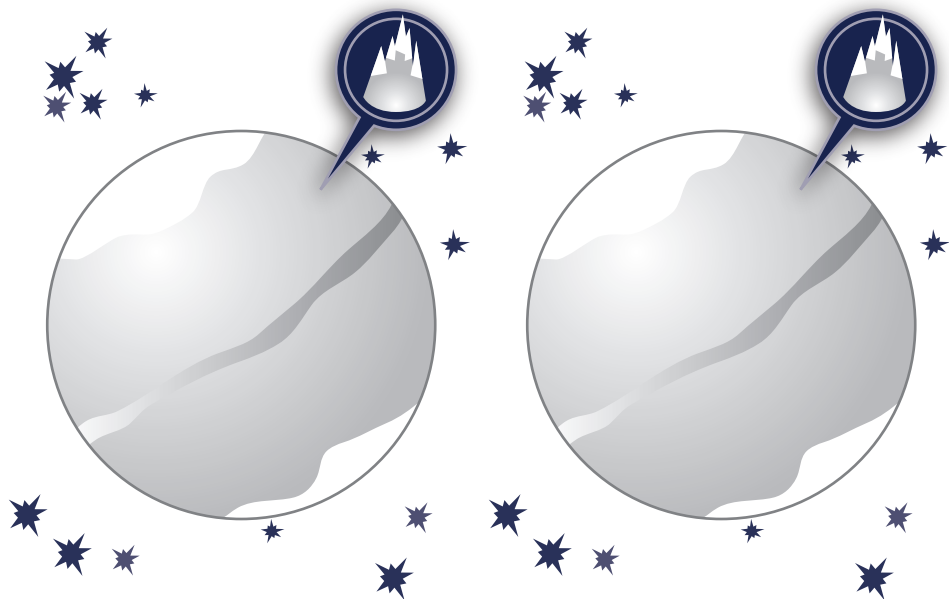


THE INTERN

In the lab, every Scientist could always use an extra hand - or tail! Immediately take another turn.

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Advanced gadgetry! Every player (including you) rolls their Vector Die - the player with highest roll takes one of your **Samples**. Re-roll all ties until there is a winner.



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A.L.F.

The Alien has come to you, accepting its fate. If you have **three Concentrates** when you draw this card, you capture the Alien, save the Galaxy and win the game!



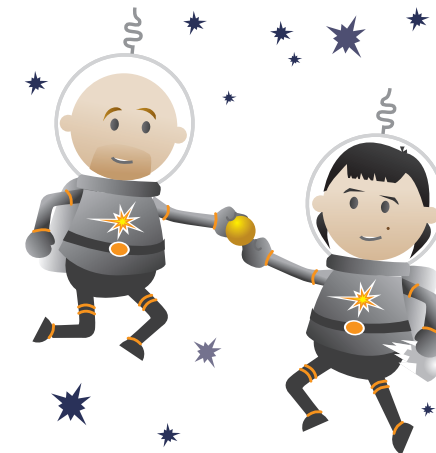
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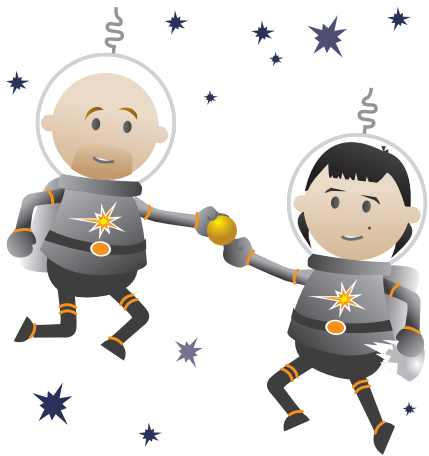
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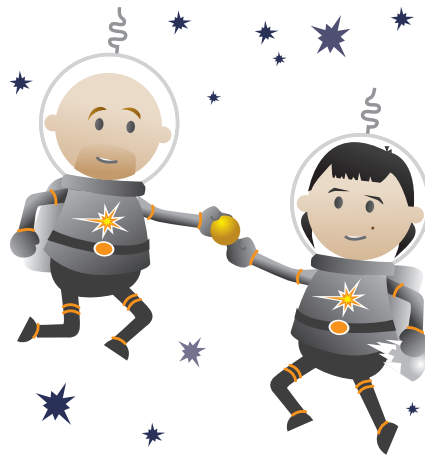
LET'S MAKE A DEAL

