

ABANDON CAPRICORN

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**TEAMWORK IS YOUR ONLY
CHANCE TO SURVIVE**

RULEBOOK

Aliens have breached the hull of your space station. The ship's AI has taken severe damage. A small crew is still alive, and your malfunctioning escape pod is your only chance. Do you have the stealth and firepower to stay alive while you get the gears turning?

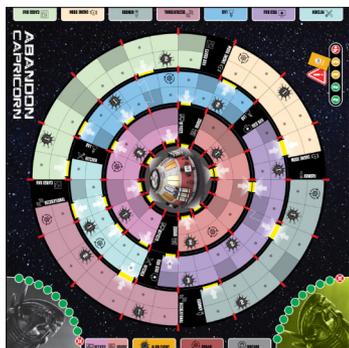
INTRODUCTION

In Abandon Capricorn you will work together as the Engineer, Soldier, Medic, and Chemist of the spaceship Capricorn. The crew thought they got away from the death and turmoil on the fourth moon of Augustin. But aliens are clinging onto the outside of the ship, and keep breaking through every weak spot. During the game you will play cards to take actions, shoot, hide, rotate the ship to pass through doors, and searching for the spare parts needed to get the damaged escape pod running. Then get out - with everybody alive!

During your turn you will play all your cards except one, then pass the last action card to the next player, if you can afford it. At the end of your turn aliens move and attack, plus new aliens will arrive somewhere on the ship. Then the next player takes their turn.

COMPONENTS

Main board with Centre piece insert and 3 Rings
(3 outer pieces, 1 middle and 1 centre)



40 Starter Action Cards (4 sets of 10)



25 Legendary Action Cards



5 Medical Kits, 2 Flamethrowers,
7 Spare Parts, and 7 Alien Jump Scares



4 player Boards



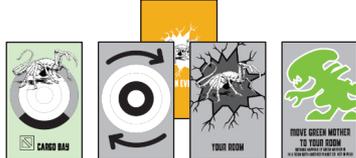
55 Aliens (18 yellow, 18 blue and 18 red + 1 black)



2 Alien Mothers (1 black and 1 green)



5 Repair cards



26 Alien Event cards



4 Player Pawns



6 Health Trackers



10 Chemist green cubes



1 Treat Level Tracker



3 dice



46 Search tokens



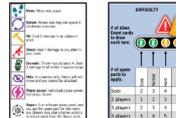
7 Spare Part Repair tokens



1 bag



4 Player Aids



GAME SETUP

- Assemble the main board and circles **1**.
- Choose a difficulty level **2** and place the Threat counter on the Threat Level scale **3** according to your chosen difficulty.
- Place the number of Spare Part Repair tokens **4** equal to the demanded repairs of your difficulty level in the center of the map in the Escape Pod area with the checkmark side down.
- Give all players a meeple **5**, a player board **6** a player aid **7**. Place all player meeples in the center of the spaceship.
- Give all players 10 starter cards **8** in matching color. Each player shuffles their starter deck and place it face down on their player board in the Action space, then draws 5 cards to their hand.
- Place a life counter token on top of each player health track **9**.
- Place all red, yellow and blue small aliens in the in the bag **10**.
- If playing on Normal, Hard or Nightmare mode

- add the small black Alien Mother placeholder **11** to the bag (same model as the other small ones).
- Place the green Alien Mother - and the black Alien Mother if in play - on their corners of the main board **12**. Place a health tracker on the top of each of their health track **13**.
- **ROOM DECKS:** Shuffle the following three decks individually and place one card from each deck face-down in each room **14**:
 - A. Spare Part cards
 - B. Alien Jump Scare cards
 - C. Medical Kits and Flamethrowers
 Shuffle the remaining Action cards and deal 4 face-down to each room. The last 4 cards go in the Offices/Bridge deck. Shuffle the 6 cards in each room.
- Shuffle and place all 26 Event cards **15** in a face-down deck.
- Shuffle and place all 6 Repair cards **16** in a face-down deck.
- Place the three dice **17** and 46 search tokens **18** within easy reach.



2 DIFFICULTY

# of Alien Repair tokens to draw each turn	Normal	Hard	Nightmare
# of spare parts to repair	1	2	3
Scro	2	3	4
3 players	1	2	3
4 players	2	3	4
5 players	3	4	5

THE SPACESHIP

The map of the spaceship is divided into three rings. Each ring is divided into two, then three, then four rooms. Each room is divided into spaces that aliens and players can stand on and move through.

