

TORTUGA

2199

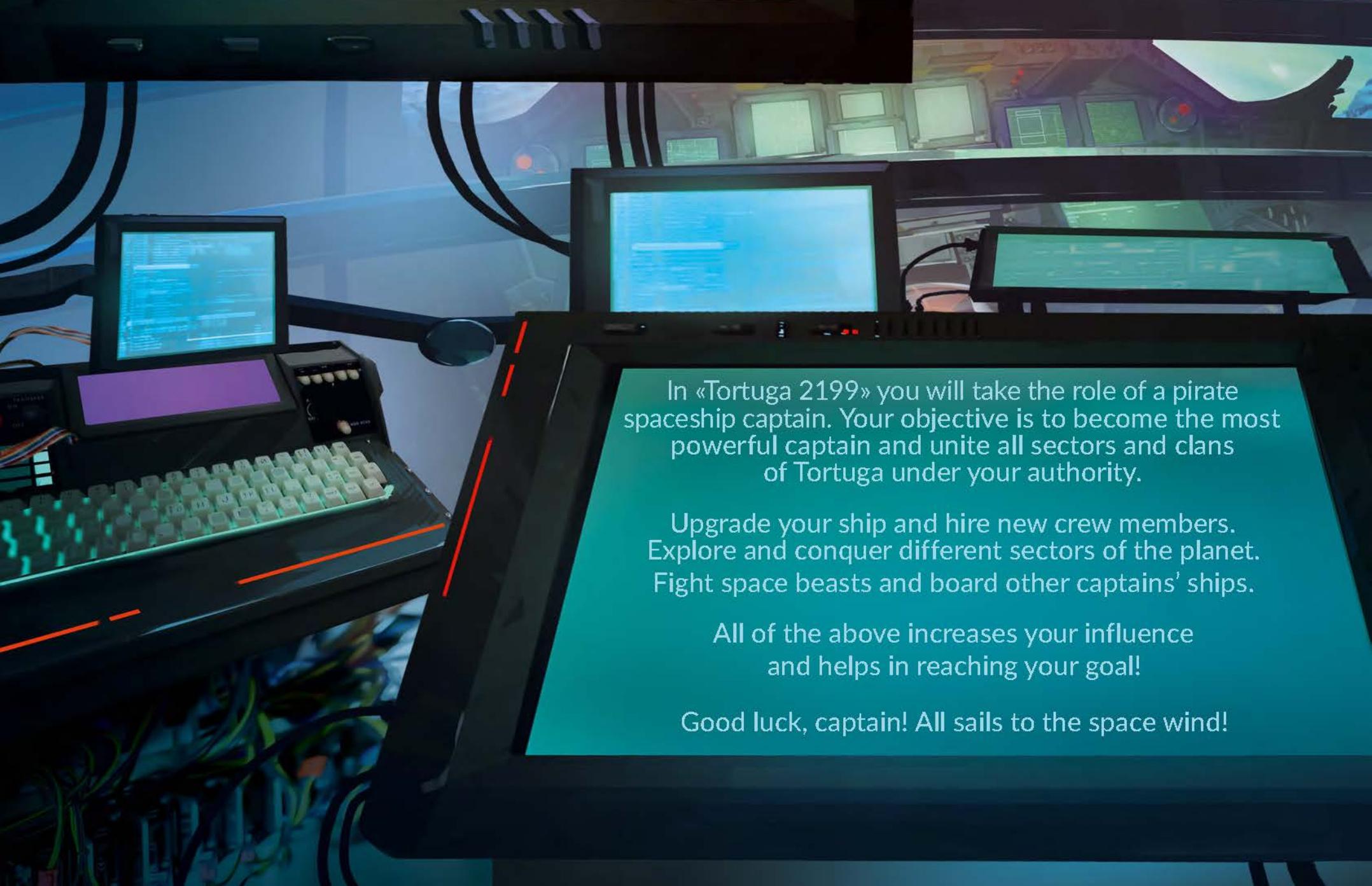
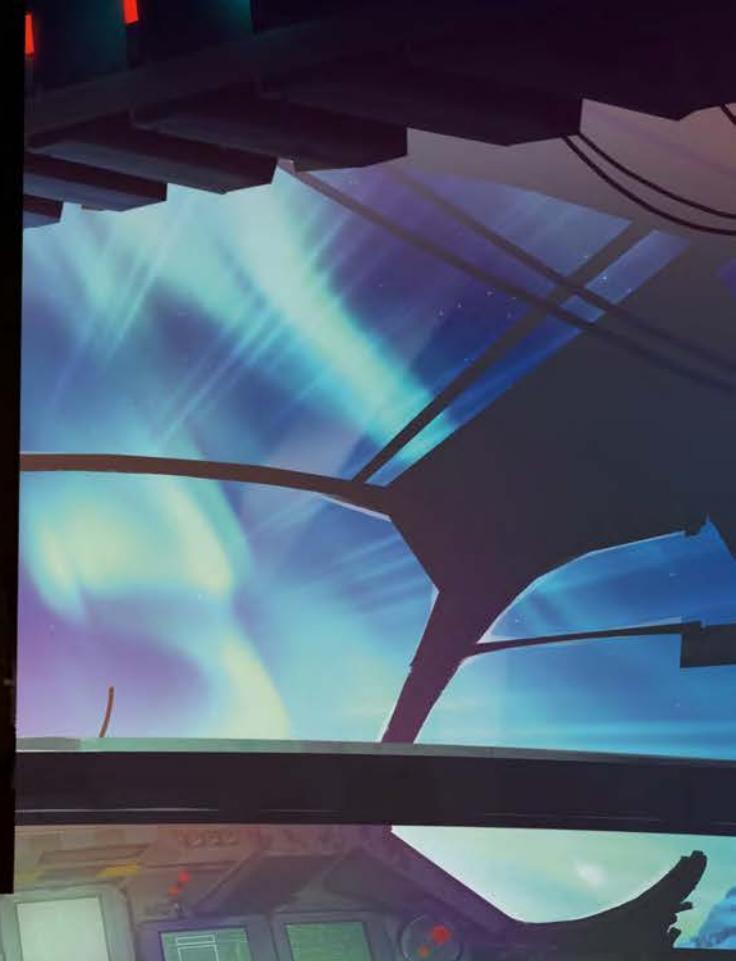
RULEBOOK

