

LOSSI!

IN SPACE

RULEBOOK

GAME DESIGNED BY
KARL JUHLKE

GAME CONTENTS

4 Ship Cards

4 Parsec Cards

80 Obstacle Cards

8 Event Obstacle Cards

80 Resource Cards

12 Tokens

5 Dice (4 coloured, 1 black)

1 Rulebook



INTRODUCTION

The solar system is dying. The twin suns are imploding and the resulting vacuum is sucking all planets towards them which will eradicate all life. There are four inhabited planets in your solar system, all at odds with one another. Thankfully you found a habitable planet 14 parsecs away that will allow your race to thrive once more. Unfortunately, the rest of the planets in the solar system have discovered this new home world as well. This new world will only allow one race to live there in peace. It's your duty with your intrepid crew to bring several hundred pioneers, frozen in stasis, to this new home world to restart your civilization. It's the ultimate race with only one surviving species.

GAME SETUP

Each player chooses a base ship at random. Read the text on it carefully as each base ship has special abilities. Place the crew die on the home planet. If your base ship has an ability that you can use twice per game, put a counter token **[PG 8]** on it with the 2 face up as pictured to the illustration to the right. All players receive 5 crew members represented by the number on the die, except for the player who chooses the **Phase 4 Transport** base ship, who receives 6 crew members. See Crew and Cargo **[PG 15]** for more information. Each player receives 7 face down resource cards.

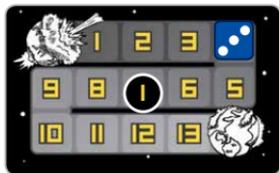
The first three rounds are the Preparation Stage **[PG 4]**. After that, all players enter the Race Stage **[PG 5]**, made of 3 separate phases.

If you want to play with the optional Events expansion **[PG 17]**, shuffle the event cards into the obstacle deck.

For the **solo variant** of LOSS! in Space see Single Player Game Play **[PG 16]**, or for more **advanced game play** options, see Advanced Play **[PG 17]**.

CARD LAYOUT

- 1 Mini Map
- 2 Base Ship
- 3 Counter Token



- 4 Shield Part (**Defense**)
- 5 Weapon Part (**Attack**)
- 6 Engine Part (**Speed**)
Shown in Disabled State



PREPARATION STAGE

In this stage, you're preparing your ships for the Space Race. The purpose of this stage is to equip your ship with the best engine, weapon and shield that you can. Each ship part gives you a specific bonus; the higher the bonus, the better.

This stage only lasts 3 turns. Each player rolls the die, the player who rolls the highest number goes first. You have 3 choices. First, you can attempt to trade resources with another player. You can only make one trade offer with another player per turn. If the player you are trying to trade with declines your original offer and/or doesn't propose a counter-offer, you can either discard 2 resources **[PG 10]** and draw one face down resource card, or pass your turn. Once you've traded or passed, your turn is over, and it's the next player's turn.

When everyone has had 3 turns, all players equip their base ship with their ship parts. Choose your initial parts well since you can't switch any equipped ship part with one from your cargo unless you have a Space Dock **[PG 15]**.

You can equip only 1 part of each type on your ship unless you have a Performance Enhancer **[PG 12]** that allows you to attach 2 parts together.

RACE STAGE

The race is on! You're trying to get to the new world first with at least 1 crew member remaining. Continue in the same order as the previous stage [PG 4]. There are 3 phases to each turn: Trading, Equipping, and Obstacle.

I. TRADING PHASE

The same trading rules from the Preparation Stage [PG 4] also apply here.

2. EQUIPPING PHASE

You may equip or switch out parts on your ship during this phase. Remember, you can only equip a new part if you have a Space Dock card [PG 15], or if you have no part currently in that slot. You can also add another part to an occupied slot by using a card such as **Chewing Gum and Hope**, or **Welding Torch** [PG 11].

3. OBSTACLE PHASE

Draw a face up obstacle card and follow the instructions on the card. Your total appropriate bonus(es) need to equal or exceed the threat on the card or you will fall victim to the ill effects. See Obstacles [PG 9].

WINNING

You win the game by being the first race to reach the new world with at least one crew member remaining. It is possible for no one to win if each player loses all of their crew members.

DYING

You die when you have no more crew members left to pilot your ship to the new home world. Your ship floats through space dumping its cargo and ship parts into the vast emptiness of space. Anyone with fewer parsecs than the player who died can collect one resource of their choosing. Go in the order of the player closest in distance to the one furthest away. All other cards are discarded.

