

LOST NEBULA

Set in outer space, Lost Nebula puts 4 players into the seats of astronauts on a mission to save a dying Earth by collecting energy crystals scattered throughout the galaxy, all while defending themselves against alien attacks.

The goal of the game is get players to save their resources and invest their energy across four types of energy generators with varying degrees of risk, yield, and time – thereby building a diversified portfolio.

CONTENTS



4 PLAYER BOARDS



4 SPACESHIP + 1 MOTHERSHIP



ALIEN TOKENS



3 EVENT CARDS

(Generator cards, Solar Storms card with easy standard and hard modes, Alien Attack cards)



4 ENERGY GENERATORS
3 SPINNING WHEELS



31 PLANET-TOP TILES
31 PLANET-BASE TILES
2 PORTAL TILES



ENERGY POINTS

(with values of 100, 50, 10)



ENERGY CAPSULES

(in 4 colors)



12 CRYSTALS



4 DICE (2 RED, 2 BLACK)

GOAL

In Lost Nebula, you and your fellow astronauts need to explore the galaxy to collect 9 Crystals and come back to Mothership to survive. Each player has a specific role with special abilities to improve the team's chances. You need to save, manage, and invest energy as much as you can to help your team fight against the aliens and solar storms.

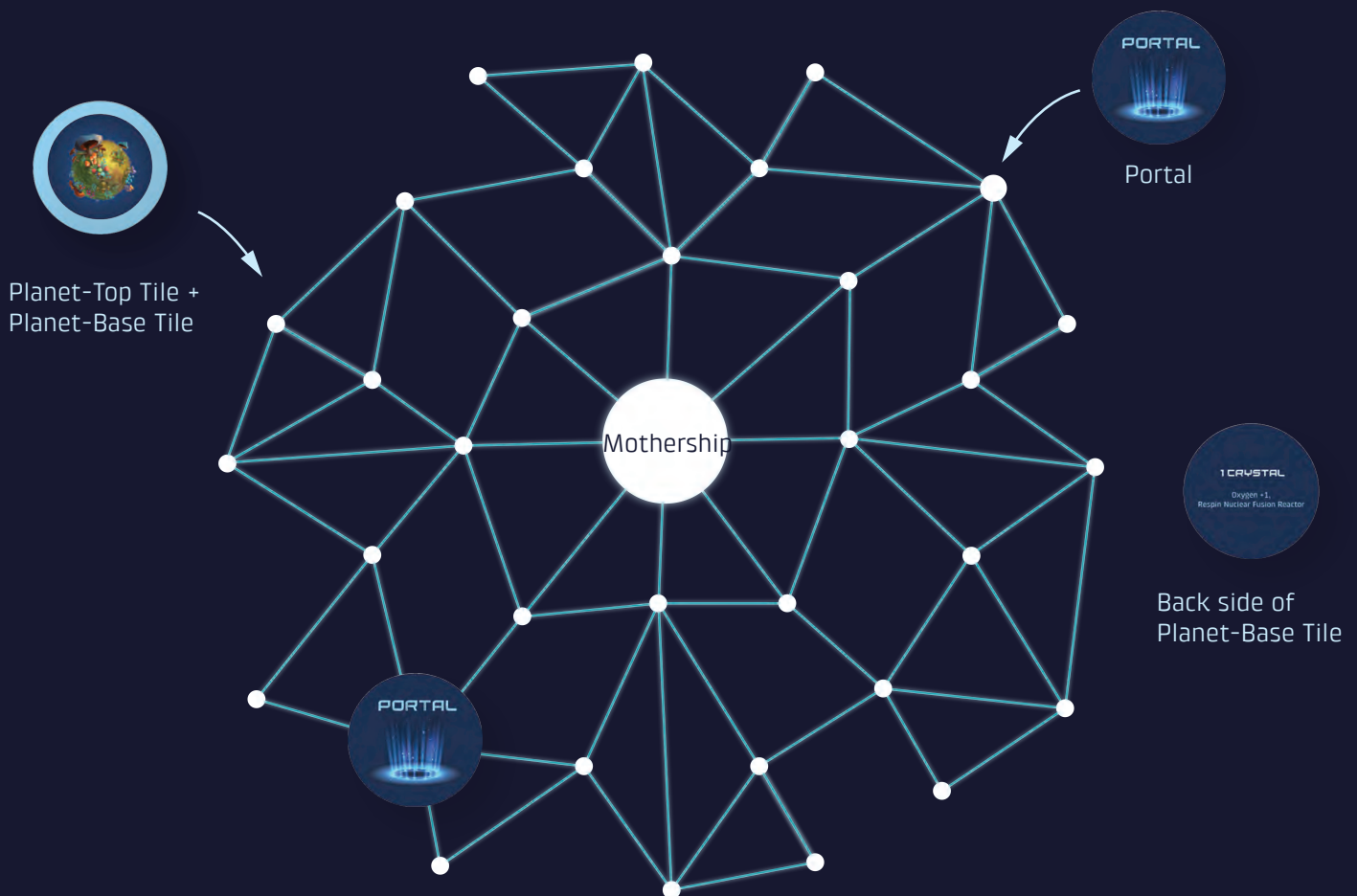
SETUP

1. CREATE THE GALAXY

Place the board within easy reach of all players. Shuffle the 31 Planet-Base tiles (blue, without graphics) and randomly place them face up (non-text side) over the 31 small white dots on the board. Then randomly place the 31 Planet-Top tiles (with planet graphics) on top of the Planet-Base tiles, as shown below.

Place two Portal tiles on the medium size white dots on the board.

