



Frequently Asked Questions

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Account Hack — See **Trash**.

Actions — You may take an action more than once during your turn, unless otherwise specified by the rules.

See also **Adventure Row, Market, Secrets, Telepad**.

Adventure Deck — If your copy of the game came with 101 cards in the Adventure Deck (instead of 100), check to see if you have a third copy of the Mad Scientist. There were intended to be only two copies in the deck; you may use the extra or remove it, whichever you prefer.

See also **Expansions**.

Adventure Row — You may acquire and defeat any number of cards in the Adventure Row each turn, provided you have enough Skill or Swords.

Do not replace cards in the Adventure Row as a player acquires or defeats them. Instead, at the end of every player's turn, replace all empty spaces in the Adventure Row. This can trigger only one Boss Attack, no matter how many Boss Attack symbols are revealed.

Cards with Boss Attack symbols only trigger an attack on the turn they're placed in the Adventure Row. If the card remains there for multiple turns, it does not trigger any additional attacks.

Apocalypse! — See **Expansions**.

Arrive — During Setup, if any of the six cards on the Adventure Row have Arrive text, carry it out immediately, before the first player takes a turn. (In the case of Space Pirate, there will be no black cubes to return to the bag, so the Arrive text will do nothing.)

Boots — See **Playing Cards, Plus**.

Boss Attack — See **Adventure Row**.

Clank! — See **Cyber Station 11, Playing Cards**.

Code Red — See **Trash**.

Corridor — See **Telepad Technician**.

Cyber Station 11 — The *Clank!* area of the station game board is located at the top center (place *Clank!* on the logo, as you do the base game).

See also **Expansions**.

Data Ports — The various data ports do the following when you hack them:



Clank!: Add *Clank!* to the *Clank!* area equal to the number of icons shown.



Credits: Take the number of credits shown.



Healing: Heal an amount of damage equal to the number of hearts shown.



Power Crystal: Take a power crystal.



Skill: Generate the amount of Skill shown. It is wasted if you don't spend it this turn.



Swords: Generate the number of Swords shown. They are wasted if you don't spend them this turn.

Door Hack — See **Trash**.

Drawing Cards — Whenever you draw a card, you do so from your own deck, never from the Adventure Deck.

Entertainer — This card gives you credits for each *Clank!* you make on your turn, even if you use negative *Clank!* to remove it later. Refilling the adventure row happens after your turn has ended, so you don't get Credits for any Arrive text that generates *Clank!*

Eradibot — See **G0B-L1N**.

Escape Pod — An escape pod can be an "adjacent space" for cards that teleport you to one.

Remove all of your *Clank!* from the *Clank!* area when you reach an escape pod.

You complete your entire turn when you use an escape pod; taking the token doesn't have to be the final thing you do.

It's not "your" escape pod until you're on it and safely away from the ship. If someone runs ahead of you, it is possible to become "stuck" behind a one-way passage leading to an escape pod. (You bang on the window to empty space, dramatically and futilely watching the escape pod rocket away from you.)

Expansions — Each card from a *CLANK! IN! SPACE!* expansion can be identified by a watermark in its game text box. You may use these to sort and remove cards when you wish to play without an expansion.

Apocalypse! — The helmet of Lord Eradikus, viewed straight on.

Cyber Station 11 — The face of Commander Preon.

GØB-L1N — This card is printed with the Eradibot on the reverse side. You begin each game with the GØB-L1N side face up. If the Lord Eradikus enemy card is defeated during the game, you will flip the GØB-L1N over to the Eradibot side.

Health Meter — Each player's health meter has spaces to mark 10 damage. The first damage cube should be placed *on* the space with the heart icon, not next to it.

Hyperlift — You do not need Boots to use a Hyperlift or Telepad. However, you suffer dizziness after using either, and then can't use any Boots until your next turn. You may use the Hyperlift immediately upon reaching a Hyperlift space; you do not need to wait for a future turn.

Hyperlift spaces are not considered to be "adjacent" to each other. Any card that allows you to teleport to an "adjacent space" (such as Don Uno) does *not* allow you to teleport from one Hyperlift space to another.

Market — Buying from the Market is an action. Actions aren't normally limited to once a turn; you may buy more than one item from the Market if you wish. (But not more than one of the *same* item. Note that this limitation is different than in the original *CLANK!*)

Memory Core — When you buy a Memory Core, place it in your discard pile, just like all other cards you acquire. It does nothing when you draw and play it (though it's a great card to discard when you need to, such as for the Fe-Lion).

Movement — Every path requires at least one Boot to move through it. Any icons on a path note *additional* requirements to move through it.

See also **Plus**, **Secrets**.

Playing Cards — A card provides everything on it each time you play it: Skill, Swords, Boots, and text.

Any Skill, Swords, or Boots you don't spend during your turn are wasted. Skill, Swords, and Boots go into a single "pool"; the resources from one card can be split up to take two or more different actions.

You must play all cards in your hand during your turn. You must also carry out all effects in the text of each card you play.

