

METEOR

MIKE YOUNG



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In five minutes a meteor storm will impact Earth, unless you can work together to blast the meteors into oblivion! Work cooperatively; pooling resources and launching rockets to obliterate the impending threat, or cockroaches will inherit the planet. No pressure—it's just the fate of the world.

Overview:

Meteor is a real-time cooperation game. There are no turns; players play together as a team, winning together or losing together. Each game lasts five minutes or less.

Players build and launch Rockets to destroy Meteors, develop Technology to gain powerful advantages, and Retrofit unusable resources. Players win if they destroy all the Meteors, but lose if one or more Meteors impact the Earth.

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5 One-Minute Sand Timers count down as the meteors descend toward Earth. The Meteors move to the next Altitude zone as the sand runs out in each timer.



5 Altitude Zone Cards measure the distance of the Meteors to Earth. Altitude Zone Five is farthest away and Altitude Zone One is closest. Meteors travel through Altitude Zone Five to Zone One for just one minute each, then impact and game over!



5 Launch Site Leader Cards are quick reference cards for each player.



39 Energy Cards are used to build Technology and Rockets. There are four different kinds of Energy Cards: 15 Chemical (Red), 12 Fuel (Yellow), 7 Atomic (Green), and 5 Electrical (Blue).



31 Rocket Cards inflict 1-5 points of damage when launched at a Meteor, as represented by the number on the top left of each card.



6 Technology Cards display a picture of either a factory or a satellite. Icons represent the powerful advantages created once each Technology has been built. (See Technology Cards, Card Glossary p. 1.)

Tip: The Energy Icon on the bottom of each Rocket and Technology Card shows the Energy required to build that Rocket and Technology.

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26 Standard Meteor Cards have numbers separated by a dash on the back of the card to show the Meteor's size range. The number on the front shows the Meteor's exact size. Some Meteors have icons on them which represent Meteor Traits and any special threats particular to that Meteor. (See Card Glossary pp. 2-3)



There are three sizes of Meteors: 12 Small Meteors (1-3 range), 12 Medium Meteors (3-5 Range), one Double-sided Meteor (exact size 6) and one Double-sided Meteor (exact size 7).



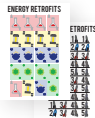
10 Boss Meteor Cards are very difficult to defeat and are used only in the Advanced Game. (See Card Glossary pp. 4-5)



13 Power Cards grant each player a unique, highly potent special ability, but are only used in the Advanced Game. (See Card Glossary pp. 6-7)



11 Challenge Cards limit the players' abilities, adding a nice counter-balance to the Power Cards, and are also used only in the Advanced Game. (See Card Glossary pp. 8-9)



5 Retrofit Reference Cards

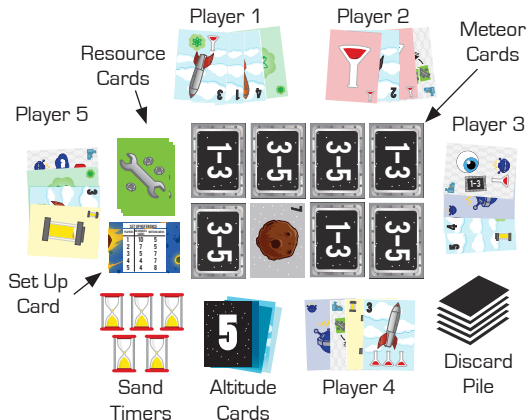


1 Set Up Card

Set Up:

- Shuffle the 26 Standard Meteor Cards together to create the Meteor Deck.
 - Create a Meteor Field by placing the correct number of Meteor Cards face down, according to the Set-Up Chart below. The Meteors should not be stacked, but spread out in the middle of the play area so they can be seen by all players.
- Optional:** Players may choose to do a “Meteor Mulligan” only once by reshuffling all the Meteor Cards together and creating a new Meteor Field.
- Stack the Altitude Zone Cards in descending order near the play area (5 on top, 1 on bottom).
 - Place all Sand Timers near the Altitude Zone Cards.
 - Give each player a Launch Site Leader Card to be placed directly in front of the player. This quick reference card represents each player’s Launch Site.
 - Shuffle the Energy, Rocket, and Technology Cards together to create the Resource Deck. Deal each player’s Resource Cards according to the Set-Up Chart below.

SET UP REFERENCE		
PLAYERS	RESOURCES CARDS	METEOR CARDS
1	10	5
2	7	5
3	5	7
4	4	7
5	4	8



How to Play:

Timekeeper:

Choose one player to be the Timekeeper, and be sure the Altitude Zone Cards and Sand Timers are within easy reach of that player. He/She performs Altitude Zone Changes and ensures one Sand Timer is always active during game play. At any time during play, the Timekeeper may pause the game for a “Timeout” by placing the active Sand Timer on its side, allowing time for rule and icon clarifications. To resume play, restore the Sand Timer to its previous position. When a Sand Timer runs out, the Timekeeper changes Altitude Zones by completing the following steps.