Place the Mothership (Grey 3D printed artifact) on the center big circle of the board.



2. GIVE EACH PLAYER A PLAYER BOARD AND A SPACESHIP

Shuffle the player boards and deal 1 face up in front of each player. Place the matching colored spaceships for these roles into the Mothership.

Each player should slide their Oxygen Level to Level 10 and also get 500 energy points to start with.



3. PLACE THE ENERGY GENERATOR

Place the four Energy Generator boards within sight of all players and within easy reach of at least one player. For example, you could place them at the four corners of the map or line up on one side.

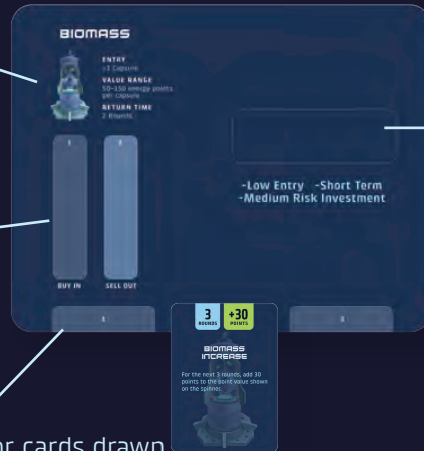
Find matching spinning wheels and place on the suggested area below.

Energy Generators vary in entry level, value range, return time and explosion chances.



Energy capsules each player invested will go here.

Slots for Energy Generator cards drawn.



Place the spinning wheels with matching graphics onto the generator boards. Solar Panel does not have a spinning wheel.

The number the wheel is pointing to indicates the current price of this generator. Players can buy Energy Capsules with their Energy Points.

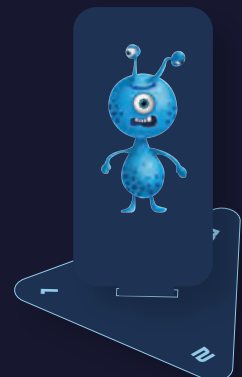
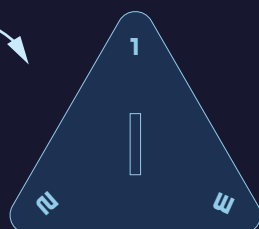
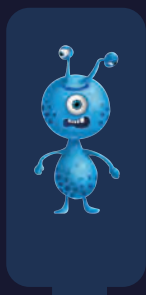
4. DIVIDE EVENT CARDS

Separate the cards into three decks according to card back: Generator cards, Alien Attack cards and Solar Storms cards. Shuffle each deck and make sure they are all facing down.

Note: Set the game's difficulty level, by using different Solar Storms packages labeled as "Easy", "Standard" and "Hard".

