ROCKET RANCHERS

HERDING CATS IN SPACE!

WELCOME TO PLANET BINXADINX!

Congratulations! Your colony has been selected by Moros Heavy Industries for a lucrative profit-sharing opportunity! As part of this partnership, we'll provide you with a refurbished Personal Levitation Unit (PLU) or "Dogship" and a prorated corral to get started.

This job couldn't be simpler. Fly out across the wilderness, collect exotic creatures, and bring them back to your ranch for housing. And don't worry! If you run out of space, simply transfer us your best specimens and we'll provide additional corrals at a reduced rate!

I'm sure you've heard about the recent mishap at one of our nearby drilling sites. This unavoidable incident woke an unknown creature from hibernation – the Felispateum latimastix, or "Space Cat." We'd appreciate it if you could help us round them up. Collect enough and we'll even cover the cost of your liabilities!

Normally we don't accept colonies as new and inexperienced as yours, but we're making so much revenue that we have the opportunity for uncharted growth! Just imagine never having to use a land-based rover ever again. Show us you're the one we've been waiting for.
Your potential is unlimited!

FREDERICK MOROS, III
GALACTIC CEO MOROS HEAVY INDUSTRY
TRANSCRIBED BY SUSAN AI

ROCKET MANIFEST

12 SPECIES, EACH WITH

- ✦ 3 Jungle Biome
- ✦ 3 Grassland Biome
- ✦ 3 Desert Biome
- ✦ 2 Mountain Biome
- ✦ 1 Tundra Biome

SPACE CATS (CAUTION!)

- ✦ 16 in a variety of colors

6 DOGSHIP DECKS, EACH WITH

- ✦ Tractor Beam - 1 Space
- ✦ Tractor Beam - 2 Space
- ✦ Tractor Beam - 4 Square
- ✦ Tractor Beam - 4 Line
- ✦ Special Program - Shepherd

CORPORATE MINI-EXPANSION, INCLUDES

- ✦ 12 Corporate Assignments

SOLO MINI-EXPANSION, INCLUDES

- ✦ 10 SUSAN AI Simulation Cards

PLUS

- ✦ Space Cat Scoring Aid
- ✦ Per Species Scoring Aid
- ✦ SCPA First Player Card

PERSONAL LEVITATION UNIT SCHEMATIC

MOROS
HEAVY INDUSTRY

GAME OVERVIEW

Use your dogship to beam up animals from a 4x4 grid of cards representing the vast wilderness of Planet Binxadinx. But—be careful of those Space Cats. They'll cling to any adjacent animal you beam up. Collected animals are placed in a corral with a matching species, or placed face-down to create a new corral.

Once the wilderness deck is empty, it will be time to score! Earn Galactic Credits (⬢) on your collected species but lose credits for any empty corrals. Plus, gain or lose credits (⬢) depending on how many Space Cats you collected. The rancher with the most credits (⬢) wins!

Advanced rules add special scoring for three of the species in play and is recommended for seasoned players.

CAPIWATA
JUNGLE

SPECIES 1

A
B
C
D
E
F

BEAM: INTENSE
TRACTOR PROGRAM

SHEPHERD
SPECIAL PROGRAM
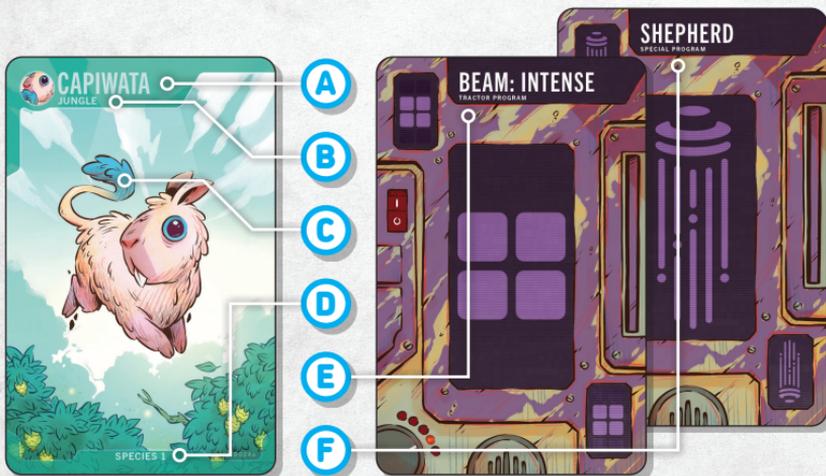
CARDS AND TERMS

Use the diagram at the bottom of the previous page as a visual aid to some of the listed terms.