COOPERATING

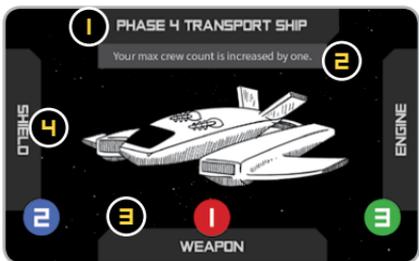
Sometimes your paths will cross with other ships. You can help another player if they can't defeat an obstacle **[PG 9]**, but only if you haven't currently lost your turn.

Bonuses between the players are not added together; only the helper's bonuses count. If the player is able to find a helper, the helper gets all rewards or ill effects as if it were their turn. If a sabotage **[PG 13]** is played after a helper is found, only the helper suffers the sabotage. After the turn is finished, the person next to the original player takes their turn.

YOUR SHIP

Each ship has special abilities and bonuses unique to it, as well as a **defense** bonus, an **attack** bonus, and a **speed** bonus. Each ship also has three slots to fit in three unique part types (with their own added bonuses) found in the resource deck: a shield (**defense**), a weapon (**attack**), and an engine (**speed**). Only one part of each type can be equipped on your ship. For example, you can't have 2 engines unless you have a performance enhancer that specifically allows you to attach two parts together.

When confronting an Obstacle [PG 9], the bonus(es) from your base ship and any added part(s) are added together to combat the threat.



- 1 Ship Name
- 2 Ship Description and Bonus
- 3 Built in Bonuses
Defense, Attack, Speed
- 4 Expandable Part Slots
Shield (**Defense**)
Weapon (**Attack**)
Engine (**Speed**)

YOUR MAP

The map shows your progress as you overcome Obstacles [PG 9] on your way to the new world. For each parsec you gain, you move your die one space, and you keep track of your crew members using the number on the die.



- 1 Home Planet
- 2 Parsec
- 3 Die (crew/parsec tracker)
- 4 New Home World

COUNTER TOKENS



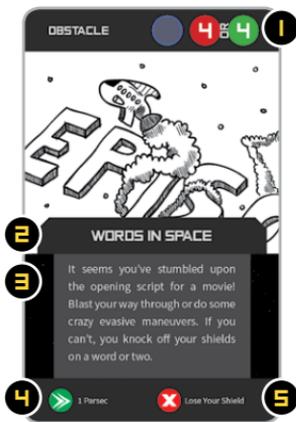
Counter tokens are used throughout the game when you need to keep track of something such as ship abilities, performance enhancers, or disabled parts. Place the token on the affected card. For example, the **Last Minute Cruise Ship** should have a token on it with the 2 facing up. When the ability is used once, flip it over. Discard when used twice.

OBSTACLES

Obstacle cards are met during the Obstacle Phase of the Race Stage **[PG 5]**.

The player needs to match or exceed the threat level, located in the Threat Bar, using the combined bonus(es) from their base ship and the equipped part(s). If **AND** appears in the threat bar, all threats must be dealt with. If **OR** appears in the threat bar, it means the player chooses only one of the threats to deal with.

If you overcome an obstacle, you receive the Obstacle Rewards **➡**. If you receive parsecs, you can either travel the distance in parsecs noted, or trade a parsec for a resource card (1:1 ratio). Note that some obstacles give you a parsec and a resource. In those cases, you can either take the parsec and resource, or 2 resource cards. Resources cannot be traded for parsecs. If you can't overcome the obstacle, you either face the Ill Effects of the card **✖**, or you can try getting help from another player **[PG 6]**. After being dealt with, the obstacle is discarded.



- 1** Obstacle Threat Bar
- 2** Obstacle Name
- 3** Obstacle Description
- 4** Obstacle Rewards
- 5** Obstacle Ill Effects

RESOURCE CARDS

Resource cards give you an upper hand and are sometimes awarded after overcoming an obstacle [PG 9]. There are several different types of resources: Ship Parts (Engine, Shield, Weapon), Performance Enhancers [PG 12], Space Docks [PG 15], Sabotage [PG 13], and Anti-Sabotage [PG 14].

Ship parts give an added bonus to your base ship [PG 7]. Only one part can fit in each appropriate slot, unless you have a card stating otherwise.

Discard any **1x Use** card after using it.