5. PREPARE ALIENS

Make 3~6 aliens as below.



PLAY

For each round, as a team do the following three things first:

1. Update Energy Generators
2. Move living Aliens 1 step closer to the Mothership
3. Draw 3 types of Event Cards

Then comes the players' turn. For the first round, the Warrior goes first and play continues to the left. On each player's turn, perform actions up to 3 modes. After all four players finish their turns, this round ends. In the next round, the player on his left goes first. Change the first player in this way in the following rounds.

1. TEAM ACTION: UPDATE ENERGY GENERATORS

a. Spin wheels of each generator

The price per capsule this generator produces is: the point value shown on the spinner + positive/negative numbers on Generator Cards.

For example, the spinner number is 150. And there's a Generator Card on this board that says +30 points for 3 rounds. You have 3 Energy Capsules in sell out zone. So you can sell out these 3 capsules for $(150+30) \times 3 = 540$ energy points. If you bought in at the price of 60, you gain 360 points through this investment.

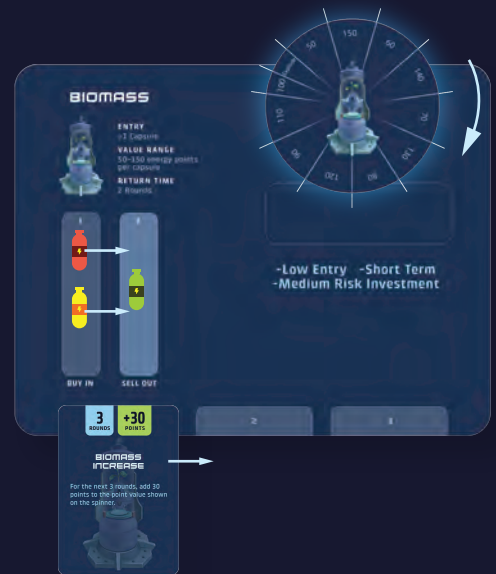
Attention: If the spinner pointer is at "Explode", you lose all investments on this generator. You need to remove all Capsules on this Generator Board and spin the wheel again. Read the wheels carefully. Each generator is different.

b. Move Energy Capsules one slot to the right

Each player can buy their matching colored Energy Capsules with their Energy Points, or sell out and gain Energy Points. Players can only sell Capsules in the sell out zone. The Capsules already in the sell out zone do not need to be moved to the right any further.

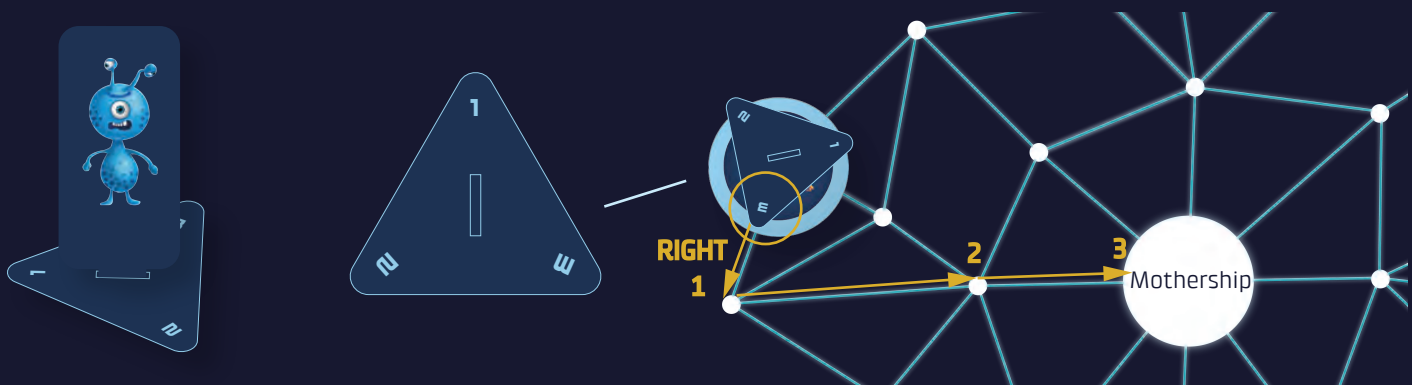
c. Move Generator Cards one slot to the right

If the card is at the 3rd slot before moving, remove it.



