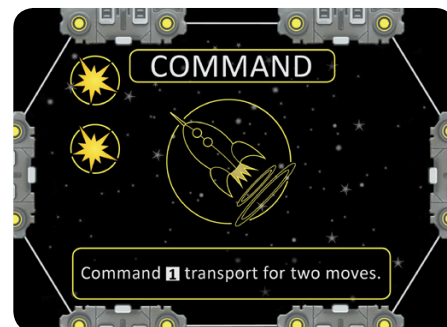
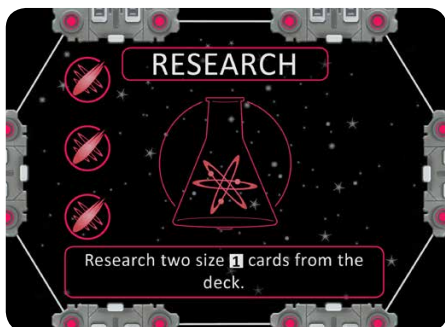


Impulse v0.99 2-6 Players, 15 min/player

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**OBJECTIVE:** In Impulse, each player commands a fleet of transports and cruisers, exploring an untouched sector of the galaxy. Through mining, research, combat, and by taking advantage of the features native to the sector, you seek to earn enough prestige to convince the native populations to join your interstellar federation. Twenty prestige, to be exact. Aliens of this region roughly translate prestige as “points”.

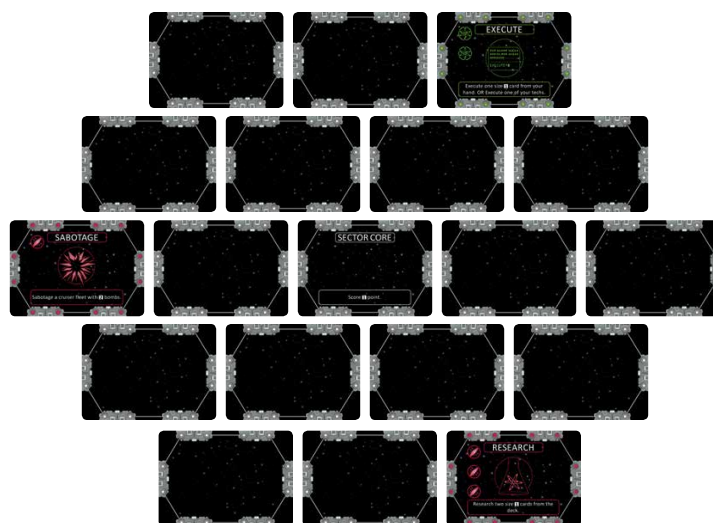
**CARDS:** There are 108 cards in Impulse. Each has an action type in the top left with full action text at the bottom. Every card has a color (Red, Blue, Green, Yellow) and a size (1, 2, 3), determined by the number of icons on the left. Each card has six edges, which will connect them to other cards in the sector map. One card is the Sector Core. It forms the center of the map, set it aside from the deck.



**SETUP:** Each player chooses a race and takes its Command Center card, and 12 ship tokens of a color. Then, deal out cards to form the sector map as shown to the right, with the Sector Core card at its center.

Flip up one corner card for each player, which will be their home. Each player places two ships on their home card, and one on the edge toward the center. A three player setup is shown here.

Deal a starting hand of five cards to each player. Before the game begins, each player has the option of swapping a card from their starting hand with their home. Determine a start player randomly, and begin!



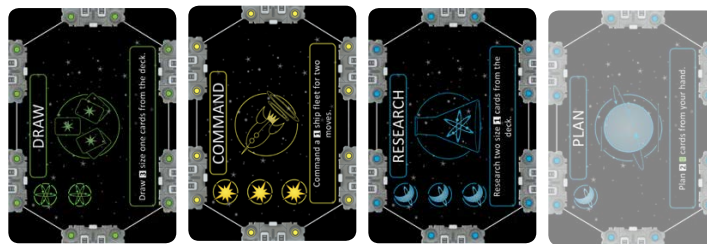
**TURN STRUCTURE:** Each turn consists of the following steps.

