SPACE SCAVENGERS

Explore and plunder a massive alien wreck in this hidden-bidding and trick-taking game.
2 to 5 players. 30 minutes play time.

An enormous explosion rocks the outer reaches of space. You've been hired by a mega-corporation to explore that region, see what's happened, and bring back evidence, relics, or other physical proof. Upon arrival, you notice the remains of an enormous alien space ship that exploded for some unknown reason. You also notice other hired pilots closing in!

You must gather as much of the remains of the alien vessel as you can. **At any cost!** And hey, if you end up rescuing some alien escape pods in the process, then so much the better. **Crafty use of your Energy and Edge Cards will ensure your victory. Think you can lead your rocketship to victory?**

OBJECTIVE: This is a trick-taking game that features secret bidding. Each of the three rounds of the game has 7 available Sector Cards that you want to win to earn points. Use cards from your hand to bid for the currently-selected Sector Card. The closest unique value wins the bid. At the end of three rounds, everyone adds up their points from claimed Sectors and other factors like Edge Points and Radiation Penalties. The Captain with the most Victory Points wins the game.

COMPONENTS

- **99 Energy Cards**
- **18 Event Cards**
- **80 Tokens: Separated into Edge, Radiation, Alien Escape Pod, and Alien Tech.**
- **27 Edge Cards**
- **5 Contract Cards**
- **24 Sector Cards**
- **1 -Next Sector- Marker**

Contracts are Red, Blue, Green, Violet, and Pink. Alien Escape Pods and Events are Yellow. Radiation is Orange. Remove Radiation is Green.

SETUP

1. Separate the different decks of cards: Energy, Edge, Sectors, Events, and Contracts.

2. Choose a Dealer in any manner you deem appropriate. The Dealer mixes the Public Contract Cards face-down and deals one to each Captain. Once dealt, these are displayed face-up in front of that Captain.

3. The Dealer deals out one Edge Card to each Captain. This starts the Captain's hand.

4. The Dealer deals out six Energy Cards to each Captain. All Captains should now have a hand of 7 cards.

5. The Dealer shuffles the Sector Cards face down, then deals one face-down Sector Card and six face-up Sector Cards in a circle in front of all Captains. Place the Next Sector Marker at the center of this circle.

6. If any Event symbols are shown on revealed Sector cards, add an Event Card face-up next to it on the outer edge of the circle of cards. If there are no Event symbols on any Sector cards, place a face-down Event Card next to the outer edge of the face-down Sector.

Now you're ready to play!

Event Card:

ONE GAME = THREE ROUNDS OF PLAY
ONE ROUND = SIX TURNS OF PLAY

At the start of the game:

1. The Dealer chooses which Sector will be explored this turn. If the Sector is currently face-down, flip it face-up so all Captains can see it. Place the Next Sector Card so that it is pointing to this Sector Card.

2. Each Captain selects a single card from their hand – either an Energy Card or Edge Card – and places it face-down in front of them.

3. When all Captains have selected a card, they are revealed simultaneously.
4. The Energy Card revealed that is <u>closest</u> to the number shown on the Sector Card claims that Sector. They take that Sector card to their Winnings, and collect a Token(s) if necessary: Radiation, Tech, Edge, or Alien Pod.
   ➔ If Captains are tied for closest to the Sector Number, the Captain that used an Edge Card along with their Energy Card wins the tie, otherwise the Captain who played the highest Energy Card wins the tie.
5. The Captain with the WORST bid – the bid furthest away from the current Sector number – takes an Edge Card.
6. If an Event Card needs to be resolved according to the -Sector Winner- or -Worst Bidder-, resolve those now as required. Ties for Worst Bidder are won by the Captain using an Edge Card along with an Energy Card that turn.
7. Be sure to discard all used Edge and Energy cards in their respective Discard Piles, face up.
8. The next turn begins, with the Worst Bidder choosing the next Sector to visit.

CONTINUING PLAY

The round continues turn by turn until six of the seven Sector Cards have been claimed, and only one Sector Card remains. This signals the end of the round. If 3 rounds are done, then the game is over and you should proceed to Scoring, Otherwise, follow these instructions to set up the next Round:

1. **-New Sectors-** The Worst Bidder from the previous Sector becomes the next Dealer. They set up the next Round of play.
   a. The unclaimed Sector from last Round remains.
   b. If it's the Second Round, ensure there are 2 Sector Cards face-down in the circle. If it's the Third (Final) Round, ensure there are 3 face-down Sector Cards.
   c. Deal out any additional Sector Cards needed to make a ring of 7 Sectors in the midde of the play area.
   d. If any Sector has an Event Card icon, draw and place an Event Card next to it.
2. **-Cashing In-** Captains may select to discard any Edge Cards from their hand they don't plan to use in the next Round. This may be useful to do in any case, since the hand limit for all Captains is 7. Captains collect Edge Tokens equal to the value of the Edge Card(s) they've discarded, shown on the bottom edge of that card.
3. **-New Hand-** The Dealer deals out Energy Cards to each Captain until they have a hand of 7 cards.