There's nothing a little forced wheelin' and dealin' can't accomplish. Trade any **one** of your **Samples** with a **Sample** from another Scientist.



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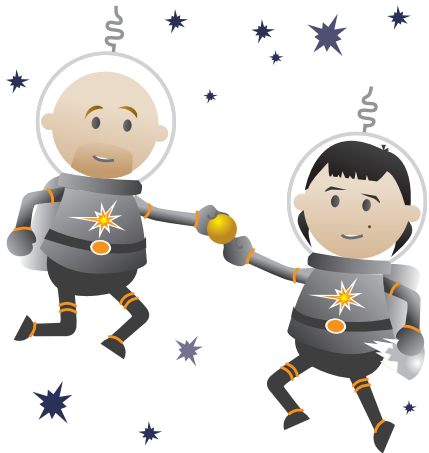
SNEAKY SCIENTIST

You have become slightly corrupt. Steal any **Sample** from any other Scientist.



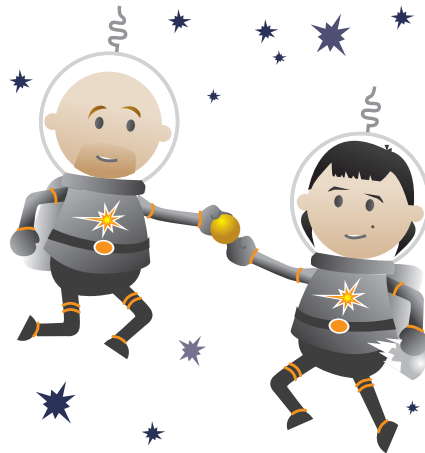
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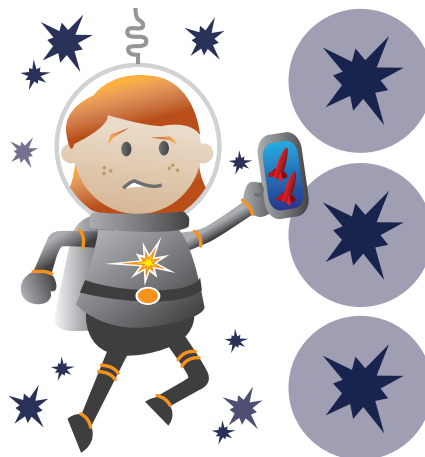
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RAIDER RICK

When finishing your movement on a space where there is another rocket, you may either bump the other rocket or steal one of its Scientist's Samples.



CURIOUS CATHY

When landing at a Space Hub, draw two Hub cards; choose one card to use and discard the other card.



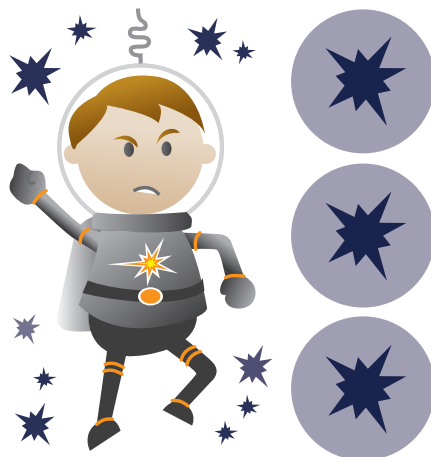
NERDY NANCY

Before the game begins, choose a Planet that is not your home Planet; when you end your movement on this Planet, you may process one Sample into Concentrate.