1. Add a card to the Impulse from your hand. (If your hand is empty, skip this step)
2. Perform actions, doing a, b, and c in order. Each step and each action card is optional.
  - a) Perform one of your Techs.
  - b) Perform each card on the Impulse.
  - c) Perform your plan, then discard it. (Becomes mandatory if you have four or more Plan cards)
3. Score one point for each edge of the Sector Core you control.
4. Draw two cards from the deck to your hand, discard down to eight, and trim the Impulse to three cards.

**THE IMPULSE:** The Impulse is a line of cards beside the sector map, common to all players, that determines what actions you perform on your turn. Each player will add a card to the Impulse to start their turn. The action you choose to place will be shared by other players, so placing cards that are more beneficial to you than to others is key to success. When removing cards, always take them from the start (left) of the Impulse. When adding them, always add them to the end (right).

**Perform cards in order from left to right --->**

Cards are trimmed from the left side of the Impulse



New cards are placed on the right.

**SECTOR MAP + SHIPS:** The sector map is where most of the action takes place. You will explore, fight, and vie for control of the valuable sector core. Each player has 12 ship tokens, each of which can be either a transport or a cruiser. If a ship is on the center of a card, it is a transport, and if it is on the edge between two cards, it is a cruiser. Ships never change types while in play. Transports allow you to activate actions on cards they move to. Cruisers allow you to destroy enemy ships, and gain points for doing so. You can only have 12 ships in play, but they can be any mixture of Cruisers and Transports.

Multiple ships can be on the same card or edge. Transports can co-exist with enemy transports, but Cruisers will start a battle if on the same edge. You **patrol** a card if you have a Cruiser on any edge of it. Each Cruiser patrols two cards. You cannot move a transport into an enemy patrolled location. Moving ships is explained in more detail in the section for the Command action. You **occupy** a card if you have a Transport on it.

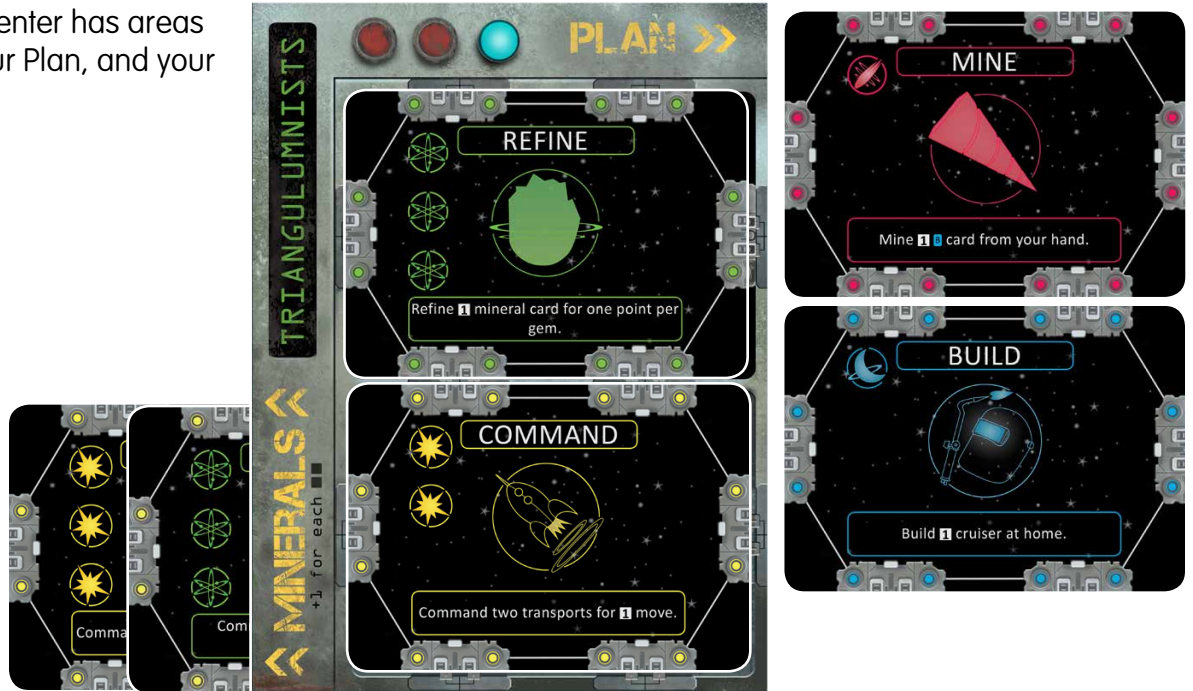
**SCORING POINTS:** There are several ways to score points in Impulse. The simplest is by destroying enemy ships. Each is worth 1 point, whether destroyed in battle or via a Sabotage action. Winning a battle is also worth a point. You gain one point at the end of each of your turns for each edge you control on the center card -- the Sector Core. Aside from combat and control, two action types also allow you to sell cards to score points: Trade, and Refine. A mixture of point sources is often key to victory, although occasionally total focus on one will prove successful.

