Card Glossary

MAYDAY GAMES

Technology Cards

Technology Cards: All Technology Cards may be discarded at any time to draw a new Resource Card.

Rocket Plant:
Players may discard any two Resource Cards DIRECTLY FROM THIER HANDS for any Rocket Card in the discard pile. The game is not paused while players access the discard pile. Both cards must come from the same player. This Technology remains in play and can be used any number of times by any player.

Energy Plant:
Players may discard any two Resource Cards DIRECTLY FROM THEIR HANDS for any Energy Card in the discard pile. The game is not paused while players access the discard pile. Both cards must come from the same player. This Technology remains in play and can be used any number of times by any player.

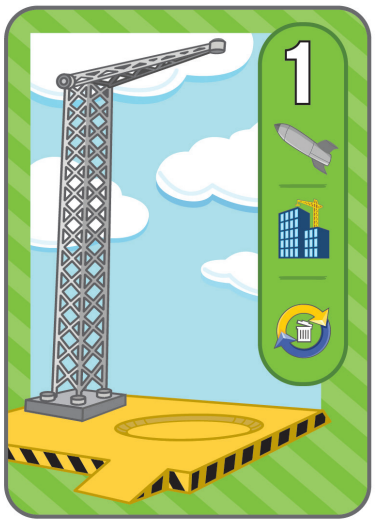
Mystery Plant:
All players immediately draw one Resource Card.This Technology has a one-time use.

Resource Plant:
Each player draws an additional card when the Timekeeper changes Altitude Zones.

Spy Satellite:
ALL Meteor Cards in the Meteor Field are placed face up to reveal the exact size. If new Meteors enter play and the Spy Satellite has been built, new Meteors enter play face up, exact size revealed.

Communication Satellite:
All players may talk about anything, including what Resource Cards they have and what Resource Cards are needed. You still cannot show your Resource Cards to other players.

Launch Site Leader



- There are 3 different projects that you may build at your Launch Site: Rocket, Technology and Retrofit.
- You must play the first Resource Card of a project at your Launch Site.
- Only one project at a time is allowed at a Launch Site.
- Once a Resource Card has been placed in a Launch Site it cannot be returned to any players hand.
- You may discard the current Project anytime to make room for a new project by placing all of the Resource Cards in the Launch Site into the Discard Pile.

Set Up

Meteor Cards

Launch Site Leader Card

Player Cards

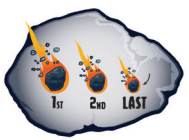
Meteor Cards

Meteor Traits: The Meteor Trait rules supersede any rules in this Rulebook. Meteor Traits have a matching icon. All Meteor Traits are described below:

Back of Card, 3-5 Meteors

Back of Card, 3-5 Meteors

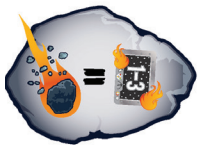
Focused Meteor:
Destroy a completed Technology when you destroy this Meteor. If the players have not built any Technology, this Meteor Trait has no effect. The player that launched the Rocket to destroy this Meteor determines which Technology Card is discarded.



Hidden Meteor:
This Meteor must be the last Meteor to be destroyed, though it may be destroyed at the same time as other Meteors.
Example: There are two Meteors left, one with the Hidden Trait and one without a Trait. Two players launch at the same time and destroy both Meteors. No more Meteors, game over, players win.

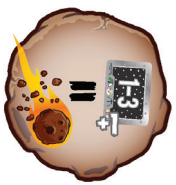
Chemical Sensitive Meteor:
This Meteor can only be destroyed by a Rocket that requires at least one Chemical Energy. If launching multiple Rockets, only one of them needs to have a Chemical Energy.

Fuel Sensitive Meteor:
This Meteor can only be destroyed by a Rocket that requires at least one Fuel Energy. If launching multiple Rockets, only one of them needs to have a Fuel Energy.



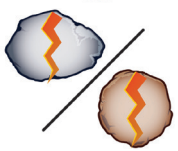
Radioactive Meteor:
When the Radioactive Meteor is destroyed, destroy one additional Meteor with the exact size of 1, 2, or 3. This may be any face-up small meteor, any face-down small meteor since the size is 1-3, or this may be a face-up medium Meteor with the exact size of 3. Destroying the Radioactive Meteor causes Overkill unless it is destroyed in Altitude Zone 1. Players cannot destroy a Hidden Meteor with the Radioactive Meteor unless the Hidden Meteor is the last Meteor in the game. If you select a Small Meteor face down and it is the Hidden Meteor, it is not destroyed. Leave the Hidden Meteor face up and you may select a different Small Meteor. The Radioactive Meteor may be used to destroy Chemical Sensitive, Fuel Sensitive, and Atomic Sensitive Meteors.