Example: Thunder Bug 1701 makes +1 Clank! and says that if you have a power crystal: "You may trash any card in your play area or discard pile." Whether you trash a card or not; you still must add the Clank!

Plus — Some cards have a plus sign attached to the Skill, Swords, or Boots they provide. This is meant to point you to the card's text, which may provide more of the same resource that the card has already given.

Example: Nibbling Beast always provides you one Sword when you play it. In addition, if you play another Resistance faction card on the same turn, its text provides you two more Swords, for a total of three.

Power Crystals — You can only take a power crystal from the Bank, not from an opponent.

You don't need to "spend" a power crystal to activate a bonus on one of your cards. Simply having the power crystal makes such text work, on any number of cards in a single turn. Installing Cyberware is an exception; you must spend a power crystal to do so, as described in the rules of the *Cyber Station 11* expansion.

When you pick up a power crystal, it instantly activates any bonuses on your cards, even if you played them earlier in the turn.

The power crystals are placed generally in the Bank, and are not allocated "one to each power crystal space."

See also **Reward Spaces**.

Psychic Pool — Turning the top card of the Adventure Deck face up is not dealing it to the Adventure Row; any Arrive text or Boss Attack is not triggered. The player who revealed the card may acquire it for its regular skill cost (triggering any Acquire text as per normal) or, if it is an Enemy, defeat it for its regular Sword cost.

If the card is still face up on the Adventure Deck at the end of the turn, ignore it. The next time you refill cards on the Adventure Row, it will be the first card placed there. (Any Arrive text or Boss Attacks will be triggered at that time.)

Reward Spaces — You pick up the reward printed on a space every time you enter it, even if you enter the same space more than once during the same turn. (Though for most cards, having more than one power crystal will not benefit you.)

Savage Gorklar — Here's how you make a friend (in *CLANK! IN! SPACE!*, anyway): when you defeat the Savage Gorklar, put it in *your* discard pile instead of the adventure discard pile. Later, whenever you play the Gorklar, you draw two cards.

Secrets — Picking up a secret does not "end" your movement for a turn; if you still have Boots (or the means to teleport), you may keep moving. You pick up the secret when you first enter the room. Any other actions you might *choose* to take in the room (such as Hacking a Data Port) happen afterward.

If you enter a space with two minor secrets (picking up one) and then exit the space, you may re-enter it later (on the same turn or a later turn) to pick up the other one.

Setup — See **Arrive**.

Shady Opportunist — Once you've used Shady Opportunist to mark something with one of your cubes, an opponent must pay you to take that token, even if you've escaped or have been knocked out — and even if you were knocked out somewhere other than the Cargo Bay (and thus have no score).

Shapeshifter — When the Shapeshifter copies a card that's a member of a faction, it becomes part of that faction too. If that card has text triggered by faction, then that card and the Shapeshifter trigger each other.

Example: The Traitor is an Outlaw card. When you play another Outlaw card on the same turn, its text says that "Each opponent gets +2 Clank!" If you use the Shapeshifter to copy the Traitor, then each opponent gets +4 Clank!, whether or not you play any other Outlaw cards that turn.

Skill — See **Playing Cards, Plus**.

Space Pirate — The "fourth symbol" on this card (below the Swords) is the Danger icon, connected to the Danger text below the image.

See also **Arrive**.

Swords — See **Playing Cards, Plus**.

Stumble — This card is not a Program. (Compare to a card like Hack, which is marked as a Program directly underneath the title.) You cannot use a card that trashes a Program to trash a Stumble.

Telepad — You may use Telepads multiple times during a turn. (However, because you are dizzy and can't use Boots afterward, there is rarely a reason to do so.)

Example: You have a TelePass, and on your turn you play a Data Miner (which says: "📦" and "If you have placed a data cube in your current module, +📦."). You first use a Telepad to teleport into a module where you have a data cube, collecting the maximum 4 Credits from the Data Miner. Then you may use the Telepad again to move to a different module before ending your turn.

Telepad Technician — This card may teleport you to a telepad in your current module, no matter how far away from it you are at the time. You may use Boots (without dizziness) before or after this move.

The Corridor module in the center of the ship has no Telepads. While you're in the Corridor, the Telepad Technician's text can't take you anywhere.

If you teleport to a Telepad and you have a TelePass, you may immediately (on the same turn) use the Telepad to move to a different Telepad if you wish.

Teleport — See **Escape Pod, Telepad**.

Thunder Bug 1701 — This card can be used to trash itself.

Trash — Some cards (Account Hack, Code Red, Door Hack) provide bonuses if and when you trash cards. They cannot trash anything themselves, but rather are meant to combine with other cards that can.

See also **Stumble, Thunder Bug 1701**.

Toxigenic Plague — A "non-Starting card" is a card that wasn't in your deck at the start of the game: any card *other* than Access, Hack, Scramble, or Stumble.

Water Bear — A "space adjacent to your current module" is any space that would be the first one you come to when leaving your current module (by any exit point).

Young Telepath — The Acquire text of this card offers a discount. If you have one power crystal, you may acquire it for only 8 skill; two power crystals let you acquire it for only 5 skill; etc.