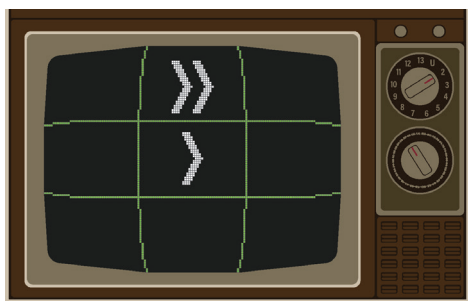# Pew Pew!

Introduction

You are the last and best hope for survival against an endless horde of invading alien starships on their way to lay waste to your homeworld! But are you enough?

Pew Pew! is a solitaire game designed to emulate the feel of old-school, arcade space shooters.

Components

27 Player Screen Cards

These Cards represent the play area of Pew! Pew! They are used in combination to show depth. They should be thought of as being stacked on top of one another so the one closest to you is the one on top, while the one on bottom is the furthest from you.

1 Player Ship

This three-sided counter represents the starship you are piloting. Each side displays a different damage state and has a different effect on your maximum number of actions per turn.
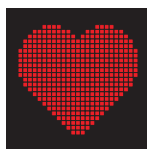
If you take too much damage, your ship is destroyed and you lose the game.
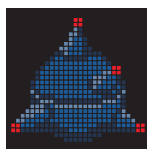
7 Alien Ships

These three-sided counters represent the ships of the invading alien fleet. The side facing the player displays how they will move and spawn Missile Tokens.
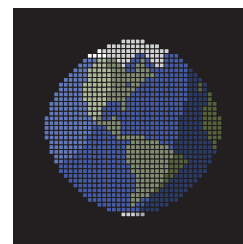
1 Heart Token

This is a pickup that will allow you to recover one level of damage.
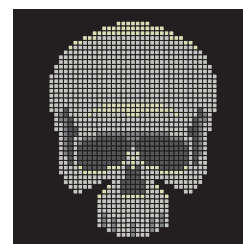
1 Mine Token

This can be deployed to place a trap for enemies to move into.
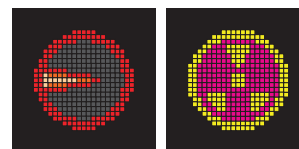
10 Point Markers

These markers are used to track your Victory Points. Each time you destroy an Alien Ship you gain one of these. You need 10 of these to win the game.

10 Death Markers

These are used to track how many Alien Ships get past you. Each one represents a significant portion of your homeworld's population being killed. If all 10 Death Markers are gained, you lose.

18 Pew! / Missile Tokens

These two-sided tokens are used to show where you have fired your weapons, or to show where your enemies have fired, depending on which side is face up.

Setup

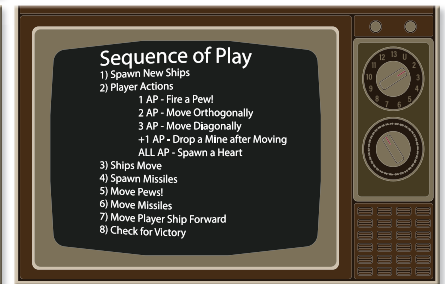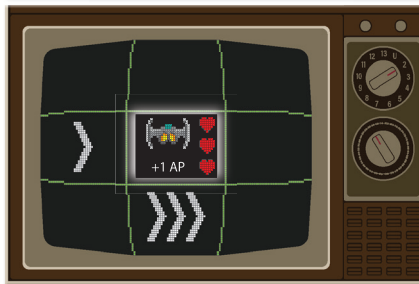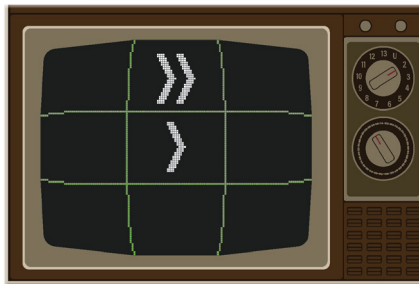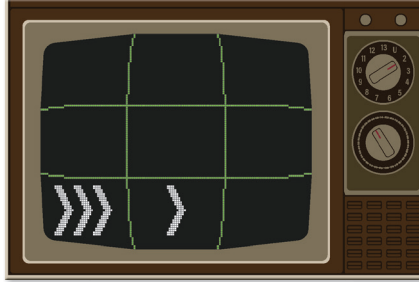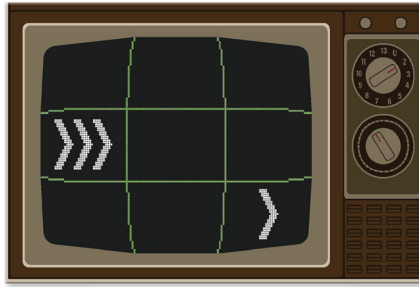Shuffle the Screen Cards and make a Draw Pile.