Piñata Meteor:
When this Meteor is destroyed, all players draw one Resource Card!

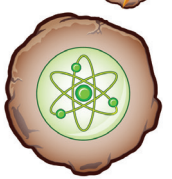


Splitter Meteor:
When this Meteor is destroyed, place an additional Small Meteor without any Meteor Traits in play from the Meteor deck. The new Meteor is placed face up, even if the players have not built the Spy Satellite.

Solid Meteor:
This Meteor requires two or more Rockets launched at the same time to destroy it.



Fast Meteor:
If a Fast Meteor enters Altitude Zone 1, players immediately lose the game. You must destroy Fast Meteors in Altitude Zone 5, 4, 3, or 2. Fast Meteors have the Fast Meteor icon on both sides of the Meteor Card.

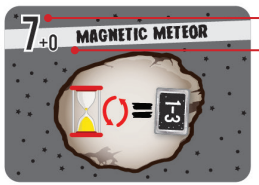


Atomic Sensitive Meteor:
This Meteor can only be destroyed by a Rocket that requires at least one Atomic Energy. If launching multiple Rockets, only one of them needs to have an Atomic Energy.

Boss Meteor Cards

Boss Meteors:
Some Boss Meteors add additional Meteors to the Meteor field. Example: If it says, "Set Up: 3" in the Boss Meteor description, then add three additional Meteors to the Meteor Field during Set Up.

Back of Card, 3-5 Meteors



Damage

Required number of additional meteors

11 +0

"It Goes to Eleven!"
This Meteor is huge. It requires 11 Damage!

5 +1

Explosive Meteor:
Set Up: one additional Meteor
All players must discard a Resource Card from their hands when the Explosive Meteor is destroyed. If any player does not have a Resource Card, an Explosive Meteor does not affect that player.

7 +1

Fast Swarm:
Set Up: one additional Meteor
The Fast Swarm Meteor converts the first two Meteors placed in the Meteor Field into Fast Meteors (See Page 2 of Card Glossary) partially overlap the two Fast Meteor markers over these two Meteors to show that they now have the Fast Meteor Trait.

7 +2

Meteor Flares:
Set Up: two additional Meteors
No player can build Technology at any Launch Site while a Meteor Flares Card is in the Meteor Field. This may not be the first Meteor that is destroyed in the game.

6 +1

Hostile Meteor:
Set Up: one additional Meteor
Players must discard a Resource Card from their hands to Launch a Rocket while the Hostile Meteor is in the Meteor Field.

7 +0

Large Splitter Meteor:
After the Large Splitter Meteor is destroyed, add two Medium Meteors to the Meteor Field without any Meteor Traits in play from the Meteor deck. The new Meteors are placed face up even if the players have not built the Spy Satellite.

7 +0

Magnetic:
Add one Small Meteor without a Meteor Trait to the Meteor Field each time the Timekeeper Changes Altitude Zones. The additional Small Meteors are placed face up even if the players have not built the Spy Satellite.

5 +4

Meteor Storm:
Set Up: four additional Meteors
Each player draws an additional Resource Card during set up.

6 +2

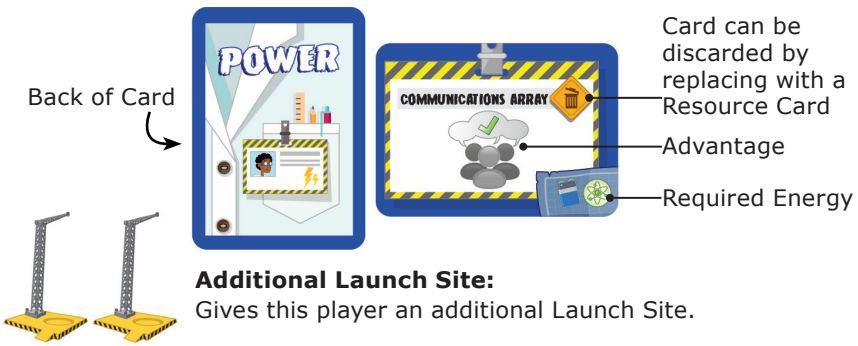
Spectral Meteor:
Set Up: two additional Meteors
To destroy the Spectral Meteor, Rockets must be launched with a combination of Chemical, Fuel, Atomic, and Electrical Energy.