After three rounds have passed - and at least 18 Sector Cards are either claimed or out of play - then the game ends and the Scoring Phase begins. See -Scoring Phase- for more info about this.

ABOUT EDGE CARDS

Edge Cards are special cards played from a Captain's hand instead of Energy Cards. Depending on the symbols shown on the card, that Captain gains certain advantages for that turn only. If the card allows them to collect Tokens, those tokens are added to that Captain's supply. If an Edge does not allow bidding Energy, then that Captain is considered as -opting out- of the current Sector, and cannot be considered the Worst Bidder (and cannot collect an additional Edge Card).

Resolve an Edge Card as soon as it is revealed. If that Captain's Edge Card affects their Energy Bid or allows them to play an additional Energy Card, they may do so after looking at all the cards already played by the other Captains. If more than one Captain may play an additional card, they keep them face down until all eligible Captains have done so, and then must reveal those cards simultaneously.

Edge Cards not played by the end of the game are instead worth Victory Points to their keepers. The value of the card is listed on its bottom edge. Captains do not earn Victory Points from Edge Cards they've played.

ABOUT EVENT CARDS

Event Cards mix things up: outer space is a big place (in case you hadn't noticed) and nearly anything can happen! If an Event symbol is on a Sector Card, then an event must be resolved along with it. Some events are triggered after a Captain has won a bid and claimed that Sector, indicated by phrases like -The Winner of this Sector- or -The Worst Bidder-. However, some Events have a bold-text phrase starting off the text: **-BEFORE BIDDING-**. This means that the Event must be resolved as soon as that Sector is selected for exploration.

In any case, follow the instructions on the Event Card, and resolve its effect in a way that makes the most sense to all Captains. In most cases this is self-explanatory but you may need to all come to an agreement if something seems unclear.

SCORING PHASE

Captains earn Victory Points as follows:

- **+3** For each Sector Card they've claimed
- **+1** For each symbol on their claimed Sector Cards that matches their Contract Card(s).
- **+3/+2/+1** For the Captains with the most/second most/third most Alien Escape Pods. Ties grant that number of points to those who tied. For example: two Captains tied for second-most Pods each earn 2 Points.
- **+3** For each <u>set of 3</u> Alien Tech Tokens collected. One or two Alien Tech Tokens do not award any Points.
- **+1** For each Edge Token collected.
- **-1** For the first Radiation Token collected.
- **-2** For each Rad Token collected beyond the first. For example, 2 Rad Tokens is a total of -3 Points. 5 Rad Tokens is a total of -9 Points.

WINNING THE GAME

The Captain with the highest score wins! If there is a tie, the win goes to the Captain with the most Artifacts of their Contract Card. If there is still a tie, the victory goes to the Captain with the most Sector Cards overall, and then if necessary the Captain with the fewest Radiation Symbols on their Sector cards.

Thank you for playing Space Scavengers!

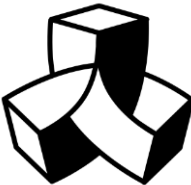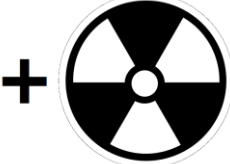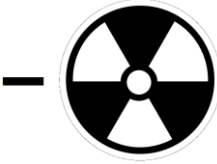**Designer:** Stephen B. Thomas
Phone: 443-653-2120
Email: editor@let-off.com
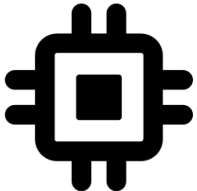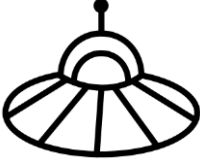
Thanks to: Table Treasure Games; Josh Tempkin; Brad Smoley; Steven Cole; Nick Ferris; UnPub; John Moller; Brews & Board Games in Baltimore, MD, USA; Game Smiths in Colorado, USA; bgdf.com and the fellow members of the Board Game Designers Forum; game-icons.net for prototype icon images
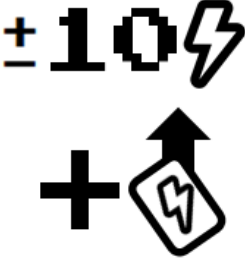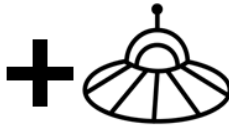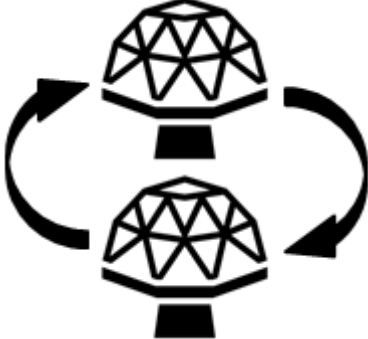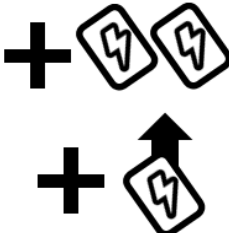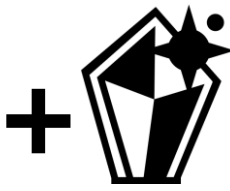
(quick-reference documents are on the following two pages)