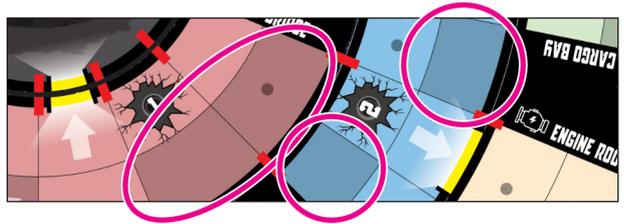
ROTATING RINGS

The inner ring and the middle ring can be rotated. When making rotations, always rotate clockwise, and always move to the next red rotation mark so these line up.



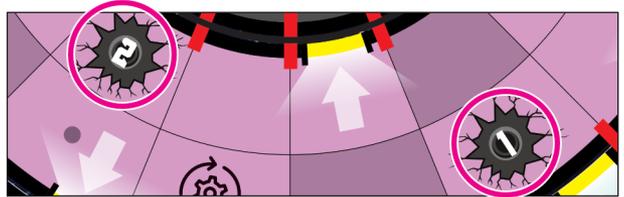
HIDING PLACES

Dark grey spaces on the spaceship represent tables, machines, equipment, and other things you can hide in. These spaces do not block movement or shooting.



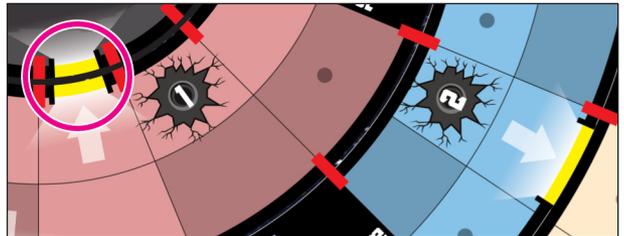
BREACHES

Breaches are cracks and holes in your spaceship, made by the aliens. Each Breach has a number, indicating the order in which aliens drawn (because of Alien Event cards) are placed in the room.



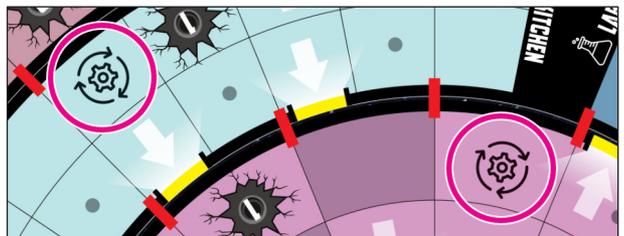
DOORS

Doors connect different rings of the space station. They can only be moved through when the doors in two rings align to make an opening. Aliens and Mother Aliens never move through doors. Players and aliens can never shoot or in any way attack through an open door.



REPAIR SPACE

These are spaces where the corresponding room spare part needs to be applied in a Repair action. Each spare part states in which room it needs to be applied.



GAME TURNS

Abandon Capricorn is played through individual player turns until either a win or lose condition is met.

Each turn you must complete the following steps:

- 1. ACTION:**
Play all cards except one.
- 2. SHARE/TRASH AND DRAW:**
Pay one Health to pass the last card along or trash it for free. Then draw 5 new cards from your Actions stack.
- 3. ALIENS MOVE AND ATTACK:**
Roll the white Alien die + green and black Alien Mother die if any Alien Mothers are in play. Aliens attack.
- 4. EVENTS:**
Draw Alien Event cards according to the Threat Scale, and execute the Events.

Below each step is explained in detail.



The player aid will help you if you are ever in doubt.

