ABANDON CAPRICORN

Design by Søren Brandborg and Bastian Borup

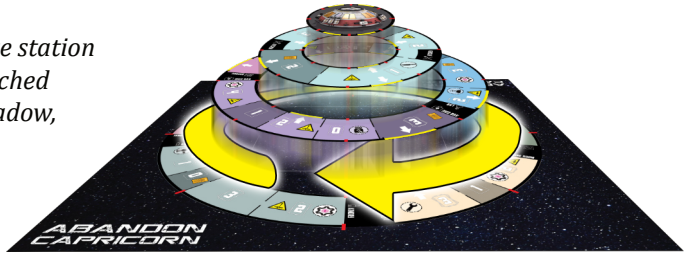
1 - 4 players

60 - 90 min

Ages 13+

TEAMWORK IS YOUR ONLY CHANCE TO SURVIVE !

Your rescue team have reached the space station Capricorn. But too late. Aliens have breached the hull and are now lurking in every shadow, waiting for fresh meat. Do you have the stealth and firepower to stay alive while you get the gears turning?



Rotate the different rings of the ship to align the doors, so both you and your friends can progress.



Abandon Capricorn is a co-operative low luck board game where players must manage their multi-use cards, blast aliens, explore, cooperate and manipulate the three rotating rings of the space station.

Align the spaceship rings to move between rooms, find the missing parts of your current mission.

Explore the rooms to find stronger action cards, ship parts - and an occasional jump scare!

Exploit room actions, exchange action cards, and help out your friends.

Search the spaceship to find the captains log / the experiments / the cargo crates etc.





The multi-use cards have various abilities like walk, shoot, rotate, hide and grenade. Use them wisely!

Each turn (distilled rules):

1. PLAY: Play all of your action cards.

2. DRAW: Draw up to five cards.

4. ALIENS:

A) ATTACK: Aliens adjacent to you (the active player), attack you.

B) MOVE: Aliens in your room move to your space

- **Amazing table presence with rotating rings**
- **Tense and tight co-op**
- **Strong theme but integrated with low luck**
- **Simple rules and mechanics**

The 5 different alien types in the game calls for widely different tacktical approaches



Components:
Main board with rotating rings
2 sideboards
8 player boards
8 player standees
20 alien standees
32 cubes and tokens
152 cards

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Learn more at **www.brandborg.dk/abandon-capricorn**