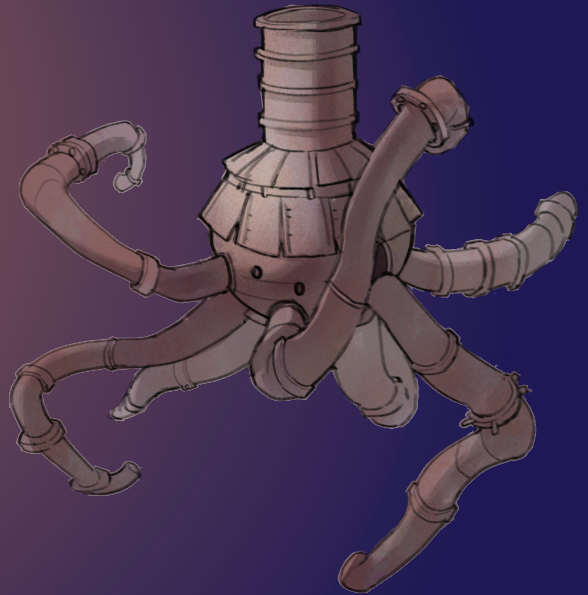


Celestial Exodus Rulebook

4-6 Players



CELESTIAL EXODUS

OBJECTIVE

Celestial Exodus is a collaborative survival game set in a space fantasy universe. A hypothetical planet has faced an apocalyptic event, and the characters must embark on a spaceship to search for a habitable planet to build a new civilization.

The game involves collecting resources, overcoming obstacles, and fighting enemies on their journey to reach the goal planet:

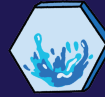
4 players 5 players 6 players

4 water	5 water	6 water
2 fire	3 fire	4 fire
2 plant	2 plant	3 plant

COMPONENTS



Game board x 1



Water tokens x 10



Fire tokens x 10



Plant tokens x 10



Block token x 128



Enemy cards x 3

SET UP

- Place the game board on the table.
- Place the BLOCK tokens on every tile except the START, GOAL, and 2 BOSS tiles.
- Place the resource tokens (water, fire, and plant) next to the board in 3 separate piles.
- Don't place your character on the board yet.

PLAY THE GAME

Players take turns to traverse the game board. Youngest player will go first. In the first round, all players start at the START tile (they will place their token on the START tile at the start of their turn).

Tiles containing BLOCK tokens are HIDDEN. Player must reveal the HIDDEN tile (remove the BLOCK token) before moving onto that tile.

ENEMY TILES

Upon revealing an enemy tile, the player's movement will stop prematurely. Players cannot move onto the enemy tile before they destroy it. Refer to the enemy cards for detailed descriptions for each enemy.

RESOURCE TILES

Resource tiles contain 1 resource shown on the tile. A player can pick up the resource when they move onto the resource tile (take 1 resource token). Player's movement will stop prematurely after they pick up a resource.

WIN / LOSE

Players win when they collect enough resources and reach the GOAL tile. Players lose when any player dies.