

How to play PULSAR

Astrophysics has never been so fun!

You are an astrophysicist. There is an Alien Life Form roaming about the galaxy and it can only be captured by creating a special serum composed of samples from each of the six planetary bodies.

OBJECTIVE

Collect Samples from each of the six Planets and bring them back home in order to convert them into Concentrates to create the Serum, which will ultimately draw A.L.F. to you. Your respect and possible future missions rely on this, so you must succeed before the other Scientists do!

COMPONENTS

- ★ **25 Galaxy Cards** (16 Stars, 6 Planets, 2 Space Hubs, 1 Black Hole)
- ★ **36 Planet/Concentrate Cards** (6 each of blue, green, purple, red, white, yellow)
- ★ **21 Hub Cards** (1 A.L.F.; 5 each of *Let's Make a Deal*, *Sneaky Scientist*, *The Intern*, *Zapper*)
- ★ **6 Scientist Cards** (*Curious Cathy*, *Forcefield Fred*, *Nerdy Nancy*, *Pushy Pete*, *Raider Rick*, *Stellar Sarah*)
- ★ **6 Rocket Tokens** (1 each of blue, green, purple, red, white, yellow)
- ★ **6 Vector Dice** (1 each of blue, green, purple, red, white, yellow)
- ★ **18 Star Winks** (3 each of blue, green, purple, red, white, yellow)

PRE-LAUNCH SETUP

★ Each player chooses a Rocket and takes the Vector Die and Star Winks of corresponding color.

★ **Create the Galaxy:** Place Black Hole face up in the center of playing surface. Shuffle the remaining 24 Galaxy cards and place face up to form a 5 card x 5 card square around the Black Hole.

★ Place the appropriate Planet cards on their corresponding Planets, Sample-side up.

★ Shuffle and place half of the Hub cards on each Space Hub, face down.

★ Each player places their Rocket on its Home Planet (corresponding color) and takes one of their Home Planet Sample cards, placing it Concentrate-side up in front of them. (Yes, this means that you have already gathered your Home Planet Sample and processed it into Concentrate).

★ Randomly deal one Scientist card to each player. Players then completely fill the Wink Bank on their cards with the Star Winks provided in their color.

★ Each player rolls their Vector Die - highest roll takes their turn first, and play proceeds clockwise.



MISSION CONTROL

★ **On each player's turn:** Roll Vector Die and move own Rocket according to movement indicated by the number (see *The Vector Die* for diagram). All movement **must** be taken.

★ During movement, a player must immediately halt movement if their path crosses over the Black Hole or a Space Hub, even if the Vector Die would allow that player to legally move further.

★ Falling into the Black Hole causes a player to return one collected Sample to its Planet and lose

their next turn*. If a player does not have any Samples, one of the Concentrates disintegrates back into a Sample and is thus turned over to display the Planet Sample side. *Indicate a fallen Rocket by laying it on its side, using the next (lost) turn to stand the Rocket back upright.

★ Having movement halted by a Space Hub results in a player having to draw a Hub card from the top of that particular Hub deck. The player immediately performs the instructions on the card and discards the card off the board,

unless otherwise noted on the card. When both decks of Hub cards have been depleted, reshuffle and place Hub cards onto Space Hubs, as in setup. A Space Hub is still a Space Hub regardless of whether or not there are Hub cards on it, so a Rocket still must halt movement on that space.

★ Ending movement on a Planet allows a player to pick up a Sample from there, placing the Planet card Sample-side up in front of the player. A player is allowed to carry more than one Sample from each Planet, but only one from each Planet can ever be processed into a Concentrate. If there are no more Samples on that Planet, it's time to start raiding other Scientists!

★ If a player ends movement on their Home Planet, Samples have been successfully brought home and are processed into Concentrate. Indicate this by turning collected Planet Sample cards over to reveal the Concentrate side. Players may only process Samples that have not been previously processed into Concentrates (in other words, no two Concentrates of the same type). Concentrates can never be stolen, but they can disintegrate back into Samples.

