

BOSSIN' SPACE

ROLL & WRITE

Roll and use 3 D6 dice per turn. Get **XP** immediately when completing a box with XP icon. The game ends after 8 rounds, then shoot missiles and count the score.

ENEMY

You can fight only with completed enemies. Complete them with shapes. Their health and score is listed. You need to destroy its and reach its distance to score . For 1 you need 1 . Only the first player to complete a box will get reward.

	- any #		- 2
	- 3		- 4
	- 5		- 1 / 6

Distance: 1

Distance: 2

Distance: 3

Distance: 4

Distance: 5

ATTACK

Use # to fill dots in a missile. Cannot use # that exceeds the box. Get for filled missiles.

Shoot missile to get amount of . For some missiles you need to spend from Cooling. Spend among multiple enemies.

MOVE

Reach a distance by filling the rectangles. Only use same # in 1 rectangle. Two rectangles cannot share the same #.

To shoot an enemy you need to reach its distance and all previous distances. To shoot at all enemy in distance 5, fill all boxes.

COOLING

Write # in line from left to right. # cannot be higher then previous #. Get 5 for completing.

Turns:

SCIENCE

Cross # to get XP.

Circle earned XP. Cross XP to pay it.

Pay 1 XP to adjust # +/- 1
Pay 2 XP to adjust # to any #
Pay 3 XP to reuse a die

faq: '#' represents a die | write 3 # each round (more when paying 3 XP) | you can use Science multiple times each round | record rolled # on the left, cross used # to better remember it

Get 1 VP for every .
Get 1 VP every unused **XP**.