

LOSS!

IN SPACE



SOLO MODE

V.1.2.1

DESIGNED BY KARL JUHLKE

INTRODUCTION

Welcome to the solo mode for LOSS! in Space. This mode builds on the standard 2-4 player game but tailors it for 1 player. If you don't already know how to play the standard game, please read the base game rulebook as this rulebook only deals with the changes from the standard mode rather than teaching the game in its entirety. You play as the crew of a species whose planet was destroyed in a failed experiment. You are the sole survivors of the planet and want to travel to a new homeworld to build a colony so your species can thrive once more.

In solo mode, your ship has been outfitted with a hyperspace drive to get around obstacles and saboteurs, you'll have access to a debris field, and you'll be dealing with sabotages and lost turns in a very different way. Let's begin our journey!

GOAL

Get to the new home world with at least 1 crew member left on your ship.

GAME SETUP

1. Remove all 3 “Hyperspace Jump” resource cards, and the “Barna-bus” and “Recycling Station” ship cards (all marked with a ) from the game.
2. Select a parsec card, a ship, and a coloured die. Place the die “5” side up on your home planet.
3. Shuffle both decks separately and choose your difficulty:

DIFFICULTY	EASY	MEDIUM	HARD
STARTING RESOURCES	8	7	5
HYPERSPACE JUMP TOKENS	5	3	1

4. Place the Hyperspace Drive card partially under your ship card revealing your difficulty, and place the Jump tokens (tracker cubes) on your Hyperspace Drive card.

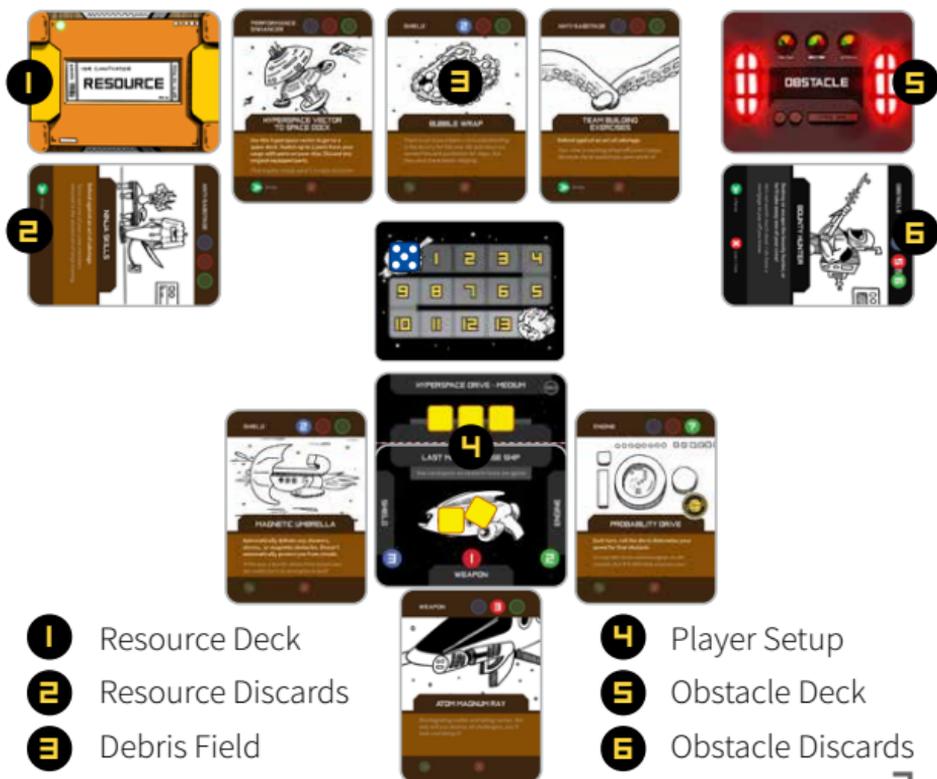


5. Go through the Preparation Stage (see main rulebook).



6. Reveal the top 3 cards from the Resource Deck to form the debris field. These represent floating resource crates in your current parsec. You now enter into the Race Stage.

If you draw sabotage card(s) at any point during setup, including setting up the debris field for the first time, place them to the side and draw a replacement card for each sabotage card. Once you have the proper amount, reshuffle any sabotage cards that were drawn back into the resource deck.



HYPERSPACE JUMP TOKENS



In solo mode, your ship has been equipped with Hyperspace Jump Tokens. Each of these tokens may be discarded to do 1 of these actions:

- **JUMP OVER AN OBSTACLE**
- **COUNTERACT A SABOTAGE CARD**
- **RECEIVE 1 RESOURCE**

When you receive a parsec as a reward, you can take a Hyperspace Jump Token instead, keeping in mind the amount you started the game with is the maximum amount your ship can hold (**Easy: 5, Medium: 3, Hard: 1**).

