CRASH & GRAB

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COMPONENTS

- **14 BOARD TILES**
- **6 SAUCER TOKENS**
- **1 PLACEMENT DIE**
- **1 ROTATION DIE**
- **6 ESCAPE PODS**
- **24 CREWMEMBERS**
- **6 SAUCER MATS**
- **23 UPGRADE CARDS**
- **18 MOVEMENT CARDS**
- **1 PROBE TOKEN**
- **4 DIRECTIONAL MARKERS**
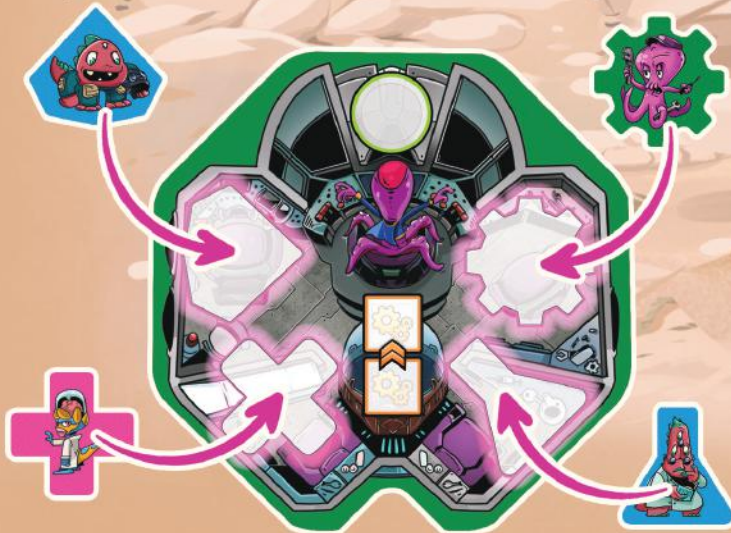- **14 ENERGY CUBES**
- **10 BOOSTER DISCS**
- **2 OVERRIDE TOKENS**
- **6 REFERENCE CARDS**

OBJECTIVE

Your flying saucer has crashed on Earth and, although your crew survived in the escape pod, they are lost somewhere on the planet. Win the game by being the first player to fill your saucer with a Pilot, Scientist, Doctor, and Engineer of any color!

SETUP

1 BOARD TILES

Place the board tiles in random locations and orientations, but in the layout shown below for the number of players in your game.
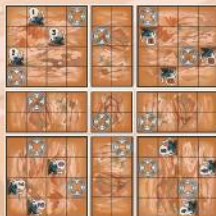
2–4 PLAYERS (3–4 SAUCERS)

5 PLAYER (5 SAUCERS)

6 PLAYERS (6 SAUCERS)

2 DIRECTION MARKERS

Put the direction markers out so one is at the top, bottom, left, and right of the Board Tiles. They can be in any order.

3 ENERGY AND BOOSTERS AND OVERRIDES

Make a pile of Boosters 🟢, Energy 🟫, and, in a 5-6 player game, also Override Tokens 🔄. Each player takes 1 Energy.

4 UPGRADE CARDS

In 2-player games, remove Rotational Stabilizers from the Upgrade deck and return it to the box.

Shuffle the Upgrades Cards to form the Upgrade Deck.

5 SAUCERS AND MOVEMENT CARDS

Each player chooses a player color. That comes with a matching Escape Pod, a Saucer Mat, and 3 Movement Cards. Make sure your Escape Pod contains your Saucer and 4 Crewmembers.

In 2-player games, you control 2 Saucers, so choose 2 colors and take their matching Escape Pods, Saucer Mats, and Movement Cards.

6 LOST CREWMEMBERS

Organize all Crewmembers in the middle of the table by color and type. These are known as the "Lost Crewmembers". The Pilots 🔺 must be closest to the board, but the other types can go in any order. In 2-5 player games, also add the Crewmembers for a player color not being used.

7 STARTING PLAYER

The player who most recently had something stolen from them takes the Probe 🚀. They will make the first move in the game.

8 PLACE SAUCERS

Beginning with the player with the Probe, each player "places" their Saucer on the board by rolling the Placement Die. (see IV.1 Place Crashed Saucers)

9 STARTING BOOSTERS AND PILOTS

2 Players (4 Saucers): The player with the Probe "places" the Pilot of one of their Saucers on the board by rolling the Placement Die. The other player gives one of their Saucers a Booster and "places" the Pilot of their other Saucer. (see III.2 Place Crewmembers)

3+ Players (3+ Saucers): The player to the right of the Probe player takes a Booster (except in 3-player games). All Saucers who have not gotten a Booster or Probe "place" their Pilot. (see III.2 Place Crewmembers)

PLAYERS	SAUCERS	PILOTS	BOOSTERS
2	4	2	1
3	3	2	0
4	4	2	1
5	5	3	1
6	6	4	1

10 BEGIN!

The PLAN phase of round 1 begins.

