



# THUNDERBIRDS SOLITAIRE GAME

Rules

# About the game

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## LEAD INTERNATIONAL RESCUE

The Thunderbirds Solitaire Game puts you in command of extraordinary vehicles, powerful technology and heroic characters from the exciting world of Thunderbirds.



### How it works

Unfolding emergencies across the world are represented by chains of Disaster cards. When innocent Civilian cards are added to a chain, your priority is to save them by deploying the mighty Thunderbirds. As long as you stay on top of things, success is assured — but be careful not to let a Disaster chain go unchecked, because once a chain gathers four cards in a row, the slightest mistake could spell disaster.



### What's in the box

As well as this rulebook, the Thunderbirds Solitaire Game contains 103 cards and 21 dice:

- ▶ 5 Thunderbird cards
- ▶ 1 Lady Penelope card
- ▶ 6 Pilot cards
- ▶ 116 Emergency cards
- ▶ 16 Pod cards
- ▶ 21 assorted dice

The mission of International Rescue is to save lives when disaster strikes. With emergency calls coming in from all over the world, your role is to dispatch the right equipment and the right pilots to each disaster zone, solve tough challenges and rescue victims from mortal danger.



### Pod cards

Transported to the disaster zone by Thunderbird 2, each Pod card represents a highly-specialised rescue vehicle. These vehicles offer a range of options for tackling each emergency situation.



### Lady Penelope

International Rescue's field agent and her loyal chauffeur Parker are represented by a double-sided card which also shows the versatile Rolls-Royce, FAB1, allowing them to travel either by road or air.



### Thunderbird cards

These five cards represent the powerful vehicles which lead International Rescue's day-to-day operations. Each one is designed for a different operational role. During the game, you will decide which vehicle is best suited to which mission, making best use of each Thunderbird's particular strengths to complete challenges and rescue civilians.

### Pilot cards

These cards represent members of the International Rescue team. You will assign a pilot to each vehicle for the duration of a rescue operation, choosing each one carefully to take advantage of their unique skills.



### Emergency cards

The cards in the Emergency deck are divided into three types: Disaster cards, Civilian cards, and Hood cards. Each brings its own challenges. 16 of these cards have a slightly different design on the back, indicating that they are advanced cards which can be used to increase difficulty once you've mastered the basic game.



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- 1 Choose a challenge level
- 2 Set up Tracy Island
- 3 Set up disaster chains

### 1 Choose a challenge level

First, you must decide how many of the 16 advanced Emergency cards you want to include in the Emergency deck. The more advanced cards you include, the more challenging your game experience will be.

- 0-6 advanced cards: introductory game
- 7-10 advanced cards: standard game
- 11-14 advanced cards: challenging game
- 15-16 advanced cards: very tough game

Once you have decided how many advanced cards to include, take this number at random from all the advanced cards (without looking at the faces of the cards) and shuffle them into the regular Emergency deck. Remove the unused advanced cards from the game, again without looking at the faces of the cards you remove. This way, you know how many advanced cards you're using, but not which ones.

The advanced card back includes the ! symbol so you can easily differentiate these cards from the rest of the deck.



D Shuffle the Emergency deck and place it near Thunderbird 5.



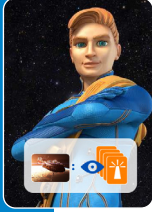
### 2 Set up Tracy Island

A Lay out the five Thunderbirds cards in a row, as shown in the sample table layout opposite.

B Shuffle the Pod deck and place it on the table. Deal three cards face-up alongside it. These are the pod vehicles which will be available at the start of the game.

C Set up the six Pilot cards. John is assigned to Thunderbird 5 at the start of the game, so place him on the Thunderbird 5 card as shown. Place Brains alongside the Pod cards. Lay out the other four pilots near to the Thunderbirds cards, all face up.

John (placed on Thunderbird 5)



Brains (placed near Pod cards)

### 3 Set up disaster chains

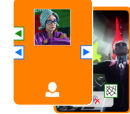
E From the top of the Emergency deck, turn over four cards and lay them face-up in a column, with space for three more cards to the right of each, as shown above.

The leftmost card in each chain must always be a Disaster card. So, if you turn over any Civilian or Hood cards at this stage, immediately put them at the bottom of the deck and draw a replacement. Keep doing this until you have four Disaster cards as shown. Then shuffle the Emergency deck.

F Lady Penelope starts the game at the first chain, so place the Lady Penelope card to the left of the topmost disaster chain. At the start of the game, the card is placed Road-side up.