GAMEPLAY

1. If you come across an obstacle that you cannot defeat and want to bypass it, discard 1 of your hyperspace jump tokens to the supply and then take your next turn. The obstacle is discarded and you don't receive any rewards or negative effects from the card.
2. When receiving resource cards for any reason (unless it specifically states the discards), you may choose a card from the debris field OR the top card from the resource draw deck. If you choose to draw from the debris field, you do NOT refill that spot.

3. When you receive a parsec as a reward for overcoming an obstacle, you may take it as a parsec, a resource, or you can take a Hyperspace Jump Token instead.



For each parsec you receive, you can take it as any of the options shown below. Note that you can choose differently for each parsec.

MOVE FORWARD
1 PARSEC



OR

A RESOURCE
CARD



OR

HYPERSPACE
JUMP TOKEN



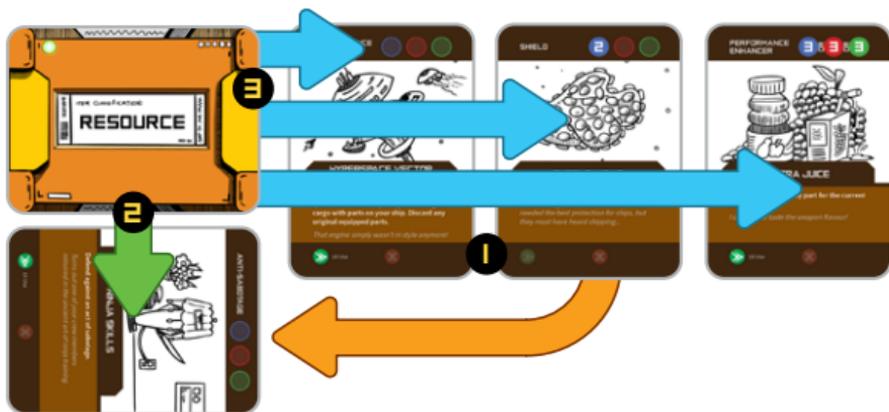
To the max. amount
your ship can hold:
Easy: 5, Medium: 3,
Hard: 1

NOTE: When receiving both resource(s) and parsec(s) you may choose to take them in either order, but all rewards of a specific type NEED to be taken together (*ie. You can take rewards in this order: **Resource, Resource, Parsec**, but not in this order: **Resource, Parsec, Resource***).

MOVING THROUGH PARSECS

Whenever you leave your current parsec (forward or backward):

- 1 Discard all remaining resource cards in the debris field.
- 2 Flip over and discard the top 2 face-down resource cards (these are missed resources as you travelled to the next parsec).
- 3 Flip over 3 new resources into the debris field.



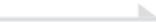
Only do this once per card, no matter how many parsecs you move because of that card.

If the draw pile ever runs out of resource cards, shuffle the discards to create a new draw deck.

SABOTAGES

You'll also face dangers from low-lives who want to see you suffer. If you draw a sabotage card as a reward or it's drawn into the debris field, some other life form is trying to sabotage you. You must roll the die:

1, 6  THE SABOTAGE FAILED

2-5  THE SABOTAGE WORKED

If the sabotage worked, follow the card text. If a chosen part needs to be discarded or disabled, roll the die and follow the die outcomes below (even if the card has it's own die roll outcomes):

1,2  LOSE/DISABLE YOUR SHIELD

3,4  LOSE/DISABLE YOUR WEAPON

5,6  LOSE/DISABLE YOUR ENGINE

If you don't have the affected part or it's already disabled, roll again. If you're still not affected, the sabotage simply didn't work. Sabotages can either be countered by playing an anti-sabotage card, or by discarding a Hyperspace Jump token. **Draw a replacement card if you received the card as a reward. Don't draw a replacement if it was drawn into the debris field.**

There are 2 exceptions to the standard rules with sabotage cards:

Sudden Decompression:

Follow the text on the card – don't roll to see if the sabotage works initially as outlined above.

Bounty Hunter:

If the sabotage worked, roll the die. You lose a crew plus the resources mentioned on the card.

LOSING A TURN

If you lose a turn at any time, roll the die for EACH turn lost:

- 1,2  LOSE 1 PARSEC
- 3,4  LOSE 1 CREW MEMBER
- 5,6  LOSE 1 RESOURCE (FROM YOUR HAND)

If you don't have the parsec or resource to lose, roll again. If you're still not affected, it's your lucky day and you don't face negative affects for losing that turn.

CHASE MODE

DEVELOPED BY SHAMUS SMITH

This is an optional game variation for solo mode. Get to the new home world before the NPC does!

1. Setup a second parsec (mini map) card for the NPC and place a die on it as you would another player. The number on the die doesn't matter as the NPC doesn't gain or lose crew.
2. The NPC moves forward 1 parsec **every time you get sabotaged (it doesn't matter if the sabotage works or not) or if you move forward 2 parsecs in 1 turn.**

CREDITS :

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