

# Outpost Seven

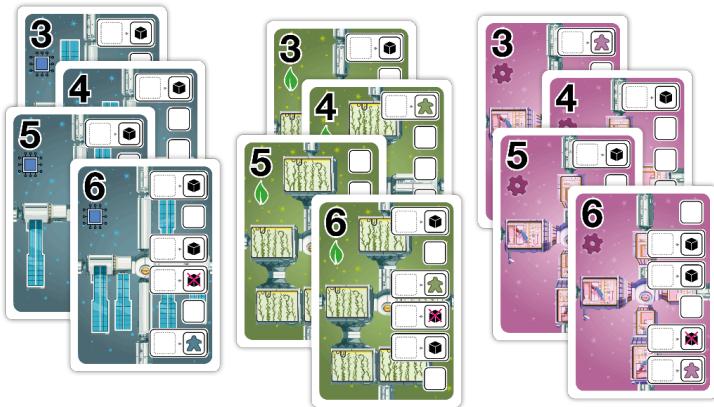
By Stefan Alexander

2 players / 30 min / 12+ years

## Game Overview

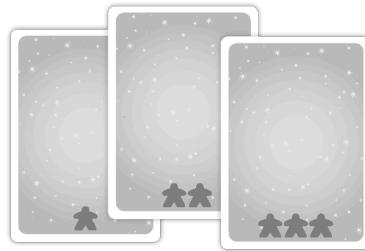
After a long voyage from Earth, you and your crew arrive at a space station, ready for some well-earned rest. Instead you find the station destroyed, with broken space station modules floating in orbit. Thankfully you're a salvage crew! Each round, you will salvage space station modules (picking up new cards), or repair the modules (playing cards into the 5x5 grid in the middle of the table). You will place repair cubes on your modules to show how much they have been repaired. Each row and column in the space station has its own population, which will vote for the player who has the most repair cubes in that row or column. Once all the modules have been played, the player with the most population tokens voting in their favour becomes the new station commander, and wins the game.

## Components



54 module cards

(in each of the three colours there are three 3's, four 4's, five 5's, and six 6's)



15 population cards



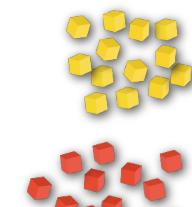
10 vote tokens  
(red on one side,  
yellow on the  
other)