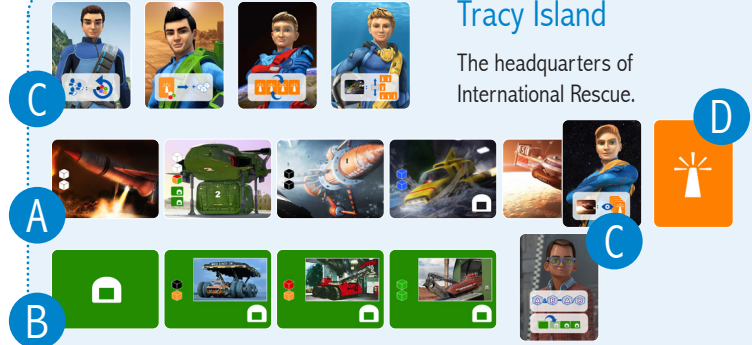
A sample Disaster card



Civilian and Hood cards cannot start a chain

### Tracy Island

The headquarters of International Rescue.



### Disaster chains

These four rows of cards represent unfolding disasters at four different locations around the world.

At the start of the game, there is one Disaster card at the start of each chain, with space for three more to the right.



Vehicles located at each chain are placed to the left of that chain. At the start, only Lady Penelope is here.

The space to the right of the four chains is the Incoming Call area, where upcoming Emergency Cards will be placed during the game.

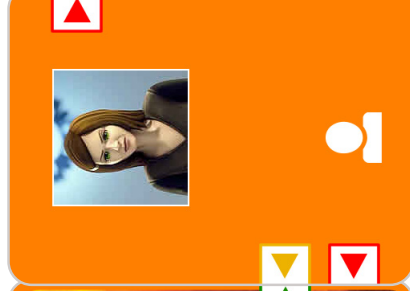
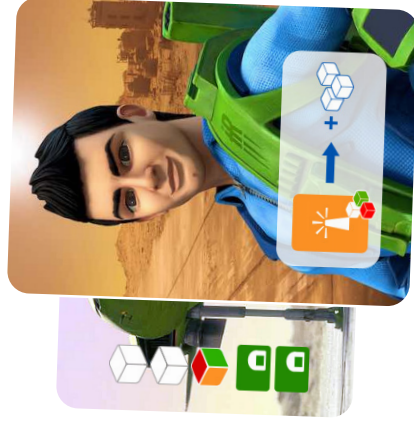
**1** A Pilot can only perform a Rescue action if he is at a Disaster chain with at least one Disaster card.

**2** To perform a Rescue action, simply roll all the dice shown on that Pilot's Thunderbird or Pod card, then allocate some or all of the symbols rolled to any Disaster cards in the chain which have the same active symbols.

**3** If you roll enough symbols to account completely for all the active symbols on one or more Disaster cards, you may discard the card(s) from the chain. If a symbol you roll could be used on more than one card, you can choose which card to allocate it to, but you can't allocate it more than once.

**4** Civilian cards (orange) have no active symbols and can't be discarded by rolling dice. The only way to remove a Civilian card is by discarding the Disaster card on its **left**, at which point you must immediately remove (rescue) the Civilian too.

**5** Once you've discarded all the Disasters and rescued all the Civilians you can, slide any remaining cards leftwards to remove any gaps and form a new unbroken chain. (This is likely to change which symbols are active on each Disaster card.)



Fred has moved Virgil and Thunderbird 2 to this Disaster chain. Thunderbird 2 allows the player to roll two white dice and one red, orange or green die (see page 21 for full details of Thunderbird 2's dice). Fred rolls these dice and gets the results shown: two fire and one trapped.

The second Disaster card in the chain has a single active trapped symbol, so Fred allocates the trapped symbol he rolled to this card.

Fred then has a choice. He can allocate his two fire symbols to either the first card in the chain or the last: both have two active fire symbols, so he can remove either of these cards, but not both. The one he chooses not to remove will be left in the chain at the end of the phase. After checking his other available Thunderbirds and Pilots and considering his options for the next phase, Fred decides to allocate the symbols to the first card in the chain.

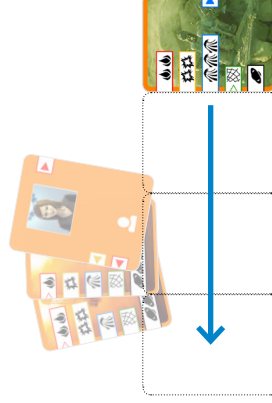
Since he has now allocated all the symbols he rolled, Fred removes the first two Disaster cards. Since the second Disaster card is immediately to the left of a Civilian card, he also removes (rescues) the Civilian, leaving just one card in the chain. He slides this card all the way to the left, becoming the first (and only) card in the chain. Its active symbol is now a single trapped symbol — hopefully not too difficult to remove next time.