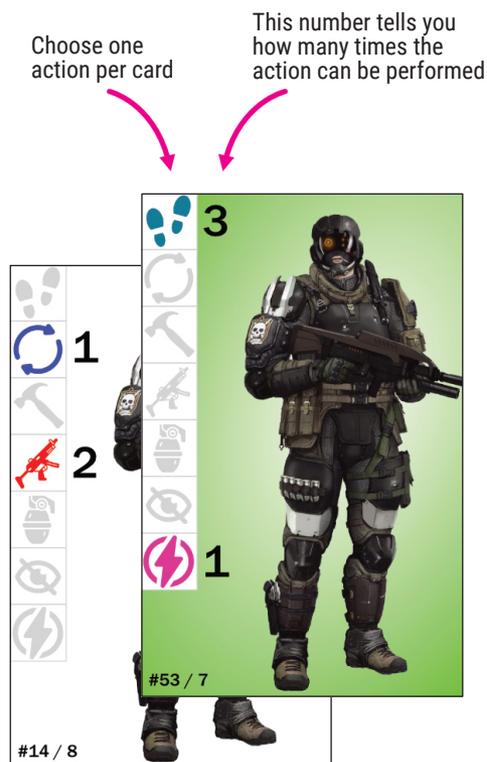
1. ACTION

During your turn, you must play all but 1 of your cards. When you play an Action Card, you place it directly on your Used pile, face up, then choose 1 of the action types depicted on the card to use. You might also, on rare occasions, discard the card into the Used pile for no effect.

Action Cards have action symbols depicted along the left-hand side of the card to choose from. Some cards grant you several of one action type, in this case you may choose to use all the actions of that type or just some of them. You can even choose different targets for the actions on some occasions (e.g. with two Shoot actions).

If another player passes you a card, you will have 6 cards in your hand when beginning your turn. You may still play all of these cards except 1. You must keep your last card in hand during this phase.

All the actions are explained in detail in these rules after the turn structure run down.



2. SHARE/TRASH & DRAW

You have one card left after you have played or discarded all the cards you want to.

Now choose to either:

- Lose 1 Health to pass along your last Action card to the next player in turn order. That player takes the card into their hand.

Or

- Trash your last card. Place the card in the shared discard pile at the edge of the main board (not your own discard pile).

You may explain what is on the card in all the details you want, and other players may discuss during your turn, what they might need, but you may never show a card before it is given.

Now, draw 5 new cards.



3. ALIENS MOVE AND ATTACK

If there are one or more aliens in your room, and you are not hiding, roll the white movement die once. All aliens in your room will move up to this distance. If one or more Alien Mothers are in your room, also roll the corresponding Alien Mother die once.

ALIEN MOVEMENT

All aliens in the room of the active player move towards the nearest player pawn. For each alien, perform the following steps:

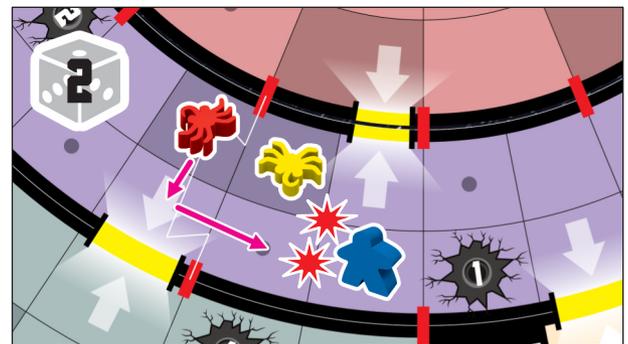
First determine who is the closest player (choose the active player if several players are at the same distance). Then move the alien inwards or outwards into the lane needed to get closer to the nearest player. Then move the alien around in the same round lane towards the player.

The alien stops as soon as it is orthogonally or diagonally adjacent to a player.

Note that Fast Aliens (blue) move twice the die roll (if you roll 0, it will still not move).

Aliens can move through and stop in the same space as other aliens. If this results in four aliens on the same spot, then "push" the other aliens (see below under Events: New Aliens in your room). Aliens can never stop on the same space as a player or an Alien Mother, but they can move through hiding players and Alien Mothers.

Aliens will always have to move around a hiding



player – thereby never stopping on the same space as the player.

ALIEN ATTACK

If an alien ends up next to any player (diagonally or orthogonally) it will attack that player using its damage value (1 or 2). The attacked player must adjust their life track accordingly. If more players are in one room, then aliens might attack any of the players. Aliens might even attack a player not currently taking their turn if they are the closest player in the room. An alien will attack all adjacent players.

ALIEN MOTHERS

If there is an Alien Mother in your room, roll the appropriate colored die. The Alien Mother will move and attack just like a normal alien, but will move faster and deal 3 damage. Alien Mothers can move through other aliens and will "push" other aliens to the side in their final destination space.

