*  *to repair it.*

Place repaired Systems above the latest Aggregator (so you can check later whether you have repaired everything correctly).
As soon as you reveal another Aggregator, place it to the right of the previous one.

If there's an even number (2) of Aggregator cards, they are inactive.

Planet 08 – Nature is Beautiful

In contrast to the other planets, life thrives here, everything is green and peaceful. However, some plants have a lot of thorns — is it dangerous to touch them?

Special rules for this planet:

- Take all the cards for **Planet 08** (3 Plant cards 94-96).
- Mix the Plant cards with the Component cards. **You will need to remove them again for later planets.**
- Take the 5 Alien cards (72-76) and mix them with the Component cards. **You will need to remove them again for later planets.**

- Prepare your timer:

3 Players		2:20 min
4 Players		2:10 min
5 Players		2:00 min
6 Players		1:55 min

Night: See **Planet 05**.

Hungry aliens: See **Planet 03**.

Dangerous Plants: As soon as you reveal one of the Plants, keep it in your hand for the rest of the game. You can't hold another card in this hand and so are limited to 1 card in total.

If you reveal a Plant but already have a Plant in your other hand, pass the new Plant to a player who doesn't have one yet.

After all, you have saved your own hand ... but at what cost?

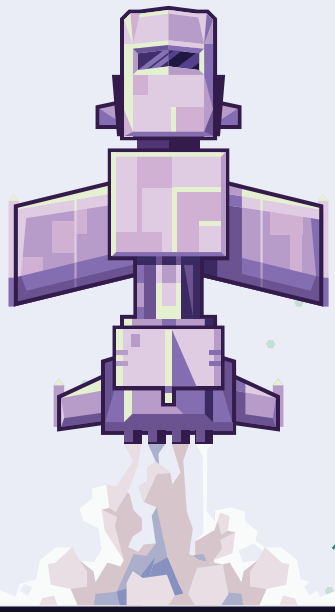
Planet 09 – Completely Twisted

What is going on with this planet? Somehow everything is upside down!

Special rules for this planet:

- There is no Divider card for **Planet 09**, as you won't receive new cards here.
- Prepare your timer:

3 Players		2:10 min
4 Players		2:00 min
5 Players		1:50 min
6 Players		1:45 min



Night: See **Planet 05**.

Backwards: When you pick up a card, you must hold it so you can't see its front, but all the other players can. If you place the card back on the table, you must place it facedown without looking at it. In other words, you are only seeing the other players' Components.

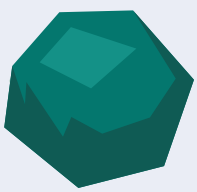
You can inform other players as to which components they have in their hands. As soon as you are sure that you have the Components to repair a System in your hands, you may use the corresponding cards to repair a System according to the normal rules.

Planet 10 – The Ground is Lava

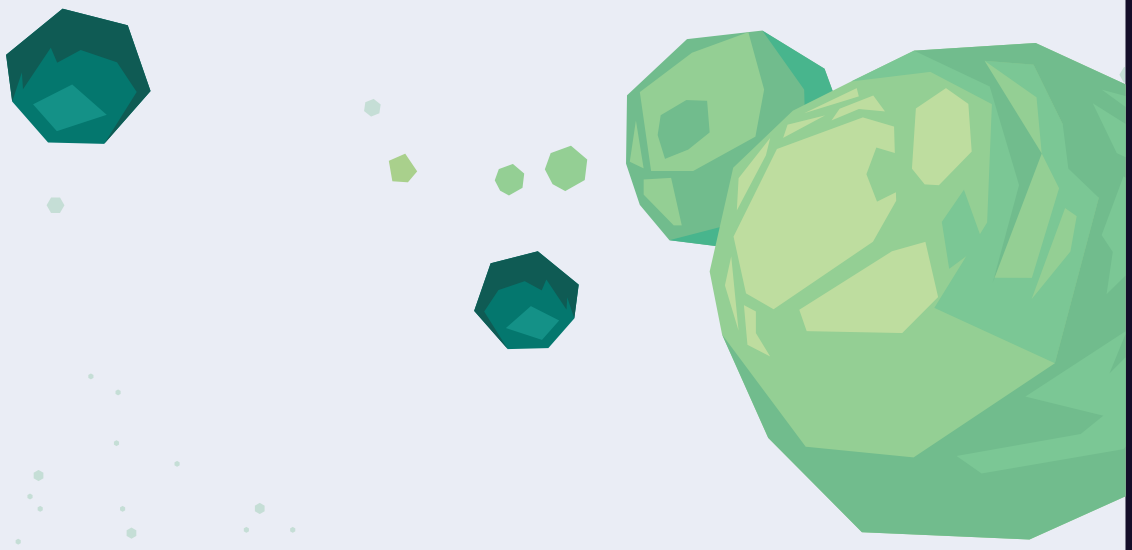
On this planet, the ground seems to be completely flooded with lava except for a few rocks. Hot stuff!

Special rules for this planet:

- Take all the cards for **Planet 10** (12 Rock cards 98-109).
- Each player places 2 Rock cards next to each other faceup in front of them. You do not need any other Rock cards for this game.
- Set your Timer to the time shown under **Planet 09**.



Lava Ground: Components you return to the table are removed from the game. You can use Components directly from your hand to repair Systems or, throw them into the lava where they are destroyed, or place them facedown on one of the Rock cards in front of you. Any number of Components can be placed on a Rock card in a stack. You may only take the top Component card from each Rock card back into your hand.



New Galaxies

You discover you're flying at high speed towards a black hole. Will this be the end of your journey?

You've successfully completed your journey! You now have several options:

- Revisit planets you liked and reduce your available time by 15 seconds for a greater challenge.
- Combine the rules from individual planets together to advance to completely new galaxies.
- Shuffle the Rocks from Planet 10 in with your Component cards. They have no function other than to make it more difficult to find the right Components.
- Make up your own special rules and share your travel tips online.

Distant Planets

Make it even more challenging for yourself using the following Planets that combine Special Rules.

- Subtract 10 seconds per person from the given time.
- The numbers after the names for the Special Rules indicates the planet where those rules are explained.

Planet 11: 2:15 min -  – Hungry Aliens (03), Night (05), Color Change (07)

Planet 12: 2:10 min -  – Darkness (02), Night (05), Color Aliens (06)

Planet 13: 2:25 min -  – Color Aliens (06), Dangerous Plants (08), Lava Ground (10)

Planet 14: 2:10 min -  – Storms (04), Crevices (05), Color Change (07), Dangerous Plants (08)

Planet 15: 2:50 min -  – Backwards (09), Lava Ground (10)