✦ **Species.** The type of animal **(A)**.
✦ **Biome.** The suit or background color of the animal **(B)**.
✦ **Variant.** A unique color of the **same** species **(C)**.
    This will only matter for advanced scoring.
✦ **Species #.** Each species has a number **(D)**.
    This only matters for advanced scoring.
✦ **Corral.** The face-down card where animals of the same species will be collected. Each corral may only contain animals of one species (including variants).
✦ **Ranch.** Your collection of corrals and animals.
✦ **Wilderness.** The 4x4 grid of cards that you collect from.
✦ **Wilderness Deck.** The deck used to fill the wilderness.
✦ **Floof Pile.** Your collection of Space Cats.
✦ **Dogship Deck.** Your hand of player cards.
✦ **Tractor Program.** Used to beam animals **(E)**.
✦ **Special Program.** Player card with special abilities **(F)**.
✦ **Beam.** Select cards using the shape on a tractor card.
✦ **Collect.** Place animals in corral(s).
✦ **Galactic Credits.** Victory points, represented by ⬢.

MESSAGE: I am SUSAN. I will provide tips and tricks to help you learn the game. You can play against me to test your abilities in solo mode.

WILDERNESS SETUP

- ✦ Give players a dogship deck in their preferred color **(A)**.
- ✦ Build the wilderness deck (chart, right). Shuffle it.

> **MESSAGE:** The deck setup chart is designed for the best play length but is purely optional.

- ✦ From the wilderness deck, give one face-down card to each player as their starting corral **(B)**. Do not reveal it.
- ✦ Deal 16 cards into a 4×4 grid to start the wilderness **(C)**.
- ✦ Place the remaining wilderness deck at the top left of the wilderness **(D)**.
- ✦ Leave room in your ranch for: your Corrals **(E)**, Space Cat floof pile **(F)**, and dogship discard pile **(G)**.
- ✦ Place the "Credit Pay" and "Species X" end-of-game scoring cards in easy reach of the players **(H)**.

ADVANCED AND SOLO SETUP CHANGES

Once you've learned the classic rules, we highly recommend adding on the advanced rules for more fun and strategy.

- ✦ **Advanced Setup:** Shuffle the Corporate Assignment deck. Randomly select three cards. Add them above the scoring cards in numerical species order **(I)**. Make sure to leave room for a wilderness discard pile **(J)**.
- ✦ **Solo Mode Setup:** Shuffle the SUSAN deck and place it face down nearby, leaving room for a discard pile. **(K)**.

See the Advanced Rules and Solo Rules for more details.

Players	1-2	3	4	5	6
Yellow (Desert)	✓	✓	✓	✓	✓
Pink (Grassland)	✓	✓	✓	✓	✓
Blue (Jungle)	✓	✓	✓	✓	✓
Red (Mountain)	✗	✗	✗	✓	✓
White (Tundra)	✗	✗	✓	✗	✓
Space Cats	8	10	12	14	16

PLAYER 1 RANCH

GAME START

✦ Players begin the game with all of their dogship cards.
✦ The player to most recently pet a cat goes first. They will take the SCPA Card. This is a big responsibility.
✦ Play will proceed clockwise for the rest of the game.

ON YOUR TURN

CHOOSE ONE OF THE FOLLOWING ACTIONS:
✦ Play from your hand to grow your ranch.
✦ Manual Reboot.

AT THE END OF YOUR TURN:
✦ Repopulate the wilderness.
✦ If possible, Automatically Reboot.
✦ End of turn.

PLAY FROM YOUR HAND.

Play **one** tractor beam card from your hand. You may **also** play any special program(s). You may play them in any order.

SAVE THE SPACE CAT!

TRACTOR BEAM CARDS

When played, beam (pick up) **all** cards depicted by the shape on your card in a vertical or horizontal orientation. You **may not** beam diagonally. Each square in the shape **must** beam over a card of the 4x4 wilderness grid **(A)** or **(B)**.

You **may not** beam outside of the 4x4 grid **(C)** nor can you skip cards you don't want to pick up.

Once played, put the tractor beam card into your personal discard pile. Cards in your discard pile will not be available to you until you **reboot** (more on this later).

EXAMPLE: A and B are allowed because they collect the same layout on the grid as the card. C is not allowed because it goes outside the grid.

EXAMPLE A   EXAMPLE B   EXAMPLE C

SPECIAL PROGRAMS

Special programs may be played at **any time** on your turn, even after repopulating the grid (potentially making things difficult for an opponent). After using a special program, place it in your discard pile, like any other dogship card.

MESSAGE: You **must** play a tractor beam card on your turn to play any special program(s).

SHEPHERD

The Shepherd program swaps two animals in the wilderness of the same biome (suit/color) **(A)**. You **may not** shepherd different biomes **(B)** or Space Cats **(C)** or from your ranch.