2.TEAM ACTION: MOVE LIVING ALIENS 1 STEP CLOSER TO MOTHERSHIP

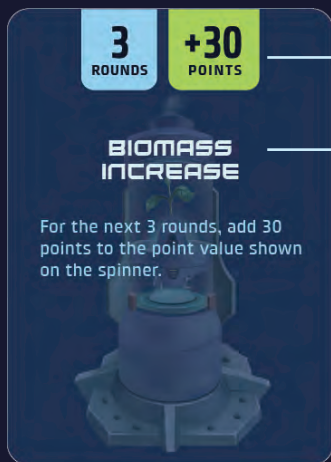
Each alien has three lives. Each round, living aliens will advance 1 planet distance toward the Mothership destroying the planets they leave. Players have to remove those destroyed planets and lose them forever. As shown below, aliens take the shortest path and prefer paths on the right. You need to point their current life towards their moving direction. If aliens take over your Mothership, you lose. Players on or landing on the same planet as an alien drop 2 oxygen level each as well as any Crystals they are carrying onto the planet. Players on or landing on a planet connected to a planet with an alien lose 1 oxygen level each.



3. TEAM ACTION: DRAW 3 TYPES OF EVENT CARDS

a. Generator Cards x 1

Draw 1 Generator Cards from the deck, read through the instructions and place on corresponding Generator Board.



The effect will last for 3 rounds

Add 30 points to the point value shown on the spinner.

Generator's name

Note: Each generator has a different number of generator cards and they are different in terms of risk and variations. Be prepared.

For decreases, if the resulting value would be zero or below, set the point value for the spinner at 10 points.

b. Alien Attack Cards x 3

Draw 3 Alien Attack cards and find the planet tiles with matching graphics shown on the cards. Place 1 alien on the respective planet tile, pointing its current lives towards its moving direction (new aliens have 3 lives). Players on or landing on the same planet as an alien lose 2 oxygen each as well as any Crystals they are carrying onto the planet. Players on or landing on a planet connected to a planet with an alien lose 1 oxygen each.



c. Solar Storm Cards x 1

Draw 1 Solar Storm card from the deck. Following the instructions on the card. For example, if it says "EACH PLAYER -2 OXYGEN", then each player's oxygen level drops by 2.

The Solar Storm could make you lose some oxygen or energy points. So be prepared for these disasters. Your team loses if any player has no oxygen. If you do not have enough energy points, you have to sell some Energy Capsules you have in the generators at the current price to make up the difference. If you do not have any more Energy Capsules or points, you can still keep playing, but you will need to rely on your teammates in future turns.

4. PLAYER TURN: INVEST, ATTACK AND EXPLORE

Starting from the first player, each player can perform three types of actions: invest, attack aliens and explore the galaxy. The order of each doesn't matter, but you can only enter each mode once. For example, you can enter "invest" mode first, and invest as much as you'd like. Once you start "attack aliens" mode, you cannot "invest" again.

a. Invest : buy or sell energy capsules with energy points

You could generate more energy by buying and selling Energy Capsules from 4 different types of Energy Generator using your Energy Points. The price per capsule the generator produces is: the point value shown on the spinner + positive/negative numbers on Generator Card. Your investment needs to be more than the entry Capsules required of that certain Generator. You cannot sell Capsules if they are not in the sell out zone. That's to say, as long as you leave the Capsules longer than the return time, you can decide when to sell and get the return.



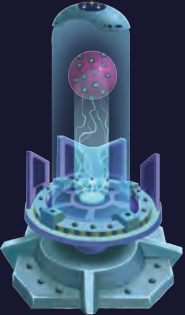
SOLAR SAIL (HIGH RISK, HIGH YIELD, SHORT TERM)

The energy in each energy capsule can change from 20-180. This number fluctuates more often than the others. The generator might malfunction, causing the player to lose all capsules. Player can buy and then sell at their next turn.