- 1 Resource Type
- 2 Resource Name
- 3 Resource Description
- 4 Resource Bonus

SHIP PARTS

There are three different type of ship parts: Shields (**defense**), Weapons (**Attack**), and Engines (**speed**). Your base ship can only fit 1 part of each type in its respective slot, unless you have a Performance Enhancer **[PG 12]** that allows you to stick 2 same category parts together (weapon and weapon). There is a maximum of 2 parts that can be stuck together with these performance enhancers. For example, you can't have three weapons stuck together with **Chewing Gum and Hope** and **Duct Tape**.

Each part gives you a specific bonus, ranging from 1 to 5, adding to your built in ship bonuses. If you have a base **attack** bonus on your ship of 2 and your weapon gives you an **attack** bonus of 3, you effectively have a total **attack** bonus of 5. If you have no weapon equipped, your total **attack** bonus equals that of your base **attack** bonus on your ship.

Ship parts can only be equipped during the Equipping Phase **[PG 5]**. You need to have either an empty part slot of that type, or a Performance Enhancer that allows you to switch an existing part with a part from your cargo. The only way to switch out parts outside of the Equipping Phase is through a few obstacles that allow you switch out one or more parts.

When a ship part is disabled, turn the card on its side until it's re-enabled **[PG 3]**.

PERFORMANCE ENHANCERS



Performance Enhancers are cards that give additional abilities to a player. It can boost ship bonuses, give you extra resources, or even allow you to swap out existing parts from your ship. You can play any number of these cards during any player's turn. The only Performance Enhancer you can't play at any time are cards that allow you to switch out parts **[PG 15]**. These cards can only be used during the Equipping phase **[PG 5]** of your own turn.

When used on another player's turn, they act as a sabotage **[PG 13]**, whether they're used to help the player, or help the obstacle. Standard sabotage rules apply, however if a 6 is rolled, the Performance Enhancer fails instead of being applied to the saboteur. The only Performance Enhancers available to be played this way are ones that give additional part bonuses such as **defense**, **attack**, or **speed**, such as the **Space Farmer** or **Flash Bang** cards. Anti-sabotage cards **[PG 14]** can be played to counter all Performance Enhancers played in this way, including those that are meant to help another player. See Anti-Sabotage **[PG 14]** for more details on those cards.

SABOTAGE



You can sabotage any player at any time. However, you have 10 seconds after the current obstacle has been revealed to all players in order to sabotage that player for their current obstacle. Rewards cannot be taken before then. If the sabotage card allows you to remove or disable a specific part of your choosing, such as the EMP, you must state the part you want to sabotage before rolling to see if the sabotage worked. After you play the card, roll the die.

- 1 —————> **THE SABOTAGE FAILED**
- 2,3,4, OR 5 —> **THE SABOTAGE WORKED**
- 6 —————> **YOU ACCIDENTALLY SABOTAGED YOURSELF**

Some sabotage cards will have you roll the die again to see what you sabotaged, others will tell you directly. If the target has a helper in play **[PG 6]**, the saboteur can only sabotage the helper as if it were the helper's turn.

Some performance enhancers can be used as sabotages. For more information on those cards see Performance Enhancers **[PG 12]**.

ANTI-SABOTAGE



The only way to counteract a sabotage card is to play an Anti-Sabotage card. Playing this card will automatically cancel any Sabotage Card **[PG 13]** played on you, whether on your turn or if you're helping someone else **[PG 6]**.

Any player can play an anti-sabotage card at any time to counteract any form of sabotage, played on themselves or another player, canceling it out. This does not count as Cooperating **[PG 6]**.

Anti-Sabotage cards can counter Performance Enhancers **[PG 12]** when a player plays them on another player's turn. This includes performance enhancers that are played to help or hurt another player. Anti-sabotage cards **cannot** be used to counteract performance enhancers played by a player on their own turn.

An Anti-Sabotage card cannot counter another Anti-Sabotage card.

SWITCHING PARTS

After the Preparation Stage [PG 4], you can't replace an equipped ship part with a new one unless you have a Space Dock, and only during your Equipping phase [PG 5]. Space Docks are a Resource Card [PG 10]. When you switch out a part from your cargo using a Space Dock, discard both the original part and the Space Dock, and attach the new part to your ship.

You don't need a Space Dock to put a ship part from your cargo into an empty slot on your ship, or to attach a new part using a Performance Enhancer such as **Chewing Gum and Hope**.