Place the Point Markers, Death Markers, and the Pew!/Missile Tokens within easy reach near the Screen Card Draw Pile.

Place the Alien Ships in a Draw Cup within easy reach.

Draw 4 Screen Cards and place them in front of you as shown below.

Place the Player Ship so that its Full Strength side is facing you in the central space of the Screen Card closest to you.

You are ready to play.

Alien Draw Cup Here

Counter Pools Here

Sequence of Play
1) Spawn New Ships
2) Player Actions
    1 AP - Fire a Pew!
    2 AP - Move Orthogonally
    3 AP - Move Diagonally
    +1 AP - Drop a Mine after Moving
    ALL AP - Spawn a Heart
3) Ships Move
4) Spawn Missiles
5) Move Pews!
6) Move Missiles
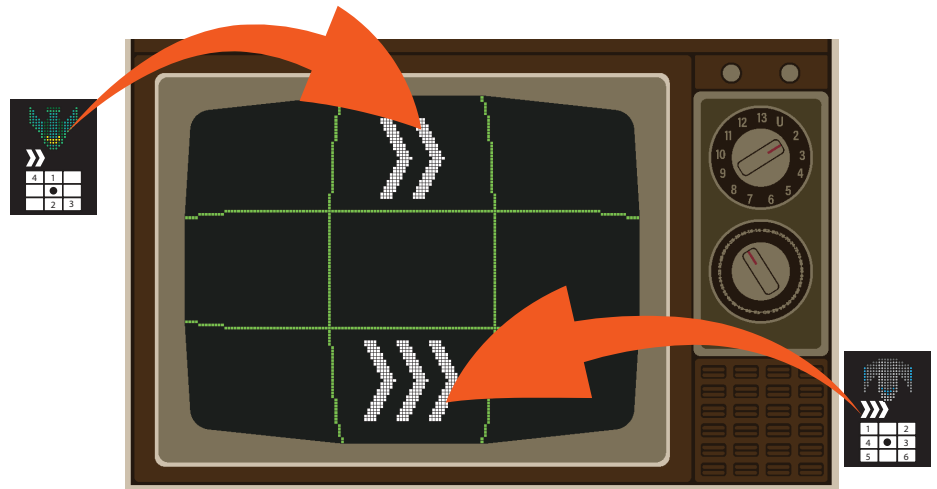7) Move Player Ship Forward
8) Check for Victory

Gameplay

The game is played in rounds and each round has multiple phases. Each phase must be carried out in order.

1. Spawn Ships Phase

For each set of ❯ icons on the Screen Card furthest from you, draw an Alien Ship counter and place it so the ❯ icon on the counter matches the ❯ icon on the Screen Card.

2. Player Actions Phase

You may now perform a number of actions. The number of actions and what types of actions is limited by the number of Action Points or AP available.
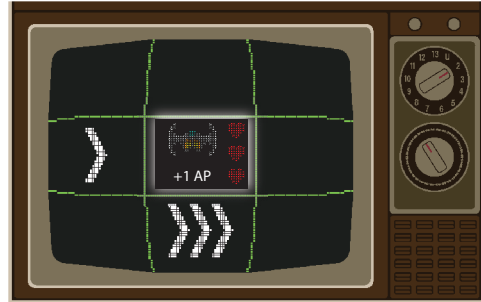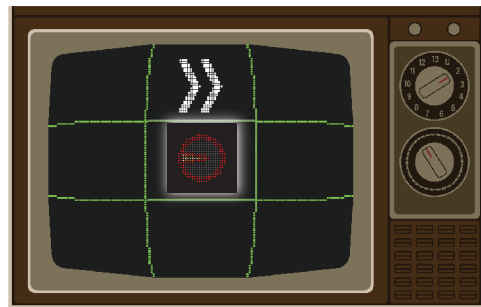
To determine the number of AP, find the total value of the uncovered ❱ icons on the Screen Card your Player Ship is currently on and add your current AP modifier (displayed on your counter).

