GAME END

As soon as 1 player gets 8 victory points, this triggers the end of the game.

As soon as a player makes 8 victory points, the round will end once everyone has taken an equal nimber of turns.

Then players must discard their hand cards and count their points of purchased cards.

WARNING:
VICTORY DEPENDS ONLY ON PURCHASED CARDS !!!

VICTORY

The player with the most V.P. ranks ⌃ wins.
In case of a tie, the most triple rank cards wins. If still tied, the most gems wins.
Otherwise the tied players share.

NOTE:
Cards can be purchased in any order and number.

⌃+⌃+⌃+⌃+⌃+⌃+⌃ = 10 V.P.

OVERVIEW

In Right Here, you pilot a spaceship in search of hidden energy gems in deep space. The first player to gather enough power to reach the top rank gets all the glory in the galaxy and beyond!

JOYO, the interactive console is your A.I. Assistant to help you into this task: scanning the map, measuring the distances and teleporting the gems. As captain of your spaceship, you will map the stars, complete tasks and purchase upgrades for your ship all in the hope of climbing the ranks and securing victory.

Use the gems to purchase more upgrade cards to speed up your spaceship while leveling up your rank and end the game.

CREDITS

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VIDEO RULES

WEBSITE

RIGHT HERE!

12 min. 🕐 / 👤

for 2 to 4 👥

Family Board-game

8 years old and up

1 **1x1** Present rules summary

2 **1x1** Double sided scan board

3 **1x3** Folding game maps

4 **4x2** 3D wood tokens

5 **16x3** Resin gems

6 **18x3** Playing cards

COMPONENTS

SET-UP

1 Unfold and join the game maps at the center of the table.

2 Give each player 1 set of tokens: 1 disk +1 dome.

3 Everyone must pick 3 cards, 1 of each color, for a total of 6 ranks/hex: 1+2+3 or 2+2+2.

4 Shuffle each pile of cards per color and set them face down as drawing piles.

5 Deal 1 random gem from the last to the first player, adding 1 more gem to each player.

6 Switch on the **JOYO** console.

7 Scan the launch pad side of the scan board with **JOYO**.

8 Using **JOYO**, scan the home spot on the game map, then place disk tokens onto it.

Move your disk token matching the color and cost of hexes on the game map with played cards.

Discard any hand cards and/or flip purchased cards.

Turn the token bite toward 1 of 6 adjacent hexes of the last arrival hex to scan it with JOYO.

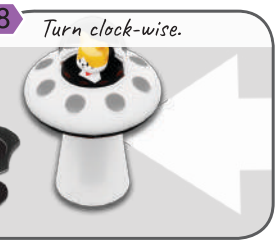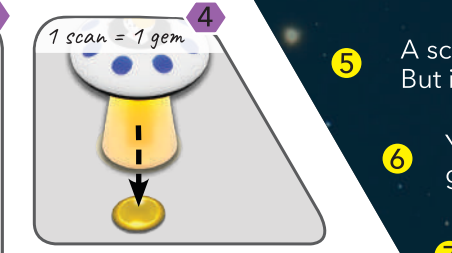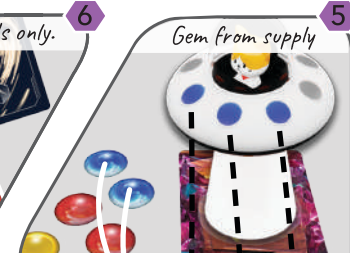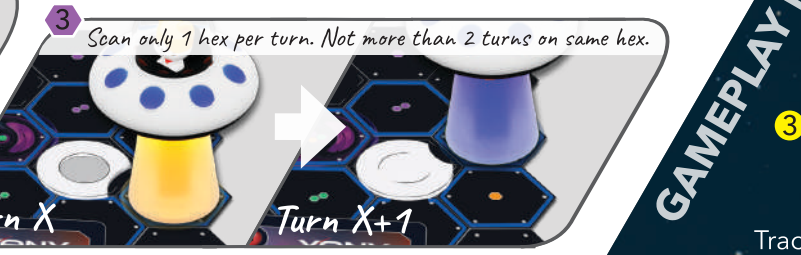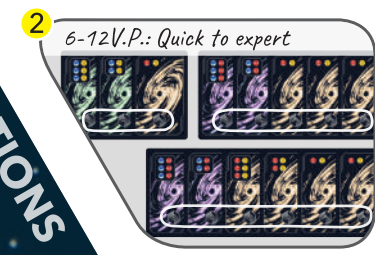Gain 1 gem of the same color as JOYO's light beam.

If on a treasure hex, scan the safe box scan board.

With your collected gems, buy cards from any draw pile then place them face up front of you.