5 +0

Titanium Meteor:
Place three Small Meteors face down on top of the Titanium Meteor. All three of these Small Meteors must be destroyed before the Titanium Meteor can be destroyed. If one of the three Small Meteors is the Hidden Meteor, the Hidden Meteor may be destroyed before the Titanium Meteor

Power Cards

Power Cards:
Power Cards provide significant advantages to the holder. Some Power Cards may only be used once per game. After one-time use Power Cards are played, they are considered out of the game, and cannot be retrieved from the discard pile.



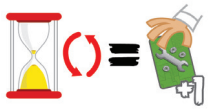
Additional Launch Site:
Gives this player an additional Launch Site.

Communications Array:
Add this Power Card to your hand. This is a Communications Satellite Technology Card with a different Energy requirement. (See Technology cards on page 1.)

Emergency Storehouse:
Once during the game, you may discard all the Resource Cards in your hand. Then draw the same number of Resource Cards plus two.
Example: Eliza uses her Power Card to discard three Resource Cards. Eliza removes the Emergency Storehouse Power Card from the game and draws five cards. If you have zero cards in your hand, you may use Emergency Storehouse to draw two cards.

Industrious:
Once during the game, you may place a Technology Card from your hand into play, without playing the Energy Cards required to build it.

Lunar Harvest:
You may draw a Resource Card whenever a Rocket that you launched contributes to the destruction of a Meteor.



Mining Initiative:
You may draw one additional Resource Card each time the Timekeeper Changes Altitude Zones.

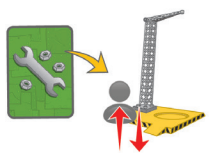
Orbital Telescope:
Add this Power Card to your hand. This is similar to the Spy Satellite Technology Card with a different Energy cost. (See Technology Cards on page 1.)

Recycling Plant:
Once per game, retrieve one Resource Card from the discard pile.

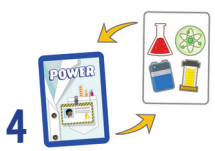
Resourceful:
Add this to your hand. Once during the game, use this Power Card as part of a Retrofit project.

Rocket Booster:
You may discard an Energy or Resource Card from your hand to give a Rocket plus one Damage when the Rocket is launched.

Secret Agent:
Place this Power Card to the left or right of your Launch Site. The player who possesses this card is allowed to look at the hand of the neighboring player sitting closest to the Secret Agent Card.
Example: Zach places the Secret Agent Power Card to the left of his Launch Site so he is allowed to look at the Resource Cards of the player sitting on his left as many times as he wants.



Universal Aid:
You may play the first Resource Card in your neighbor's Launch Site, as well as your own. This includes the players on both your direct left and right; this does not apply to any player.



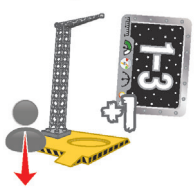
Universal Energy:
Add this Power Card to your hand, then once during the game you may use it to replace any Energy Card used to build a Rocket or Technology. You cannot use this as an Energy Card in a Retrofit project.

Challenge Cards

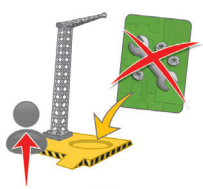
Back of Card

Electrical Shortage:
You cannot place Electrial Energy Cards into your own Launch Site, including any Launch Sites you share. You may place Electrical Energy Cards into other players' Launch Sites.

Communications Blackout:
You may not talk to other players, even if the Communications Satellite has been built.



Doomed!:
Place a Small Meteor directly in front of your Launch Site. Only you can destroy this Meteor. No other players are allowed to place cards into your Launch Site to contribute to Rockets until you destroy this Meteor. This Meteor must be destroyed with all the other Meteors to win the game.



Ideological Differences:
Choose another player's Launch Site. Place this Handicap Card with the No Build icon next to that player's Launch Site as a reminder that you cannot place any Resource Cards into that player's Launch Site.

Mistrusting:
You cannot launch a Rocket at the same time as any other player.

Resource Shortage:
You must discard a Resource Card from your hand in order to launch your first Rocket. After you have launched your first Rocket, remove Resource Shortage Handicap Card from the game.

Short Start:
Discard one Resource Card from your hand before the game begins. If it is a one or two-player game, discard two Resource Cards instead of one.

Shortfall:
You do not draw any Resource Cards when the Timekeeper Changes Altitude Zones the first time in this game.

Technologically Backwards:
You cannot build any Technology projects in the Launch Site you control. You may still discard Technology Cards to draw replacement Resource Cards.

War Hawks:
You cannot build any Retrofit Projects in the Launch Site you control. War Hawks does not apply to a shared Launch Site. You may still contribute to other players' Retrofit projects in their Launch Sites.

Weak Military:
You cannot place any 5 Damage Rockets in any player's Launch Site. You may discard any 5 Damage Rockets from your hand to draw a new Resource Card.