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Version 1.28

COLLECT SALVAGE..

BE THE BEST..

STAY ALIVE

The Deepspace Horizon, missing for 57 years, recently discovered.

News travels fast in the Spaceport 1 Cantina..

Valuable salvage doesn't stay out there for long in this part of the quadrant.

Rival Junkers are on the scene in a Parsec..

AIM OF THE GAME

Collect the highest salvage value to win the game.

THE BEST JUNKERS

IN THE GALAXY..

Sometimes known as scanners, these elite operatives are the best in the business. Using their hand transporters, they aim to be first on the scene to scan and transport off as much valuable salvage as possible. Rival Junkers are expendable!



NYOTA - HOME PLANET - EARTH

Special Ability: Personal Shield. Ignore security bot damage on a roll of 4-6.

Nyota served with the Galactic Federal Alliance. A mostly non-aggressive organisation. Nyota will usually avoid conflict.. unless it suits her. Her suit is programmed to defend against most security protocols.



RIBBITT - HOME PLANET - FIBIAN

Special Ability: Agility. His strong legs and adhesive hands mean he leaps his way out of Alien threats on a roll of 4-6.

Native of the Fibian system, Ribbitt speaks hundreds of alien languages and is always able to make a good salvage deal.

RIDLEY - HOME PLANET - EARTH

Special Ability: Flame Thrower. Ridley Can flush alien threats into a neighbouring compartment.

Ridley was an officer working for the Byashi Salvage Corporation. She has the contacts to make an excellent Space Junker.



FALCON - HOME PLANET - CARINA 6

Special Ability: Fast Draw. Falcon's combat Score is often +1 to the the value rolled. As charming as he is deadly, Falcon is a crack shot. A born trader and Junker, he is never beaten to the draw and always fires first! Usually found in the Spaceport One Cantina, he is your friendly neighbourhood scoundrel.



JARR - HOME PLANET - GORTA

Special Ability: Jetpack. EVA space moves cost half.

Jarr hails from the outer quadrant. Something of a mystery, he has fast become one of the most profitable Junkers in the game. In a business where speed counts, he is often first to the reward with his efficient Jetpack.



FUPO - MANUFACTURED - DENEK 4

Special Ability: Displacement Beam. He is armed with a highly effective displacement beam. Come across him and you're likely to find yourself on the other end of the ship or floating home! FUPU was once a domestic android. But after being mistreated by his masters, escaped to become one of the most effective Junkers in the Galaxy.



SETTING UP

We recommend setting up the board in the way shown. (Characters may be in any order)
Play proceeds clockwise.

Remove Event Cards cards with a yellow circular symbol. Shuffle the remaining cards and split them in half. Shuffle cards with the symbol into 1 pile (the bottom) and cards with into the other pile. Place one on top of the other to form the Event deck.

LT RIDLEY
SKILL: Flame Thrower. Can flush on Alien 1 compartment per turn in any direction. (Single use per turn.)
REPUTATION: -800, -500, -300, +300, +500, +800
MISSION: -02, -01
Action Die:

RICK FALGON
SKILL: Fast Draw. Add +1 to Action Die when initiating combat. Beats opponents on drawn combat scores.
REPUTATION: -800, -500, -300, +300, +500, +800
MISSION: -02, -01
Action Die:

TABEK JARR
SKILL: Jetpack. Any distance through Space Zones costs 1. Entering the ship still costs 1.
REPUTATION: -800, -500, -300, +300, +500, +800
MISSION: -02, -01
Action Die:

Give each player 3 action dice.

All players begin in space by placing their characters in one of the four space zones around the ship. The youngest player goes first and takes the first player token.