4. EVENTS

Draw Alien Event cards equal to the ship's Threat level. Draw and execute one card fully before drawing the next.

There are four kinds of events:

NEW ALIENS IN YOUR ROOM

Whenever this card is drawn, add aliens to all breaches in your room. Draw aliens from the bag. If there are no more aliens in the bag, add the killed aliens to the bag. If there are still not enough to place, you have lost the game.

First draw an alien and place it in Breach number 1 in your room. Then draw an alien and place in Breach number 2, and so on.

More than one alien can be placed on the same space this way. If a fourth is added to a space, first "push" the three already there to all sides. Players choose the order aliens are placed in, but they must be divided as evenly as possible.

In the bag, there is one black alien token, which represents the Black Alien Mother. When this is drawn, return the drawn alien to the game box, and place the large black Alien Mother meeple on the board, on the relevant space. Alien Mothers always push other aliens in their space upon arrival.

NEW ALIENS ARRIVE

This event works similarly to the event where aliens arrive in the active player's room. These aliens are placed in one specific room.

MOVE MOTHER TO YOUR ROOM

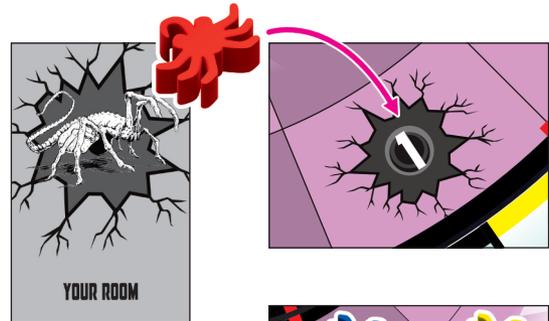
Move the black or green Alien Mother to Breach number 1 in the active player's room

Ignore this card if:

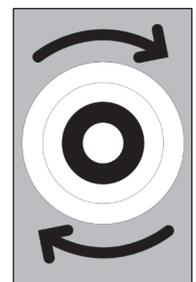
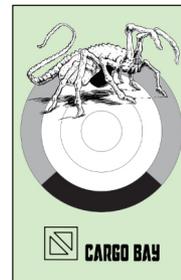
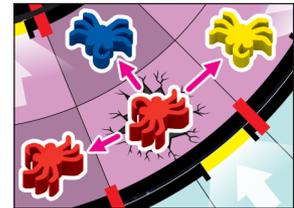
- The corresponding Alien Mother is not in play,
- The corresponding Alien Mother is in a room with another player (let her finish her meal!)

ROTATE

If you draw a rotation card, rotate the depicted spaceship ring clockwise.



The fourth alien will push the others to the side



MAIN ACTIONS

All action cards have one or more available actions when played. Always only use one of the actions when playing a card.



MOVE

Move one space. You can only move to an orthogonal space, never diagonally.

You can only move through a door opening if the rings are aligned so there is a door depicted on both sides.

You can never move through other players.

You CAN move through aliens and Mother Aliens, but they will immediately attack you with their normal damage value.

MOVING INTO A NEW ROOM

The doors are noisy, and aliens can sense the door movement. Repopulate all breaches in a room whenever you move into it (even if another player is already in the room).



ROTATE

Rotate the inner or middle ring one space clockwise.



HIT

Deal 2 damage to 1 adjacent alien in your room. You can never hit through door openings. For hitting each other, players and aliens are

adjacent both orthogonally and diagonally. Remove the alien from the map and place it in a stack next to the bag.

If you deal damage to a Mother Alien, move its Health tracker downwards. When it reaches the last space on its health tracker, the Mother Alien is dead and can be removed from the game.



SHOOT

Deal 1 damage to any alien in your room. You can never shoot through door openings. You can shoot at

any alien in your room, including aliens standing behind other players or aliens.



GRENADE

Choose a cross section between 4 spaces that is a maximum of 4 spaces away from you. Deal 3 damage to all players, aliens, and Mother Aliens within 1 space.



HIDE

If you are standing in a shadow space, you can lay down your meeple to hide. Small aliens will not move towards you this turn (but they will move towards other players in the room - if any).

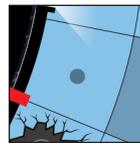
If there is an alien directly adjacent to you, it will still attack you.