ROUND OVERVIEW

Do the following on each round:

I. PLAN
1. CHOOSE MOVEMENT CARD (SIMULTANEOUSLY)
2. ROLL ROTATION DIE

II. TAKE YOUR TURN
Beginning with the player holding the Probe, each player 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 SHIP

IV. END THE ROUND
Once all players have taken their turns as above, complete these steps:
1. PLACE CRASHED SAUCERS
2. MOVE THE PROBE

The next pages go through each of these in detail.

I. PLAN

CHOOSE MOVEMENT CARD

Distance: Each turn, you will select a Movement Card, which will determine the distance you will travel. It will either be 2, 3, or 0-5 spaces. If it is 0-5, you will choose the distance on your turn. You may use the same Movement Card multiple turns in a row.

Direction: You will place the card you chose face-down so the corner corresponding to the direction you wish to travel is touching the notch at the bottom of your Saucer Mat.

Bonus: If you play a 2 or a 3, you will also get a bonus of a Booster or Energy when you execute your move.

ROLL ROTATION DIE

The player with the Probe takes the first turn each round. However, after all players have chosen their Movement Card for the round, roll the Rotation Die to see whether the turn order passes to the left or right.

2 Players: Skip this phase. You will not use the Rotation Die in 2-player games. And since each player controls 2 Saucers, when it's your turn, you choose which of your 2 Saucers moves first. Then on your next turn, your other Saucer will execute its move.

5-6 Players: The player who will go last in turn order takes an Override Token, which lets them go in any direction on their turn rather than the direction chosen.

6 Players: The player who will go second-to-last in turn order also takes an Override Token.

II. PLAYER TURN

1. PLACE YOUR SAUCER

If your Saucer is not on the board, someone crashed you before your turn came up. Roll the Location Die to place your Saucer. (see IV.1 Place Crashed Saucers)

You will still execute your Movement Card and get the Bonus if it had one, but you can do so in any direction rather than the one you chose during the Plan phase.

2. START OF TURN UPGRADE EFFECTS

If you have an Upgrade Card that begins with "at the start of your turn...", this is when you may optionally use it.

3. EXECUTE MOVE

Turn the Movement Card that you chose in the Plan phase face-up and do the following based on which type it is:

1. Take a Booster ●. You can hold as many Boosters as you wish and it is an unlimited resource so if you run out, use something else to remember you have it.

2. Move 2 spaces in the direction you chose.

1. Take an Energy 🟫. Like Boosters, you can hold as many Energy as you wish and it is an unlimited resource.

2. Move 3 spaces in the direction you chose.

1. Choose a number between 0 and 5.

2. Move that many spaces in the direction you chose.

4. BOOST

You may spend a Booster ● to Boost. Choose any direction and then move the number of spaces you moved in the Execute Move phase. If you chose 0-5, you may not change the value you chose during the Boost.

SAUCER COLLISIONS

Any time your Saucer moves or is pushed onto a space occupied by another Saucer, you collide with them. This is what happens:

You stop. You occupy the space they were on instead of executing any movement you may have had left.

They execute your full movement. Starting from the space they were occupying, they execute the distance you were moving when you hit them in the direction you were traveling in when you hit them.

ACCELERATORS

When you would normally move onto or through a space with an Accelerator, you stop on the space and do not execute any movement you may have left. Then you move again in the following way:

Distance: Your distance will always be the distance you were traveling when you ran into the Accelerator, starting from the Accelerator's space. For example, if you were traveling 3 spaces but ran into the Accelerator after moving 1 space, you must travel exactly 3 starting from the Accelerator.

Direction: If it is your turn, you move in the direction of your choice.

If it is NOT your turn, someone pushed you onto it and you must move in the direction in which the Saucer that collided with you was moving.

CREWMEMBERS

Throughout the game, you will pick up and steal Crewmembers to put them on your Saucer Mat.

Picking Up: Your Saucer moves through Crewmembers (it does NOT stop on them like Accelerators and Saucers). When you enter or pass through a space with a Crewmember, immediately pick it up and put it on your Saucer Mat.

Color Matching: When you pick up a Crewmember that matches your player color, that Crewmember can never be stolen from you. Crewmembers that do not match your color ("off-colored") can be stolen from you if another Saucer crashes you. (see III.1. Crash Penalties)

Matching Color   Off-Colored

Stationed Crewmembers: If you pick up a Crewmember of a type you do NOT have, it occupies its corresponding station on your Saucer Mat and becomes "stationed." If someone steals a stationed Crewmember, any extra Crewmember you have of that type immediately becomes stationed there.