Planetary register...

Tortuga — former Interstellar Confederation's mining colony. Stands out for its aggressive environment and fauna.

The planet is located inside the neutral buffer zone of Omega sector.

An important resource called Helium-3 is being mined there. Since miners' rebellion, the planet is under control of insurgents and disunited miner clans. Unregistered smuggler and private military company spaceships were also spotted. Highly discouraged to visit by Confederation ships...



In «Tortuga 2199» you will take the role of a pirate spaceship captain. Your objective is to become the most powerful captain and unite all sectors and clans of Tortuga under your authority.

Upgrade your ship and hire new crew members. Explore and conquer different sectors of the planet. Fight space beasts and board other captains' ships.

All of the above increases your influence and helps in reaching your goal!

Good luck, captain! All sails to the space wind!

WHAT'S IN THE BOX

11x Hexagonal sector tiles



3x Turret location tokens



3x Trading Post location tokens



4x plastic Spaceship miniatures



11x Sector Control tokens



10x Minerals tokens



40x colored player markers



10x Hunt tokens



4 Memo cards



Deck of Tortuga sector, 31 cards



Deck of Fortress sector, 10 cards



Deck of Research Lab sector, 10 cards



Deck of Mines sector, 10 cards



Deck of Vortex sector, 10 cards



10 Hunt cards



4 Spaceship cards



12 Manoeuvre cards



4 Booster cards



20 Mining cards



SETTING UP THE GAME

1. Assemble the playing board.

Place the following sector tile in the center of the table Tortuga.

Depending on the number of players, place the following sector tiles as shown: Trading Post and Turrets.

Six sectors in case of 3-4 players. Four sectors in case of 2 players

Place the following 4 sector tiles randomly in places marked by (X): Vortex, Research Lab, Mines, Fortress

2 players

Example of sectors' starting placement

3 players

Prepare the Influence tokens bank somewhere on the table.

Place a Minerals token on each sector, except for Tortuga.



4 players

Place a control token on each sector, matching its Influence value.



Place Trading Post and Turrets bonus tokens on corresponding sectors.



Place a random Hunt token on each sector, except for Tortuga. These tokens must be placed exclamation mark side up. Don't look at the other side.



Place 4x plastic Spaceship miniatures on Tortuga sector

2. Prepare Sector card market.

Place different Tortuga Sector cards in piles near the playing board, face-up. Each pile must contain cards of similar cost.

Tortuga
Sector cards



Mines Sector cards



Shuffle each of the Sector card decks: Vortex, Research lab, Mines, and Fortress. Place each deck near the corresponding playing board sector, face-down.

Fortress Sector cards



Draw 2 cards from each of the following Sector decks: Vortex, Research Lab, Mines, Fortress. Place these cards face-up, next to their corresponding decks.

Hunt cards



Research lab Sector cards



Vortex Sector cards



3. Setting Up Individual Player Components.

Choose randomly a player to take the first turn.
Starting from the first player (clockwise), each player chooses a Spaceship miniature and takes the corresponding Spaceship card.

Each player claims their starting cards:
5 «Mining» cards,
3 «Manoeuvre» cards
and 1 «Booster» card.
Each player shuffles their 10 cards, creating a deck.