Change Altitude Zones:

- Remove the active Sand Timer from the game.
- Remove the top Altitude Zone Card from the game.
- Start a new Sand Timer for the new Altitude Zone.
- Each player draws new Resource Cards according to number of players.

ALTITUDE ZONE CHANGE REFERENCE	
PLAYERS	RESOURCE CARDS/ZONE
1	2
2	2
3	2
4	1
5	1

Pass:

When a player decides he or she cannot do anything without acquiring more Resource Cards, the player says “Pass.” If ALL players “Pass” at the same time, the Timekeeper Changes Altitude Zones as outlined above.

No more Resource Cards:

If the Resource Deck runs out, it is not reshuffled and for the remainder of the game players cannot draw any more Resource Cards. Players can continue to play Resource Cards from their hands, but any effect that would let players draw Resource Cards is ignored.

No Talking:

Until the Technology Card “Communications Satellite” has been built, players may not talk to one another, except to say “Pass,” “Launch,” or “Time Out.” Gestures and non-language vocalizations are also allowed. Once the Communications Satellite is

built, players may talk but may NOT show each other Resource Cards they hold in their hands, except as allowed in the Advanced Game by certain special ability cards.

Launch Sites:

A single Launch Site can only accommodate one project at a time. A player may discard an unfinished project at any time to make space for a new project. Once a Resource Card is placed in a Launch Site, the Resource Card may not be moved to another player's Launch Site or put back into a player's hand. Players may place any Resource Card from their hands into any player's Launch Site, including their own. The player who controls the Launch Site must be the first player to place a card in his or her Launch Site. The first card may be of any type—you do not need to start with a Rocket.

Three types of projects can be built at a Launch Site: Technology, Retrofit, and Rocket.

1. Technology: Players complete a new Technology project when a Technology Card and the corresponding Energy Cards are combined in a Launch site. Once the Technology has been built, discard the Energy Cards and place the completed Technology Card near the Meteor Field to remind all players of the advantage.

2. Retrofit: Players build a Retrofit project to transform Resources they cannot use into new Resources. Retrofits are completed when four Energy Cards or four Rocket Cards are played into a single play area, as described below. These four cards are immediately discarded and five new cards from the Resource Deck are drawn by the team as follows:





- 5 player game: each player draws one Resource Card.
- 3-4 player game: each player draws one Resource Card. The player that built the Retrofit draws the rest.
- 2 player game: The player that built the Retrofit draws three Resource cards. The other player draws two Resource cards.

Energy Retrofit:

To Retrofit Energy Cards, all four cards must be the same type of Energy, or all four must be different types of Energy. There are only five possible Energy Retrofit combinations: Four of a kind of Red, Green, Yellow or Blue, or one of each of the four types of Energy. HINT: Remember Green & Blue are more scarce!

Rocket Retrofit:

To Retrofit Rockets, all four Rocket Cards must do the SAME Damage, or all four must do a different Damage. There are ten possible Rocket Retrofit combinations: Four of a kind of 1,2,3,4 or 5 damage, or four of the five different combinations of Rockets.

ENERGY RETROFITS	ROCKET RETROFITS
	1A 1A 1A 1A
	2A 2A 2A 2A
	3A 3A 3A 3A
	4A 4A 4A 4A
	5A 5A 5A 5A
	1A 2A 3A 4A
	1A 2A 3A 5A
	1A 2A 4A 5A
	1A 3A 4A 5A
	2A 3A 4A 5A

3. Rocket:

A Player builds a Rocket when a single Rocket and the matching Energy are in his or her Launch Site. If a Player has two Rockets in a Launch Site, that player is building a Retrofit, not a Rocket. After a Rocket has been built, the player that controls that Launch Site decides when the Rocket will be launched.

Leftover Energy:

Players can never have leftover Energy in their Launch Sites after a Rocket or a Technology is built. For example, if a player wants to build a Rocket that requires one Fuel Energy (Yellow) but she already has a Fuel Energy (Yellow) and an Atomic Energy (Green) in her Launch Site, she cannot add the Rocket and launch it and have leftover Energy. She may discard all Energy Cards from her Launch Site and start a new project, or try for a Retrofit project.

Launching Rockets:

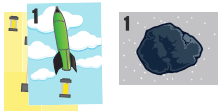
A player launches a rocket by saying "Launch" and pushing the Rocket and Energy Cards towards the Meteor Field, selecting a Meteor to hit. Rockets always do the amount of damage indicated on the Rocket Card. Multiple Rockets may be launched by multiple players from different Launch Sites at the same time, and may target the same Meteor or different Meteors. Multiple Rockets targeting the same Meteor do the sum of those Rockets' damage. Since the most powerful Rocket inflicts 5 damage, multiple rockets must target simultaneously to destroy Meteors size 6 or larger. Rockets always hit and never miss.