BIOMASS (MEDIUM RISK, MEDIUM YIELD, SHORT TERM)

Energy points go from 50 to 150. The number does not fluctuate as often as Solar Sail. There's a lower chance of malfunctioning. Player can buy and then sell at their next turn.



NUCLEAR FUSION REACTOR (LOW RISK, MEDIUM YIELD, LONG TERM, HIGH ENTRY POINT)

Energy points go from 60-140. It doesn't fluctuate often. No chance of malfunctioning. The player needs to wait for two turns to sell. The only catch is that you need to at least buy 5 capsules on a turn whereas the other ones you only need to buy one.

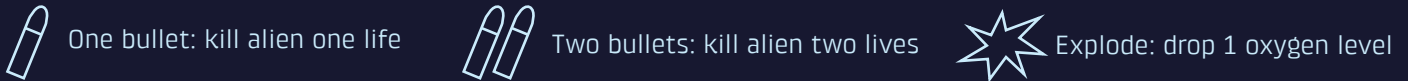


SOLAR PANEL (LOW RISK, LOW YIELD, LONG TERM)

Basically a savings account that gives you "interest" but you need to wait for 3 turns to be able to withdraw.

b. Attack aliens: roll dices/ 100 energy points

To defeat aliens, you need to pay 100 energy points to attack and roll the dice each time. There are four dice separated into two types: red and black. Each die may have some symbols on it:



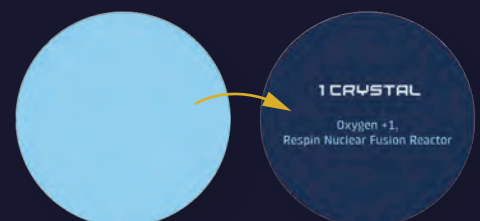
After paying 100 energy points, you need to first pick an alien you want to kill, and then roll the four dice together. The combination of the dice show how much attack you do on the alien or yourself. For example, if you get two bullets, the alien you picked loses two lives and only has 1 life left. You can rotate the aliens, pointing 1 towards its moving direction. If you killed all lives of one alien, you can remove it from the planet and get 1 bonus attack for free, so you can pick the next alien you want to kill and roll the dice again.

c. Explore the galaxy: collect resources from each planets

For your first flight, it costs you 100 energy points to fly to neighboring planets, which are the planets connected to your current planet within one line segment. It costs 200 energy points to fly to planets within two distances (two line segments distance). For additional flights, you need to pay 100 energy more than previous flight.

You can also use formula if you like. For Nth fly, costs = $100 * \text{Distance} + 100 * (N-1)$

As you land on a new planet, you can take the Planet-Base Tile and flip it to read the text. It may ask you to spin a certain generator spinner, or gain / lose some oxygen / energy points, or give you a Crystal. If you find a Crystal, you can put it in one of the slots on your spaceship. If your slots are full, you cannot take the Crystal. Leave the Crystal on the planet, and others can come pick it up. You can drop Crystals at the Mothership or using Portals. After you do what the tile says, discard the tile. The planets players have discovered should only have Planet-Top Tiles. You can still fly there, but no more resources are available from that planet.





In the galaxy, there are two special tiles called Portals. If you land on a Portal, you can trade energy points for oxygen. 1 Oxygen level = 100 energy points. You can send all your Crystals to the Mothership via this portal, so you will have empty slots for future Crystals. Also, your spaceship can teleport between these two portals and the Mothership for free.

Trade with other players: If you and your teammates are on the same planet, you can give each other Energy Points, Oxygen, and Crystals. You can save each other's life! Remember you are on the same team. You all win or lose together.

ROLES



The Captain can use his/her own energy points to move one other player.



The Doctor can give his/her own oxygen to one player not on the same planet.



The Explorer spends 100 energy points less for additional flights.



Once per turn, the Warrior can reroll 1 attack dice.

GAME END

WINNING THE GAME

Put 9 Crystals onto the Mothership and dock all spaceships back at the Mothership.

LOSING THE GAME

There are three possible ways to lose:

1. If any player has zero oxygen.
2. If more than 3 Crystals are destroyed by aliens before you collect them.
3. If any aliens arrive at the Mothership.