## Wild symbols

Each die has a single **wild** symbol. Each wild symbol you roll counts as any one other symbol of your choice. As with all symbols, you can only allocate each wild symbol once. However, you can't store wild symbols (see next page).

## Useless symbols

If you roll symbols which don't match any active symbols in the chain at all, just ignore these dice.

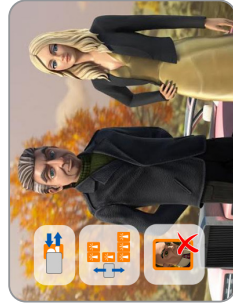


There are more rules about rescues on the next page.

# 8 Lady Penelope phase

The Lady Penelope phase, at the end of your turn, allows you to use the unique skills of Penelope and her chauffeur, Parker, to combat the Hood and escort civilians to safety.

There are two stages in the Lady Penelope turn: Move or Flip, then Escort. The Lady Penelope card is double-sided, and its abilities vary depending on which side is uppermost.

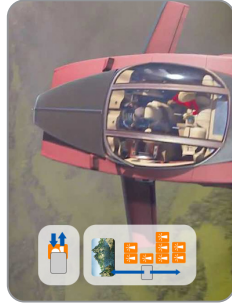


## ROAD

When the Road side is uppermost, Lady Penelope moves slowly from chain to chain, but she is able to neutralise any Hood cards at her location.

## AIR

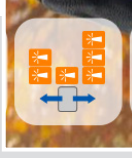
When the Air side is uppermost, Lady Penelope loses her ability to neutralise the Hood, but she can move rapidly to and from any location — including to Tracy Island. (When Lady Penelope is at Tracy Island, just place her card somewhere in that part of the table. It doesn't matter exactly where.)



## 1 Move or Flip

In this part of the phase, you may either move the Lady Penelope card or flip it over (from Road to Air, or from Air to Road). You may not both move and flip in the same turn.

Lady Penelope can move independently, without needing a Pilot to be assigned. The way Lady Penelope moves depends on which side of her card is showing.



► **Road:** Lady Penelope may move from her present location to the adjacent chain either above or below (so, if she's already at the top or bottom location, she only has one option). If she's at Tracy Island, then she can't move by road at all, and you'll need to flip over the card to be able to move in a future turn.



► **Air:** Lady Penelope may move from her present location to any other location, exactly like Thunderbird 1 or 3. This is the only way she can ever move to or from Tracy Island.

When Lady Penelope moves or flips, any Civilian assigned to her stays with her.

## 2 Escort

One of Lady Penelope's key roles is to extract Civilians from danger zones and take them to safety using an Escort action. This allows you to do one of two things:

- **Assign a Civilian:** If Lady Penelope doesn't have a Civilian assigned, and she is at a chain which has at least one uninfluenced Civilian card in it, you may assign one uninfluenced Civilian from that chain to Lady Penelope. Remove the Civilian from its position in the chain and place it under the Lady Penelope card. If this leaves a gap in the chain, slide other cards to the left to fill the gap.
- **Unassign a Civilian:** If Lady Penelope already has a Civilian assigned to her, you may unassign it. If you do this when Lady Penelope is at Tracy Island, the Civilian is instantly rescued (see page 17). Alternatively, if she is at a chain which is not yet full, add the Civilian to the right of the rightmost card in the chain. Note that you can't unassign a Civilian if Lady Penelope is at a full chain (see page 11), because there isn't space to do so.

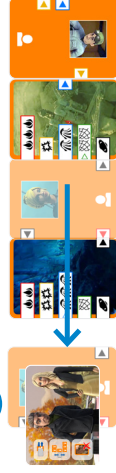


## Neutralising the Hood

As well as escorting Civilians to safety, Lady Penelope can neutralise the Hood. While the Road side of her card is uppermost, any Hood cards that would affect her present location during the Incoming Call phase are instead discarded without effect.

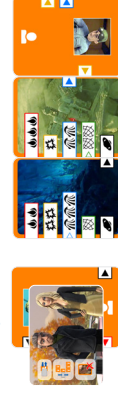


A



Fred has reached the Lady Penelope phase of his turn. After moving, Lady Penelope's card is Road side uppermost at a chain with two Civilians. Fred decides to assign the uncorrupted Civilian to her (A), shortening the chain (B).

B



Next turn, Fred decides to flip Lady Penelope (C). This puts the Air side of the card uppermost, preparing it to move to any location, including Tracy Island.

C



If Fred moves Lady Penelope to Tracy Island in his next turn, he will be able to unassign the Civilian and automatically rescue it.

Note that an escorted Civilian is not rescued until it is unassigned at Tracy Island. Simply assigning a Civilian to Lady Penelope does not count as a rescue.