

RULEBOOK



SAVE THE MEEPLES

FLORIAN SIRIEIX

PRINCIPLE OF THE GAME

The eternal war, **the Meeple War**, is over for a while now. The Meeples are free and live happily in their land (note: its location is being kept a secret as you surely understand). But that dream world is now troubled... Humans have discovered it and are kidnapping meeples to force them to work in their boardgames.

There are only two possible outcomes: **fight the humans**, as hard as that could be for tiny meeples, or **build rockets to leave to a new and peaceful planet!**

AIM OF THE GAME

Leading your meeples, you will use the trains that lead to different places in which you'll be able to **enrol new meeples**, **repair your wounded foes**, **acquire some resources**, **build rockets** and **fight humans**.

But be prepared: your glory will depend on the outcome of the end of the game. If the **humans succeed in invading the meeple world** before you can **escape with the rockets**, the one that fought the best or the one that helped escape will be rewarded.

Choose your side wisely!

CONTENTS PREPARATION

CAREFUL!

Some elements of the game need some preparation:

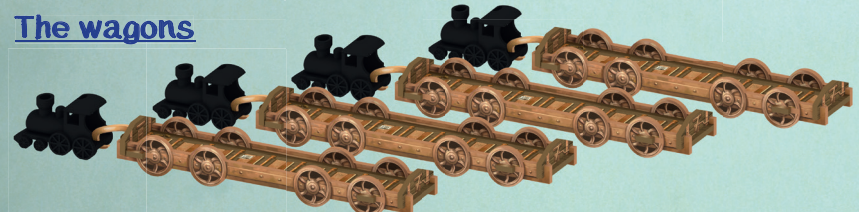
The kirigamis



The rockets



The wagons



A notice is at your disposal to guide you during the process. We also created animated videos to help you even better.

CONTENT

- ✦ 8 tracks (4 beginnings and 4 ends)



- ✦ 4 places : Tavern, Forge, Mine and Forest (1 board and 1 kirigami for each place)



- ✦ 4 locomotives



- ✦ 4 wagons to build (6 parts, cf. notice)



- ✦ 6 rockets to build (2 small, 2 medium and 2 large) (6 to 8 parts each, Cf. notice)



- ✦ 24 rocket tiles (6 cockpits, 12 rooms, 6 engines)



- ✦ 1 tuile Chantier Spatial



- ✦ 27 humans stand-ups (15 small et 12 tall)



- ✦ 27 plastic supports for the stand-ups

- ✦ 64 victory points tokens (worth 1, 2, 3 et 5)



- ✦ 58 mood tickets («lucky» or «dirty»)



- ✦ 40 Meeples (10 for each faction)



- ✦ 20 wooden petrols (12 small worth 1 and 8 big worth 2)

- ✦ 20 wooden gold (12 small worth 1 and 8 big worth 2)

- ✦ 20 wooden wood (12 small worth 1 and 8 big worth 2)

- ✦ 20 wooden metal (12 small worth 1 and 8 big worth 2)

- ✦ 4 village boards (1 for each faction)



- ✦ 4 game helpers (1 for each faction - including players turns on the front, and mood possibilities on the back)



- ✦ 4 flags (1 for each faction)



- ✦ 1 token Countdown



- ✦ 1 token wound



- ✦ 1 tile Mine Resources (front 3 players, back 2 players)



- ✦ 1 tile Forest actions (front 3 players, back 2 players)



- ✦ 1 tile setup and end (recto partie rapide ★☆, verso partie normale ★★)



- ✦ 1 board planet



- ✦ 8 luggage tiles (4 small tiles for a 3 players game, 4 bigger ones for a 2 players game)



Note: In the following of the rules, «resources» can be used to mention either wood, gold, metal or petrol.

Big resources count as 2 small resources.

Victory Points are kept face down when won by players.

SET UP

The setup of the game depends on the number of players. Here is the setup for **4 players** for a **quick game**.



