

# Evacuate!



The race is on to evacuate people from an increasingly inhospitable Earth. Gather and spend political capital, money, and resources to build spacecrafts and space colonies for your citizens. Transport all of your population to space first to win!

## Highlights

- Medium-heavy weight game, featuring resource management, engine building, and area control
- Strong game arc with minimal luck and tight resources, ensuring tension
- Navigate your citizens through two round ring boards that orbit Earth
- Simple rules with streamlined game play and quick turns, yet meaningful decisions throughout
- Multiple paths to victory provide several viable strategic and tactical options as well as high re-playability
- Futuristic space elevators (based on scientifically feasible technology)
- In optional coop mode, players work together to get everyone off earth



## Game Play

**Can you get all your citizens off the planet before time runs out?**

Space colonies orbit Earth throughout the game. Each round, starting with the Chair of the International Council on Global Evacuation (ICGE), players choose Actions to gather resources (Synthetics, Ore, Global Currency (GCU), and Political Capital), build buildings, shuttles, elevators, and colonies, and transport citizens.

On a sample turn, the US/Chile coalition needs cash to pay for seats on a Russia/India colony, so they choose the Tax action; their citizens are not happy about higher taxes, so this action costs 2 Political Capital. Taking this action also took enough time for the Russia/India coalition colony to orbit into position, and now, the US/Chile is poised on its next action to transport 3 of their citizens up their space elevator to the inner ring and then up to the Russia/India colony, where they will pay Russia/India 7 GCU for the seats.



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