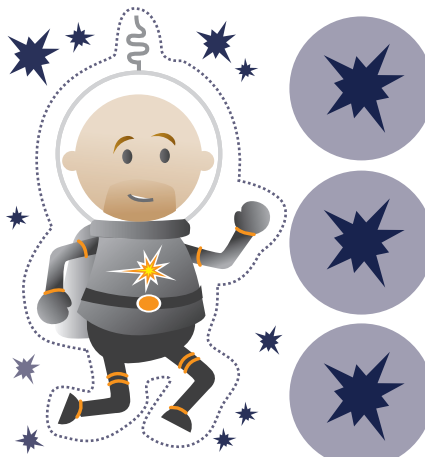
STELLAR SARAH

If you begin your turn in Stars, you may discard a Sample to warp to any other location in the Galaxy instead of rolling the Vector Die.



PUSHY PETE

During your turn, when you roll a one on the Vector Die, you may choose to bump another rocket regardless of your position instead of taking a Star Wink.



FORCEFIELD FRED

You do not lose a turn after falling into the Black Hole; Samples and Concentrates are affected by the Black Hole as normal.

MOVE REFERENCE



No movement -
collect Star Wink



One diagonal in
one direction



Two diagonal in
one direction



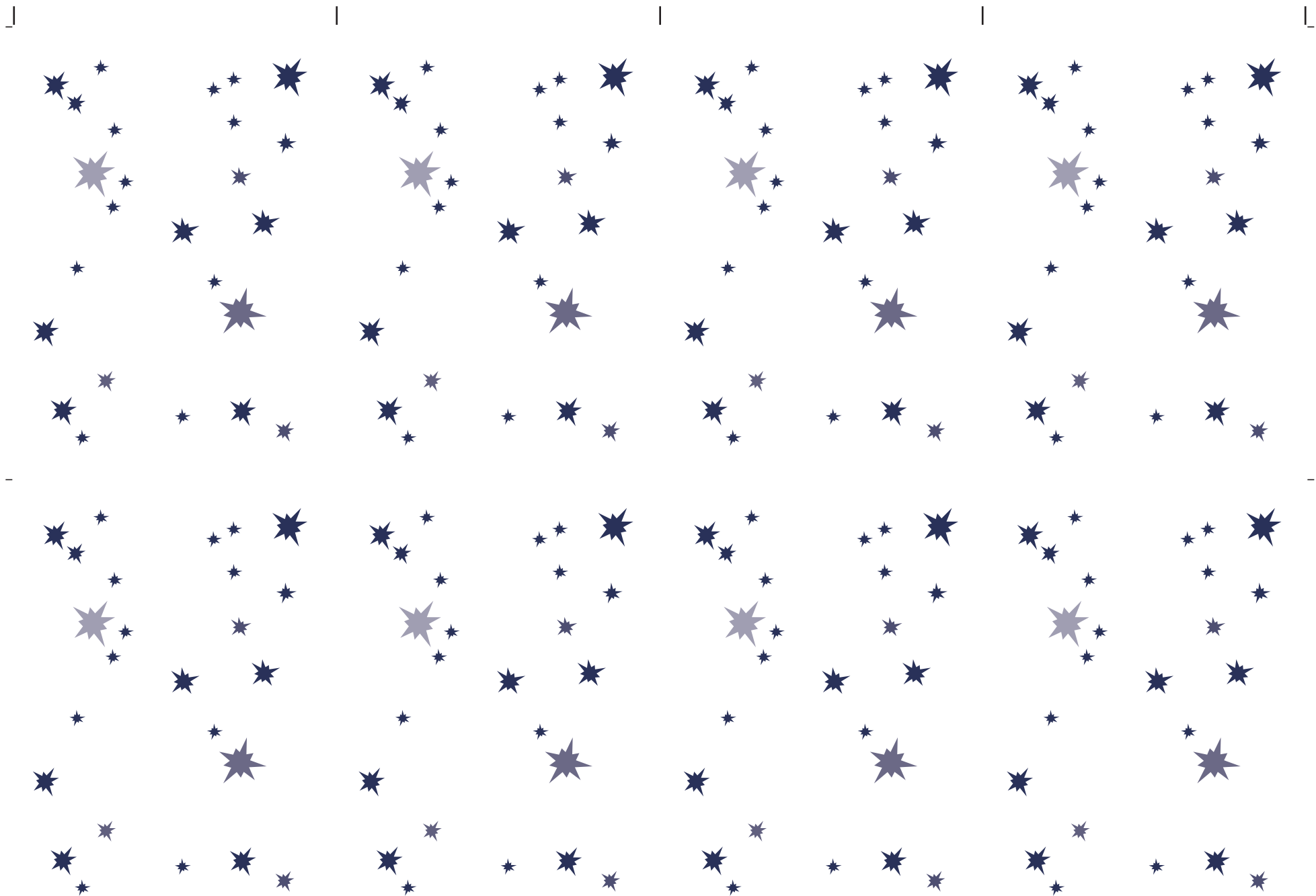
One orthogonal
in one direction

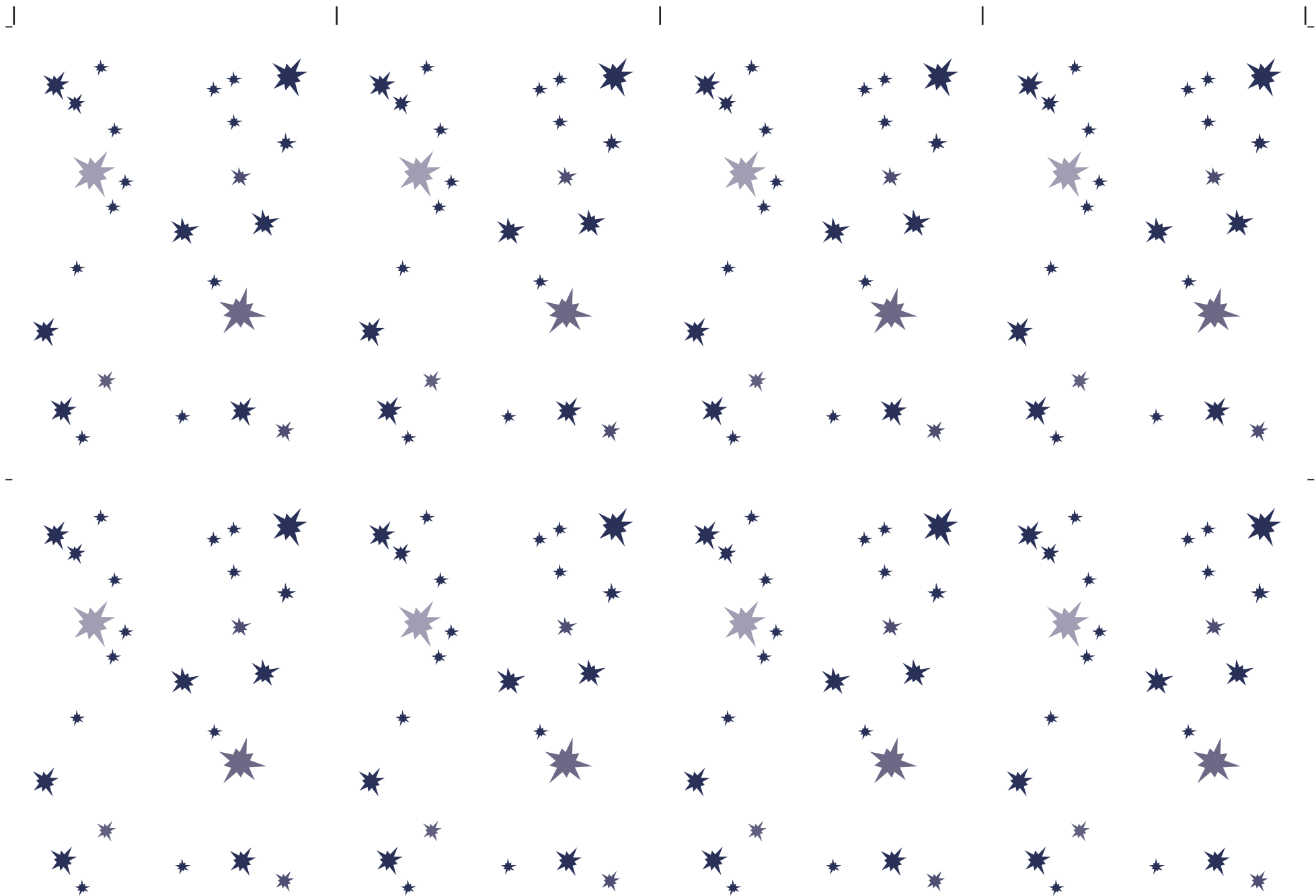


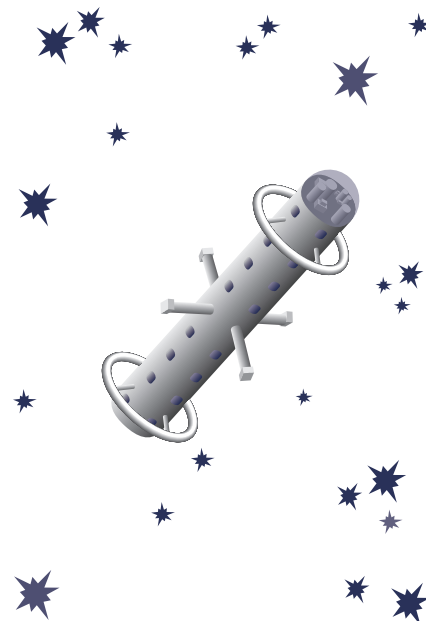
