

Meteor Mayhem Rulebook (Prototype Edition)
2–4 Players | 15–30 Mins | Ages 8+

Starting the Game

Step 1.

Take all the board pieces out of the bag and randomize them.

Step 2.

Place the board pieces on the table in any shape you want. Make sure that every piece is touching at least one other piece. (Be Creative!)

Step 3.

Shuffle the card deck until it is fully randomized and place it next to the board pieces.

Step 4.

Shuffle the disaster deck and place it opposite to the deck on the other side of the board.

Step 5.

Deal 3 cards from the card deck to each player.

Step 6.

Time to play the game!

How to play

Rule 1.

The person with the most points by the end of the game is the winner. Each board piece corresponds to a certain amount of points (Refer to Reference Card).

Rule 2.

The game ends when each board piece has been taken.

Rule 3.

The turn order goes clockwise around the players. You choose who gets to start the game.

Rule 4.

To start your turn you will draw one card from the face down card deck.

Rule 5.

During your turn you may only take two actions and there are a few different ones you can take:

Drawing - Draw one card from the top of the deck of the face down deck.

Playing - Play a card from your hand.

Mining - Take a board piece and add it to your inventory. Keep in mind that you cannot pick up a

piece that would cause another to be left floating as well as ones out of your mining tier (Refer to Reference Card).

Piloting - Activating the effects of a card in your ship.

Rule 6.

Once your actions are over the next person will take their turn.

Different Types of Cards

There are four different types of cards in this game and the symbol in the corners define them:

Events - Distinguished by the lightning bolt symbol. Resolve their effects immediately and go to the discard

Tools - Distinguished by the hammer symbol. Resolve their effects when you pilot your ship.

Gears - Distinguished by the wrench symbol. Add one to your mining tier.

Disasters - Distinguished by the star symbol. Disaster cards come from the disaster deck and are drawn when you pick up a disaster piece (Refer to Reference Card).