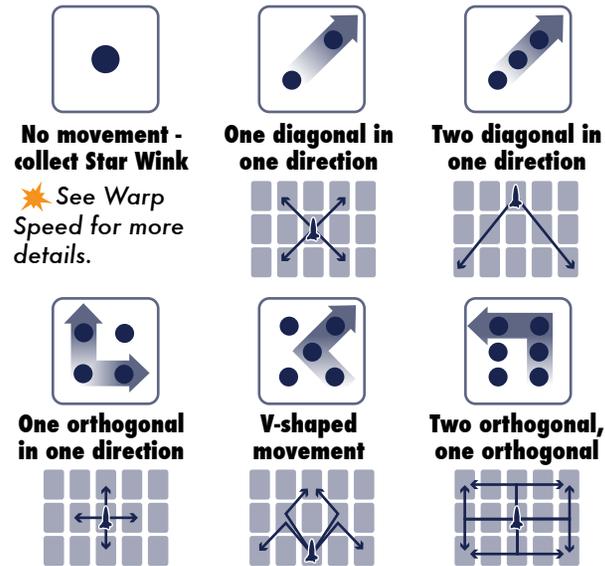
COLLISION COURSE

★ If movement ends on a space where there is another Rocket, a player must bump that Rocket one space in any diagonal or orthogonal direction. This bump may cause that Rocket to bump into another one, and the chain continues until no more Rockets can be bumped. The active player always controls all bump movements.

★ A bumped Rocket is immediately affected by the force of the space on which it lands. Therefore, if bumped into the Black Hole, the player will lose one collected Sample or have one Concentrate disintegrate back into a Sample and lose a turn; if bumped onto a Space Hub, the player must draw a card and perform that action immediately; and if bumped onto a Planet, the player must take a Sample, or process Samples into Concentrate if bumped onto Home Planet.

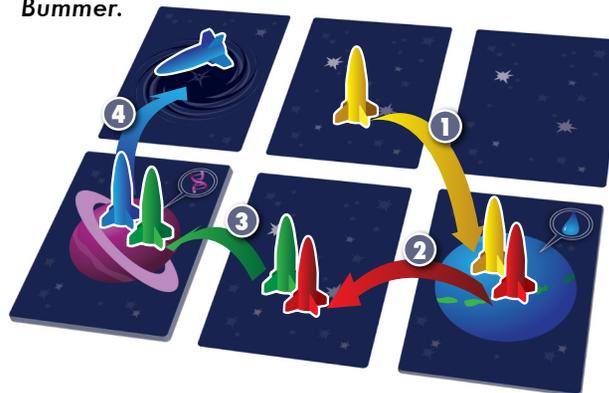
THE VECTOR DIE

Each Scientist pilots a powerful Rocket that speeds them rapidly through space. The drawback: Quick things can be pretty hard to steer. Below is a diagram of how Scientists can move their Rockets each turn after rolling their Vector Die.



BUMP MOVEMENT EXAMPLE

Yellow (1) moves diagonally, takes a Planet Sample card and bumps Red. Red is bumped to Green (2), Green is bumped to Blue (3), takes a card, and Blue is bumped into the Black Hole (4). Bummer.



WARP SPEED

To account for the inaccuracy of Vector Engines, each Rocket carries a sophisticated Blink Drive which allows for course correction. Blink Drives are powered by Star Winks - molecular constructs generated from Star particles. It's nifty science.

On a roll of one on their Vector Die, a player does not move, but instead places one Star Wink of their color on their Scientist card. On later turns, a player may discard one Wink to reroll their Vector Die after rolling for movement. A player may also discard three collected Star Winks **instead** of rolling their Vector Die to move their Rocket to any other location in the Galaxy.



THE WINNING FORMULA

The first Scientist to process all six Planet Samples into Concentrates creates the Serum that captures A.L.F. A victory for science (and bragging rights)!

TEAM PULSAR

4- and 6-player **Pulsar** is really great with team play! Divide players into teams and alternate seating. Use bumps to help your teammates. First team to collect a total of six Concentrates wins!

THE SCIENTIFIC PROCESS

Concept: Cherilyn Joy Lee Kirkman

Development: Cherilyn Joy Lee Kirkman & Christopher Kirkman

Art & Graphics: Christopher Kirkman

Playtesters: Randall Elmo Bacon, Jason Crognale, Jaclyne Demarse-Marcil, Christine Hellinger, Anthony Lobianco, Dan Niblock, TC Petty III, Shawn Purtell, Seth Wright



For more variants, strategy notes, an FAQ and downloadable rules, visit dicehate.me.com/pulsargame

"Dice Hate Me" and the Pulsar logo are ©2011 Dice Hate Me Games.