Meteor Size:

At the beginning of the game, Meteor Cards are placed face down so players only know each Meteor's size range. As each Meteor is struck by a Rocket for the first time, flip the Meteor Card over to reveal the exact size of the Meteor. Leave the Meteor Card face up for the remainder of the game.

There are three different ways a launched Rocket will interact with a Meteor:

1. If the Rocket Damage **EQUALS** the exact size of the Meteor, the Meteor is destroyed. Place the Rocket in the discard pile and remove the destroyed Meteor from the game.



2. If the damage is **LESS** than the exact size of the Meteor, the Rocket has no effect and is placed in the discard pile. The Meteor is unharmed and stays in the Meteor Field.



3. If the damage is **GREATER** than the exact size of the Meteor, the Meteor is destroyed, but an Overkill has occurred! Place the launched Rocket in the discard pile and remove the destroyed Meteor from the game.



Some Meteors carry unique Traits that may affect how a Rocket interacts with a Meteor. (See Card Glossary pp. 2-3)

Overkill:

Overkill is an explosion caused by an overpowered Rocket that blasts the remaining Meteors one Altitude Zone closer to Earth. The Timekeeper changes Altitude Zones immediately. If an Overkill occurs in Altitude Zone 1, the remaining Meteors are blasted into Earth and the players lose the game. If the players Overkill the last remaining Meteor while in Altitude Zone 1, the players win the game because there are no remaining Meteors.

Multiple Overkills:

Savvy players often work together to destroy more than one Meteor at the same time. If more than one Rocket creates an Overkill at once, then the remaining Meteors are still blasted forward only a single Altitude Zone. Overkill does not stack. If the players manage to destroy all remaining Meteors at the same time, they win the game, even if multiple Overkills resulted.

Game End:

The game ends when one of the following happens:

1. One or more Meteors are in Altitude Zone 1 when the final Sand Timer runs out. The Meteor(s) smash into Earth and the players lose.
2. The players Overkill a Meteor in Altitude Zone 1, but it is not the last Meteor. The Meteors blast into Earth and the players lose.
3. The players destroy ALL the Meteors and save Earth!

Variants:

First Game:

When playing for the first time, it is recommended that the "No Talking Rule" be suspended and that all Meteors are played face up revealing the exact size of each Meteor. Being allowed to talk through the strategy, share information and see the exact size of the Meteors to prevent Overkills can be very helpful while learning the game.

Advanced Game:

The advanced game is set up with three differences:

1. After creating the Meteor Field, players choose a single Meteor to remove from the Meteor Field and replace it with one of the Boss Meteors. Follow any additional rules and/or set up for that particular Boss Meteor as outlined on pages 4-5.
2. Shuffle the Power Cards and give one to each player. (See Card Glossary pp. 6-7)
3. Shuffle the Challenge Cards and give one to each player. (See Card Glossary pp. 8-9)

If players win consistently with the Advanced Rules, they may play without Power Cards, but still include Challenge Cards. If players are struggling, they may play without Challenge Cards, but still include Power Cards.

Two-Player Variant:

The two players share an additional Launch Site between them. Either player may place the first Resource Card into the shared Launch Site. Either player may launch a completed Rocket from the shared Launch Site.

One-Player Variant:

In a solitaire game, the player has two Launch Sites. If playing a Solo advanced game, remove the following cards:

Boss Meteor: "This one goes to 11"

Power Cards: Communications Array, Secret Agent, Universal Aid

Challenge Cards: Blue Shortage, Communications Blackout, Ideological Differences, Mistrusting, War Hawks, Weak Military

Designer Variants:

Mike Young has created several scenarios to give players a thematic experience, found at:

<http://maydaygames.com/meteor.html>

Competitive Variant:

Players wishing to play against each other can find competitive rules at <http://maydaygames.com/meteor.html>

Credits

Game Design Mike Young

Artwork Marco A. Echevarria / "Burn Creative"

Graphic Design Allison Litchfield

Producer Ryan Bruns

Editor Paula Hiatt

Special Thanks to Daniel Peterson for his tireless help in bringing this game to life!

Mike Young would like to thank: Nick Ferris, Darius Kazemi, Travis Worthington, Gabriel Ouimet, Laura Young, Unpub/Cartrunk Entertainment

Thanks to the following playtesters: Brian Altmiller, Val Casota, Brian Carpenter, Dave Coleman, John Corrado, Eric Golovchenko, Terri Ann Guingab, Vanessa Haas, Joe Hines, Jim Husband, Alex Jacobs, Carol Johnson, Arnis Kletnieks, John Laroche, Dan Luxemberg, Anye Mercy, Anne Marie Quint, Angus Laidlaw, Moira Parham, Corey Raines, Eric Reuss, Rick Silva, Colleen Skald, Dan Doubaum, Ryan Ragdoshi, Jim Tran, David Thomas, Kathryn Tipton, and Mark Wallace.

Mayday Games Playtesting: London Malmrose, Daniel Benson and Jordon Field.

<http://maydaygames.com/meteor.html>





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