- | | | |
|--|--|--|
| A Places (kirigamis + boards) | F Resources stock (Gold, petrol, wood, metal) | L Rockets tiles face up (VP and resources are visible) sorted by type: 1 cockpits deck, 2 rooms decks, and one engine deck. |
| B 4 meeples of each faction placed on the tavern | G Planet board | M Tuile Chantier spatial |
| C For each faction: 1 village board + 1 game helper + 1 flag + 6 Meeples + 1 wood + 1 Metal + 1 Petrol + 3 Gold | H Victory points stock | N Countdown token placed on the forge |
| D Tracks | I Built rockets | O Stock de fusées construites |
| E Locomotives + wagons | J Mood tickets | P Stock d'humains + pion blessure |
| | K Set up and end board | |

SETUP FOR 2&3 PLAYERS

Setup for 2&3 players:

- ✦ adapt **the number of humans in the Forest**
- ✦ adapt **the size of the built rocket**



- ✦ place **the luggage tiles** on the wagons
- ✦ place **the mine resources tile** on the Mine (choose side depending on the number of players)
- ✦ place **the forest actions tile** on the Forest (choose side depending on the number of players)



SETUP DEPENDS ON THE LENGTH OF THE GAME

We offer 2 different setups :

- ✦ **Short game** ★☆ (up to 40 min) which is better for your first games.
- ✦ **Normal game** ★★ (up to 60 min) to fully enjoy the game and its possibilities.

Those setups are available easily on the Setup & End board.



First player:

The first player is the champion of a dice/card/meeple game (quite similar to rock/paper/scissors).

END OF THE GAME



Save the meeples is a game that can end in **2 different ways**:

- ✦ an **invasion of the humans in the Forest**. This happens when the Forest is full of humans **at the end of a player's turn**. The amount of humans necessary to end a game is 9 for a quick game and 12 for a normal game. The game can also end this way at the end of a turn of a player where there is a lack of humans in stock.
- ✦ an **evasion of the meeples in space**. This happens when 2 (quick game) or 3 (normal game) rockets are launched to space, whether they were empty or not, **at the end of a player's turn**.



In both case, the game ends at the end of the player's turn. You can then count the scores.

Add up the VPs that you won during the game (building or launching the rockets, recruiting new meeples...) and the VPs that you will win at the end of the game **depending on its ending**.

- ✦ In case of **INVASION**, each **captured human** that you own in your prisons will grant you **2 VP**. But in that scenario, **meeples in space are worthless**.

- ✦ In case of **EVASION**, each meeple on the planet (sent to space during the game) will grant you **3 VP**. But the captured **humans in your prisons will be worthless**.



The player with the most VP is the **winner**.

In case of a tie, the player that recruited the most meeples. If there is still an equality, share the victory or bet it with a game of Dice-Card-Meeple (quite similar to rock-paper-scissors).



PLAYER TURN

When it's your turn you can:

1. **Repair one of your meeples** if needed
2. **Choose 1 action** amongst these:
 - place a group of meeples in a train
 - place a group of meeples in a built rocket
 - send a train to its destination
 - bring back a train to the train station
3. **Check your stock:** it has a 10 resources limit. Discard some if needed.

REPAIR A MEEPLE

In your village, move **one** meeple forward from the infirmary to the center of your village, **one step only**. If this meeple reaches the center of your village, it can be used immediately.



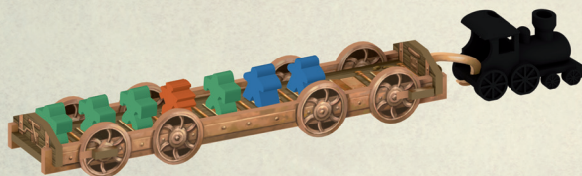
PLACE A GROUP OF MEEPLES IN A TRAIN

Take **ONE, TWO or THREE** meeples from the center of your village and **put them in a train**. This group of meeple must be placed in a train that is currently at the train station, it's impossible to place it in a train that already reached its destination.

The group of meeples must be placed as far in the back of the train as possible. Put them in the furthest seats availables.

Careful, it is forbidden to have more than 3 consecutive meeples of the same faction in a train. You can add 1 or 2 more meeples to an existing group of meeples only if you respect the previous rules (no more than 3, seats availables).

You can have 2 different groups of meeples in the same train only if they are separated by another group of meeples of a different faction.



PLACE A GROUP OF MEEPLES IN A BUILT ROCKET

Take **ONE or TWO** meeples from your village center, and place them in **ONE built rocket**. Cockpit and engine can only hold one meeple, but rooms can host 2 meeples.

Each available spot in a rocket is represented as a bed. A rocket can hold from 4 (small rocket) to 8 meeples (big rocket).

Careful: you are not allowed to wait in a rocket and let the other do all the work. It is forbidden to place your last 2 meeples in a rocket.

SEND A TRAIN :

to the forge, the mine, the forest or the tavern.