Extra Crewmembers: If you pick up a Crewmember of a type you already have stationed, you can place it on top of the existing Crewmember there. Ensure that Crewmembers of your color are at the bottom of the stack so that players can easily see that you have one of a type available to steal.

Passing Crewmembers: In 2-player games where you control more than 1 Saucer, you can pass Crewmembers between them. Any time your Saucer moves within 1 space of your other Saucer (orthogonally), either or both of your Saucers may take any or all Crewmembers of their own color from the other Saucer. See below.

CRASH SITES

Your Saucer moves through Crash Sites (it does NOT stop on them like Accerators and Saucers). This is where Crewmembers and Saucers are placed onto the board.

III. TURN CLEAN-UP

At the end of a player's turn, there are a few things to check:

1. CRASH PENALTIES AND REWARDS

If your Saucer moves off the edge of the board, you crash. When this happens, do the following in this order:

If your Saucer crashes **on your turn**:

Lose a Crewmember: If your Saucer has any off-colored Crewmembers, give one to the opponent with the lowest total stationed Crewmembers. If tied, you choose which opponent gets it among those that are tied.

In 2-player games where you control 2 Saucers, when your Saucer crashes your other Saucer, that is considered them crashing on their own turn and results in the Lose a Crewmember penalty for the Saucer whose turn it is.

If your Saucer crashes and it is **NOT your turn**, the player whose turn it is may either:

Steal a Crewmember: They take an off-colored Crewmember from you, as long as you have at least as many stationed Crewmembers as them.

-OR-

Energize: They may take an Energy 📦 from the supply. Energy is an unlimited resource so if you run out, use something else to remember you have it.

2. PLACE CREWMEMBERS

For each Crewmember that was picked up from the board on your turn (even if you pushed someone into it), you do the following:

1. Choose a Lost Crewmember from the end of the queue for a color.

2. Roll the Placement Die.

3. Place the Lost Crewmember chosen on the Crash Site matching the value rolled.

If the Crash Site is already occupied by a Saucer or Crewmember, increment the rolled value by 1 until it results in an unoccupied Crash Site. Incrementing past 12 goes back to 1.

At the end of the turn, you will always have the same number of Crewmembers on the board as you had at the start of the game. The only exception to this is if you run out of Lost Crewmembers to place and the game has not yet ended.

3. END OF TURN UPGRADE EFFECTS

If you have an Upgrade Card that begins with "at the end of your turn...", this is when you may optionally use it.

4. UPGRADE YOUR SAUCER

You may trade in 2 Energy to draw 2 Upgrade Cards, choosing one to discard and one to Play face-up in front of you. This is a permanent ability your Saucer can use for the rest of the game.

There is no limit to the number of Upgrades you can have. Whether you use an Upgrade ability is always optional. If you need to draw and the Upgrade Deck has run out, shuffle the discards to form the new Upgrade Deck and draw from it.

You cannot use an Upgrade on the turn you acquire it so the next player can take their turn while you choose which Upgrade you will play. However, end of round Upgrades can be used in the first round in which they were acquired.

USE THE ONLINE CARD SEARCH FOR QUESTIONS ON UPGRADE CARDS

https://pullthepingames.com/CardSearch?SearchString=&Game=CrashAndGrab

IV. END OF ROUND

At the end of the round, do the following:

1. PLACE CRASHED SAUCERS

If any Saucers crashed, place them just like you place Crewmembers (previous page), starting with the player with the Probe and going clockwise.

Roll the Placement Die and place your Saucer on the matching Crash Site. If the Crash Site is already occupied by a Saucer or Crewmember, increment the rolled value by 1 until it results in an unoccupied Crash Site. Incrementing past 12 goes back to 1.

2. MOVE THE PROBE

Whoever has the Probe takes the first turn in the round.

The player with the fewest stationed Crewmembers on their Saucer(s) takes the Probe. In 2-player games, combine the stationed Crewmembers on both of the player's Saucers to see who has the fewest and gets the Probe.

If there is a tie, the player who went last in the previous round between the tied players takes the Probe.

END OF GAME

WINNING

You win the game immediately when you have a Crewmember at each station on your Saucer (both Saucers in 2-player games). If someone grabs their winning Crewmember as they crash off the edge of the board, they win before having to resolve their crash penalty.

CLEAN-UP

To make it easier to get started in the next game, put all of your player components into your Escape Pod Matchbox. Make sure it contains the following matching its color:

1 Energy
1 Saucer
4 Crewmembers