






Quick Tips (use along with the original instructions)

Space Escape: Mole Rats in Space (2-4 players) (a co-operative game where you work together!)

Setup:

- Place the **board** in the center of the play area and have each player choose a **mole rat** and a matching-coloured **med kit**. The med kit will save you **once** from a snake bite.
 - If 2 players**, choose a pair of mole rats that are on opposite sides of the board.
- Place the **4 equipment tokens** on their matching spaces.
- Place 1 **snake** of each colour on their matching spaces. Set aside the leftover ones.
- Shuffle the cards and deal **1 card to each player**. Place the rest of deck facedown to form the **draw pile**. **If 2 players**, remove cards with this symbol 

How to Play:

- Decide who will go first. **Each turn has 3 steps and** you can talk together about moves.
 - Play your card.** Always play the top action first, and then the bottom one.
 - Picture(s) on the card tell you how to move the mole rat(s), snake(s) or BOTH!
 - Which mole rat(s) move?** **Clear** – yours; **Multicoloured** – any 1; or **4** – All four! If two mole rats land on the same space, move one over a space.
 - Which snake(s) move?** There is no “your” snake. Look at colour and number. If multicoloured, any snake can move. Stack snakes that land on same space.
 - The number of arrows tells you the number of spaces you should move. 
 - If the card has two sets of arrows, you can to move either number of snakes! 
 - Other symbols:**
 - Move the snake(s) of the colour shown to the **nearest ladder** 
 - Add 1 new snake to its starting space, for the colour snake shown on this card 
 - You must **land on** a ladder to move up or air shaft tube space to move down
 - Discard your card.**
 - Draw a new card** and continue taking turns and drawing cards until you run out.
- Other rules:**
 - Only mole rats can pick up **tools** they land on and can carry more than 1.
 - If a mole rat passes a snake, they get bit!** Return them to the start and remove med kit. Multiple stacked snakes on a space still count as only 1 bite.
 - A snake that falls into outer space through a tube is out of the game.
 - If you are in the escape pod, and get a card with a clear mole rat, you can move any.

Game End:

- You all win if:** all 4 equipment tokens and 4 mole rats make it safely into the escape pod!

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- **You all lose if one of these 4 things happens:** A mole rat gets bitten 2 times by a snake **OR** a mole rat gets thrown into space by going down an air shaft tube **OR** a snake enters the escape pod by going up the ladder **OR** you run out of cards to play!