Place your flag on top of the locomotive, then **bring the train to its destination**, following the tracks.

Careful: the ONLY condition to be able to do this action is **if you have at least ONE of your meeples in that train**.

As soon as you send a train, its noise and smoke lure **one** human to the forest (take them from the box, the small ones first).

When a train reaches its destination, **each group of meeples starting at the head of the train can choose one action on the destination board**.

When every action is resolved, you can get back your flag (It prevents from forgetting whose turn it was).

Each group can only do **one** action, **you can not split a group** of meeples to do several actions.

Note: if the humans are all over the forest, the game ends only at the end of all actions and the turn of the active player.

BRING A TRAIN BACK TO THE STATION

Bring back a train from a destination to the train station.

Choose **a mood ticket** (lucky or dirty).

Each meeple on the destination gets back in the village center of its owner, unless it was wounded - in that case they go in the infirmary of its owner.



CHECK YOUR STOCK

When you end your turn, your stock must not have more than **10 resources**. Smaller resources count as 1, bigger count as 2.

If you have too many, discard the resources of your choice.

Note: that means that you can have more than 10 resources at the beginning of your turn (if one of your groups went to the Mine during another player's turn for example).

ACTIONS



UNDERSTANDING THE SYMBOLS:

There are **2 types of actions**, symbolized either by a circle or a square:

★ circle actions    can only host **one group of meeples**. In addition, **this group must have at least as many meeples as drawn into the circle**.

For example, in this action  you can place a group of 1, 2 or 3 meeples. But this one  is only available for groups of 3 meeples.

★ square actions  are unrestricted and unlimited. You can place **a group of the size of your choice**, and put **as many groups as you want**, even if there already are groups from other factions.

The actions have an effect, some may have a condition, an arrow and a result.

If there is only **one arrow**, the result is **only applied once**, even if there were 2 or 3 meeples in the group that did the action.

If there are **multiple arrows**, it means **the result applies for each meeple of the group that did the action** (but the condition is for each meeple).

All destinations all have one same action: Rest.



A group of meeples that rests can give you **ONE mood ticket of your choice**.

SIDES I & II

For some destinations, the board has two sides.

The actions are a little different, not more complicated, just to add some replayability.

Choose every side of the destinations before you start the game.



MINE

CUT AND DIG

Side I :



Place each meeple over 2 available resources, put them immediately in your stock. Meeples must be over 2 orthogonal resources (no diagonal). You don't have to place all meeples from the same group next to each other. If a meeple is placed over just one resource, its owner only take this resource.

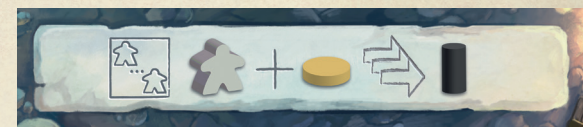
Side II :



Place the first meeple of your group over 2 available resources. Place all the other meeples from this group adjacent to the first one. If a meeple is placed over just one resource, its owner only take this resource.

EXTRACT PETROL

Sides I & II :



For each meeple doing that action, you can **pay one gold to get one petrol**.

You don't have to do the action entirely if you don't want to.

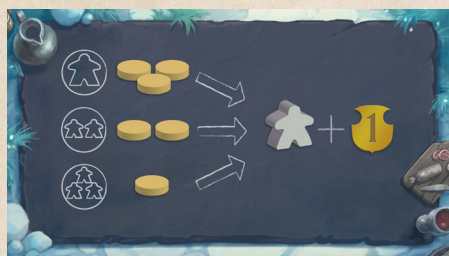
Ex: with a group of 3 meeples, you can decide to only pay 2 gold and have 2 petrols.

Note: your stock is limited to 10 resources only at the end of YOUR turn.

TAVERN

RECRUIT A NEW MEEPLE

Side I :



Pay as many gold as requested (1, 2 or 3), then place a meeple from the Tavern next to the group of meeples that did the action. Take 1 VP.

This meeple will be available when someone brings back the train to the station, just as the other meeples that recruited him.

Side II :



If you use the first action (with at least 1 meeple), **pay 3 gold** and place a meeple from the Tavern next to the group of meeples that did the action. This meeple will be available when someone brings back the train to the station, just as the other meeples that recruited him.

Take 1 VP.

If you use the second action (with at least 3 meeple), pay only **1 gold** and

place a meeple from the Tavern next to the group of meeples that did the action, but face down.