The types of actions that are available are as follows:

1 + 1 + 3 = 5
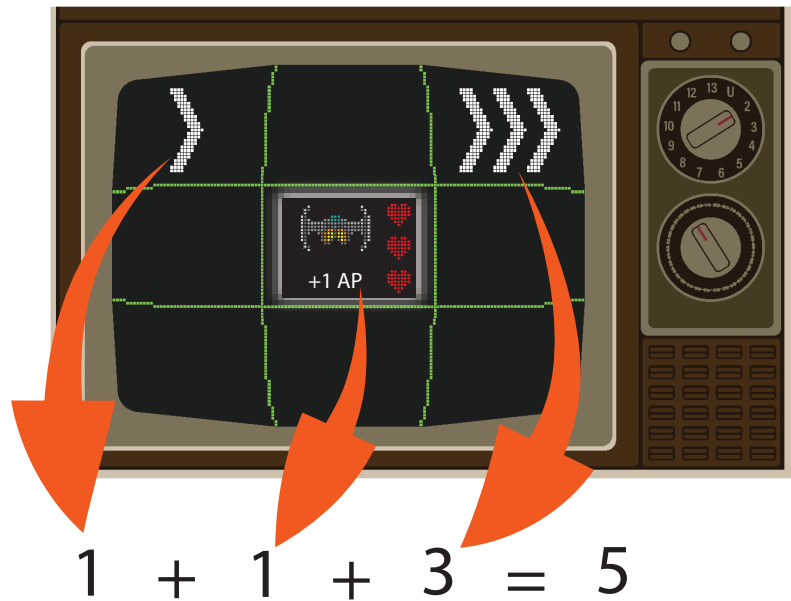
Fire a Pew!

For 1 AP, you may place one Pew! Pew! Token on the adjacent Screen Card in the same position as the Player's Ship.

Move Orthogonally

For 2 AP, you may move your ship Orthogonally one space; i.e., Up, Down, Left, or Right.
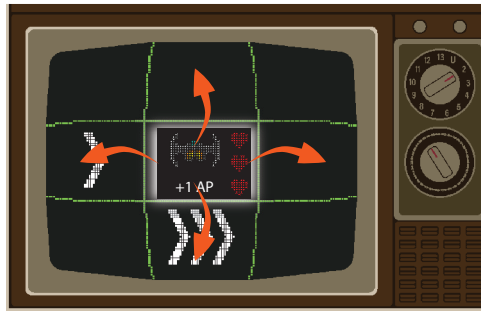
Move Diagonally

For 3 AP, you may move your ship Diagonally one space.

Drop a Mine

For +1 AP, as part of your move action, you may drop the Mine Token in a space you are leaving.

Spawn a Heart

For all of your AP on a turn, you may place the Heart Token on any space on the Screen Card furthest from you.

