

PAR SEC RUN

The space race card game!

◆ Parsec Run ◆

Game rules

Take part in an exciting race to conquer the galaxy! Compete to reach the goal before your opponents, avoiding the hazards along the way.

Parsec Run is a card game in which each participant is in command of a rocket, whose goal is to reach the destination colony before the others. To do this, you must use the cards at your disposal to advance in the distance, while trying to hinder the progress of the other players. Conquer 3 colonies and dominate the galaxy!

The game is suitable for 2, 3 or 4 players (in pairs or singles).

◆ Objective

Be the first player to obtain 3 colonies. To obtain a colony you must be the first player to reach the destination by completing the exact distance to the colony indicated on the destination card.

◆ Game Setup

Separate the destination cards (orange back) **and event cards** from the regular cards. Also **separate the instruction cards** and deal one to each player, if necessary, or set them aside.

Shuffle the regular cards and **deal 6 cards to each player**, face down.

Once the normal cards have been dealt, **incorporate the event cards**, reshuffle and place the deck with the cards face down in the middle of the playing area, checking that there is no event card on top of the deck (reshuffle or cut if necessary). This will be the playing deck.

Shuffle the destination cards, place them face down in the middle of the playing area and turn over the first card. The distance indicated on the card will be the objective of the round.

As the game is played, a discard pile will be created with the cards discarded by each player. Discarded cards are placed face up, and cannot be used again in that round.

◆ Playing Area

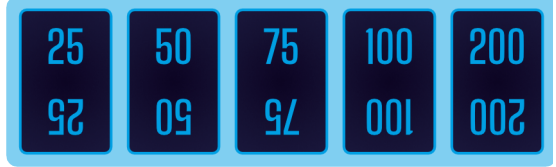
Each player will establish their playing area, with the following zones:



Navegación



Incidentes



Distancia

Navigation Zone

In this zone you play the navigation cards (**Off Course**, **Deceleration**, **Course Correction**, **Thrust** and **Gravity Assist**).

Incident Zone

In this zone the incident cards are played (**Cosmic Rays**, **Fuel Leak**, **High CO2**, **Shields**, **Fuel Patch** and **CO2 Filters**).

Distance zone

In this zone the distance piles are placed, sorted by quantity (**25**, **50**, **75**, **100** and **200**). Cards with positive value are placed face up. Cards with negative value (e.g. an event) can be placed face down, or the appropriate quantity (and the negative card) can be removed and placed on the discard pile.

◆ Gameplay

To begin, the player to the left of the dealer takes a card from the game deck, adds it to their hand and plays a card, to remain with 6 cards.

The possible moves are:

- ◆ If you have not yet lift-off, you can play a **Thrust** card in the *Navigation* zone to lift-off, and be able to start playing distance cards.
- ◆ If you have already lift-off, you can play a distance card, as long as there is no hazard card in your own *Navigation* and/or *Incident* zones that prevents it.
- ◆ You can play a hazard card on the *Navigation* or *Incident* zones of the opponents, as long as there is not already a hazard card on them.
- ◆ If you receive an event card, you must play it immediately and place it in the discard pile once the event is completed.
- ◆ If you cannot or do not wish to play a card on your own or your opponent's zones, you can discard a card on the discard pile.

Once their turn is completed, play continues with the next player, clockwise. Players must always have 6 cards in their hand, unless they run out of cards in the deck, in which case they must play the cards in their hand, until they run out of them, if necessary. If all the players exhaust their cards without reaching the destination, the game ends and the player who is closest to the destination, without overshooting

it, is the winner of the round, and takes the destination card.
The first player to obtain 3 destinations wins the game.

◆ Cards

Distance cards



Distance cards can be played after lift-off (by playing a **Thrust** card in your own *Navigation* zone) and as long as there is no hazard card on the *Navigation* or *Incident* zones (except for **Deceleration**, which allows playing cards of **25** and **50** parsecs). Only a maximum of 2 cards of **200** parsecs can be played per player.

Hazard and solutions cards



Hazard cards are played in the opponent's zones to hinder their progress in the game.



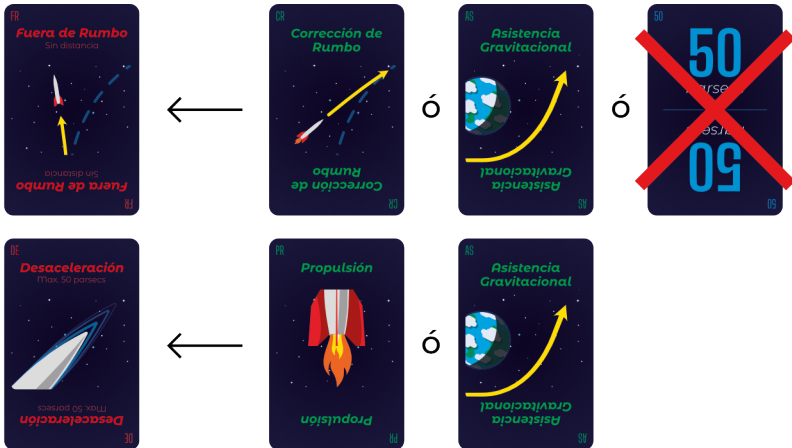
The solution cards are played in your own zones to solve a hazard played by an opponent. A hazard card cannot be played on top of another hazard card or in one's own zones.

