

ROCK RUNNERS INCORPORATED

Rock Runners Incorporated is a card game played with two to four players. The rules are very simple! Anyone could win the most space credits and nab the greatest intergalactic contracts!

The object of the game is to be the last player to make a play and earn a Space Credit. Games can be played in best-of-five rounds to determine the ultimate winner.

CARDS IN DECK:

- 40 Space Rock Cards, values from 2 to 10
- 4 Full Load cards, worth 100 Space Rocks
- 4 Space Pirate cards
- 4 Compression Nanite cards
- 4 Space Heist cards
- 4 Explosion cards
- 4 Eject Cargo cards
- 1 Catastrophic Failure card
- 5 Space Credit double sided cards

BOOSTER CARDS AND CLASS CARDS:

- 2 Captain Class Cards
- 2 Engineer Class Cards
- 2 Science Officer Class Cards

- 2 Envoy Class Cards
- 2 Time Anomaly Cards
- 2 Party on Board Cards
- 2 Alien Parasite Cards
- 2 Multiverse Cards
- 2 Cryostasis Cards

BASIC GAME RULES:

The following rules are for the base game only. The booster and class cards are discussed later.

Shuffle the cards, and have the dealer pass out three cards to each player face down. The remaining cards are then stacked face down on the table within reach of all players. This is the Stock Pile. Each round starts at zero Space Rocks. The player sitting to the left of the dealer starts the round and play continues clockwise.

The first player lays down one of her cards face up next to the stock pile and states the total. For example, she lays down a six and states that the total is six. After she plays she immediately draws a card from the Stock Pile. If she forgets to draw a card before the next player plays, she must play the rest of the round with only two cards. The next player lays down a card and states the new Space Rock total, or action card they are playing.

If she lays down 3 Space Rocks, she announces the new total to be nine and draws a card from the stock pile.

The total can never exceed 100 total tons of Space Rocks. When players have no cards to play to change the total, or equal it with a Full Load card (more on that later), they lose.

ACTION CARDS

Space Pirate Cards:

Space Pirates board your ship and rob you of 5 tons of space rocks. (Minus 5 from the current total.)

Compression Nanite Cards:

This card acts as either a single ton of space rocks, or 10 tons of space rocks. The player decides when he plays this card.

Space Heist Cards:

While this card adds nothing to the Space Rock total, it allows you to blindly steal a card from another player. (Hopefully a good one.) The other player then draws from the stock pile to keep their hand to three total cards.

Explosion Cards:

Causes an explosion in the storage bay, and subtracts 10 tons of Space Rocks from the play pile. (i.e. If the current total is 42, it will be 32 after playing this card.)

Eject Cargo Cards:

This card holds no Space Rock value, but when played, lets you pull a fresh new card from the Stock Pile. (Works like a "pass" or "skip" card.)

Catastrophic Failure Card:

There is only ONE of these cards in the whole deck. When played, no matter what the Rock Pile total is, reduces it to zero. Provides a nice fresh start for players that might be losing.

Full Load Cards:

This is a special card in Rock Runners Incorporated. The card is worth a FULL 100 tons of Space Rocks. IMPORTANT: This card takes ANY current total up to the limit of 100 immediately. Even if it's the first card played. Even if the total is currently 20, and someone plays a Full Load, it is immediately 100 total. This is the ONLY card you can play on a Rock Pile already totaling 100 tons. In other words, if you are at 100 already, this card can be played on top of it, but the total is still

locked at 100 tons. No other rock cards do this.

Space Credit Cards:

There are five of these, and when a player wins, these are awarded as tokens of their victory. The first player to have the most Space Credit cards after up to five rounds wins!

If 3 or 4 people are playing, the remaining players continue until there is only one player left in each round.

After each round, the entire deck is reshuffled by the next dealer and the next round begins.

Class and Booster Cards:

Class and booster cards are designed to add a little more mayhem to the game. While optional, we definitely recommend playing with them!

Player 1 through 4 can choose their own class card and apply the effect described on the one they chose.

All booster cards are to be mixed in with your shuffled deck. They use a unique purple background so you can tell them from standard cards. Class cards are bright yellow.