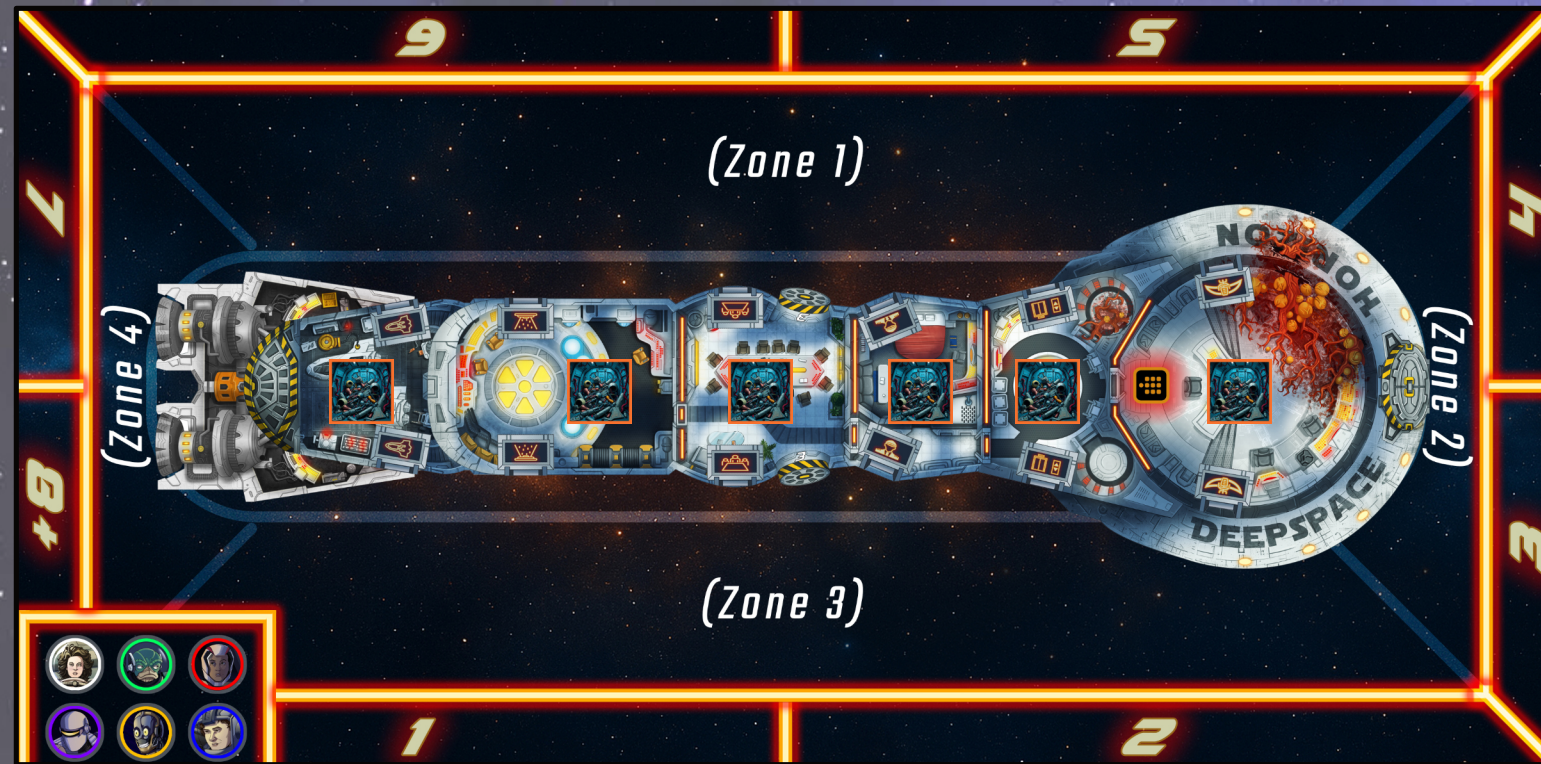
Missions (Optional)

After initial placement, players may draw a Mission card, they then gather the correct amount of yellow mission cubes equal to the steps shown on their mission card. (i.e. The number of squares shown on the left of the card.)



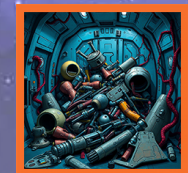
These cubes are then placed in the spaces along the bottom of their player board.

To record progress through the game, players will remove cubes, one at a time and place them on their mission card.



Create the Event deck as shown above and place at the side of the board.