Careful: This meeple will NOT be available when someone brings back the train to the station, it's **wounded and placed in your infirmary**.

Take 1 VP.

WASH THE DISHES

Sides I & II :



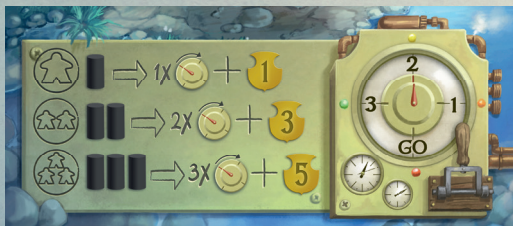
Whatever the size of the group, **take 1 gold** and **choose either 1 wood or 1 metal**. Place them in your stock.

FORGE

LAUNCH A ROCKET

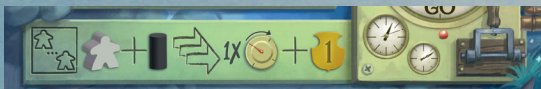
Careful: you can only do this action if a rocket is built and waiting for launch.

Side I :



Pay the petrol (1, 2 or 3 depending on the action you chose) and move the countdown down 1, 2 or 3 times clockwise. Gain VPs.

Side II :



For each meeple, you can pay one petrol to move the countdown down once clockwise. Gain 1 VP.

If the countdown token reaches «GO», don't move it further (but you can still pay petrol and gain VPs).

Launching a rocket:

If the countdown token reaches «GO», send a built rocket.

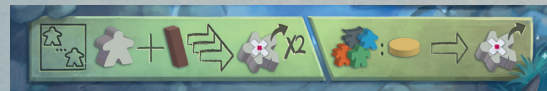
Choose any built rocket, whether it's full, empty or in between. Remove the rocket and place its meeples (if any) on the planet.

Then move the countdown token to 3.

Note: Launching a rocket can end the game when the active player finishes its turn.

REPAIR A MEEPLE

Side I :



For each meeple, pay 1 wood and move twice a meeple (or 2 meeples once) from the infirmary towards the village center. In addition, each opponent can pay you one gold to move one of their wounded meeples once.

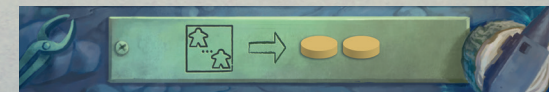
Side II :



For each meeple, pay 1, 2 or 3 wood and move wounded meeples from the infirmary towards the village center from as many spots as indicated (you can move as many different meeples as you want).

WORK

Sides I & II :



Whatever the size of your group, take 2 gold and place them in your stock.

FOREST

BUILD A NEW ROCKET



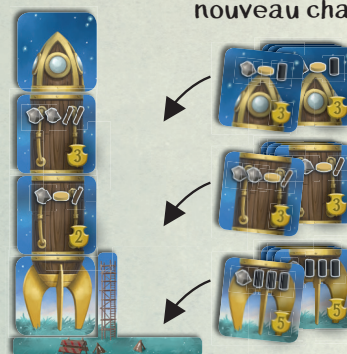
According to the action you chose, **build a part of a new rocket**. You need a least one meeple to build a cockpit, 2 meeples to build a room and 3 meeples for an engine.

Pay the indicated price on the tile you chose, **take the VPs** and **flip it on the built side**.

If one or both construction sites are available, you can prepare one. To do so, take the first cockpit tile from its deck, the first engine from its deck and choose to take 1, 2 or 3 rooms. Prepare the rocket. Hence, **you** can decide if the size of the rocket and thus if the rocket will be quickly built or not, depending on your game objective. There can only be 2 rockets under construction at the same time.

Chantier N°1 en cours

Chantier N°2 vide :
Initialisation d'un
nouveau chantier



If your action finished the construction of a rocket, discard all the tiles of this rocket and **place a built rocket** if the according size in the center of the table.

There can only be 2 built rockets in the center of the table, and 2 rockets under construction. If a rocket is finished but there are already 2 built rockets in the center of the table, don't discard the tiles yet and wait for a rocket to be launched.

FIGHT HUMANS



For each meeple you placed, **you can take one stand-up human** from the forest and place it in the prison in your village. Take a gold and 1 VP as well as a reward if you choose to do so.

your meeples are wounded from the fight. When someone brings the train back, they will go in the infirmary instead of the center of your village. As a reminder, place the meeple who fought face down.