4 reference cards



30 1-value population tokens and  
14 5-value population tokens

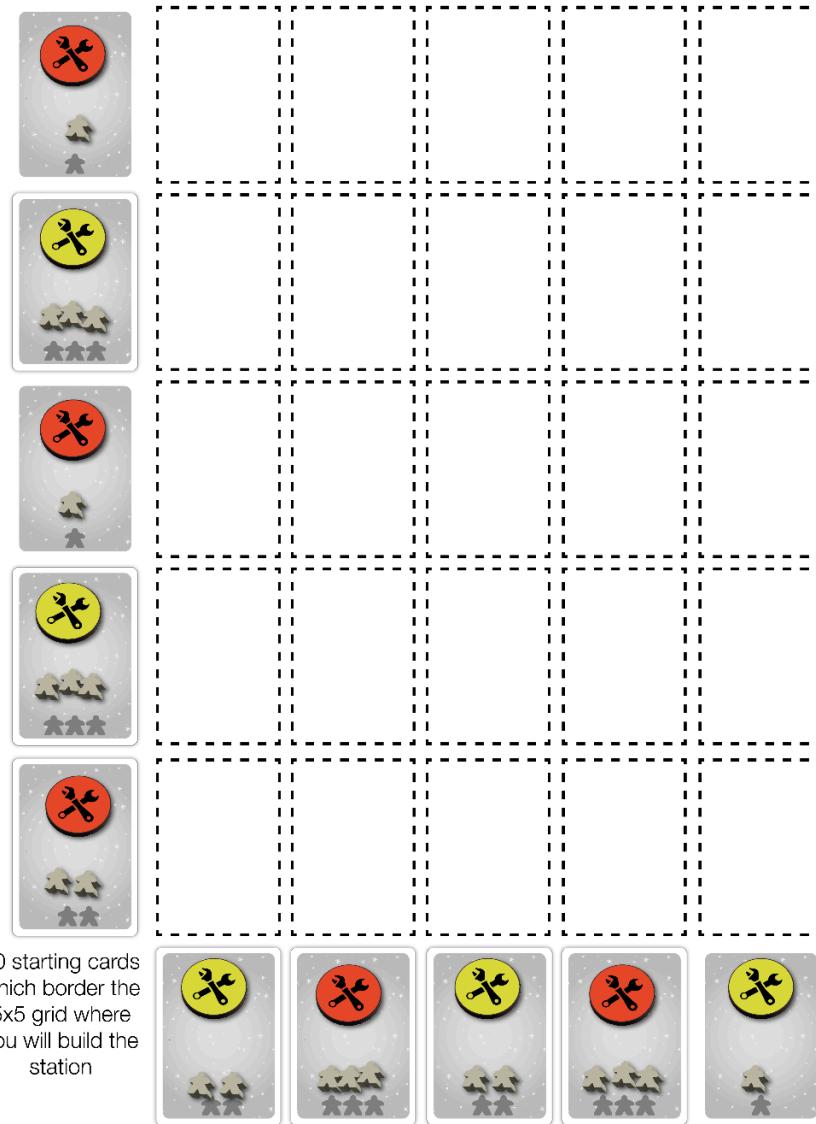
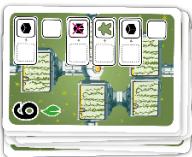
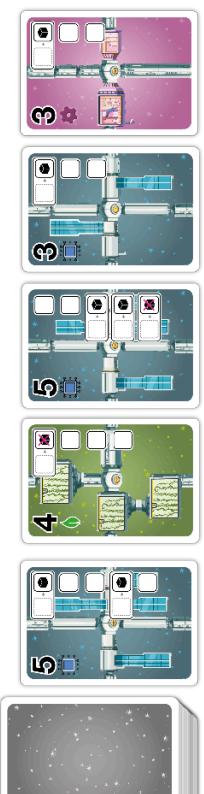


40 red repair cubes,  
and 40 yellow repair  
cubes

# Setup



red player's starting hand



yellow player's starting hand



1. Each player chooses a colour, and takes the cubes and reference cards in their colour.
2. Shuffle the 15 population cards and turn over ten of them to form the 5x5 grid where you will build the station. Put the unused population cards back in the box.
3. Put 1-3 population tokens on each population card, based on whether it has 1-3 population icons on it.
4. Place a vote token on each starting card - alternate them red and yellow.
5. Shuffle the deck of module cards.
  - a. Deal 7 cards to each player - this is your hand of cards. Put the rest of the deck face-down next to the grid.
  - b. Discard the top 10 cards from the deck, placing them next to the deck to form a discard pile.
  - c. Turn the top 5 cards from the deck face-up next to the deck.
  - d. Choose a starting player. From the 7 they were dealt, the starting player keeps cards totalling 12, discarding the others in the discard pile. The second player keeps cards totalling 16, discarding the rest.

*Tip: For your first game, don't worry about which specific cards to keep, just keep any combination of cards totalling 12 or 16.*

## Gameplay

Players alternate taking turns. On your turn, you can **salvage** (pick up new module cards), or **repair** (play a module card into the grid). When a player can't play any more (because they can't salvage or repair), they stop playing, and their opponent keeps taking turns until they can no longer play. Then the game ends.

### Savage (pick up module cards)

Pick up any combination of cards with a value **totalling 12 or less** from the 5 face-up cards. You **can't have more than 7 cards** in your hand.

After you're done, turn over new cards from the deck so there are 5 face-up. If the deck runs out, continue playing.

### Repair (play a module card)

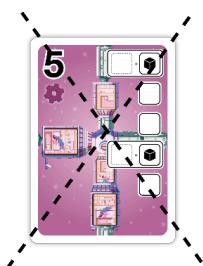
There are four steps to playing a module card; (1) connecting the module to the rest of the station, (2) placing repair cubes on the module, (3) using bonuses, and (4) checking votes.