Place 1 salvage token face down in all compartments and two additional tokens on the Alien nest. Place the Alien meeple in the nest on deck 1. (Bottom deck)



FUPO
SKILL: Displacement Beam. Can move opponents 2 compartments in any direction, or into a neighbouring space zone.
REPUTATION: -800, -500, -300, +300, +500, +800
MISSION: -02, -01
Action Die:

RIBBITT
SKILL: Agility. Leaps to safety from Aliens on a roll of 4-6. (No damage but still displaced.)
REPUTATION: -800, -500, -300, +300, +500, +800
MISSION: -02, -01
Action Die:

NYOTA
SKILL: Personal Shield. Deflects Security Bot damage on a roll of 4-6. (Still displaced by the Bot.)
REPUTATION: -800, -500, -300, +300, +500, +800
MISSION: -02, -01
Action Die:



FINDING YOUR WAY AROUND

The Deepspace Horizon has 3 main decks, from Deck 1 at the bottom to deck 3 at the top.

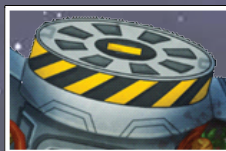


Compartment Dividers: The different compartments are separated by gold compartment dividers.

Multi-Lifts: You can travel 1 or 2 decks for the cost of 1 move.



Airlocks (Yellow and Black stripes): Let you move in and out of the ship from space. There is one in the centre of each deck (both sides) and also one in the Shuttle bay (Deck 2 rear) Bridge (Deck 3 front).



Location Icons: Help you to identify every compartment on the ship. They also help you find your way around when completing Missions.



Ship Systems: 3 locations on the ship allow you to use a ship system. If you have chosen a no.4 Die, you may operate a ship system at these 3 locations.



The Game Board: The area around the ship is separated into 4 space zones, movement cost is 1 between these zones. (You may only move around, not across the ship)



Salvage Tracker: The salvage markers begin in the starting area with the circles.

As players find salvage they move their marker around the edge of the board.



THE PLAYER BOARD

Name and Image

Each round you will roll your 3 Action Dice. Your chosen Die will be placed here

Unique Skill of Your Character



Place the correct amount of Mission cubes here for your Mission

Combat results, or falling into a trap will change your reputation. The final resting place will effect your score at the end. Beware, if it falls too low it will begin to effect your choice of action dice!



DICE SELECTION SYMBOLS

Choosing your Die - After rolling, players choose a die face to lock in for the round. This selection will give players their possible actions this round. These actions can be completed in any order.

1,2 or 3 Movement - For each symbol shown, the player may move their character 1 compartment or Space Zone.

Move Alien - The player may move the Alien 1 compartment.

Note: As the Alien uses vent shafts, this movement may be up/down as well as left/right. The Alien does not use the multi-lift or move into space.

Note: There is no 'down' move from the Bridge or 'up' move from the shuttle bay.

Wild - This symbol may be used to either pick up salvage or as an additional movement.

Heal 1 Reputation in the Red Zone - In locking in a No.3 die, a player may heal a Reputation 1 space to the right if they are in the **-D1** or **-D2** zones. There is no modification if the Reputation marker is in any other position.

Combat Rating - This will be your combat rating for the round.

(See combat on pages 10-11)

Use Ship System - If locking in a No.4 die, a player may use a ship system during their turn. These locations are marked with a symbol.

Bridge - You may use the bridge controls to hack an opponents hand scanner.

This lets you steal 1 salvage token from them. Choose 1 face down token at random.

Med-Bay - You may heal 1 space to the right on your reputation track.


Engineering - Operate the airlocks on all decks to blow out any players in airlock compartments. (Gain 1 Reputation for each player effected!)



MOVEMENT CHARACTERISTICS

Players



Players move the number of spaces shown on their selected Action Die. Each  selected allows a single move.

On the Ship by Foot - You may move 1 compartment side to side only. Compartments are divided as shown here.



On the Ship by Multi-Lift - When in a Multi-Lift compartment, players may move 1 or 2 decks up or down for the cost of 1 move.




In Space Zones - There are 4 space zones around the ship. Players begin in these zones (See page 4). A single movement allows players to move 1 space zone.

Note: Movement is only allowed around the ship. Players may not move across the ship.

Aliens



On the Ship by 'Foot' - Whenever an Alien symbol  is shown on the chosen Action Die, the player may move an Alien 1 compartment side to side or up and down if a compartment is present above or below. If 2 Aliens are in play the player chooses. If the Alien comes across players, all players in that compartment lose 1 reputation and are displaced 1 compartment or into the multi-lift. (Ribbitt my roll against the reputation damage but not the displacement.) The player who moved the Alien gains a maximum of 1 reputation if the Alien displaces other players.