**THE DECK:** Any time the draw deck is depleted, shuffle the discarded cards to form a new deck. If the draw deck is depleted and there is no discard pile to shuffle, each player discards two cards to form a new draw deck. Shameful hoarders.

**GAME END:** The game ends immediately if a player scores their twentieth point. There is no way for players to simultaneously score points, so no tiebreakers are necessary. If you manage to tie despite this, good job!

## COMMAND CENTER:

Your Command Center has areas for your Techs, your Plan, and your Minerals.



**TECHS:** Your Command Center has two slots for Techs. At the start of the game, you have two weak level 0 techs (printed on the Command Center card). Using the Research action, you will be able to upgrade them to more powerful cards. Before executing the Impulse on your turn, you may perform one of your two Techs.

Each race has one Tech that is unique to it, and one common Tech.

**PLAN:** The right side of your Command Center is your Plan. Your Plan is like your own personal Impulse, which can be stored up and used on a turn when you're ready. After performing the Impulse on your turn, you may use your Plan. If you do, perform each card in it in order, and then discard the entire plan. As with Impulse cards, you can skip individual actions, but they are still discarded at the end. If your Plan has four or more cards in it, you must use it at the end of your turn.

**MINERALS:** The Mine action will allow you to turn cards into mineral cards, tucked under the left side of your Command Center. Each icon on a mineral card becomes a Gem, which will help boost actions of that color, and can be turned into many points via the Refine action.

**PERFORMING ACTIONS:** Each turn you will perform all the actions on the Impulse, and possibly additional actions from your hand or on the sector map. There are ten different action types, each of which is explained below. Every action's text will contain a boxed number.

**BOOSTING ACTIONS:** You can power up the action by boosting this number in one of two ways. First, if you have minerals (See Mine, on p4) matching the color of the action card, the number is boosted by one for every two minerals you have of that color. These are not spent, you keep them. Secondly, if the action is an **unoccupied** card on the sector map, you count each transport you moved onto the card as a mineral. So if you moved onto an empty red card with 2 of your transports, and had 4 red minerals, you would activate it at +3.

**ALL NUMBERS ARE "UP TO":** Any number on a card can be reduced. For example, if instructed to Mine one size [3] card from hand, you could instead mine a size 1 or 2 card from hand, or even do nothing.

**ALL CARD ACTIONS ARE OPTIONAL:** All actions in Impulse are optional. You can skip cards entirely on the Impulse, and perform only parts of actions if desired.

**FROM DECK:** Several cards will instruct you to do something 'from the deck'. For example "Mine two size [2] cards from the deck". In such a case, reveal cards from the top of the deck one by one, checking if each satisfies the card. Perform the action on cards that match, and discard the others. Note that size requirements are always inclusive of lower values. In this example, if you revealed a size 3 Execute and then a size 1 Command, you would place the Command in your minerals, and discard the Execute.

**COMMAND:** Command allows you to move your ships a number of times. One move for a transport is from one card to an adjacent card. Transports cannot move onto or through enemy-patrolled cards. One move for a cruiser is from the edge it is on, through one of the two cards it patrols to a different edge on that card.

