



Survive: Space Attack! The Crew Strikes Back

This mini-expansion adds special crew powers to the great game, "*Survive: Space Attack!*"!

Contents:

20 Crew Power cards

NOTE: You must have the base game "*Survive: Space Attack!*" to enjoy this expansion.

NOTE: This mini-expansion is compatible with the "*Survive: Space Attack! - 5-6 Player*" mini-expansion.

Setup

Use the setup rules from the base game with the following exception:

Before selecting the start player, deal each player two Crew Power cards, face down. Players may look at their own cards, but may never tell the other players what they have.

During the Game

You may choose to play one of your Crew Power cards during the game. When you play and resolve it, you discard both that card and the other card that you were dealt at the start of the game. So you have a choice of which Crew Power you will use, and you can only use a Crew Power once.

Most Crew Power cards are played during movement, in the same fashion as red-bordered tiles. However there are a few exceptions, which should be obvious from the card text. In case any questions come up, here are the details:

Activities Director: Played at start of your turn

Housekeeper: Played at any point when an opponent plays a non-Green tile

Musician: Played at the end of your turn

Zookeeper: Played after rolling the Creature die

Challenge Rule (#6): “The Crew Really Strikes Back”

This Challenge Rule adds even more chaos to the game.

- Deal three cards to each player instead of two.
- After you play your first card, only discard that one.
- After you play your second card, discard both that and your third card

Challenge Rule (#7): “The Crew Gets Drafted”

This Challenge Rule gives you a clue about what Crew Powers the other players might have.

- Deal three cards to each player instead of two.
- Each player selects one card to keep, and passes the other two to the player to their left
- Players then select one of the two remaining cards to keep, and discards the other
- Play then proceeds as normal.

Challenge Rule (#8): “The Crew Learns To Share”

This Challenge Rule can help players who may be falling behind.

- After using your Crew Power card, instead of discarding your other unused card(s), select one and give it to another player of your choice.
- If someone gives you a card, you will be able to use more than one Crew Power during the game.

Credits

The Crew Strikes Back Expansion
development by Brian, Sydney, and Geoff Engelstein

Survive: Space Attack! game designed by Julian Courtland-Smith and re-imagined by Brian, Sydney, and Geoff Engelstein

Art: Bill Bricker

Project Manager: Stephen M. Buonocore

And a *big thank you* to Julian Courtland-Smith for his spectacular game design!

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