Mother Aliens will ignore your hiding and will therefore still move towards and attack you as normal.



PLAYER POWER

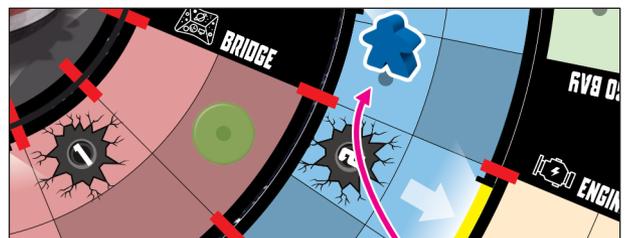
Perform your special player power as described on your player board.



SEARCH (FREE ACTION)

Each of the small grey dots on the spaceship represents an item to be picked up by players. You may perform a free Search after you have finished an action. This occurs when you have finished any movement and before you play the next card.

Place a Search Disk on on the grey dot under your meeple and pick up an Action card from the corresponding room inventory and look at it.



Place a Search token before you pick up the Action Card.

ACTION CARDS

LEGENDARY ACTION CARD

Place the card face-down on top of your Actions deck (to be drawn at the end of your turn).

ITEMS

Items are identified by the backpack icon in the top right corner.

Place item cards face-up in your backpack on the right-hand side of your player board.

MEDICAL KIT

To use a Medical Kits, heal another adjacent player's health equal to the value shown on the card. Then discard the Medical Kit into the shared discard pile on the main board.

FLAMETHROWER

To use a Flamethrower, make an attack and deal 5 damage to all players, aliens and Mother Aliens within a two-space radius. Then discard the Flamethrower into the shared discard pile on the main board.

SPARE PARTS

Place the card face-up in your backpack on the right-hand side of your player board. Spare parts can be handed over to another adjacent player for free.

Move a spare part tracker (still face-down) from the center to the deck where the Spare Part was found. This indicates that there is no need to search any more in this room.

JUMP SCARE

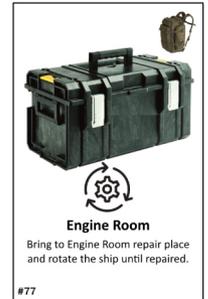
If the card is a Jump Scare alien card, the depicted alien comes into play (a small blue, yellow, or red alien, or a green Mother Alien). Place it next to you, on the opposite (inwards or outwards) space, if there is room for it, or otherwise on the closest adjacent space. The alien attacks you immediately (and possibly again at the end of your turn). Place the card in the discard pile. There are 1 Mother Alien and 6 alien cards divided between the 7 main room decks.

When you draw a Jump Scare alien from a search action, move the Threat level of the ship one step to the right. This will force you to draw more Event cards at the end of each turn.

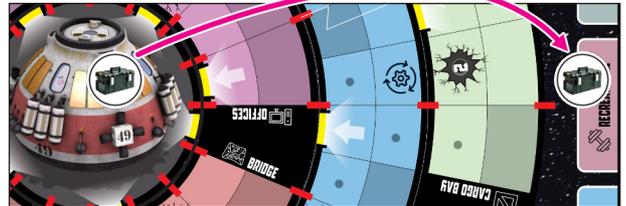
All cards have this back side



All Legendary Action Cards and Items have a white background



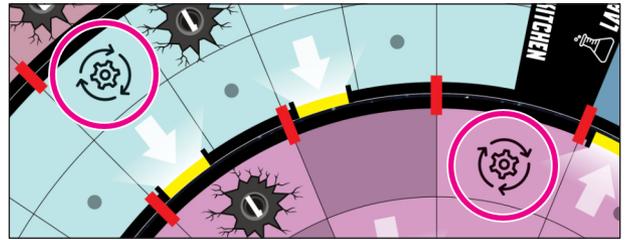
Move the Spare Part Tracker to indicate that a spare part has been found in this room



REPAIR

You may initiate a repair action if you are standing on a Repair access point, and you have the spare part for this room in your backpack. This is a free action, but now someone will need to play action cards with rotation symbols to make the actual repair.

When a rotation action is played, flip one card of the Repair deck. If you play several rotations with one action card, execute them one by one. You don't have to use all rotations on an action card. Place drawn Repair cards face-up next to the deck.