There are two types of hazard cards (and their corresponding solutions): **Navigation** and **Incidents**.

◆ Navigation Cards

Navigation cards are played in their corresponding zone. These cards hinder or impede progress in the game.

The **Off Course** card does not allow playing distance cards, and the **Deceleration** card only allows playing **25** and **50** parsecs cards.

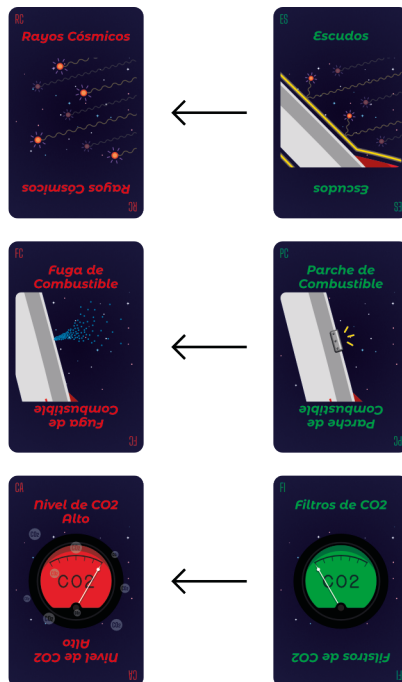


Both problems are solved with their corresponding solution cards or with the **Gravitational Assist** card.

Alternatively, the **Off Course** can be solved by removing **50** parsecs from the distance zone. If this option is chosen, it will not be possible to make another move in that turn, having to discard a card in the discard pile to remain with 6 cards in hand.

◆ Incident Cards

Similarly, incident cards are played on the corresponding zone. Hazard cards in the *Incident* zone do not allow distance cards to be played until the problem has been solved.



◆ Major and minor incidents

When playing an incident in an opponent's zone, a die must be rolled. If the value is between 1-3, it's a *minor* incident, and if the value is between 4-6, it's a *major* incident.

If the incident is *minor*, the card is played horizontally, and the player who receives the incident can continue playing **25** parsecs until the problem is solved. If the solution is played in the turn immediately after the *minor* incident (because the player has the card or receives it from the deck), the player has an extra turn.

In the case of a *major* incident, no distance cards can be played until the problem is solved, and the solution does not entitle the player to an extra turn.

Event Cards



Event cards can only be obtained during the game, are properly marked and must be played immediately.

Cards that affect distance must be placed in the pile corresponding to the value, face up if they are positive (**Warp**), or face down if they are negative (**Black Hole**). Alternatively, if enough distance cards are available, the negative distance can be removed from the distance zone and placed together with the event card on the discard pile (for example: removing

100 parsecs if the **Black Hole** card has been received, placing all of them on the discard pile).

If you have not yet lift-off (by playing a **Thrust** card in the *Navigation* zone) the **Warp**, **Black Hole** and **Wormhole** cards must be ignored and discarded to the discard pile.

The cards that affect the turn, are deposited in the discard pile once their task is completed.

In the case of **Wormhole**, the player who receives the card, must roll the dice, and the value of the distance obtained is established by the following table:

1	-75 parsecs
2	-50 parsecs
3	-25 parsecs
4	+25 parsecs
5	+50 parsecs
6	+75 parsecs

Once the distance is established, the card is placed on the pile corresponding to the distance obtained (similar to the distance events, face up if positive, face down if negative) or the appropriate distance is removed if negative and there are enough cards, similar to the other events.

Achievement cards

Achievement cards allow you to adjust the distance positively or negatively, either to complete the necessary distance, or to

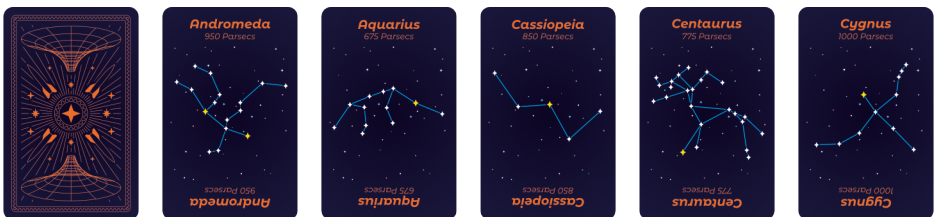


"go back" in case you have overshoot the destination due to the occurrence of an event.

They can be played at any time, positively or negatively, but it is advisable to keep them until the end, in order to be able to adjust the distance and reach the exact destination distance. Once played in one direction (negative or positive) they cannot be changed.

Like the events, if they are played in a negative way, the corresponding amount can be removed from the distance zone and all of them can be discarded in the discard pile. Only one card of each type (**Perfect Orbital Insertion** and **Perfect Trajectory**) can be played at most per player.

Destination cards



These cards are the target distance for the round. The player who first reaches the exact distance or comes closest without exceeding it at the end of the round gets the card. At the start

of a new round, the top card is turned over, and this procedure continues until a player gets three cards.

It is possible to adjust the dynamics of the game by removing ranges of cards. If, for example, you want the game to be shorter (or played between fewer players) you can remove cards ranging from **800** to **1000** parsecs. If you want a longer game, or you play in pairs, you can remove cards ranging from **600** to **775**. Using all the cards ensures that the rounds have a variable duration from one to another.

