

Desolate

— Gameplay —

After a crash landing during a failed rescue mission, you are trapped in a space station on a remote moon. Soon after entering the station, you realized you are not alone. Can you power up the escape shuttle before you run out of oxygen - or worse, are killed by hostile aliens?

— Objective —

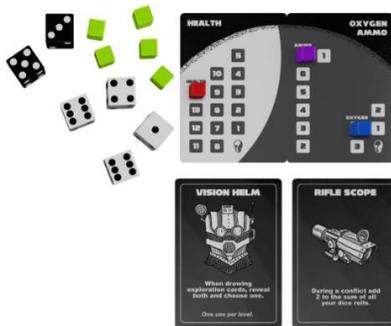
Survive long enough to claim five power cells in order to power up the escape shuttle and win!

— Components —

- 15 Exploration Cards
- 12 Conflict Cards
- 7 Item Cards
- 6 Dice (4 white and 2 black)
- 3 Stat Trackers (plastic cubes)
Red Health, Purple Ammo, Blue Oxygen
- 5 Power Cells

— Setup —

1. Separate and shuffle all three decks (Exploration, Conflict, and Items) and place them face down. Place the Exploration deck closest to you with the Conflict deck above it. Leave room next to each deck for a discard pile.
2. Draw three random Item cards and pick two to keep. Place them face up near you, then return all remaining Item cards to the box.
3. Place the two stat cards together (forming a moon) in front of you. Place one tracking cube on the starting position for each of the three categories (Health 14, Ammo 7, and Oxygen 4).
4. Place the dice and five power cells nearby. You are now ready to play!



Desolate is played in rounds called “Levels,” which represent areas of the space station you are exploring. Each Level is made up of a variable number of turns. The end of a Level is triggered when you draw the last card from the Exploration deck.

TURN SEQUENCE

- 1) Draw two cards from the Exploration deck, keeping both face down.
- 2) Reveal one of the two Exploration cards. You must now choose to a) resolve the revealed card and discard the other Exploration card without looking at it, or b) discard the revealed card face down, then reveal and resolve the second Exploration card.

RESOLVING EXPLORATION CARDS

There are two types of Exploration cards. **Conflict** cards will trigger an alien attack, while **Room** cards will gain you the resource shown next to the illustration. These are the Room types that you may encounter:

Armory – Gain two Ammo.

Cryopod – Spend one Oxygen to gain three Health.

Engineering – Gain one Power Cell.

Laboratory – Gain one Oxygen.

Sickbay – Gain two Health.

Storage – Gain one Small Crate.

Once you’ve received resources from a Room, discard its Exploration card.

OPENING CRATES

To open a Crate, draw the next card from the Exploration deck and rotate it 180 degrees to see your reward. There will be two resource options shown, a bigger one and smaller one.

Small Crate – Choose one of the two resources pictured. Small Crates are awarded by finding Storage Rooms or defeating an alien that features a Small Crate (“S”) next to its image.

Large Crate – Receive both resources shown. You may only open a Large Crate if you defeat an alien that features a Large Crate (“L”) illustration next to its image.

Once you’ve opened a Crate and received resources, discard its Exploration card.

— Conflict! —

There is no way around it. At some point or another you will encounter an alien. These soulless creatures must be dealt with by way of violence.

CONFLICT SEQUENCE

When you choose to resolve an Exploration card featuring the title "Conflict!" - or you are forced to - reveal the top Conflict card from the Conflict deck.

Each Conflict card features two squares in the top left corner. The top one will have a die value. Place a black die in that spot with the shown value face up. Now look at the alien card you drew from the Exploration deck. In the top left corner there is also a die icon. Place another black die on the Conflict card in the blank square that is equal to the value shown on the Exploration card. The sum of these two dice equate to the total health of the alien you are engaging. The higher the value, the more dangerous the foe.



1) Now you are ready to battle it out. First you must take damage, as aliens always attack first. Below the two black dice you will see a value followed by the phrase "Damage!". You must adjust your health tracker down by this amount. If you ever lose all your health, you are dead and the game is over.

2) Now you have to decide how much Ammo you want to spend on your counter-attack. For every Ammo you spend (adjusting your Ammo on your stat cards accordingly) you may roll one white die. So spending three Ammo will allow you to roll three white dice.

3) Compare the sum total of your dice to the health of the alien you are facing. If your result is **equal to or greater than** that of your foe, you have defeated them! Discard the Conflict card and Exploration card and open the Crate they left behind (Note the "S" or "L" next to the alien image to determine what type of crate you get).

4) If the sum of your dice is **less** than that of the health of the alien, you first adjust the alien's health down by the amount of damage you did (rotate the black dice to show the new health total) and then you must take damage.

To determine the amount of damage you sustain, draw the next Conflict card and rotate it 180 degrees. The value shown is damage you must take (This will range from 0-5).

5) Now you must counterstrike by spending Ammo and repeating the process again. Determining how much Ammo to use and when is crucial to survival.

NOTE: You may always choose to deliver a bare-fisted blow to the alien with a value of 1 that does not use any Ammo. This may sometimes come in handy if an alien has only one life remaining and you want to conserve Ammo.

— Ending a Level —

During a Level, when you draw the last card from the Exploration deck, you must immediately shuffle the discard pile to form a new draw pile. At this point you must also **lower your oxygen level by two**. If at any point you have zero oxygen, you die and lose the game.

LAST GASP!

If there is a single Exploration card in the draw pile at the start of your turn, shuffle the discard to create a new draw pile, finish that turn, then end the round by lowering your oxygen by two.

— Ending the Game —

As soon as you acquire the fifth power cell, you power up the escape shuttle and win the game. You can track how well you did by adding up remaining health, Ammo, and oxygen for a score.

— Items —

Chameleon – Avoid any one conflict, forfeiting the crate. One use per game.

Extended Clip – Start the game with three extra Ammo. Also increases your max Ammo capacity.

Large Tanks – Start the game with two extra oxygen. Also increases your max oxygen capacity.

Plasma Mine – Deal some serious damage! Roll up to four dice in combat without using any Ammo. You do lose one health per die you roll. The sum is damage dealt and you get to open the crate. One use per game.

Rifle Scope – When you roll your dice during combat, add two to the total result.

Space Armor – Start the game with four extra health. Also increases your max health capacity.

Vision Helm – Once per Level, you may reveal both Exploration cards during a turn and pick one to resolve.