EXAMPLE A   EXAMPLE B   EXAMPLE C

SPACE CATS

Whenever your beam is orthogonally adjacent (not diagonally) to a Space Cat, you **must** also beam up the connecting Space Cats. Thankfully, Space Cats **do not** cling to other Space Cats. Space Cats may also be beamed up directly with a tractor beam program.

EXAMPLE: Jennifer wants to collect Capiwatas. She has an Intense beam **(A)** and the Shepherd card **(B)** left in her hand. She decides to play her Shepherd card to swap a Desert (Yellow) Capiwata **(C)** with a Desert (Yellow) Canis **(D)**. This results in a better layout for her to beam the Capiwatas **(E)**. Now she can play her Intense beam to collect a better group of cards. Unfortunately, she **must** take the Space Cat **(F)** as it is adjacent to the Grassland (Pink) Capiwata.
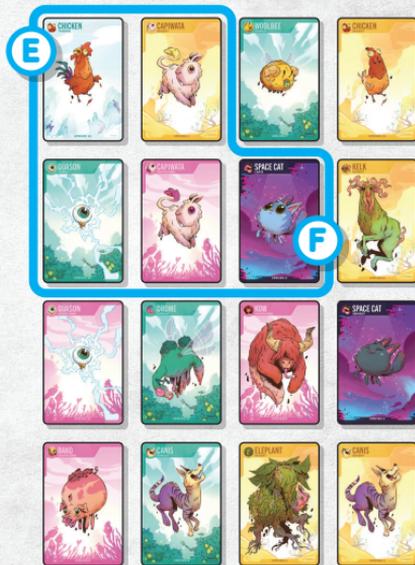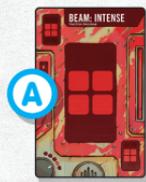
GROWING YOUR RANCH

- ✦ Discard any tractor or special program cards **(A)**.
- ✦ Place any beamed Space Cats into your floof pile **(B)**.

FOR EACH OF YOUR REMAINING ANIMALS, CHOOSE ONE:
- ✦ Place into an occupied corral of the **same** species **(C)**.
- ✦ Place into an **empty** corral, so long as there aren't any existing corrals of that species type **(D)**.
- ✦ Place face-down to convert into a **new** corral **(E)**. You may create multiple corrals as well as place animals into newly created corrals on the same turn.
- ✦ **NOTE:** Space Cats **may not** be converted into corrals.

NOTE: Biomes (suits) and Variants (colors) of a species **are not** different species. Biomes only matter when using the Shepherd program. Variants, such as colors of plushies **(F)**, only matter for advanced scoring. If they have the **same name**, treat them as the **same species** when placing them into a corral.

REBOOTING

After playing a tractor beam card, you'll have fewer cards, in your hand to choose from. If you want those cards back, you'll need to **REBOOT**. Rebooting returns your discard pile to your hand. This can be done in one of two ways.

MANUAL REBOOT

If you have at least **2 tractor beam** cards in your discard pile, you may skip your turn to reboot, returning all discarded cards to your hand. This can be helpful to avoid beaming something you don't want.

AUTOMATIC REBOOT

At the end of your turn, if you have **no tractor beam** cards remaining, your ship will automatically reboot, returning your discard pile to your hand. Even if there are **special programs** remaining in your hand, your ship will still automatically reboot if you run out of tractor beam cards.

END OF TURN

Once you've finished growing your ranch, repopulate the wilderness by filling the blank spaces with new cards, left to right, top to bottom. **Do not** shift cards when repopulating!

Remember, you can still play a special program if desired! When you're done, tell the next player "beep" (or "meow" if you have more than three cats). It adds a lot of atmosphere and will look very normal to anyone nearby.

END OF THE GAME

When the Wilderness pile is empty at the end of a turn, this signals the end of the game. Players finish the round so that all players have an equal number of turns. If the player to the right of the first player is the one to empty the draw pile, the game ends immediately.

You may need to beam over large areas of empty wilderness during the final turns. However, you **may not** skip your turn unless you have the ability to manually reboot.

SCORING THE GAME

Time to see if your colony is getting sponsored! To figure out your pay in Galactic Credits (⬡), use the **Per Species** scoring card, followed by the **Species X** scoring card.

FIRST, DETERMINE YOUR PER SPECIES SCORE
- ✦ Count the number of animals in a corral, then check the per species card to determine your pay.
- ✦ Example: 7 woolbees is 2⬡ each, for a total of 14⬡.
- ✦ Empty corrals are worth -6⬡.

NEXT, DETERMINE YOUR SPACE CAT SCORE
- ✦ Count and score your Space Cats by using the Species X scoring card.

DETERMINE THE WINNER

The person with the most Galactic Credits (⬡) will be the winner and will receive full colony sponsorship!

In the case of a tie, the player with the most Space Cats wins. If there is still a tie, the winner is the first one to donate to a local pet shelter.