Each player claims 10 markers of their chosen color.
Each player allocates some place to be their cargo bay and places their 10 markers there.



Each player places their deck in a cargo bay face-down and allocates some place for a discard pile.
Each player places their Spaceship miniature on Tortuga sector



Depending on the number of players, each player, starting the first (and clockwise), draws cards from their deck:

| Players |
|---------------|
| First player |
| Second player |
| Third player |
| Fourth player |

2 players

4 cards

5 cards

5 cards

3 players

3 cards

4 cards

5 cards

4 players

3 cards

4 cards

4 cards

5 cards

DEFINITIONS

Player's hand – all cards a player currently has in hand. At the end of each of their turns, a player discards all cards which were played this turn, as well as any remaining cards, then draws 5 cards from their deck.

Player's deck – a deck of face-down cards in that player's cargo bay. (At the beginning of the game, the deck consists of 10 starting cards.) If a player must draw a card, but the deck is empty, they reshuffle the discard pile and place it face-down, forming a new deck.

Player's discard pile – a pile of face-up cards in that player's cargo bay. Played and purchased cards are generally placed in a discard pile.

Cargo bay – a place on the table, where all of the player's items are kept: cards, markers, as well as Bonus, Control and Influence tokens. Try to allocate the place for cargo bay the way all other players would clearly see what items (and how many of them) are stored inside.

Sector – location on the planet, represented by a sector tile. Each planet's sector offers different goods and services to captains

Reserved card – a card placed face-down separately in a player's cargo bay. The card is reserved, when a player performs the «Reserve a card» action. We recommend placing the card into your reserve horizontally, so it would not be confused with the deck.

Player's reserve – a place in that player's cargo bay, where a reserved card is placed. Each player may only keep 1 card reserved at a time

Adjacent sector – a sector with a shared border with another sector.

Sector under control – a sector, conquered and controlled by a player

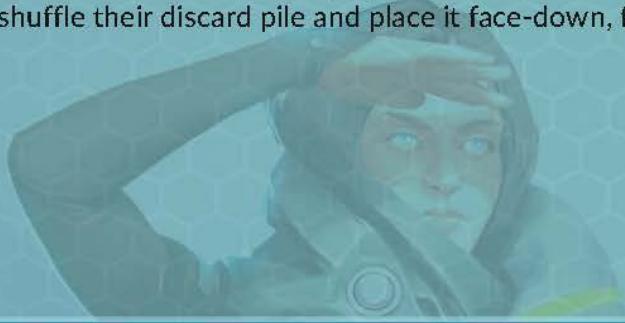
Destroy a card – return the card to the box

Winning Conditions.

Each player takes the role of a spaceship captain, fighting for influence on a distant planet – Tortuga. The final goal for each captain is seizing control of the planet, which means gaining 15 Influence points or having the most Influence points after the central sector (Tortuga) is conquered.

GAME TURN AND CONCEPT

- Each player takes turns, starting with the first player (and clockwise).
- Each player usually starts their turn with 5 cards in their hand.
(First turn may be an exception).
- During their turn, a player plays cards from their hand, performing actions.
- Cards, played from the hand, are moved to the discard pile face-up at the end of current player's turn.
- At the end of the player's turn, all cards, still remaining in their hand, are moved to the discard pile as well.
- Then, the player draws 5 cards from their deck.
- If the deck runs out of cards, and a player needs to draw another card, they reshuffle their discard pile and place it face-down, forming a new deck.



There are 2 types of resources in the game:

Crypto

Manoeuvre

- If, during their turn, a player plays from their hand any cards with resource symbols on them, these resources can be spent at any point during this turn.
- A player may split resources gained to perform any combination of actions and/or purchase different cards.
- All non-spent resources are lost at the end of the turn.
- Each player may look at any cards in their discard pile anytime, as well as at any cards removed from the game.
- If there are any actions on a card, a player decides if they'll be using those actions, the moment the card is placed on the table. If there are several actions, the player resolves any/all of them in the order they choose. Using card abilities is optional, and players may use cards without resolving their abilities.

CARD BREAKDOWN

- Most cards have their prices (in Crypto) indicated at the top part of it. It may also contain a letter, indicating the card being related to some planet's sector (except for Hunt and starting cards).
- At the bottom of the card, there's an information box with its name, and the list of resources it gives.
- There are also cards with additional abilities.
- Cards' combat abilities (during combat / when attacking / when defending) may only be used in combat with other players' Spaceships.
- The top part of a Hunt card contains its difficulty rating and the number of Influence it brings you.



Sector

Abilities

Starting card



Cards' cost

Resources

Sector card

Influence points

Abilities



Hunt difficulty rating

DETAILED BREAKDOWN OF ACTIONS, AVAILABLE DURING THE TURN

During their turn, a player may perform any number of following actions, described below, in any order.