CAREFUL:

At first, only small humans invade the forest. **When you are out of small humans, big ones start to invade as well. Big humans count as one human** at the end of the game but are harder to fight: **you need 2 meeples**. If a big human is attacked by only 1 meeple, **place the wounded token on its head** - the next meeple who attacks will capture the human. **You can always choose when you fight amongst the available humans in the forest** (small, big or wounded).



MOOD TICKETS



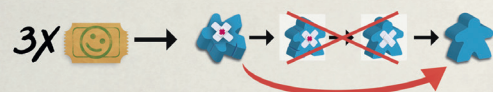
Once per turn, anytime during its turn, a player can choose to do a **bonus action** in addition of its regular action by **spending mood tickets**.

Note: mood tickets are gained if you **bring back a train**, or if a group of your meeples decide to **«rest»**.

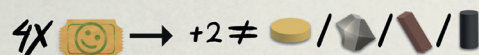
LIST OF BONUS ACTIONS



2 lucky tickets: **move the countdown token once clockwise** (don't pay petrol, but don't win VPs either).



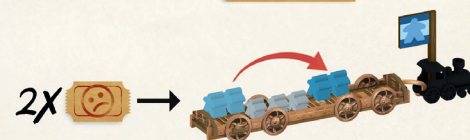
3 lucky tickets: **repair entirely** one of your wounded meeples. Choose one of your meeples from the infirmary or in the way to the village and place it in the center of your village. It is available immediately.



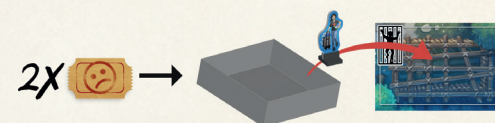
4 lucky tickets: **take 2 different resources** from the stock.



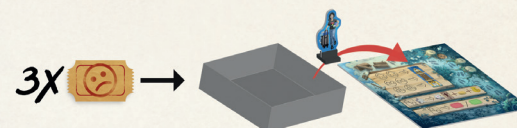
5 lucky tickets: **take one meeple from the Tavern** and place it in the center of your village. It is available immediately.



2 dirty tickets: **move a group of your meeples to empty seats in the front of a train**. Careful : you can't split a group or create a new group that has more than 3 meeples.



2 dirty tickets: **take a human from the stock** and immediately place it **in the prison of your village**.



3 dirty tickets: **take a human from the stock** and immediately **place it in the Forest**. If any, use a small human.

Note: if there are too many humans in the Forest (or if there are no more humans in the stock when you want to do this action) game may end at the end of your turn.



4 dirty tickets: **send a train to a different destination than expected**. You don't need to own a meeple in that train to do this action. Proceed as usual: all groups do actions and a human invades the Forest (cf. Send a train)

REMINDER OF ACTIONS SYMBOLS:



Gain a meeple
or
For each meeple in that group



The meeple is wounded during this action



Resources that you pay or receive during an action



Mood tickets to receive during an action



Move a meeple one step forward to the center of your village.



Move the countdown token once clockwise



Capture a human and place it in the prison of your village



CREDITS



Tried to save the meeples :

Game designer : **FLORIAN SIRIEIX**

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Proofreading and Rectification : **SANDRA GRÈS**

Thanks

Le chien bleu fait des léchouilles à Andrée FRANCES, Bruno DESH, Matthieu HALFEN, Alain BLAIZEAU, Jean-Emmanuel GILBERT, Michel SCHOENACKER, Nathalie GEOFFRIN et Renaud CHAILLAT. Et un waouf à tous les «testeurs» du jeu.

À tous les testeurs du jeu qui ont eu la gentillesse de manipuler les meeples avec précaution, merci pour eux. Non, vraiment : Estelle, Ben, Gilles, AnneC, Cédric et les autres, c'était sympa. Et puis merci à ma famille, ma chérie Emilie et tous les amis qui me supportent pendant la création et le développement de mes jeux. À Nicholas qui m'a motivé à bosser sur le proto mais pas que, toute ma gratitude. Aux copains de Valmeinier sans qui ma culture ludique serait moins dense, et moins fun. Au chien bleu d'avoir bavé sur le jeu avant qu'il ne soit fini, ça m'a motivé à en faire un jeu...fini. Et un dernier pour Anne, qui a fait un travail d'imagination important, étant donnée la qualité des illustrations du prototype !

L'auteur **FLORIAN SIRIEIX**