EXAMPLE: Leon finished the game and calculated their score to be 17 ⬡. Sadly, James and Haley took the other Space Cats needed for a positive score.

LEON'S FINAL SCORE
✦ Capiwata: 0 ⬡
✦ Eleplants: 27 ⬡
✦ Canis: 0 ⬡
✦ Bakos: 4 ⬡
✦ Plushies: 0 ⬡
✦ Empty Corral -6 ⬡
✦ Space Cats: -4 ⬡

ADVANCED RULES

Moros Heavy Industry has decided to give you more responsibilities that might result in more pay!

Corporate assignments change how some of the animals will score. First, follow the instructions for advanced setup in the setup section of this rulebook. Then, play as normal.

HOW TO SCORE

Before calculating Per Species and Space Cat scoring, you'll need to score the corporate assignments in **numerical order**. Once corporate scoring is finished, only score the remaining animals and Space Cats. **Do not** score the corporate assignment animals a second time. If any animals were discarded during corporate scoring, they are removed from play and **do not** count towards your per species score.

SPECIES VARIANTS

Some animals come in different colors (i.e. Capiwata, Flamas, and Plushies). These colors may affect scoring. Each variant color will only appear in the a single biome. For example, blue plushies will always be in the jungle biome.

MESSAGE: Experienced ranchers may choose to play with **all** corporate assignments at once!

CORPORATE ASSIGNMENT REFERENCE SHEET:

✦ **Capiwatas** are a mimic species. They may be placed in a corral with another species and will score as one of that species. If placed into an empty corral they will score as whatever animal is added later on and will not score on their own. Variants **do not** change color when scoring (i.e. a Pink Capiwata **may not** pair with a Yellow Flama). Tundra capiwata count as a wild color.

✦ **Eleplants** are massive and carnivorous...but profitable. If placed in a corral, discard a previously collected animal (**not** a Space Cat) or one you beamed this turn.

✦ **Canis** need a balanced pack to function properly. You'll want an even number. Odd number packs are costly.

✦ **Bakos** need a herd, but too many can be very expensive.

✦ **Flamas** are easily spooked into a fight but calm when paired up with a matching color. Tundra are wild.

✦ **Plushies** seek out non-matching colors. So you'll want sets of all unique colors. Tundra count as wild or unique!

✦ **Woolbees** are a valuable investment in high numbers.

✦ **Kelk** herds are rare and draw tourists. Don't have none!

✦ **Kows** are key for Space Cat hibernation. At the end of the game, discard one Space Cat for every two kows you collected. You'll score for each Space Cat you discarded.

✦ **Chickens** are delicious to Space Cats. Discard three chickens for each of your Space Cats. Score what's left.

✦ **Dromes** can help with ranch nutrition. You'll score based on each corral with four or more animals.

✦ **Quason** are wonderful as a source of renewable green energy. Score for each set of three you collected.

SOLO RULES

SUSAN was originally created to help astronauts with deep space isolation but has been adapted for training ranchers and race pilots. Do you have what it takes?

First, follow the instructions for solo setup in the setup section of this rulebook. Then proceed below! SUSAN works with both standard and advanced rules; and for an extra challenge, she can be used as a simulated third player in a two-player game.

HOW TO PLAY AGAINST SUSAN

- ✦ At the start of each turn, reveal the top card of the SUSAN deck and follow the instructions.
- ✦ Then place the revealed card in the SUSAN discard pile.
- ✦ **For two players.** Reveal a SUSAN card after each player's turn. If a revealed card gives you a choice, the player who just took their turn will decide.

SCORE YOUR GAME

Your goal is to beat your own high score. Share your score on Instagram (#susansolomode) or in the Rocket Ranchers channel on Discord to see how you stack up. You can play with both basic and advanced scoring with SUSAN.

MESSAGE: For those wanting a less random game, remove the reboot card. Instead, when the draw pile is empty, shuffle the discard pile.

FROM DAVID BOCK

Work on Rocket Ranchers began in early 2020. Back then, it took place on a farm with your sheep dog collecting rows or columns. Then, Cathy suggested the idea of using shapes to collect cards and my son begged that we changed the theme to a space farm. Thus, Rocket Ranchers came to life. After seeing Cam's work on another game we knew his incredible illustrations would be perfect. In early 2024, we funded on Kickstarter and Binxadinx Games became a reality. We couldn't have done this without our backers! Thank you so much for supporting our dream!

DAVID BOCK
DESIGNER FOR ROCKET RANCHERS
OWNER OF BINXADINX GAMES

SEVERE WEATHER

The orbiting moon is causing meteor showers and power storms! Will your ranch survive the cataclysm? Includes weather events, ship tokens, and more!

✦ Designer: **David Bock**
✦ Illustrator: **Cam Kendell**

CREDITS AND THANKS

GAME CREDITS
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