1. Draw the reserved card (beginning of the turn only).

At the beginning of their turn (and before performing any other actions), a player may draw the reserved card to their hand.

Thus, at the beginning of the turn, a player may have a total of six cards in their hand.



2. Play a card.

A player places a card from their hand in front of them. A player gains a number of Crypto and Manoeuvre indicated on the played card.

A player may choose to use special abilities, indicated on played cards, in any order.



3. Buy a card.

A player may spend Crypto resources and/or Minerals tokens to purchase any number of cards from their Spaceship's current sector. After purchasing, these cards are placed in the player's discard pile.

The sector card's cost is indicated in its top right corner.

The sector card's relation to a sector is indicated in its top left corner.

After purchasing a card from the following sectors: Vortex, Research Lab, Mines, Fortress, it is replaced by the top card of the corresponding sector deck, which is placed face-up

Sector

'V'

Cards' cost



4. Refresh market in current sector (except T sectors).

A player may spend 1 Crypto to move one of their current sector's open cards to the bottom of its deck and replace it with the top card from the deck. This action may be performed in any sectors, except for those marked with letter T.



5. Move.

A player may spend 1 Manoeuvre to move their Spaceship to any adjacent sector. Any sector may contain any number of Spaceships.

Spaceships don't prevent other Spaceships from moving. Some cards have additional abilities, allowing to move several sectors at a time.



Example of Playing and Buying Cards.

At the beginning of his turn, a player decided to play all 5 cards from the hand: four Mining cards and one Manoeuvre card. The player gains 4 units of Crypto and 1 unit of Manoeuvre to spend during this turn. The player's Spaceship is currently located in Tortuga sector (T).

The player spends 1 unit of Manoeuvre to Move. He moves the Spaceship to an adjacent sector, Trading Post (T). The player then purchases 2 Hacker cards (T) at Trading Post (T), spending 2 units of Crypto per card. All the purchased cards are placed to the player's discard pile. All the cards played during this turn are also moved to the discard pile. At the end of his turn, a player draws five cards from his deck.



6. Collect minerals.

A player may spend 1 Manoeuvre to collect a Minerals token from their Spaceship's current sector, moving the token to their cargo bay.

Minerals tokens in the cargo bay are not lost at the end of the player's turn.

Each Minerals token in the cargo bay may be spent as 1 Crypto.

During the player's turn, they may spend several Minerals tokens at once.

After a Minerals token is spent, it is moved to the Mines (M) location cache's stack.



7. Explore hunted creature.

A player may spend 1 Manoeuvre to secretly look at the Hunt token on their Spaceship's current sector, then place a Hunt marker of their color from their cargo bay to this Hunt token.

Hunt tokens include the information about the target, how many Influence points it grants and its hunting difficulty.

During the game, a player may look at the information on any Hunt tokens, explored by them.

Several players' markers may be placed on the same Hunt token.

A player may perform the Capture hunted creature action, only if its Hunt token was explored (the creature token has the player's marker on it).



Example of Collecting and Spending Minerals, and Exploring a Hunted Creature:

At the beginning of the turn, a player has 5 cards in her hand: three Manoeuvre cards, one Mining card and one Booster card. She decides to play four cards: three Manoeuvres and one Mining. The player gains 3 units of Manoeuvre resource and 1 unit of Crypto resource to spend during this turn. The player's Spaceship is located in Tortuga sector (T).

The player spends 1 unit of Manoeuvre to Move. She moves the Spaceship to an adjacent sector, Trading Post (T). The player spends her second unit of Manoeuvre to Collect minerals, moving the Minerals token from this sector to her cargo bay. The player uses her Booster card, moving her Spaceship two sectors – to Vortex sector (V). The player spends her third Manoeuvre unit to Explore hunted creature. She takes and secretly peeks the Hunt token in the Vortex sector (V). She finds out that the creature on the token is Bot (hunting difficulty 2). She returns the token to its sector and places a colored marker from her cargo bay on it.

At the end of the turn, the player purchases the Mercenary (V) card from the Vortex sector (V), spending 2 units of Crypto. (She gained one unit of Crypto by playing her Mining card, and the other one – by spending Minerals token from her cargo bay). A spent Minerals token is moved from the player's cargo bay to the Mines (M) sector's cache. The purchased card is placed in the player's discard pile. All the played cards are also moved to the discard pile. At the end of her turn, the player draws five new cards from her deck.

8. Reserve a card from the hand.

A player may spend 2 units of Crypto to move one card, which was not yet played this turn, from their hand to Reserve area. The reserved card is placed face-down.

A player may not reserve a card, if there's already a reserved card in their Reserve area.



9. Destroy a played card.

A player may spend 2 units of Manoeuvre to remove a card, which they played this turn, from the game, returning it to the box. The player gains any resources, indicated on the removed card, as normal, and may spend them this turn even after the card is removed (if they were not spent before).