The Alien does not use the multi-lifts and is never blown into a Space Zone (Suction Feet!)

Security Bot



On the Ship by 'Foot' - The Security Bot lies dormant until activated by an Event card.

Once in play, he is the first to move each round and is operated by the First Player. He will move 2 compartments. If he comes across players, all players in that compartment lose 2 reputation and are displaced into the compartment he came from. (Nyota my roll against the reputation damage but not the displacement.)

On the Ship by Multi-Lift -The security Bot does use the Multi-Lifts. His direction is decided by the current first player. The Security Bot is never blown into space (Magnetic Feet!)




COMBAT PROCEDURE

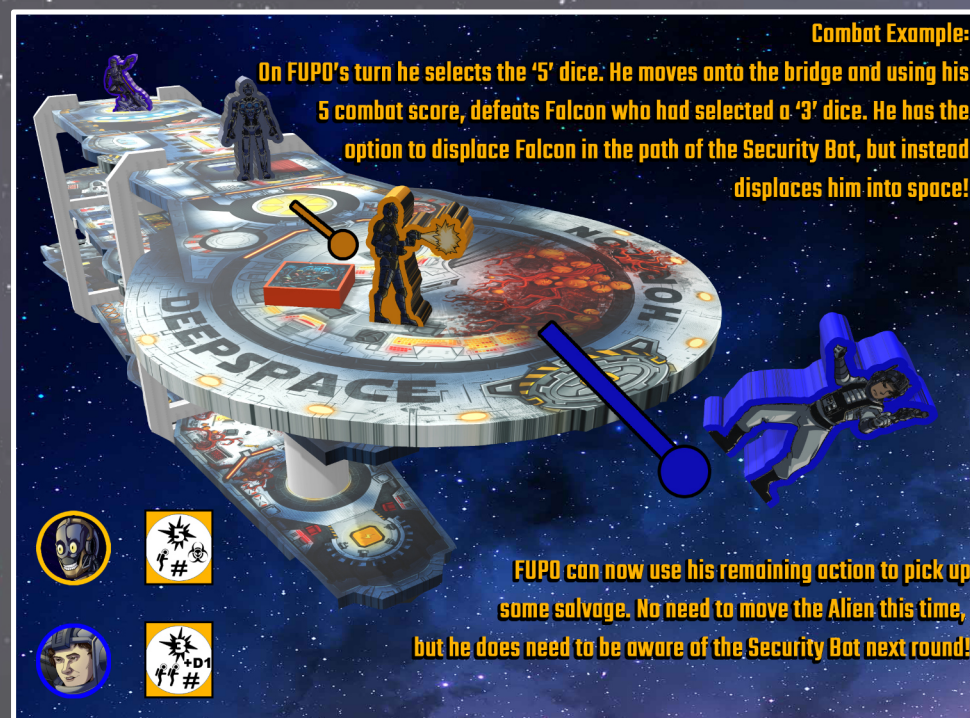
Whatever die face you choose, it will come with your combat rating for that round.

Simply put, anyone who has chosen a higher Combat Rating may attack you and you may attack players with a lower combat rating. Combat is always optional and ties are ignored.*

Combat Effect When you are defeated in combat, move the acrylic marker on your Reputation Track, one space to the left, your opponent may also move you one compartment to the left or right or into the multi-lift (if in the ship), or one space zone if outside. When you defeat your opponent, move your Reputation marker one space to the right as well as executing the above for your defeated opponent. Combat has the benefit of keeping you away from the red zone where you lose action die choices, combat also increases your final score at the end of the game.

Exceptions *: Falcon's  special ability is Combat. He automatically wins on ties and can beat anyone with 1 rating above his number. Therefore he is also the only person able to beat a player on a '6' die.

FUPD  may use his displacement beam to move players 2 compartments away in any direction. He can also displace players into space!



Important: Players may only attack 1 target per compartment and cannot attack the same player twice in a turn. They can however inflict further damage depending on where they displace the player to. (For example into an Alien compartment!)

