

1. Each player receives his 10 Crew Tokens, but removes one "1" point Crew Token and one "3" point token. Place them back in the box. These Crew tokens will not be used in this game.

**...with 5 Players:**

Use the setup rules from the base game with the following exceptions:

**Setup for a 5 or 6 Player Game**

When playing "Survive: Space Attack!" with 5 or 6 players, the rules you are reading now take precedence over the rules in the base game. However, there are only a few differences, so for the most part you still use the familiar base game rules.

**When playing "Survive: Space Attack!" with 5 or 6 players...**

This mini-expansion enables you to enjoy the great game, "Survive: Space Attack!", with up to 6 players!

**Survive: Space Attack!  
5/6 Player Mini-Expansion**



**5-6 PLAYER  
MINI EXPANSION**



2. The starting player, second player, third player, and fourth player receive 1 Escape Pod Token each. The fifth player and sixth player receive 2 Escape Pod Tokens each.

**...with 6 Players:**

1. Each player receives his 10 Crew Tokens, but removes one "1", "2", and "3" point Crew Token. Place them back in the box. These Crew tokens will not be used in this game.

**...with 6 Players:**

4. Beginning with the start player, take turns placing one Escape Pod Token each in order until each player has placed all assigned Escape Pod Tokens. Note that the first two players will not be able to place a second Escape Pod, but they maintain the advantage of playing before the other players.

3. Beginning with the start player, begin placing one Crew Token each in turn order as per normal rules.

2. Select a starting player and give him 1 Escape Pod Token. Also give 1 Escape Pod Token to the second player. The third, fourth, and fifth players in play-

ing order each receive 2 Escape Pod Tokens.

This mini-expansion enables you to enjoy the great game, "Survive: Space Attack!", with up to 6 players!

**Contents:**

- 20 Plastic Crew Tokens (10 Orange and 10 White)
- 1 Rules Sheet

**NOTE:** You must have the base game "Survive: Space Attack!" to enjoy this expansion.

**NOTE:** This mini-expansion is compatible with the "The Crew Strikes Back!" mini-expansion.

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3. Beginning with the start player, begin placing one Crew Token each in turn order as per normal rules. Note that the final Crew Tokens placed by the fifth and sixth player must be placed on a Land Tile that already has a Crew Token on it. This final placement may be on any Land Tile, except one that contains a Crew Token of their own color.

4. Beginning with the starting player, take turns placing one Escape Pod Token each in order until each player has placed all assigned Escape Pod Tokens. Note that the first four players will not be able to place a second Escape Pod, but they maintain the advantage of playing before the following players.

## Playing the Game

All normal game rules are observed, including any other expansions you might be playing with. It is important to keep in mind that although you have fewer Crew Tokens that need rescuing, you also have fewer turns to accomplish that task!

once it is full players may start placing a second Crew Token on an already-occupied Station Tile, noting that:

- They may not place a Crew Token on a Station Tile where there are already two Crew Tokens.
- They may not place a Crew Token on a Station Tile where there is already a Crew Token of their own color.

4. Play proceeds normally, except that in the event that a Station Tile is removed with a player's Crew Token standing on it (or perhaps more than one player's Crew Token), those players each receive, in player turn order, an immediate 1 Movement Point to be used only on the Crew Token that was on the just-sunk Station Tile.

5. Any "Play Immediately" tiles that are revealed must be carried out first however, so if for example a Spawn appears, it gets to remove the Drifters from the game and the 1 Movement Point is lost.

6. The Movement Point does not have to be used, but it may not be saved.

7. This special movement mini-round occurs before

## Winning the Game

In a 5 or 6 player game, the winner is determined as normal (including any Challenge Rules from the base game you may be using).

### A new Challenge Rule (#5): "Overpopulated!"

This Challenge Rule is for those players looking for the ultimate in crazy fun with lots of destruction. Players have far too many Crew Tokens to save them all, and so must either crowd near the dangerous Star Gates, or else find safe passage on as many Escape Pods as possible.

1. This Challenge Rule requires 5 or 6 players.

2. Do not remove any Crew Tokens from the game at start. All players play with all 10 of their Crew Tokens. Each player also receives 2 Escape Pod Tokens as per the normal rules.

3. Players place all their Crew Tokens as per normal rules, but since the Station is overpopulated,

the current player rolls the Creature Die.

8. In the event that a "Play Immediately" tile calls for the placement of a Escape Pod Token, but none are available from the supply (in a 6 player game, the "supply" will be from Escape Pods that have been destroyed, for example), the player drawing the tile must select an unoccupied Escape Pod from anywhere on the board and place it into the designated space. Any Crew Tokens on the space are placed into the Escape Pod as per normal rules.

### Credits

5-6 player mini-expansion development by Stephen M. Buonocore and Kevin Nesbitt  
Crew and Alien tokens designed by Bill Bricker  
Survive: Space Attack! game designed by Julian Courtland-Smith and re-imagined by Brian, Sydney, and Geoff Engelstein  
Art: Bill Bricker  
Project Manager: Stephen M. Buonocore

And a **big thank you** to Julian Courtland-Smith for his spectacular game design!