The removed card is placed in the game box.



10. Capture hunted creature.

A player may gain control of the target, depicted on the Hunt token they already explored. The player's Spaceship must be located in the same sector, as the explored Hunt token. Capturing the target requires paying a number of Manoeuvre resource, equal to hunting difficulty rating depicted on the Hunt token.

After capturing the target, the player gains 1 Influence point and the Hunt token, moving them to cargo bay. Hunt tokens in the player's cargo bay are used to keep track of the number of Hunt cards in their deck. The player searches the Hunt deck for a card with the same name, as depicted on received Hunt token, and places it in their discard pile. Each player's colored marker is then returned to its owner's cargo bay.

Example of Reserving and Destroying Cards:

At the beginning of the turn, a player has 5 cards in her hand: 2 Mining cards and 3 Manoeuvre cards. She plays 2 Mining cards from her hand and gains 2 units of Crypto. Then, the player spends 2 units of Crypto and performs «Reserve a card» action, moving one Manoeuvre card from her hand to her Reserve area. She then plays 2 Manoeuvre cards from her hand, gaining 2 units of Manoeuvre. She spends both of these Manoeuvre units to Destroy a played card, removing one Mining card, played this turn, from the game. This Mining card is placed in the box and is not used in this game anymore. All the played cards are also moved to the discard pile. At the end of the turn, the player draws five new cards from her deck.



11. Redeem hunted creature card.

A player may remove any Hunt card in their hand from the game to gain a number of Influence points equal to the value depicted in its top left corner and placing them in their cargo bay. The removed card and its token are returned to the box.

A player may choose not to redeem the Hunt card, and play it normally instead. A player chooses whether to redeem the Hunt card, each time they have it in their hand.

Influence points granted by removing the card

Name of the Hunt card

Hunt difficulty rating



Hunt card

12. Conquer the sector.

A player may gain control of any sector. The player's Spaceship must be located in the sector being conquered. Conquering the sector requires paying a number of Manoeuvre equal to the sector's defense plus 1. Each sector's borders are marked with numbers, defining its defense value.

At the beginning of the game, each sector has its minimum possible defense.

1. Trading Post/Turrets require 3 Manoeuvre to conquer.
2. Vortex/Research Lab/Mines/Fortress require 5 Manoeuvre to conquer.
3. Tortuga requires 15 Manoeuvre to conquer.

After the sector is conquered by a player, that player places their marker on the sector's defense area equal to the number of Manoeuvre spent. This means, each time the sector is conquered, its defense is increased by 1. You can't spend more Manoeuvre to increase the Defense number by more than 1.

If there was another player's marker on the sector, it's returned to its owner, who now lost control of the sector.

After the sector is conquered, the player claims its control token as well as the bonus Trading post/Turrets token, in case it's present in the sector.

The conquering player gains control of the sector.

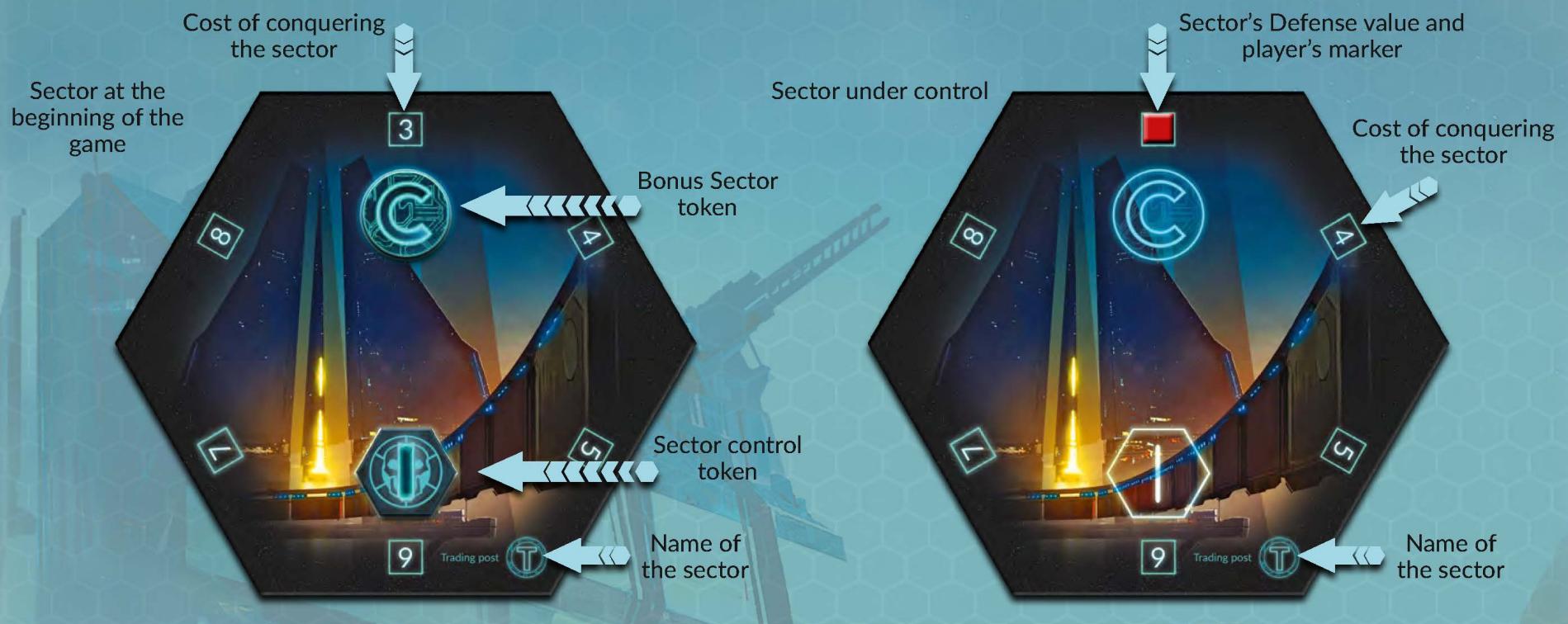
Sector Control tokens increase the player's Influence, and are placed in their cargo bay.