Combat with Aliens



Whenever you find yourself sharing a compartment with an Alien it will attack. You lose 1 Reputation and you are displaced 1 compartment by the player that caused the conflict in a direction of their choosing. (Left/right 1 compartment or up/down a multi-lift) *


Combat with the Security Bot




Whenever you find yourself sharing a compartment with the Security Bot it will attack. You lose 2 reputation and you are displaced by the player that caused the conflict into the compartment the bot has just left.*

Alien interaction with the Security Bot

When the Security Bot enters an Alien compartment, the Alien is moved left, right UP or DOWN by the player who moved the Bot (Usually the First Player) *

* **Exceptions:** Ribbit  rolls a spare Action Die when exposed to an Alien. On a 4-6 he is still displaced, but is saved from reputation damage by his leaping Fibian legs.

Nyota  rolls a spare Action Die when exposed to the Security Bot. On a 4-6 she is still displaced, but is saved from reputation damage by her personal shield.

TRAPPED!

There may be occasions when you cannot move on a turn. e.g. You may be trapped in a compartment with an Alien outside and no other exit. On these occasions only, you may use your weapon to create a hole in the hull to the space zone outside. (This 'hole' is not to be considered an doorway for the rest of the game.)

2 PLAYER GAME

The following changes are recommended for 2 player games.

- Players choose 2 characters each
- Instead of clockwise order, the first player chooses a character to activate, then the 2nd player chooses one of theirs. Continue until all 4 characters have activated.
- The first player changes each turn regardless of salvage totals.
- Highest group salvage total is the winner!



GETTING STARTED - THE GAME ROUND

Play Order

- On the first turn, the youngest player goes first. On subsequent turns the player with the lowest amount of salvage tokens goes first (recorded around the board edge). In the event of ties, it is the next clockwise player from the previous first player.



Order of Play

- The Security Bot is moved by the current first player if it has been activated.
- All players roll their 3 Action Dice. (Later in the game this may be reduced to 2 or 1.)
- Players select a die and place it on their player board in the top right position keeping it secret.
- When all die have been locked in, players reveal their choices at the same time.
- In clockwise order, beginning with the first player, players action the symbols on their chosen die in any order.

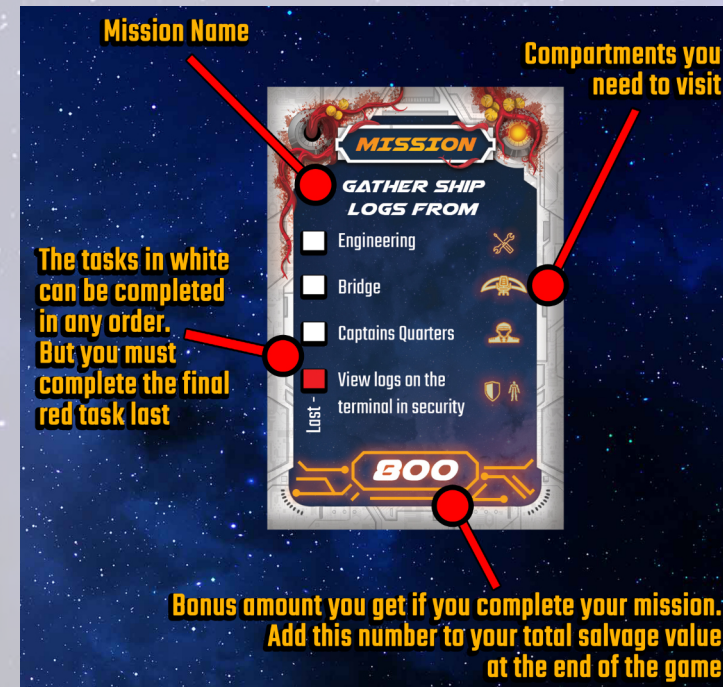
Post Turn

- Each player records any salvage collected on the Salvage Tracker (These are the numbers around the edge of the Game Board. The wooden player markers begin in the corner of the board. Move your marker around the board, every time your salvage count changes.)
- Finally, the player draws and actions an Event Card. Play then continues to their left.



MISSIONS (OPTIONAL)

Missions allow you to increase your score at the end of the game.