3. Aliens Move Phase

Starting with the Alien Ship with the least ❯ icons on the closest Screen Card first, each Alien Ship counter moves to a position corresponding to the lowest-numbered free space displayed on the counter side facing you. A free space is a space without another Alien Ship or missile.
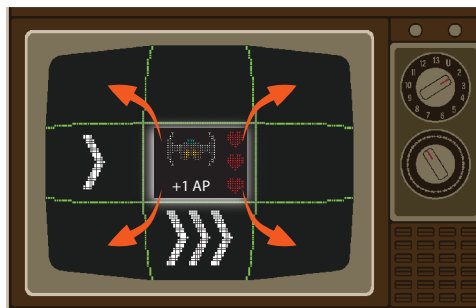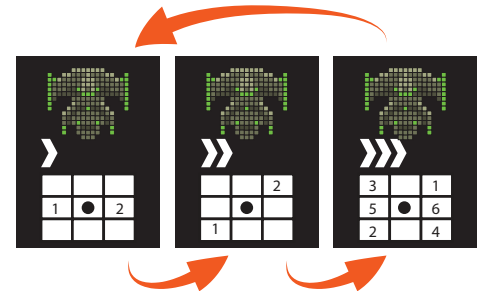
Once an Alien Ship counter has moved, rotate it to the next number of ❯ icons sequentially; i.e., if it is a ❯ , it becomes a ❯❯ , if it is a ❯❯ , it becomes a ❯❯❯, and if it is a ❯❯❯, it becomes a ❯ . This sets up the Alien Ship for its Spawn Missiles Phase.
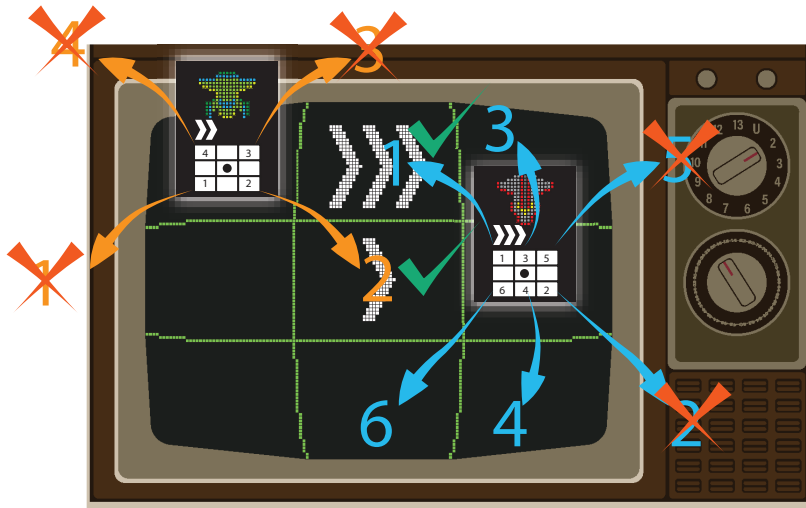
4. Spawn Missiles Phase

Starting with the Alien Ship with the least ❯ icons on the closest Screen Card first, each Alien Ship spawns a missile into a position corresponding to the lowest-numbered free space displayed on the counter side facing you.

If there are no available spaces, no missiles are spawned.
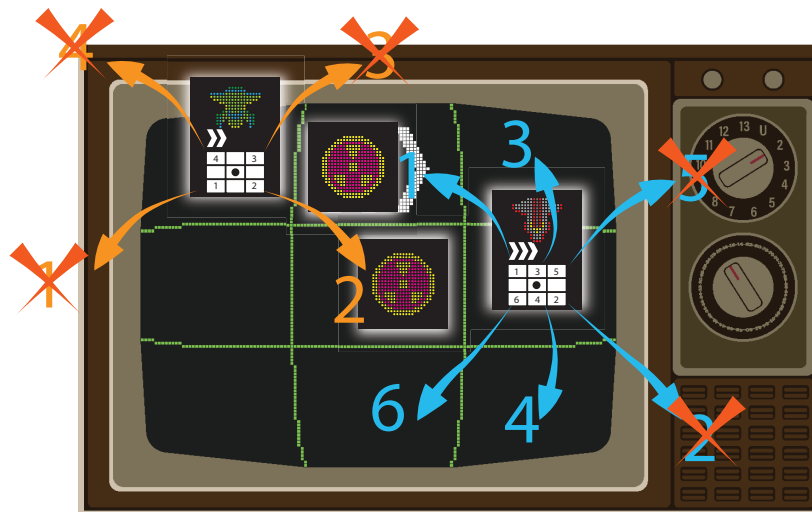
5. Move Pews Phase

All Pew! Tokens move 2 Screen Cards away from the player. This is done from the furthest Card forward first to prevent accidentally moving a Pew! Token more than required.

The Pew! Token must remain in the same relative location from Card to Card; i.e., if a Pew! is in the central space of the starting Card, it will move to the central space of each Card it moves into.