CREW AND CARGO

The coloured die number is used to represent the amount of crew you have on your ship. There are some cards that can give you an extra crew member, such as the **Unexplained Birth** obstacle card. The **maximum** crew limit is 5 for every player, or 6 if you have the **Phase 4 Transport**. Remember: **your ship can only hold the maximum crew limit, so you cannot go over that number.**

Your hand is called your cargo. Due to the limited space on your ship, you're only allowed to have 5 resource cards in your cargo at any given time once you've reached the Race Stage [PG 5]. Any card referencing your cargo will refer to the cards currently in your hand. Discard any extra cards at the end of your turn.

SINGLE PLAYER

During setup **[PG 2]**, draw 6 resources instead of 7. Single player sabotage cards **[PG 13]** work differently. If you draw one or more sabotage cards in the preparation stage **[PG 4]**, place them back in the deck randomly and draw the same number of cards again. If any of those are sabotages, discard them without redrawing. If you draw a sabotage during the race stage **[PG 5]**, roll the die:

1,6 _____ ► **THE SABOTAGE FAILED**

2,3,4, OR 5 _____ ► **THE SABOTAGE WORKED**

If successful, and a chosen part needs to be discarded or disabled, roll the die:

1, 2 _____ ► **LOSE/DISABLE YOUR SHIELD**

3,4 _____ ► **LOSE/DISABLE YOUR WEAPON**

5,6 _____ ► **LOSE/DISABLE YOUR ENGINE**

The maximum amount of sabotages dealt in this way is 2 per turn. If more are drawn, discard them. Sabotage cards don't count towards your resource count, so draw 1 resource for each sabotage revealed. Anti-sabotage cards **[PG 14]** can still be used to overcome these types of sabotages.

If the ill effects **[PG 9]** include losing a turn, roll the die for each lost turn:

1, 2 _____ ► **LOSE A PARSEC**

3,4 _____ ► **LOSE A CREW MEMBER**

5,6 _____ ► **LOSE A RESOURCE**

ADVANCED PLAY

If you find the game going too smoothly, or you'd like a bigger challenge, here are a few alterations to the game rules.

STARTING CARDS

Instead of drawing 7 resource cards during the setup **[PG 2]**, draw 5 instead.

RANGED PLAY

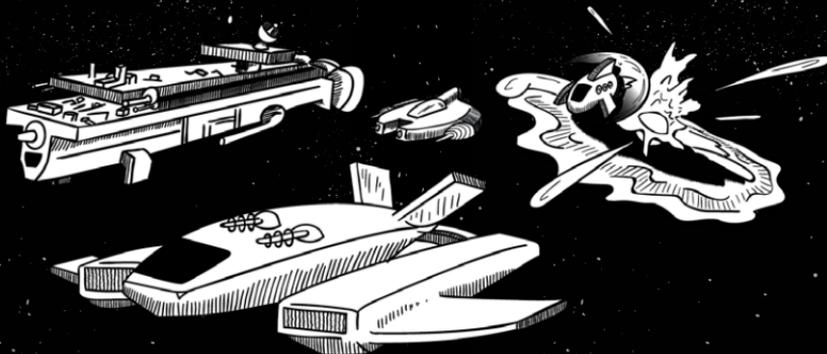
In order to either sabotage **[PG 13]** or cooperate **[PG 6]** with someone, you must be within 2 parsecs of them **[PG 8]**. This means that if another player is on parsec 5, you need to be on 3, 4, 5, 6 or 7 to interact with them.

EVENT CARDS

Event Cards are advanced Obstacle Cards **[PG 9]** that are shuffled into the obstacle deck that can apply to more than one player. Once an event is drawn, the current player rolls the die to determine the range of the event. If any other players are within the parsec range as displayed on the die from the current player, they need to deal with the event as well; this includes any players who have lost a turn. For example, if a player currently on Parsec 5 turned over an event and they roll a 2, any players on Parsecs 3, 4, 5, 6, or 7 must deal with the event. Any players outside the specified range aren't affected. After the event is dealt with, play continues to the next player.

LOSS!

IN SPACE



CREDITS :

GAME DESIGNER : KARL JUHLKE

ILLUSTRATOR : KARL JUHLKE

COPY WRITING : KARL AND CORDELIA JUHLKE

VISIT WWW.LOSS.KARLJUHLKE.COM FOR MORE INFORMATION AND UPDATES.

SPECIAL THANKS TO CORDELIA JUHLKE AND PAUL DOI.