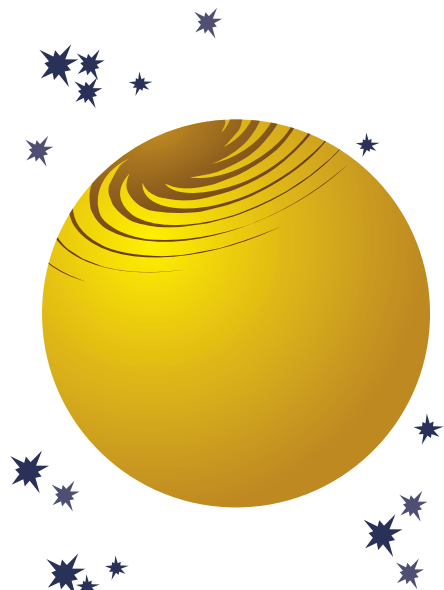
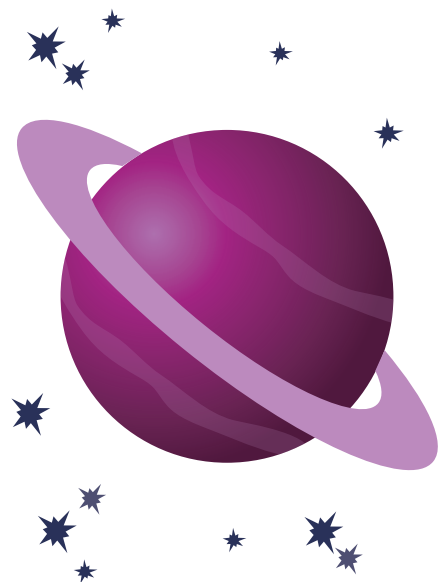
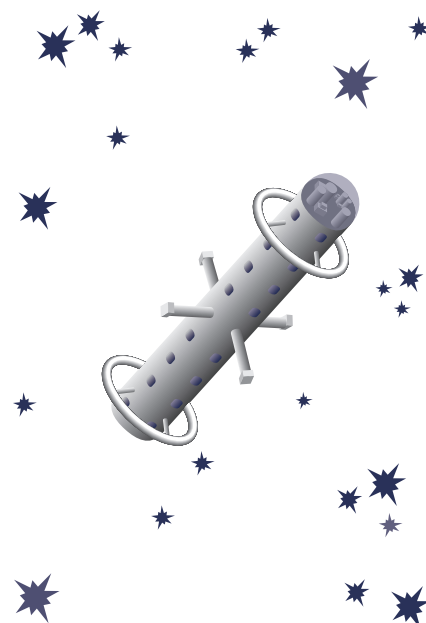
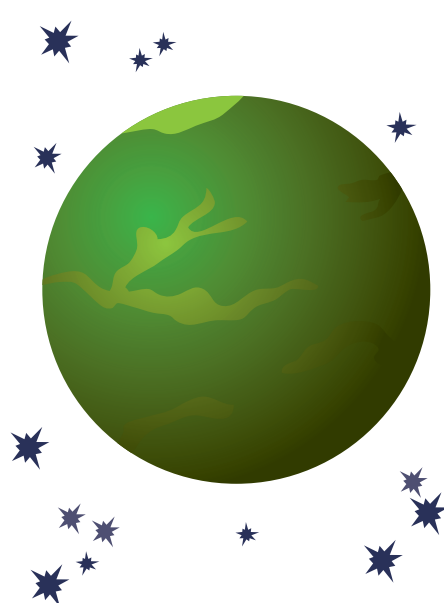
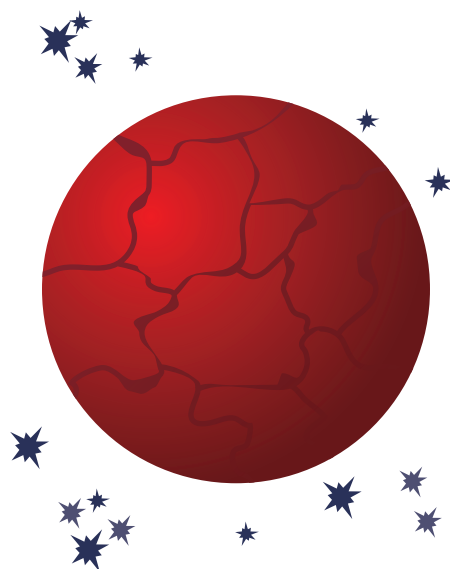
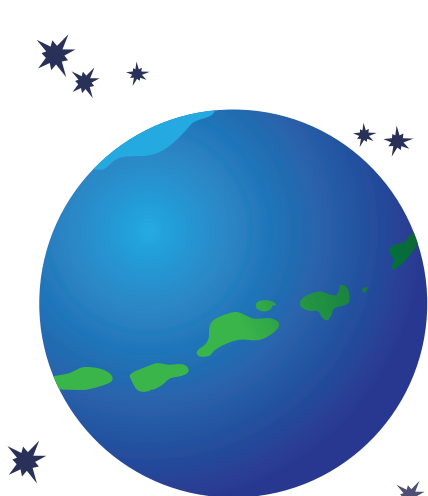
V-shaped
movement

