

# SPACE PRINCESS

an ELEGANT STRATEGY GAME FOR TWO

The brave and resourceful Space Princess is trapped aboard the insidious Dark Zealot's star cruiser. Can she reach the escape pod before the Zealot and his troopers capture her?

## Goal

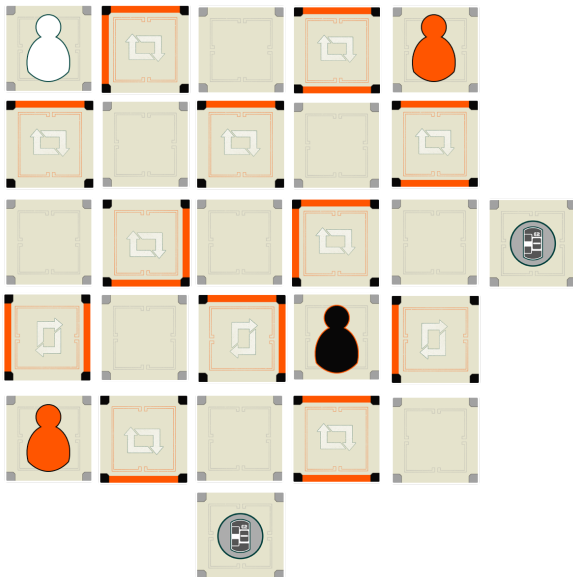
The Space Princess wins if she reaches the Escape Pod. The Dark Zealot wins if he captures the princess or his troopers fire on her.

## Components

25 Tile Cards	1 Princess Pawn
7 Princess Action Cards	1 Princess Holo Pawn
7 Zealot Action Cards	1 Zealot Pawn
2 Special Tile Cards	2 Trooper Pawns
2 Escape Pod Cards	5 Variant Cards

## Setup

Place the corridor and door tiles in a 5 by 5 grid. Start with a corridor in the center, then alternate between corridors and doors. Place the Escape Pods next to two corridors, as shown below.



Choose one player to play the Space Princess. They take the blue action cards, Space Princess pawn, hologram pawn, and Hide tile. Place the Space Princess pawn in the corner corridor opposite the Escape Pods. The Space Princess player turns the two doors next to her starting tile to any position.

The other player plays the Dark Zealot. They take the orange action cards, Dark Zealot pawn, two Trooper pawns, and Lock tile. Place the Dark Zealot pawn in the corridor tile shown above and one Trooper in each of the remaining empty corners.

Both players shuffle their action cards and place them in a facedown stack in front of them. You are ready to begin!

## Gameplay

The game is played in rounds. Each round, both players do the following, simultaneously:  
 Draw the top two action cards from their card stack.  
 Choose one card to play, and place it facedown next to the play area.  
 Place the remaining card on the bottom of their stack.

Once both players have chosen their cards, they reveal the cards they played. The cards are then resolved in the order value in the upper left of the card, lowest number first. Players must do all the steps on their played card, if possible.

After both actions are resolved, discard the played cards and start a new round. If your card stack does not have enough cards to draw two at the start of a round, shuffle the discard pile and add it to the bottom of the stack.

## Game End

The game ends immediately when the Space Princess reaches an Escape Pod, the Dark Zealot enters a tile containing the Space Princess, or a Trooper Fires and hits the Space Princess. The Space Princess wins if she reaches an Escape Pod. Otherwise, the Dark Zealot wins.

## Game Terms

### Movement

Some action cards allow pawns to move. The Space Princess may not move through a closed door (orange

bar), or onto a tile containing the Dark Zealot. The Dark Zealot and Troopers may move freely through closed doors, but may not enter an Escape Pod.

## Sight

Some action cards require sight between two pawns. A pawn can see another pawn if it is in a vertical or horizontal line from it and there are no closed doors in that line. No pawn can see through a closed door.

## Empty Tile

A tile is empty if it does not contain a pawn, Hide tile or Lock tile.

## Cards

### Princess Action Cards

**Door** - Rotate any two doors to any position.

**Dash** - Move two spaces orthogonally, you may change directions while moving.

**Ambush** - In any order, remove a Trooper pawn that the Space Princess can see from play, and rotate a door to any position.

**Holo** - Place the hologram pawn in any empty tile. While the hologram is in play, Troopers must fire at the hologram instead of the Space Princess if they can see it. Likewise, the Dark Zealot must move towards the hologram if it is close enough to be captured (one space away). If the hologram is hit by a Trooper or captured by the Dark Zealot, it is removed from play. If the hologram is already in play when you play this card, you must move it to a different empty tile.

**Hide** - Remove the Space Princess from play, and place the Hide tile on that tile. After the next action cards are revealed but before they are resolved, place the Princess pawn on any tile diagonal to the tile where she hid.

**Evade** - In any order, move one space orthogonally, and rotate one door to any position.

**Fire** - In any order, move one space orthogonally, and remove a Trooper pawn that the Space Princess can see from play.

### Zealot Action Cards

**Advance** - Move one Trooper two spaces orthogonally. You may place a removed Trooper back on a starting space in place of one space of movement.

**Converge** - Move both Troopers one space orthogonally in any order. You may place a removed Trooper back on a starting space in place of one move.

**Fire** - If a Trooper can see the Space Princess, she is hit and the Dark Zealot wins. If a Trooper can see the

hologram, the hologram is hit instead and removed from the board.

**Capture** - Move the Zealot one space diagonally. If the Zealot enters the Space Princess' tile, she is captured and the Zealot wins. The Zealot may not enter an Escape Pod tile.

**Sense** - When this card is revealed, choose another action card from your discard pile and resolve it instead. If the discard pile is empty, resolve the top card of your stack instead.

**Lock** - Place the Lock tile on an empty door tile, in any position. Pawns may enter that tile, but the door may not be rotated by the Space Princess while the Lock tile is on it. If the Lock tile is already in play when you play this card, you must move it to a different empty door tile.

**Outflank** - You may Fire (see above) or move the Zealot one space orthogonally.

## Variants

**Secret Plans (Advanced Mode)** - The Space Princess must find the secret plans before she can escape. After set-up, the Zealot player randomly places the secret plan cards facedown on the four empty corridor tiles in the center of the layout. When the Princess enters a tile that contains a facedown secret plan card, she collects it. The Princess player may look at any secret plan cards she collects, but keeps them hidden from the Zealot player. If the Space Princess reaches the Escape Pod, she reveals the secret plan cards she has collected. If the Princess escapes and has the real plans, she wins. Otherwise, she loses.

**Tough Princess** - After the Space Princess is hit or captured, she must be hit and captured a second time in order for the Dark Zealot to win. Use the Health tile to keep track of how many times the Princess has been hit or captured. This variant makes the game easier for the Princess.

**Zealot Edge** - Instead of placing both Escape Pods, only place one Escape Pod next to the corridor tile opposite the Princess' starting tile. This variant makes the game easier for the Zealot.

**Playtesters:** Sarah Addison, Donna Davies, Kellen Freeman, Ian Moss, Jon Gilmour, Travis Magrum, Jon Mietling, Micah Sawyer, James Schoch, <and others>.