

## Set Up

1. Each player takes a Player Mat and sets their Sanity to the top level
2. Each player chooses a character and takes their Character Card
3. Shuffle the Event Cards and the Action Cards into separate piles
4. Place the Alien Information where everyone can see it
5. Everyone place a Ghost Card and a Corrupted Card upside down on their Player Mat
6. Everyone place their Characters in separate rooms
  - a. Cameron -> Greenhouse
  - b. Manav -> Sleeping Quarters
  - c. Mai -> Med Bay
  - d. Earl -> Gym
  - e. Teryn -> Map Room
  - f. Ben -> Entertainment
7. Play starts with the person wearing the most red

## The Game

Frontier is a co-op strategy game where a killer Alien has broken onto a space station. The crewmates must work together to keep the ship in stable condition, keep each other alive, and trap and kill the alien, all while keeping their sanity in check.

## How To Win

The overall objective of the game is to complete the following tasks:

1. Find the tools
2. Use the tools to craft a Bomb
3. Plant the Bomb in a room that has only one or two entrances
4. Lure the alien into that room
5. Seal the doors to that room from Maintenance
6. Explode the Bomb to kill the alien

However, as the game progresses, the alien will be stalking the crewmates. If the Alien finds a group of crewmates together on its turn, it injures all of them. If the Alien finds a crewmate *alone*, it kills them. But don't worry! If you die, you can still move around as a ghost and wait for someone to revive you!

## Event Cards

As well, throughout the game, various events will take place that will either help or hurt the crew. The most important events are the Failures, because if part of your ship is damaged then you must tend to it before it's too late, otherwise you will lose the game.

The Failures are as follows:

- Roll 1 - Oxygen Failure (In the Greenhouse)
- Roll 2 - Gravity Failure (In the Gym)
- Roll 3 - Sanitation Failure (In the Lab)
- Roll 4 - Navigation Failure (In the Map Room)
- Roll 5 - Shields Failure (In Maintenance)
- Roll 6 - Exterior Failure (Outside)

When you get a System Failure card, you must roll the dice to determine which system fails, and then place a *failure* token on the related room.

If a system is damaged, you have two rounds to fix it before you lose the game.

At the start of each round, before the first player takes their turn, an event card is drawn for that round.

## The Stalking Alien

Before an event card is drawn, players must shuffle the *alien* token and the *safe-room* tokens together, distributing them face down amongst the rooms. When it's time to flip over the tokens, one of the rooms will have the alien token, and this is the room with the alien.

## Order of Turn (Crew)

- Phase 1: Perform up to 3 actions
- Phase 2: Deplete Sanity by 1 if you are alone
- Phase 3: Use any character abilities

After Phase 3, you may revive a player in the Med Bay if you had brought their body there.

After all this is done, play moves to the next player.

After everyone has played once, it is the Alien's turn

## Order of Turn (Alien)

Phase 1: Reveal Alien tokens to see which room the Alien is in

Phase 2: Crew Members either get injured or killed, based on circumstance

Phase 3: If a Crew Member is hiding alone in the Alien's room, their Sanity depletes by 1

Phase 4: Flip over the tokens again and randomly replace them in the rooms

## Corruption

Now, here is the catch. As time goes on, your sanity level will start to decrease. If you don't keep your sanity level in check, and let it deplete to zero, you will go insane and the Alien Pheromones in your mind will take over. You will become Corrupted.

Corrupted crewmembers work for the Alien. Their old actions are replaced with new actions that impede the progress of the crew and help the Alien track and kill the remaining players. Beware, for once your Sanity hits zero, there is no going back. You are permanently a zombie of the Alien.