

"RELATIVE" SPACE

OVERVIEW

"Relative" Space is a card game for 2-10 players in which relatives on a luxury space station fight to get all of their important belongings into escape pods before everyone else. Players will play cards from their stash into escape pods - the first player to have all of their stuff packed and jettisoned aboard the escape pods wins!

SET UP

1. Shuffle all of the cards together.
2. Deal each player their 12-card **stash**, according to the diagram below, leaving only the top two rows face-up. *Important: Players may not look at their bottom row of face-down cards.*



CONTENTS

- 120 cards
- 6 escape pods
- This rulebook



3. Place one of the escape pods face-up in the center of the play area, within reach of all players. Keep the other escape pods off to the side of the table.



4. The player who most recently packed a bag will be the first player.

HOW TO PLAY

In clockwise turn order, starting with the first player, each player will do the following on their turn:

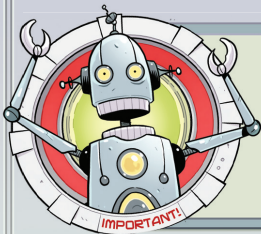
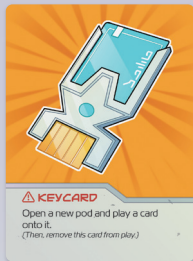
- Choose an escape pod
- Play a card

CHOOSE AN ESCAPE POD

At the start of your turn, choose an open escape pod to play one of your available cards onto. An open pod is face-up and in play in the center of the play space.

Opening Additional Escape Pods

Players can open an additional escape pod at the start of their turn by playing a keycard from their stash, if they have one. To play a keycard, grab one of the unused pods and place it face-up alongside one of the open pods, then discard the keycard from the game. Finally, play a card onto the new pod and end your turn.



IMPORTANT

There must always be at least one available escape pod. If a card forces the players to **LAUNCH!** or remove the only open pod in play, the current player must place one of the unused escape pods into play, face-up.

PLAY A CARD

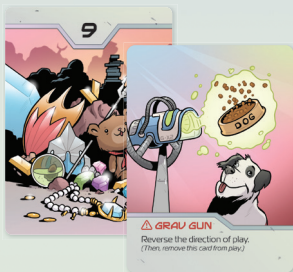
After choosing a pod, the current player selects an available card from their stash and plays it face-up on that pod.

Types of Cards

There are two different types of cards:

- **Item cards**, which have a number value at the top.
- **Special item cards**, which have an ⚠ along with instructions at the bottom, which must be completed **immediately** upon playing the card onto a pod.

Item card



Special item card

Available Cards

An available card is completely uncovered in a player's stash—meaning that no other card covers any part of it.



Nico needs to select a card from their stash to play onto a pod.

A&B: The “2” and “9” item cards have no other cards covering them, so Nico can select them to play onto a pod.

C: The “1” item card is covered by the “9” card in the top left. Nico cannot play this card onto a pod until the “9” card has been placed.

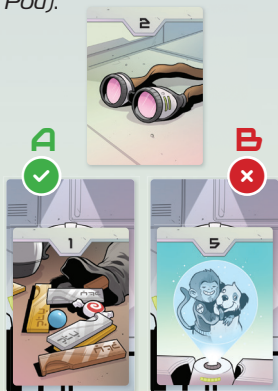
Successfully Loading an Escape Pod

To successfully play an item card onto an escape pod, the value of the item card must be **equal to or higher** than the value of the top card of that pod. If a player plays a card with a lower value than the top card on the chosen pod, they jam the pod. (see *Jamming an Escape Pod*).

Luca has selected the “2” card from the top of their stash.

A: They can successfully play the card here, because the top card on the pod is currently “1”. Luca’s selected card is a “2”, higher than the “1”.

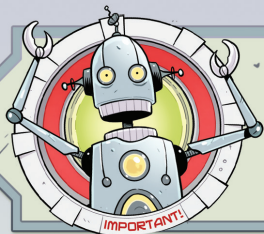
B: They can play the card here, but this will cause a jam, because the top card on the pod is currently “5”. Luca’s selected card is a “2”, lower than the “5”.



Special item cards do not have number values and can be played on top of **any** card. Unless otherwise specified, any card can be played on top of a special item card, since it has no number.

Playing Face-down Cards

Face-down cards are not revealed when they are uncovered—they must be played blindly from a player's stash. To play a face-down card, select a pod, and flip the card over. This may cause a jam!



IMPORTANT

Players may only play one card per turn, unless otherwise specified by a special item card.

Jamming an Escape Pod

Exceeding the maximum capacity of a pod will cause it to jam, rupture, and immediately eject all the packed loot, and now that mess is **YOUR** problem.

If a player jams a pod by playing a card with a lower value than the pod's top card, they **must** do the following:

- **If there is only one available escape pod:**

Remove the cards from the chosen pod, including the card that jammed the pod, leaving the pod open and in play.

The active player then **shuffles these cards and uses them to refill all of the empty spaces in the rows of their stash that contained cards at the start of their turn.** These new cards get added to their stash **face-up**.

Complete the bottom row first, then the second and top rows as needed. Discard any leftover cards collected from the pod.

- **If there is more than one available escape pod:**

Follow the same procedure, except: when finished, remove the empty pod from the play area.

Ellie tried to play a card onto a pod, and it didn't fit. They have jammed a pod and now need to refill their stash.

Before: Ellie has emptied the top row of their stash with 2 cards remaining in row two and 3 cards in row three.



After: Ellie received 5 cards from the pod that they jammed. After shuffling those cards, they place 2 cards in row three and 2 cards in row two, all face-up. Row one was completely empty at the start of Ellie's turn, so Ellie does not need to play any cards in row one. The remaining card from the pod is discarded.



LAUNCH!

Multiple special item cards include the **LAUNCH!** action. When playing a card with this ability, follow all the instructions on the card first, then **LAUNCH!**



⚠ WINSTON

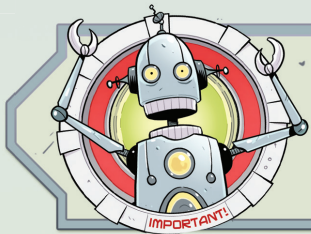
Privately peek at one of your face-down cards and return it to the same location. Then **LAUNCH!**



⚠ THE B.R.B. LAUNCH!

Example LAUNCH! cards

In order to **LAUNCH!**, discard the escape pod the **LAUNCH!** card was played onto along with all cards there, removing them from play. For extra effect, make a spaceship noise as you discard it all to the box!



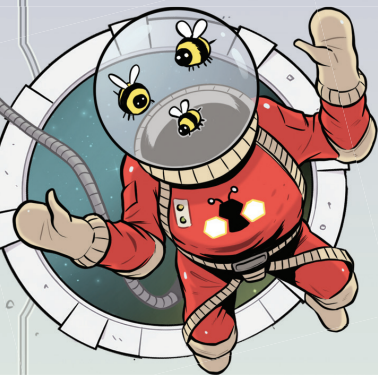
IMPORTANT

After launching, if there are no available escape pods, remember to place an unused one into the play area.

WINNING THE GAME

Once you've gotten all of your loot into the pods and off the station, it's time for you to make your escape! The Gal Luxee Super Orbital Space Station is about to blow, and the ride out of here only has room for one. (Don't feel bad about your relatives. They would definitely do the same to you.)

The first player who empties their stash by successfully playing their last card is immediately declared the winner of the game!



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