Bonus Sector tokens are used to keep track of bonuses for controlling these sectors. They are placed in the player's cargo bay.

If, after the sector is conquered, its Control token and Bonus token belong to another player, that player loses control of the sector and must give these tokens to the sector's new controlling player.

If a sector has reached its maximum Defense value (8/10), it still can be attacked by spending this number of Manoeuvre units plus 1. After conquering this sector, the player's marker is placed to the maximum Defense value (8/10).

Note! If the sector is under control of another player and that player has their Spaceship in the sector, attempting to conquer it will provoke the fight with that player. In that case, perform the «Attack enemy spaceship» action!



Example of using the card from reserve, capturing hunted creature and conquering a sector:

At the beginning of the turn, a player decides to claim the Booster card from his reserve. He now has 6 cards in hand. He decides to play 5 of them: 3 Manoeuvre cards, 1 Bodyguard (T) card and 1 Mercenary (V) card. The player now has 8 units of Manoeuvre at his disposal for this turn. His Spaceship is located in Vortex sector (V). The player declares that he wants to Capture hunted creature, because there's a Hunt token in his sector, which he has already explored. The player spends 2 units of Manoeuvre and captures the target, indicated on the Hunt token (Bot, difficulty 2). He then places the Hunt token and an Influence (I) token to his cargo bay, and claims the Bot card from the Hunt deck, placing it in the discard pile.

The player uses his Booster card, moving his Spaceship three sectors – to Trading Post sector (T). This sector is under control of another player, but there's currently no Spaceship belonging to that player. This sector's defense value is 5. The player decides to Conquer the sector, spends 6 units of Manoeuvre, and takes control of it. He places his marker on the sector's defense area with the number 6. Now Trading Post (T) sector's defense is 6. Another player loses control of this sector and is forced to give the conqueror its Bonus token and Control token. Then, she removes her marker from its defense area. All the played cards are also moved to the discard pile. At the end of his turn, a player draws five cards from the deck.



COMBAT BREAKDOWN

14. Attack enemy spaceship.

A player may attack another player's Spaceship.
The player's Spaceship must be located on the same sector as the enemy Spaceship.

The player chooses a Spaceship to attack, then the combat begins.

A.
When fighting, the active player is an attacker, and the player being attacked — a defender.

B.
At the start of the combat, an attacker secretly chooses several cards with Manoeuvre resources from their hand, then tells the defender, how many of these cards will be used in this combat. After that, the attacking player places these cards on the table face-down.

C.
The defending player secretly chooses several cards with Manoeuvre resources from their hand, and places these cards on the table face-up.

D.
Attacking player flips all of their face-down cards face-up.

E.
Then, special combat abilities of all revealed cards (if any) are resolved (starting with the attacker).

F.
Each player counts their Manoeuvre total on all revealed cards.

G.
Each player adds 1 to their Manoeuvre total for each Bonus Turrets token in their cargo bay.

H.
Defending player adds 1 to their Manoeuvre total for each 2 defense on the sector's current defense area, in case the fight breaks out in the defender's sector.

Combat result:

A player with the highest Manoeuvre total wins the combat. In case of ties, the defending player wins.

The defeated player destroys 1 random card, which was used by them during this combat.

The defeated player removes their Spaceship's miniature from the sector and places it in their cargo bay. At the beginning of their next turn, this player must place their Spaceship on any sector under their control, or on Tortuga sector.

