

## TIPS & SUMMARY

Phases				Tips
1	<b>Place a cave card</b>	<i>Place cave card at the end of one of the 2 cave sides</i>	Required	<ul style="list-style-type: none"> <li>• Try to create a route for your particular strategy, matching the upgrade types you have installed. Think ahead in planning the cave. Be careful in placing difficult caves near the cave entrance.</li> <li>• Place caves with 'upgrade' possibilities at strategic positions, so regular upgrading is possible.</li> <li>• Be careful with asymmetric caves, they are difficult to fly through.</li> </ul>
2	<b>Collect credits</b>	<i>Collect 3 credits</i>	Required	
3	<b>Execute actions:</b>		Required	
	<b>a Refresh cave shop</b>	<i>Remove upgrade card on first position and slide remaining cards towards front</i>	Optional	<ul style="list-style-type: none"> <li>• Spending some credits to reveal extra upgrades gives you more choice during upgrading.</li> </ul>
	<b>b Fire missile(s)</b>	<i>Determine target, check for range, throw purple &amp; black dice, determine focus or reputation damage, place markers according to hits and advance and/or remove player RP</i>	Optional	<ul style="list-style-type: none"> <li>• If you face a difficult cave, consider firing a missile on it before you enter the cave.</li> <li>• Consider firing on other players when you can gain a tactic advantage, or when they are way ahead of you in collecting reputation points.</li> </ul>
	<b>c Movement</b>	<i>Advance bat-plane to next cave, cross straight or cross diagonal with booster fuel</i>	Required	<ul style="list-style-type: none"> <li>• Be careful in spending booster fuel, if you have no booster fuel left you cannot go diagonal and 'skip' difficult caves.</li> <li>• You can spend another turn if on a cave with the text 'upgrade'</li> </ul>
	<b>d Cave handling,</b>	<i>Check cave equation, number of actions &amp; range, throw required dice and earn &amp; advance player RP or pay penalty</i>	Required	
	<b>Damage handling</b>	<i>Check damage handling sequence. First available upgrade type in sequence from left is hit and marked on player-mat</i>		<ul style="list-style-type: none"> <li>• Spending some credits on shields can protect your other investments regarding upgrades when damaged.</li> </ul>
	<b>e Additional round of actions or</b>	<i>Place cave card, pay 1 booster fuel and start actions</i>	Optional	<ul style="list-style-type: none"> <li>• Spending booster fuel for an extra movement can give you a head start and sometimes avoids ranged effects of caves.</li> </ul>
	<b>f Landing</b>			
	<b>i. Upgrade bat-plane</b>	<i>Buy 'normal' upgrades, booster fuel or missiles and place them on player-mat. Sell unused exploration cards</i>	Optional	<ul style="list-style-type: none"> <li>• Invest in upgrades depending on the caves present on the table; try to at least overcome the caves close to the entrance.</li> <li>• Think wisely about investment in 'normal' upgrade cards. High valued cards guarantee more success during handling, while low valued cards leave more room for luck. Reinvest unused exploration cards in necessary upgrades</li> <li>• Do spend some credits on missiles and booster fuel, it improves your tactics.</li> </ul>
	<b>ii. Explore cave</b>	<i>Pay 2 credits &amp; draw top card of exploration deck</i>	Optional	<ul style="list-style-type: none"> <li>• Some exploration upgrades can manipulate die outcome, die color or actions of an opponent. It can be a wise investment.</li> </ul>
4	<b>Refill cave cards</b>	<i>Refill cave cards up to a max. of 3</i>		<ul style="list-style-type: none"> <li>• Depends on game length</li> </ul>