Each move is made one Card at a time.
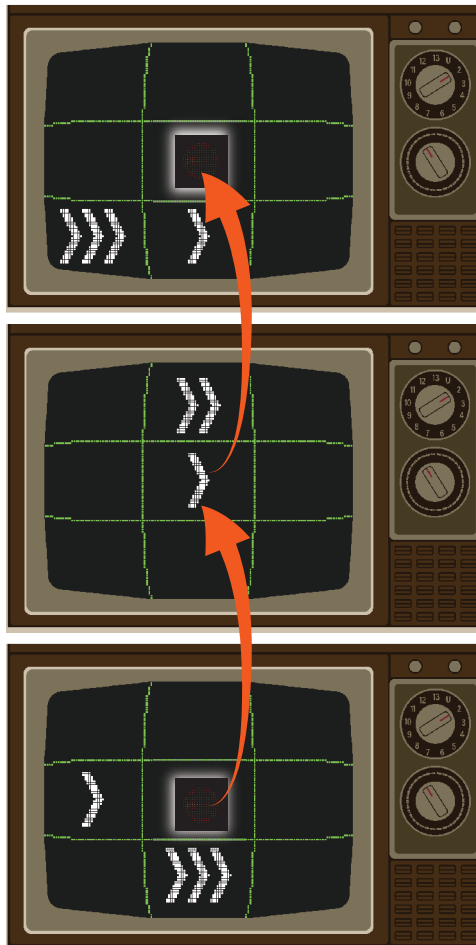
6. Move Missiles Phase

All Missile Tokens move 1 Card towards you. This is done from the closest Card to you first.

If a Missile Token moves into an Alien Ship they will both occupy the same space. Neither is removed as a result.

7. Move Player Forward Phase

1. The Player Ship moves 1 Card away from you.

2. The Screen Card closest to you, i.e., the one the Player ship just moved off of, and anything currently on it, are removed from the play area. The Card is Discarded and any Tokens or Counters are returned to their respective pools.
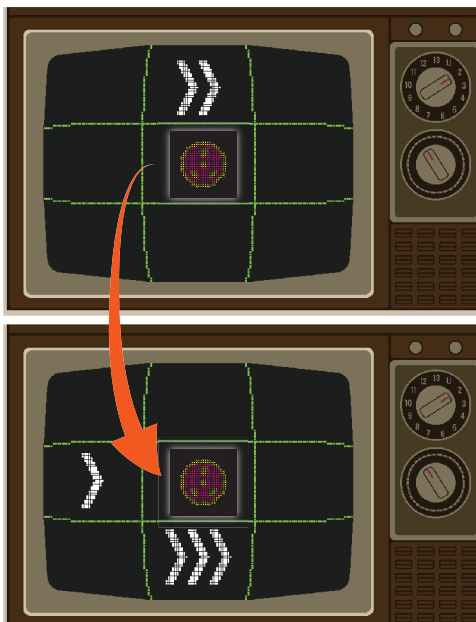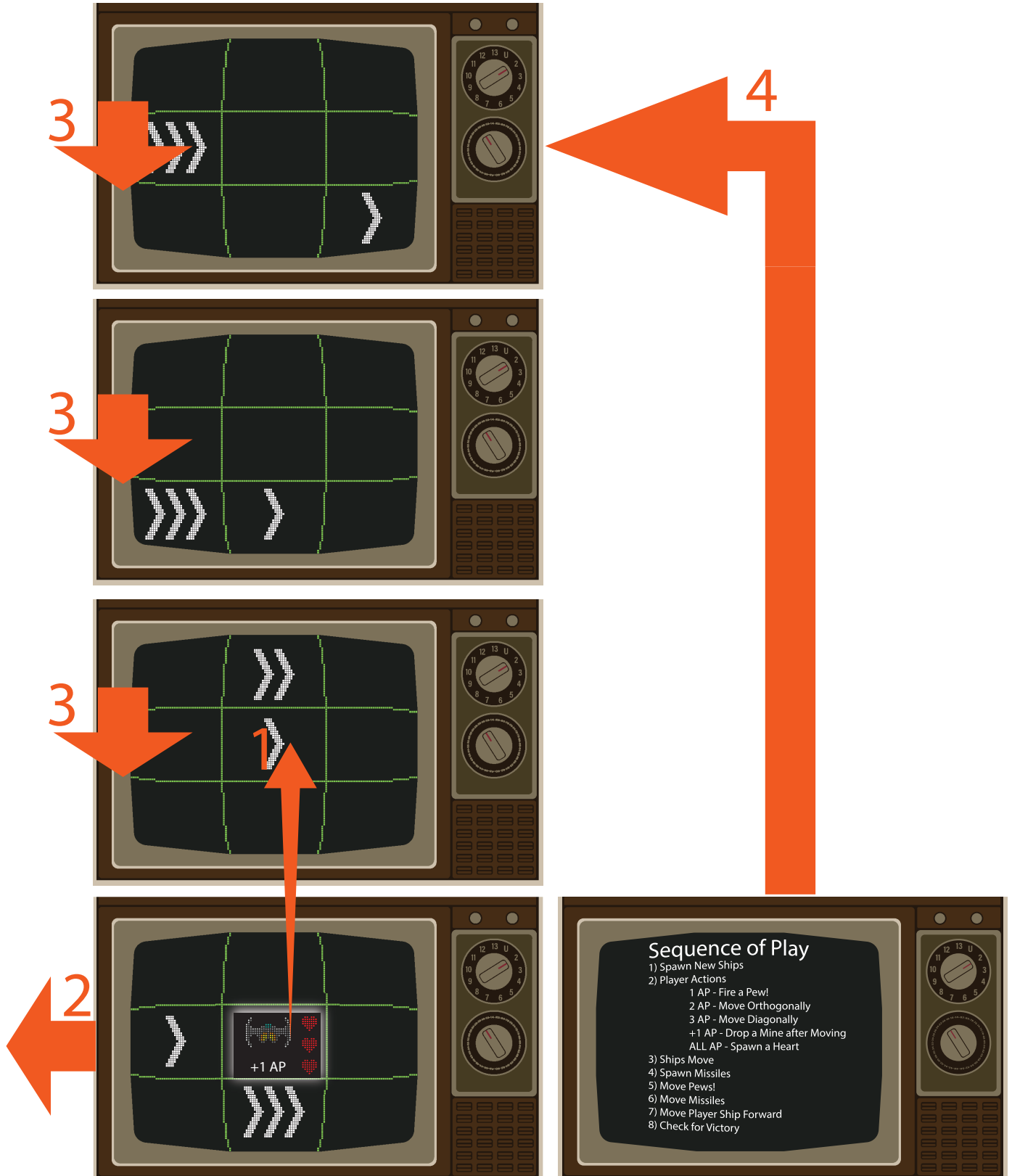
   If any Alien Ships are returned to their pools this way you gain 1 Death Marker as the Aliens have slipped by and killed a significant portion of your homeworld's population.