QUICK REFERENCE PAGE — SPACE SCAVENGERS

ARTIFACTS, CONTRACTS, AND OTHER ICONS:

BOLD CORP (Red)	SIGMALECTRIX (Blue)	FAPPLESQUATCH (Violet)	TEXOGRAVA (Green)	GALACTIC DYNAMIC (Pink)
ALIEN ESCAPE POD	ALIEN TECH	ADD A RAD TOKEN	REMOVE A RAD TOKEN	EVENT CARD

EDGE CARD ICONS:

±20	±10		
Follow with an Energy Card this turn. Add or subtract 20 from your bid for this Sector, their choice.	Follow with an Energy Card this turn. Add or subtract 10 from your bid for this Sector, their choice.	Collect 1 Alien Escape Pod from the Supply.	Collect 1 Alien Technology Token from the Supply.
After the winner resolves their Sector, pick any unclaimed Sector and switch it with any Sector you've already collected.	After the winner resolves their Sector, move 1 Rad Token of yours out of play or to any unclaimed Sector.	Draw 2 Energy to your hand, then play 1 Energy to bid for this Sector.	Collect 1 Edge Token from the Supply (NOT an Edge Card).

INSTRUCTIONS QUICK REFERENCE
THREE ROUNDS PER GAME, SIX TURNS PER ROUND

SETTING UP THE FIRST ROUND:

1. Dealer selects a Sector to explore.
2. All Captains select a card from their hand and place it face-down on the table.
3. All cards revealed simultaneously.
   a. The Energy Card closest to the Sector's number wins.
   b. If there's a tie, the Captain who used an Edge Card wins, otherwise the highest Energy Card wins.
   c. Edge Cards may be used to increase or reduce a Captain's bid, and/or gain them other bonuses. In some cases, Captains may use an Edge Card, and then play an Energy Card afterward to bid.
4. Winner collects the Sector Card and resolves any of its effects.
5. Any Edge Cards rewarding a Captain are resolved.
6. Event Cards are resolved when needed: Before Bidding, or after the Winner collects their Sector.
7. The Worst Bidding Captain collects an Edge Card, then chooses the next Sector to Explore.
   a. Sector Cards starting face-down are flipped face-up only when selected.
   b. If an Event is displayed on a newly-revealed Sector, draw an Event and resolve it imediately, as specified.

When only one Sector remains Unclaimed, it is the end of that Round. This Sector will be one of the Sectors in the next Round.

SETTING UP THE SECOND AND THIRD ROUNDS OF THE GAME:

1. Deal a total of 7 Sector Cards in a circle in front of all Captains, being sure to keep 2 face-down for Round 2, and 3 face-down for Round 3.
2. Captains may cash-in any unwanted Edge Cards for Edge Tokens.
3. Deal a full hand of 7 cards to each Captain.
4. The Worst Bidder from the last Turn of the previous Round chooses the next Sector to explore.

The game is over when Round 3 ends.

END-OF-GAME SCORING

- **+3** For each Sector Card they've claimed
- **+1** For each symbol on their claimed Sector Cards that matches their Contract Card(s).
- **+3/+2/+1** For the Captains with the most/second most/third most Alien Escape Pods. Ties grant that number of points to those who tied. For example: two Captains tied for second-most Pods each earn 2 Points.
- **+3** For each set of 3 Alien Tech Tokens collected. One or two Alien Tech Tokens do not award any Points.
- **+1** For each Edge Token collected.
- **-1** For the first Radiation Token collected.
- **-2** For each Rad Token collected beyond the first. For example, 2 Rad Tokens is a total of -3 Points. 5 Rad Tokens is a total of -9 Points.

THANK YOU FOR PLAYING!