

# The Station

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## Summary

*The Station* is a board game for 4 to 8 players, inspired by the movie *The Thing*. A research station in Antarctica discovers an alien, which it defrosts in order to study it. The defrosted alien comes back to life and starts taking out the station crew, with the intention to escape the station. If the alien escaped, all of mankind is threatened by extinction!

The problem: The electricity supply has been cut off, the radio is damaged, and the emergency generator is running out of fuel.

## Teams

The players are separated into two teams:

- The alien (one player)
- The humans (all other players)

## Goal of the Game

### The Humans

The humans have two goals:

1. Collect tools to repair the station's radio, in order to call in heavily-armed help to kill the alien and to rescue the researchers.
2. Refill the generator with fuel, in order to prevent the power from failing. If the power fails, the game is lost for the humans because they are easy prey for the alien and they cannot survive the cold of Antarctica without heating.

### The Alien

The alien has two goals:

1. Overpower the humans.
2. Prevent the humans from repairing the radio before the power runs out.

## Material

### 11 Room Cards

(used by the alien to choose the next room)

- Fuel Depot
- Computer Room
- Lab
- Tool Shed
- Kitchen
- Bedroom
- Common Room
- Equipment Room
- Corridor
- Generator
- Radio Room

### 22 Light Tokens (11 red, 11 green)

- 11 green tokens initially placed in every room to show that the light is on
- 11 red tokens in the hand of the alien player, to be swapped with a green token whenever the alien switches off the light

### Tool Cards

(used by humans)

- **Repair Drone**  
*single-use, can be transported by humans, initially placed in Tool Shed*  
If used, the repair drone remotely switches on the light in any room of the station.
- **Scalpel**  
*single-use, can be transported by humans, initially placed in Equipment Room*  
A player that is placed in a cocoon by the alien can use the scalpel to free himself.
- **Repair System**  
*multi-use, fixed in Computer Room*  
Can be used by a human player located in the computer room to remotely switch on a light in any other room of the station.
- **Backpack**  
*transported by humans, initially placed in Tool shed*  
If a human character has the backpack, he can now carry two items at a time (fuel or tools).
- **Scanner**  
*single-use, taken on player's hand, initially placed in Equipment Room*  
A human player can use the scanner once, after the alien player has placed his room movement card. It forces the alien player to reveal his movement card before the humans move. The scanner is consumed by this action.
- **Speed-up**  
*single-use, taken on player's hand, initially placed in Kitchen*  
A human player can use the speed-up to move three rooms instead of moving just one

room. The speed-up is played before the movement of the player and is consumed by this action.

## 7 Tool Tokens

- 3 tokens initially placed in Tool Shed
- 1 token, initially placed in Computer Room
- 1 token, initially placed in Lab
- 1 token, initially placed in Equipment Room
- 1 token, initially placed in Fuel Depot

## 10 Fuel Tokens

- 6 tokens, initially placed in Fuel Depot
- 1 token, initially placed in Corridor
- 1 token, initially placed in Radio Room
- 1 token, initially placed in Common Room
- 1 token, initially placed in Lab

## 1 Fuel counter on a fuel counter board

- The fuel counter board consists of 6 numbered tiles (1..6), indicating how many more turns the generator will last
- Initially the fuel counter is placed on 6, it is moved down one tile each turn

## 5 Character Tokens

- 4 human character tokens, initially placed in Common Room
- 1 alien character token, initially not placed on the map

## A Game Turn

Each game turn is divided into several phases:

### 1 – Alien chooses its move

The alien player chooses where it is going to move this turn. The alien player can move two rooms each turn, so he can either move to a room adjacent to the one he is currently in, or another room further. The alien can also choose to remain in the same room.

To move, the alien player chooses a room card from a set of cards that represent each of the rooms in the game. The room card is placed face down on the game board, so that the human players cannot see where the alien is going to move.

## 2 – Humans move

Each of the human players now has the choice to either move his character token to an adjacent room, or to remain in the room he is currently in. Players can only move to an adjacent room, unless they use the *Triple Move* card, which allows them to move through two rooms into a third room.

## 3 – Alien moves

The alien player shows his previously-chosen room card to the human players and moves the alien character token to this room.

## 4 – Alien attacks

The alien player can attack the human players. An attack only occurs under the following conditions:

- The light in this room is switched off
- Less than half (round up) of the human players are present in the room

If these conditions are not met, the alien does nothing and remains hidden in the room.

If the alien attacks, it automatically succeeds and envelops the humans present in the room in a cocoon. The humans are unable to move unless they are freed by another human.

## 5 – Humans act

The human players can act (unless they are in a cocoon). They can do one of the following things (if applicable to the room):

- Pick up a fuel token
- Pick up a tool token
- Free a cocooned human
- Pick up a tool card
- Use a tool card
  - Single-use tool cards are removed from the game after use
- Switch on the light in this room
- Use a tool token to repair the radio in the radio room
  - The tool token is consumed and removed from the game
  - If there are no tool tokens left on the board, the humans have won the game
- Use a fuel token to refill the generator in the generator room
  - The fuel counter is immediately refilled to 6 turns
  - The fuel token is consumed and removed from the game

## 6 – Alien switches off light

At the end of each turn the alien switches off the light in the room that it is in, regardless of whether there are any humans in the room or not.

## **7 - Fuel counter is reduced by 1**

The fuel counter is reduced by 1.

The next turn begins with the alien choosing its move.