A cruiser that moves through a card containing undefended enemy transports destroys them all (scoring 1 point per transport). A cruiser that moves onto an edge containing enemy cruisers starts a battle. Combat rules are explained on the next page.

A Cruiser that moves through an enemy-patrolled card **must** move to an edge containing enemy cruisers, which will result in a battle. If a cruiser fleet moves through a card containing enemy transports but loses the battle, the transports are not destroyed. They are, however, destroyed after a victory. If multiple enemy players have transports in a space in such a situation, all enemy transports are destroyed.

A fleet is a group of transports on the same card, or a group of cruisers on the same edge. A ship is either a cruiser or a transport. If a Command card allows you to move a fleet of several transports or cruisers, they must move together as a fleet from the same location to the same location.

After moving a fleet of transports, activate the card they landed on. If the card was unoccupied (no transports of any color), boost by counting each transport as a matching mineral. You cannot activate the card that the transports started the action on. If transports move multiple spaces in one Command action, only activate their final destination.

If you jump your ship onto or through an unexplored space, you **explore** it. When you explore a card, take it into your hand, and then place a card from your hand face up in its place. It can be the card you drew, or any other card you have. If you explore a card by moving transports on to it, immediately activate it, boosting it as appropriate.

**BATTLE:** When opposing cruisers wind up on the same edge of a card, a battle results. The player who moved in is the attacker. Each player will reveal a card from the deck for each cruiser in the fight, and add the total icons on their cards to determine a winner (Defender wins ties). The loser's entire fleet is destroyed, and the winner gains 1 point, plus an additional point per ship eliminated.

Before drawing cards, each player can place a number of reinforcements from their hand face down (Defender places cards first, then attacker). Reinforcements are then revealed. Each reinforcement card will either count each of its icons toward the fight, or is a bluff. Reinforcement cards count if they match exactly in size and color to any card on the Impulse or Tech / Plan cards from the player's Command Center. Bluff cards are returned to the player's hand. All revealed cards for the battle and counted reinforcements are discarded.

**SECTOR CORE:** The center Sector Core card, when activated, scores points. When activating it, you can choose what color it is and match minerals accordingly. Remember that you cannot move a transport into an enemy patrolled location.

**RESEARCH:** Research allows you to upgrade the techs on your player board, which allow you actions that you do not have to share with other players. To research a new tech, you discard the previous tech (or just place it atop a level 0 starter tech). You may only have two techs at any time.

**BUILD:** Build allows you to construct new ships. The Build card will specify where you can build your ships, and whether they are cruisers or transports, and some will allow you to build either. You are limited to 12 ships. If you run out, you cannot build additional ships until some are destroyed.

**SABOTAGE:** Sabotage allows you to destroy enemy ships without fighting them head on. You can Sabotage ships on cards you patrol with cruisers or occupy with transports. For each 'bomb' targeting a fleet, reveal one card from the deck. For each size > 1 card revealed, destroy one ship in that fleet, and score a point. Do not score points for overkill (i.e. 4 hits on a fleet of size 2 scores 2 points, not 4).

**EXECUTE:** Execute allows you to perform a card action once and then discard it, without placing it on the impulse to be shared with others. Alternately, you can activate one of your techs.

**PLAN:** Plan allows you to place cards on your own personal Impulse called a Plan. After executing all actions in the Impulse, you have the option to execute all actions in your Plan and then discard it. Note that Plan cards can be matched in battle with reinforcements. If you take a Plan action while you are executing your current Plan, cards are placed into a new Plan for the next turn.

**DRAW:** Draw allows you to take cards into your hand directly from the deck.

**TRADE:** Trade allows you to discard cards to score points. A traded card is worth points equal to its size.

**MINE:** Mine allows you to add cards to your minerals pile. These will allow you to boost actions, as described on p3. Minerals are not part of your hand or used as actions in any way, all that matters about them is their icons. Tuck minerals under your player card with just the icons showing.

**REFINE:** Refine allows you to convert your minerals into many points. Refined minerals are discarded, and no longer give you a boost to actions. Note that the boost is calculated before Refining begins -- you don't lose the bonus mid-action if you refine a mineral matching the color of the Refine card.