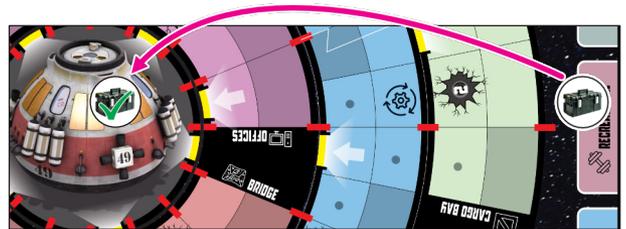
50% DONE

If you draw this card, you have partially completed the repair. Do NOT rotate.

When the second of this card is drawn, you have successfully repaired this part of the ship. Check the difficulty chosen at the beginning of the game to see how many successful repairs you need to complete to win the game.

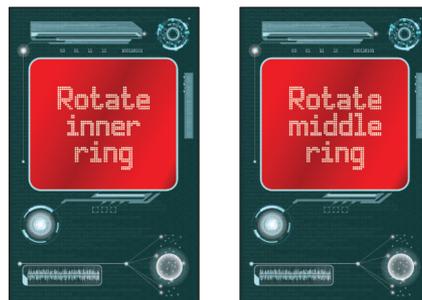


Flip the corresponding Spare Part token to its 'Repair Complete' side and place it in the center of the map in the Escape Pod.



ROTATE

If you draw a rotation card, you have connected the wrong cables. Rotate the ring of the spaceship indicated on the card one space clockwise.



JUMP SCARE

If you draw a Jump Scare, place a red alien next to you on the opposite lane (inwards or outwards). Take 2 damage. Do NOT rotate.

When no more players have any more rotation cards to use for this action this turn, or don't want to play them, place all drawn Repair cards – including any '50% done' – back onto the Repair deck and shuffle it.



ALIEN TYPES

There are four alien types:

MOTHER

10 Health. Deals 3 damage. The black Mother starts in the cloth bag (except in Easy mode). The Green Mother is hidden in one of the Room Decks.

TOUGH

2 Health. Deals 1 damage.

FAST

1 Health. Deals 1 damage. Moves speed x 2.

AGGRESSIVE

1 Health. Deals 2 damage.



INDIVIDUAL PLAYER POWERS

MEDIC

Heal yourself 2 health or heal an adjacent player 3 health.

SOLDIER

Shoot at any target in the room, dealing 3 damage.

CHEMIST

Place a green chemistry cube on the map next to you. Any player, alien or Mother that steps onto a chemistry cube takes 3 damage. Chemistry cubes stays permanently.

ENGINEER

During a Repair: Draw 2 repair cards. Execute one of them and place the other at the bottom of the Repair deck.

During another player's turn: Play to rotate one.



END GAME

Players set a difficulty at the beginning of the game. End Game sets in when players have found and successfully applied the demanded number of spare parts in the right rooms.

During End Game, players must now move into the center of the spaceship. Players who are in the center are safe and will no longer roll alien dies or draw Alien Event cards.

The game is won when all players are in the center.

WINNING THE GAME

Abandon Capricorn is a cooperative game, which means that you will all either win together or lose together.

WIN

Find and successfully repair spare parts in their respective rooms according to difficulty level.

AND

Everyone returns to the Escape Capsule in the center.

AND

No Alien Mothers must be alive.

LOSE

One player dies.

OR

There are no more aliens in the bag to place during the execution of an Alien Event.

COMMUNICATION

To avoid a few players making decisions for everyone, players may never show their hand of action cards to other players.

You may explain what is on a card in all the details, including numbers and specific actions.

Especially the next player may (and should) argue during your turn, what kind of card they need. It is then up to you whether you think you can afford losing the life to pass the card.

You can – and should – discuss at all times, the risks and benefits of different actions, but it is always the active player who ultimately decides what to do with each action.

ALTERNATIVE GAME MODES

There are alternative game modes to play in Abandon Capricorn.

ROTATION GONE MAD

In this game mode, whenever you begin your turn, rotate the ring you are at, if this is the inner ring or central ring. If you are in the outer ring, you will not do a rotation (since this ring cannot rotate).

LAST MAN STANDING

Competitive mode undergoing testing.

EVERYONE FOR THEMSELVES

Plays competitive where the first to escape will win. This mode is planned for future development.

SOLO

Solo mode is planned in future development.