3. Shift all Screen Cards towards you.

4. Draw a new Card, placing it so that it is the furthest Screen Card from you.

Sequence of Play
1) Spawn New Ships
2) Player Actions
     1 AP - Fire a Pew!
     2 AP - Move Orthogonally
     3 AP - Move Diagonally
     +1 AP - Drop a Mine after Moving
     ALL AP - Spawn a Heart
3) Ships Move
4) Spawn Missiles
5) Move Pews!
6) Move Missiles
7) Move Player Ship Forward
8) Check for Victory

8. Check Victory Phase

The game ends if any one of the following is true:

1. You have taken 3 or more hits to your ship.
2. You have accumulated 10 or more Death Markers.
3. You have accumulated 10 or more Point Markers.

If the game ended because you accumulated 10 Point Markers, you won! Otherwise, you lost. Your final score is equal to the total number of accumulated Point Markers minus the total number of accumulated Death Markers.

If the game is not over, return to the Spawn Ships Phase.

Other Rules

Pew! Markers

If there is ever a Missile Marker in the same space as any Pew! Marker, both the Missile Marker and one Pew! Marker are removed. If there is ever an Alien Ship counter in the same space as a Pew! Marker, and there are no Missile Markers in that space, remove both the Alien Ship counter and one Pew! Marker immediately.

If an Alien Ship counter is removed in this way you gain 1 Point Marker.

Heart Token

If the Player Ship moves into the Heart Token, it is healed 1 level. Flip it so the next higher number of hearts are shown.

Missile Markers

If a Missile Token moves into the Player Ship counter, remove the Missile Token and damage the Player Ship (See Taking Damage).

Mine

The Mine Token does not move. If anything moves into the Mine Token, the Mine Token and whatever moved into it are removed. If an Alien Ship counter is removed in this way, gain 1 Point Marker. If the Player Ship is removed this way, you lose.

Taking Damage

If the Player Ship counter is ever in the same space as a Missile Marker or an Alien Ship, the Player Ship must take damage.

To take damage, flip the Player Ship counter so that the next lower health side is showing. If there is no lower health side, you lose at the Check Victory Phase.

Remove the Missile Token or Alien Ship from the play area. If an Alien Ship is removed in this way you gain 1 Point Marker.