Refill your hand cards in hand and flip back your cards if played cards.
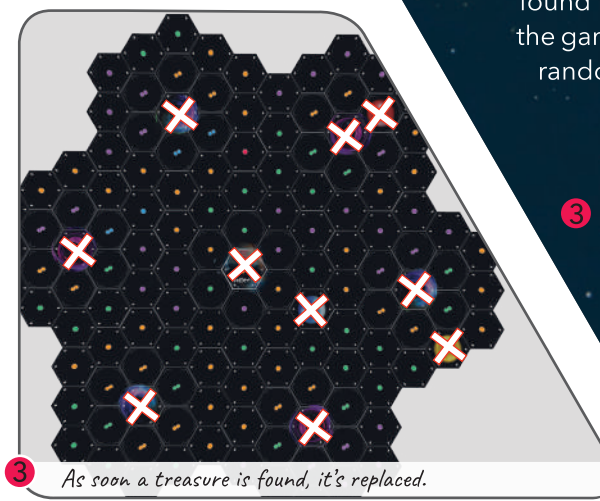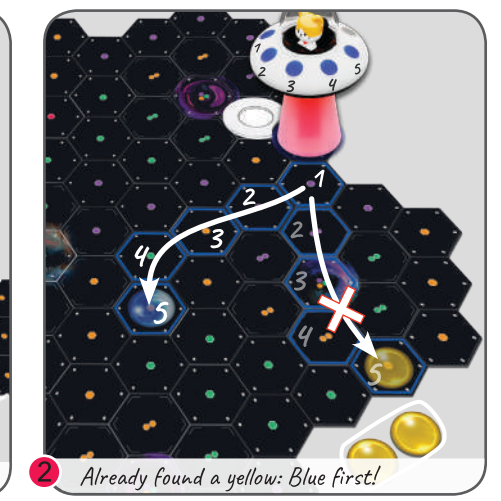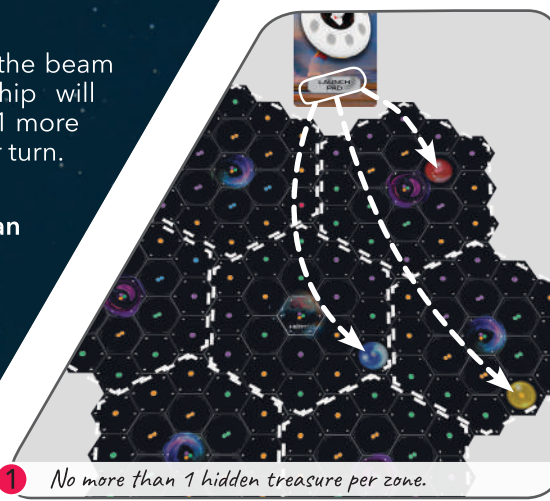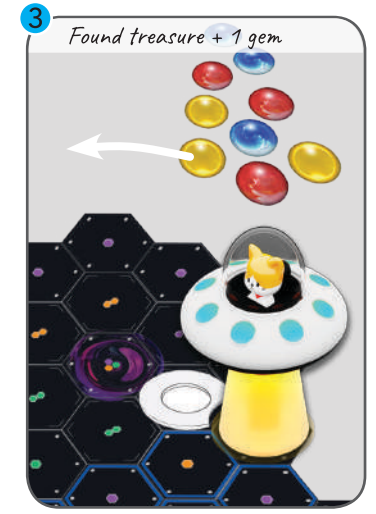
Pass JOYO left!

1 Players order: old to beginner
1st 2nd 4th 3rd

2 6-12 V.P.: Quick to expert

1 1 card = 1 use

3 Jump between same wormholes!

4 1 player per hex!

2 Flip the played purchased cards or discard onto public piles the played hand cards.

3 Scan only 1 hex per turn. Not more than 2 turns on same hex.

Turn X   Turn X+1

6 Buy top cards only.

7 Purchased cards on table.

8 Turn clock-wise.

7 After player's turn: refresh.

8 Refresh draw pile as soon it's empty.

6 Gem from supply

5 Color of lights = color of gems

4 1 scan = 1 gem

6 Target well your treasure!

1 The oldest player should play first.

2 Adjust the level of the end of game condition.

3 Pay 3 of any color to enter a wormhole, jumping to either of the other wormholes.

4 Track your previous position with your dome token. Player must move if your 2 tokens are together.

5 A scan on a hex gives 1 gem only. But it can be 2 to 4 on safe box.

6 You may not trade or exchange gems during the game.

7 Purchased cards = move bonus once per turn only.

8 If a draw pile is empty, reshuffle the discard pile to reform the draw piles.

1 Launch scan
JOYO lights up fully blue, it's ready to play Right Here!

2 Any hex map scan
JOYO's top lights up with the exact number of steps to reach the nearest target. The color of the top tells the color of the gems. If there are more than 8 steps, JOYO will blink.

3 Free additional Gem
While giving distance, the beam underneath JOYO's ship will light up allocating you 1 more random gem. Once per turn.

4 Safe box card board scan
Upon scanning the safe box, JOYO will give you randomly 2 to 4 gems from top lights only.

1 Launch scan lighting effects.

2 Steps to treasure + 1 gem

3 Found treasure + 1 gem

4 Safe box scan lighting effects

1 No more than 1 hidden treasure per zone.

2 Already found a yellow: Blue first!

3 As soon a treasure is found, it's replaced.

1 At the beginning of the game, JOYO will randomly place exactly 3 treasures, 1 of each color, in secret spots on the game map.

2 In case of a tie when finding which treasure to indicate, JOYO will prioritize a color that have been found less. If this is the beginning of the game however, JOYO will choose randomly between the 2 choices.

3 No treasure can appear onto the following hexes: home spot, wormholes or a previous hex that had already a treasure during the game.