If the defender wins, they claim one of the defeated attacker's Influence points.

If the attacker wins, they claim one Influence point from the bank, and also claim one of the defeated defender's Influence tokens.

If the defeated player has no Influence tokens, the winning player doesn't claim anything from them.

If the combat was in the sector under control of the defender, and the defender lost, the winning attacker gains control of the sector and claims this sector's Bonus token and Control token from the defeated defender. The winning player then places their marker on the next unoccupied defense area of this sector.

The defeated player removes their marker from this sector's current defense area.

At the end of any combat, the defender draws cards until they have 5 cards in hand.

Crypto resource and non-combat abilities on the cards played during the combat have no effect.

All the cards played during the combat are placed to their owners' discard piles afterwards.

Note! Cards that do not grant Manoeuvre are not allowed to use in combat. Every card played must have at least 1  symbol on it

After a player finished performing all of their actions, they move all the cards played and all the cards still remaining in hand, to their discard pile, then draw 5 cards from the deck. Then, the next player clockwise begins their turn. If, when drawing cards, the deck is depleted, the player shuffles their discard pile, forms a new deck and keeps drawing until they have 5 cards in hand.

SECTOR DESCRIPTIONS AND ABILITIES



Fortress sector.

Before the rebellion, this fortress belonged to Interstellar Confederation. It maintained law and order on the planet. Currently controlled by military renegades. While in this sector, players may purchase (F) cards.

If a player controls Fortress, and their Spaceship is on this sector, they gain +1 Manoeuvre this turn. 

Maximum sector's defense is 10.



Research Lab sector.

Science facility in distant sector of the planet. Controlled by mysterious Professor. While in this sector, players may purchase (R) cards.

If a player controls Research Lab, and their Spaceship is on this sector, they may reserve any 1 card from the hand. 

Maximum sector's defense is 10.

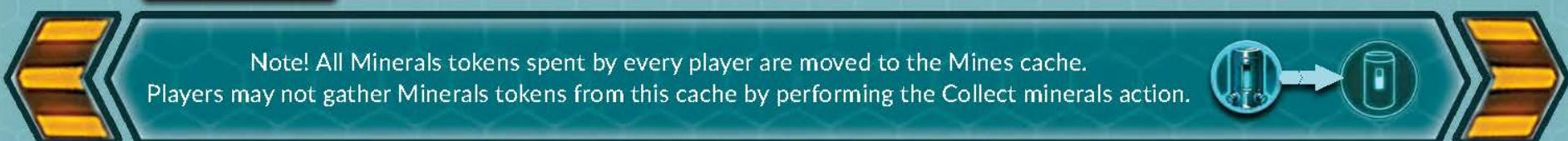


Mines sector.

Mines — heart of the colonies' rebellion. Helium-3 is an expensive local resource with extremely high export value. Mines are controlled by the Miners clan. While in this sector, players may purchase (M) cards.

If a player controls Mines, and their Spaceship is on this sector, they may move 1 Minerals token from this sector's cache to their cargo bay.

Maximum sector's defense is 10.



Vortex sector .

Orbital anomaly above one of Tortuga's industrial sectors, currently under control of a shadow mercenary clan. While in this sector, players may purchase (V) cards.

If a player controls Vortex, and their Spaceship is on this sector, they may remove 1 card played this turn from the game.

Maximum sector's defense is 10.



Trading Post sector.

Suburban area of Tortuga's central sector. Planetary trading terminal.

While in this sector, players may purchase (T) cards.

If a player gains control of Trading Post, they receive this sector's Bonus token. Trading Post sector's Bonus token is placed in its controller's cargo bay and grants them 1 additional Crypto per turn.

This sector's Bonus token becomes active immediately after conquering the sector.

Maximum sector's defense is 8.

Turrets sector.

Suburban area of Tortuga's central sector. Fortifications and AA systems.

While in this sector, players may purchase (T) cards.

If a player gains control of Turrets, they receive this sector's Bonus token. Turrets sector's Bonus token is placed in its controller's cargo bay and grants them 1 Manoeuvre token when fighting enemy Spaceships.

This sector's Bonus token becomes active immediately after conquering the sector.

Maximum sector's defense is 8.





Tortuga sector.

Planetary hub, where all the power and control of the planet are concentrated.

While in this sector, players may purchase (T) cards and Influence points. A player may also pay 7 Crypto to gain 1 Influence (this ability may be used any number of times).  Conquering Tortuga requires 15 Manoeuvre.

Note! As soon as Tortuga sector is conquered, the last cycle of turns begins.

Example of Combat and Using Sectors' Abilities Under Control.

At the beginning of the turn, a player decides to claim the Booster card from her reserve. She now has 6 cards in hand, which is 2 Hackers (T), 2 Bodyguards (T), a Mercenary (V) and a Booster. The player's Spaceship is located in Vortex sector (V) under her control.