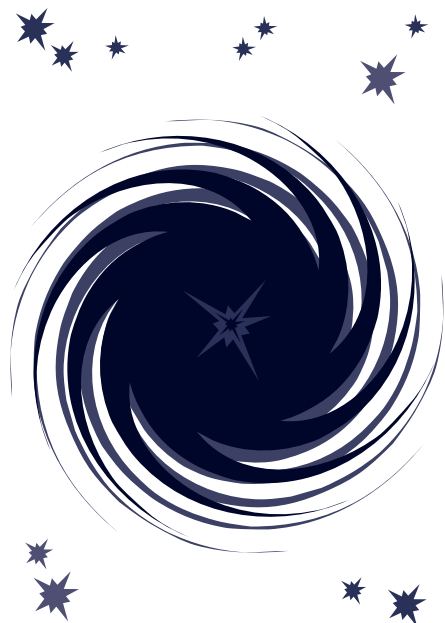


Two orthogonal,
one orthogonal

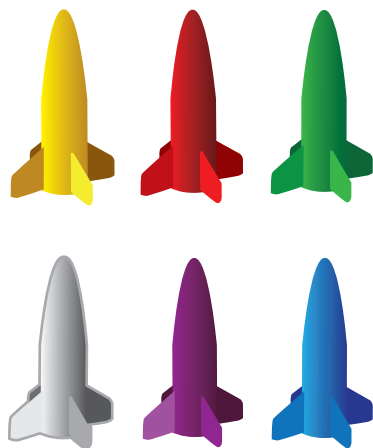




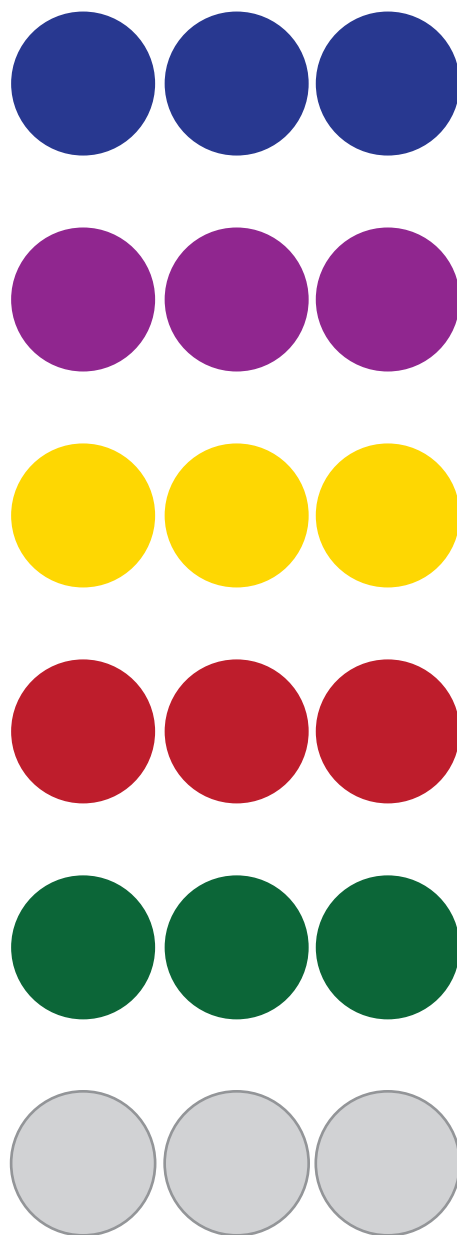




Black Hole



Rockets



Star Winks



STEP 1 - Print out Sheets 1A through 12A in file “PulsarPrintNPlayFronts.pdf”

STEP 2 - Make sure your printed sheets are aligned in your printer so that you will be printing on the backs of Sheets 1A through 12A *in order* from 1 to 12. Print Sheets 1B through 12B in file “PulsarPrintNPlayBacks.pdf”

STEP 3 - Cut out each card according to the cut guides. On Sheet 12A (this Sheet, as a matter of fact!) are a set of 18 “Star Winks” and six Rockets that can be cut out and used to play Pulsar. You’ll also need at least one die; although the rules state that six differently-colored dice are to be used, this isn’t necessary to play.

STEP 4 - Print out the file “PulsarRules,” follow the set-up instructions and have fun exploring the Galaxy!

Cut
guides