

OORT

YOU'RE AN INTERSTELLAR TREASURE HUNTER!

Compete for valuable resources from the billions of Asteroids in the Oort Cloud surrounding our solar system. Gather as much as you can before the others beat you to it, but be careful not to get raided and lose it all!

SETUP

Assemble the **Game Board Tiles (15)** into a 5x3 grid, placing them randomly. Place all **Resource Tokens (30)** on the marked Asteroids as indicated. Each player then chooses one of the **Rockets (4)**. The last person to visit the moon blasts off first!

PLAY

In clockwise turn order, each player places their Rocket in the center *Wormhole* of any unoccupied Game Board Tile. They then immediately take all adjacent Resources (*orthogonally or diagonally*) to their position. Once all Players have set their initial positions and taken their resources, they now *must* move their Rockets using either their *Impulse Engine* or *Hyperdrive* once per turn, then take Resources and/or raid other Player's Rockets if possible from that *final* position. Players may not occupy the same space at any time. The game ends when the last Resource has been taken from the Game Board.

IMPULSE ENGINE MOVEMENT

Your Rocket is fast, but has no steering or brakes! Thus, you can only move in one direction (*orthogonally or diagonally*) and must continue in that direction until you are blocked by an Asteroid, another Rocket or the edge of the Game Board.

Wormholes are littered throughout the Oort Cloud. You may choose to pass over or jump through them to another open *Wormhole*, but must continue your movement (*in the same direction*) until you are blocked. A *Wormhole* jump cannot occur without prior movement into it and may only be done once per turn. You may not end your movement on a *Wormhole* unless you've been blocked upon arrival.

HYPERDRIVE MOVEMENT

Instead of using your Impulse Engine, you may engage your Hyperdrive to jump and stop at any unoccupied space, including *Wormholes*. However, you may not take any adjacent Resources or raid other Rockets upon arrival at the new location.

RAIDING

In addition to taking Resources from Asteroids, you may also *Raid* a single Resource from any Rocket(s) your movement ends adjacent to as long as you were not already adjacent to the Rocket(s) you are raiding at the start of your turn.

SCORING

The game is over when the last Resource is taken from the Game Board. Use the **Scoring Tile** to calculate final scores. The amount of points you receive is based on how many of each type of Resource you have collected. Thus having all five of a Resource yields 10 points, but having only one scores 0 points. In addition, you also receive a 5 point bonus for each completed set of six your Resources make up. *Resource Tokens may only be included once per set you find.* The player with the most points at the end of the game wins!