The player decides to play two Hacker (T) cards from her hand, gaining 4 Crypto to spend during this turn. She decides then to use the special ability of Vortex sector (V), which is under her control, and removes one Hacker (T) card, played this turn, from the game.

The player uses her Booster card, moving her Spaceship three sectors – to Mines sector (M). This sector is under control of another player, and there's currently that player's Spaceship guarding it. This sector's defense value is 5.

The player decides to Attack enemy spaceship. The combat starts. The attacking player declares she'll be using three cards in this combat, placing them face-down. The defending player declares he'll be using three cards as well. Both players reveal their chosen cards, and there's no additional combat abilities on any of them. None of the players has any Bonus tokens of Turrets sector.

Both players count the total number of Manoeuvre on their cards.

Counting:

The attacking player's cards have a total of 8 units of Manoeuvre. (8)

The defending player's cards have a total of 5 units of Manoeuvre, he also gains two Manoeuvre for the defense value of 5 of the sector under his control. ($5+2=7$ total)

The defending player loses the combat. The defeated player pulls a random card he was using during this combat and destroys it, removing it from the game.

The winning player places her marker in defense area 6.

The defeated player (defender) removes his marker from defense area 5 and gives the Sector Control token to the attacker. The defeated player removes his Spaceship's miniature from play and places it to his cargo bay, then draws from his deck, until he has 5 cards in hand.

The battle is over, and the active player decides to use the ability of her new sector – Mines, moving one Minerals token from its cache to her cargo bay. The player decides to purchase the Prospector (M) card for 5 Crypto (she gained 4 Crypto by playing cards at the beginning of this turn, and 1 more Crypto – by spending a Minerals token). She then moves the Minerals token from her cargo bay back to the Mines sector's cache. The purchased card is placed in the player's discard pile. All the played cards are also moved to the discard pile. At the end of the turn, she draws five cards from her deck.

ENDING THE GAME

The game ends with one of two different conditions.

1. Influence Victory.

If, at any time, a player's cargo bay contains **15 Influence points**, the game immediately ends. That player wins, they're now the most powerful captain of Tortuga. Congratulate the winner!

15x  

2. Usurper's Victory.

As soon as Tortuga sector is conquered by a player, if they now have **15 Influence points**, that player immediately wins the game. Otherwise, the last round of turns starts. Each player (except the Tortuga conqueror) takes their last turn. If any player manages to reach **15 Influence points** during that turn, they instantly win.

Note! After Tortuga is conquered, Captains Council is gathered. During this last turn, players can't perform any of the following actions: Conquer a sector, Attack enemy spaceship.

After each player has finished their last turn, they count Influence points in their cargo bays. The player with the most Influence points wins the game. Congratulate the winner!

In case of ties, the winner is the conqueror of Tortuga. In all other cases of ties, the winner is the player with the most sectors under their control. If there's still ties, these players share victory.

MEMO

At the beginning of their turn, a player may draw the reserved card to their hand.



- Move
- Collect minerals
- Explore hunted creature



- Destroy played card



- * X — Capture hunted creature with difficulty rating of x
- Conquer the sector with defense value of $x+1$



- Cards with — Attack enemy spaceship



- Refresh market



- Reserve a card from the hand



- * X — Purchase a card costing x
- Reinforce the sector under control to defense total of x
(may be performed from another sector)

A player may remove the Hunt card in their hand from the game for Influence points.

Ending the Game:



or Conquering of Tortuga sector

EXTRA MATERIALS

Scenario 1. Aggressive Pirates — All Aboard!

This scenario is recommended for players who love combat. Captains are encouraged to attack each other more often and build aggressive decks.

Change of Rules:

1. After winning as an attacker, you claim 2 of defender's Influence points OR gain 3 Influence points from the bank (the winner chooses).
2. The defeated player chooses which card will be destroyed.
3. The winning defender does not gain Influence points.
4. After Tortuga is conquered, the game immediately ends. The player with the most Influence points wins. Players can't conquer Tortuga, unless this will result in their victory.

Scenario 2. Peaceful Pirates — Looking for Treasures!

This scenario is recommended for peaceful players and family games. In this case, Crypto has more potential and player interactions are very limited.

Change of Rules:

1. Players cannot Attack enemy spaceships.
2. Players may conquer sectors by spending Crypto instead of Manoeuvre (but they can't combine both types of resources). Players may still spend Manoeuvre to conquer sectors, however they can't conquer sectors guarded by other players' spaceships.

Credits:

Game designers:

Mikhail Loiko and Denis Plastinin

Creative director: Denis Plastinin

Artist: Andrei Mironov

Design: Svetlana Argat

English localization: Igor Kozlov

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