

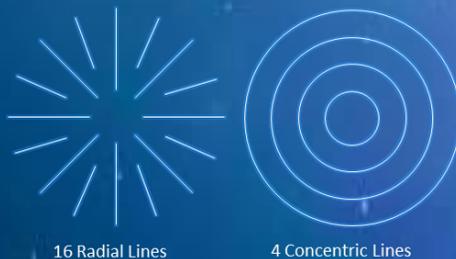
Blue Shift

Overview In the future competing conglomerates race to harvest the matter from a collapsing star system before it implodes dragging their ships into its' massive gravity.

Players move around a star system packed with planets harvesting them as they go. Planets are worth 1, 2 or 3 points and some of them even have hidden Blue Shift Tokens on them. Blue Shift Tokens can be used to manipulate the board: rotating planets around the orbits or sucking them into the dying star. If a ship gets sucked in to the star or stranded on a lone planet then that player is eliminated. The twist is that even once eliminated players can still spend their Blue Shift Tokens to try to end other players' games. Once all players have been eliminated the game is over. The player who has harvested the highest scoring planets wins the game.

Set Up The board has a collapsing star at its center, 4 concentric lines around the star and 16 radial lines leading out from it.

There is also a Harvest Zone in each corner. To begin the game place one planet counter, face up, on every blank circular space at random. Once all the spaces are filled players choose a harvester ship to play with and then place it on any planet. The player whose ship is initially placed closest to the star goes first. If two ships are an equal distance from the star then the ship on the lowest numbered planet goes first. After the first player's turn, the other players take turns clockwise.



Turns During a player's turn they must make one move and may spend one Blue Shift Token. This can be done in any order.

Moving A player may move their ship as far as they like on any one line of planets. They may not change direction. They may not move over empty spaces or other ships. When a ship moves off of a planet the player harvests that planet. They remove it and place it in one of the large circles in the corners of the board. This is that player's harvest zone.

Blue Shift Tokens Some planets that players remove have a Blue Shift icon on the back; these planets may be used as Blue Shift Tokens. At any point during a player's turn they may spend one of these Blue Shift Tokens by placing it on to the star. For each token spent the player may move all of the planets on one line (a concentric or radial line) in one direction. Any planets on the inner line that are moved inwards are sucked into the star, place them on it. Any ships on planets that are moved move with the planet. If it is not possible to move all of the planets on the line then just move those that can be moved. Planets may never be moved away from the star.

Elimination If a player's ship is sucked into the star then they are eliminated, leave their ship in the star. If a player cannot move in their turn, because they are stranded, then they are eliminated move their ship into the star. Eliminated players harvest the planet that they were eliminated on. Eliminated players may continue to affect the game in one way. They may still spend their remaining Blue Shift Tokens to move planets on the board in between the active players' turns.

When all the players are eliminated the game is over. Players count the points on all of the planets in their harvest zones. The player with the highest total wins the game!