In the example shown here, the mission has 4 tasks to complete.

If you drew this card you would begin by placing 4 yellow mission cubes along the bottom of your player board.



Shown here the symbol for the Alien nest

How they work

As players move around the ship collecting salvage they may also try to visit the locations shown on their mission card. Every compartment contains a symbol so you can identify the places you need to go. The text is purely thematic, you simply have to go to the location to complete a step. Be aware that some Mission steps require you to use a certain Action Dice to complete them.

Completing Steps

Each time you complete a step, move a mission cube from your player board to cover the red or white square on your Mission card. This way you can keep track of the steps you have completed. Note: Missions are optional and can be skipped if you prefer, for a slightly shorter or simpler game.

GAME END

The end of the game is triggered when either of the below situations occurs.

1. There is no salvage remaining to collect.
2. There are no further event cards. Players still complete the round giving remaining players a last turn. (Points can still be scored with combat or other methods!)



CHARACTER ABILITIES IN DETAIL



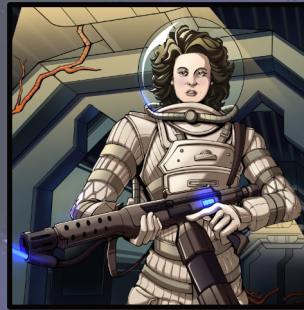
RIBBITT: FIBIAN LEGS

His strong legs and adhesive hands mean he leaps his way out of Alien threats. When encountering an Alien, Ribbitt rolls one of his spare action dice. On a roll of 4-6 he is still displaced but takes no reputation damage. Note: He has no protection from the direct-fire weapons of the players or Security Bot.

RIDLEY: FLAME THROWER

Ridley Can flush Alien threats into a neighbouring compartment. (Left, Right, Up or Down). Single use per turn.

The weapon does not effect the Security Bot.



FALCON: FAST DRAW

Falcon's combat rating is +1 if he initiates the combat, add this to his current Action Die. He also automatically wins on ties, so can beat anyone 1 score above his number. This means he is also the only person able to beat a player on a '6' die.



JARR: JETPACK

Jarr can move 2 space zones for the cost of 1 movement. He still uses 1 movement to enter the ship. (e.g. Bridge to Shuttle Bay in 2 moves!)



FUPO: DISPLACEMENT BEAM

FUPO is armed with an effective displacement beam. Whenever he wins a combat he places the player into a neighbouring space zone of his choice or 2 compartments in any direction.

(The Security Bot and Alien are unaffected by his weapon.)



NYOTA: PERSONAL SHIELD

Nyota has a state of the art spacesuit incorporating a personal shield set to counteract security protocols. Whenever she takes fire from the security bot she rolls one of her spare action dice. On a roll of 4-6 she takes no reputation damage but is still displaced. Note: The shield gives her no protection from other threats.



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QUICK GUIDE

Setup

1. Build the ship and place in the centre of the board
2. Create the Event Deck as shown on page 5
3. Players take a Player Board for their chosen character
4. Players take 3 Action Dice and place a red acrylic cube in the centre of their reputation track
5. Players place their character meeple in any space zone around the ship
6. Players place their salvage marker in the starting area on the game board
7. (Optional) Players draw a Mission Card and place the correct amount of yellow mission cubes at the bottom of their player board, matching the amount of mission steps on the card

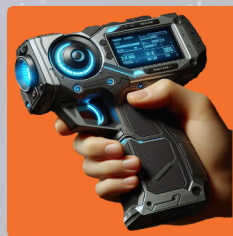
Round Procedure

1. Establish First Player and give them the First Player Token

First Turn - Youngest Player

Subsequent Turns - Player with the fewest Salvage Tokens

(For ties this is the first clockwise player from the previous first player)



2. All Players Roll their 3 Action Dice

(Players in the -D1 or -D2 position on their reputation track will be rolling less dice!)

3. All players select an Action Die and place it on the top right of their player board

(Do not reveal yet)

4. When ready, all players reveal their Die selection at once

6. Players take their turn clockwise from the First Player

Each Player

A: Executes as many symbols on their Die face as desired in any order

B: Moves their marker on the Salvage Tracker if they have gained any salvage

C: Draws and executes an Event Card