

Read Online Escape from the Aliens in Outer Space: Ultimate Edition Read Online

Book info:

Author: *Santa Ragione*

For ages: 12-17

Format: *Game*

Dimensions: 216 x 279mm

Publication date: 24 May 2016

Publisher: *Bloomsbury Publishing PLC*

Imprint: *Osprey Publishing*



Book Synopsis:

A mysterious alien plague has crept aboard the spacestation and is transforming the human crew into horrendous monsters! The remaining crewmen desperately try to save their lives by escaping from the derelict spaceship, but in the darkness the aliens are lurking...

HUNGRY FOR HUMAN FLESH!

This a game of strategy and bluff set on a badly damaged deep space research station. Each player's identity and position is kept secret: you will need to interpret the movements and behaviours of the other players to learn where, and what, they really are.

The Ultimate Edition of this critically acclaimed game features new rules and components, including unique reusable map books with 8 different game maps, variable character powers and over 90 cards.

"Absolutely, fantastically fun to play" - The Dice Tower, Tom Vasel

"A splendid, glorious liar's convention" - Shut Up & Sit Down

INCLUDES: 16 Character Cards, 5 Escape Pod Cards, 77 Dangerous Sector Cards including 17 Item Cards, 8 Reusable 18-page Map Books, 8 Dry-Wipe Marker Pens

2-8 Players

Playing time: 20-45 minutes

Ages 12+

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Review quote

"From out of these simple rules comes a tangible, choking, paralysing terror. This game is a diamond. Pure, hard and glorious . . . a triumph of design." --Shut Up and Sit Down "Absolutely, fantastically fun to play." --Tom Vasel, The Dice Tower "This is a great game when the power goes out!" - Jorge Garcia, from Lost and Hawaii Five-O "This game is a blast! . . . Great game! So much so that I'm keeping it in my gaming library." - Game Boy Geek "I believe it can turn into a very intense game where you might just out think yourself." - Through Gamers' Goggles "So engaging all the way along . . . a great, thematic, interesting game." - Toucan Play that Game "I love the box design, the use of the dry-erase map pads, and the card illustrations. And I like the way they tried to engineer a mechanic that would generate feelings of fear and claustrophobia . . . an entertaining game with lovely artwork, high production values, and a fun and unique hidden movement mechanic." - Gareth Branwyn, Boing Boing "I definitely highly recommend this." - Drive Thru Review "This game is something special." - The Board Game Review "It's a lot of fun! I really enjoyed this game." - Discriminating Game (TDG) "Very cool and super fun game with a group and an excellent gateway game for non-gamer's." - theMCGuiRE review "A cracking hidden role and hidden movement that is a staple to any shelf. . . . Every time it's brought to the table every single player will have fun and it's a great strategy game for both veterans and first timers." - n3rdabl3 "This is a great example of what a game can be in 2016." - Ghattoblaster "A map, markers, and a few cards are able to create a tension filled game of bluffing and logic. The game is truly greater than the sum of its parts. The easy to learn rules and meaningful decisions will keep players engaged and tense as they try to escape or attack." - BoardGameGeek News "The website scenario tool and map editor are really nice. Customers have commented to us about it, and I have also checked them out and like the many options to create countless maps." - Gamers World "It's a great, great game!" - No Rules Review "I thought this game was a lot of fun. The production is stellar. I think it's just amazingly pretty." - The Secret Cabal "If you are a fan of either of the gaming mechanics, Hidden Traitor, or Hidden Movement, then you will enjoy adding this game to your shelf! We think that the easy set-up and the lack of tokens, counters, figures, and a board also makes a great

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About Santa Ragione

Founded in 2010 by longtime friends Pietro Righi Riva and Nicolo Tedeschi, Santa Ragione is a design studio dedicated to developing games and video games. In 2010, Santa Ragione developed and published the board game Escape From The Aliens In Outer Space in over fifteen countries. The game was nominated for the prestigious Diana Jones Award for Excellence in Gaming. In 2011, Santa Ragione launched the award-winning video game FOTONICA for PC and created the international indie game event LUNARCADE. In 2012, Santa Ragione released a music game for Pitchfork Media; In 2013, they launched their new game MirrorMoon EP, finalist at the Independent Games Festival award for innovation. In 2014, Santa Ragione launched a redesigned version of FOTONICA for iOS to critical acclaim.

Giulia Ghigini is an Italian artist best known for her work on Dungeon Fighter, Potion Explosion and Escape from the Aliens in Outer Space.