#### Step 1: Connect module

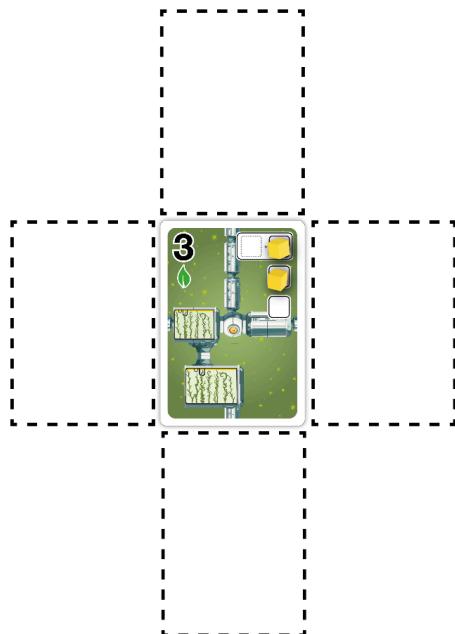
**Play one module card** from your hand into the 5x5 grid. The first card can be placed anywhere in the grid. After that, cards must always be adjacent to another module card. You can't build outside the 5x5 grid defined by the starting cards.

To get the parts to repair the module enough to place it, you must scrap another module: **Discard 1 other card** from your hand of the **same number (or higher)**. Put the discard face-up in the discard pile.

Example: Discard a purple 5 module



Play a purple 4 module into the grid, next to another module

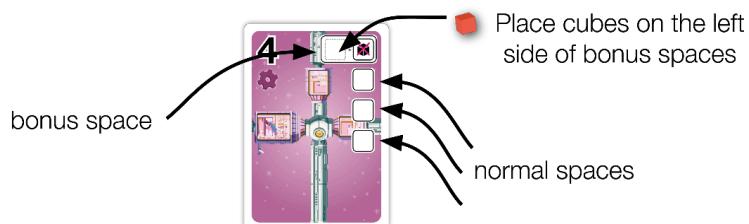


## Step 2: Place repair cubes on the card you just played

The repair cubes represent how much you've repaired that module. You **place 1 cube if the module you discarded was the same colour**, then **place additional cubes if you overpaid**. Overpaying means discarding a card higher than the value of the card you played. For example if you play a purple "4" into the grid and discarded a purple "5", you place 1 cube because both cards were purple, plus 1 additional cube (because you "overpaid" by 1).



Cubes must be placed on empty spaces, filled top to bottom. When placing on a bonus space, place the cube on the left side. If a card has no more empty spaces, you can't place a cube on it.



If you discard a different-coloured card of the same value, you'll be placing the card with no cubes on it - this is a **neutral card**. This is risky, as an opponent could take it over using the "place cube" bonus described below, but there are strategic reasons why it could be useful.

## Step 3: Use bonuses

When you place repair cubes on bonus spaces, you must take bonus actions. You must use the bonus actions this turn - they can't be saved for later. However you can use them in any order you want.

Some bonus actions can cause you to place cubes on other cards, which can give you even more bonuses. In this way you can trigger multiple bonuses on some turns. To help keep track of which bonuses you've taken, you slide the cube to the right once you've used the bonus.

There are three bonuses: Place cubes, remove cubes, and add population. All bonuses act based on the cards in the row and column where you played the card. You must use the bonuses - you can't choose to skip them.



Slide the cube to the right when you use the bonus



place cubes

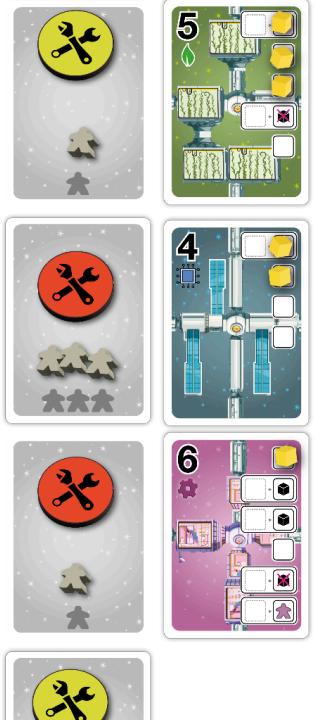


remove cubes



add population

**Place Cube** - Place 1 cube on each of **your cards** and **neutral cards**, in the row and column. As always, place cubes on the highest unoccupied space.



### "Place Cube" Bonus Example

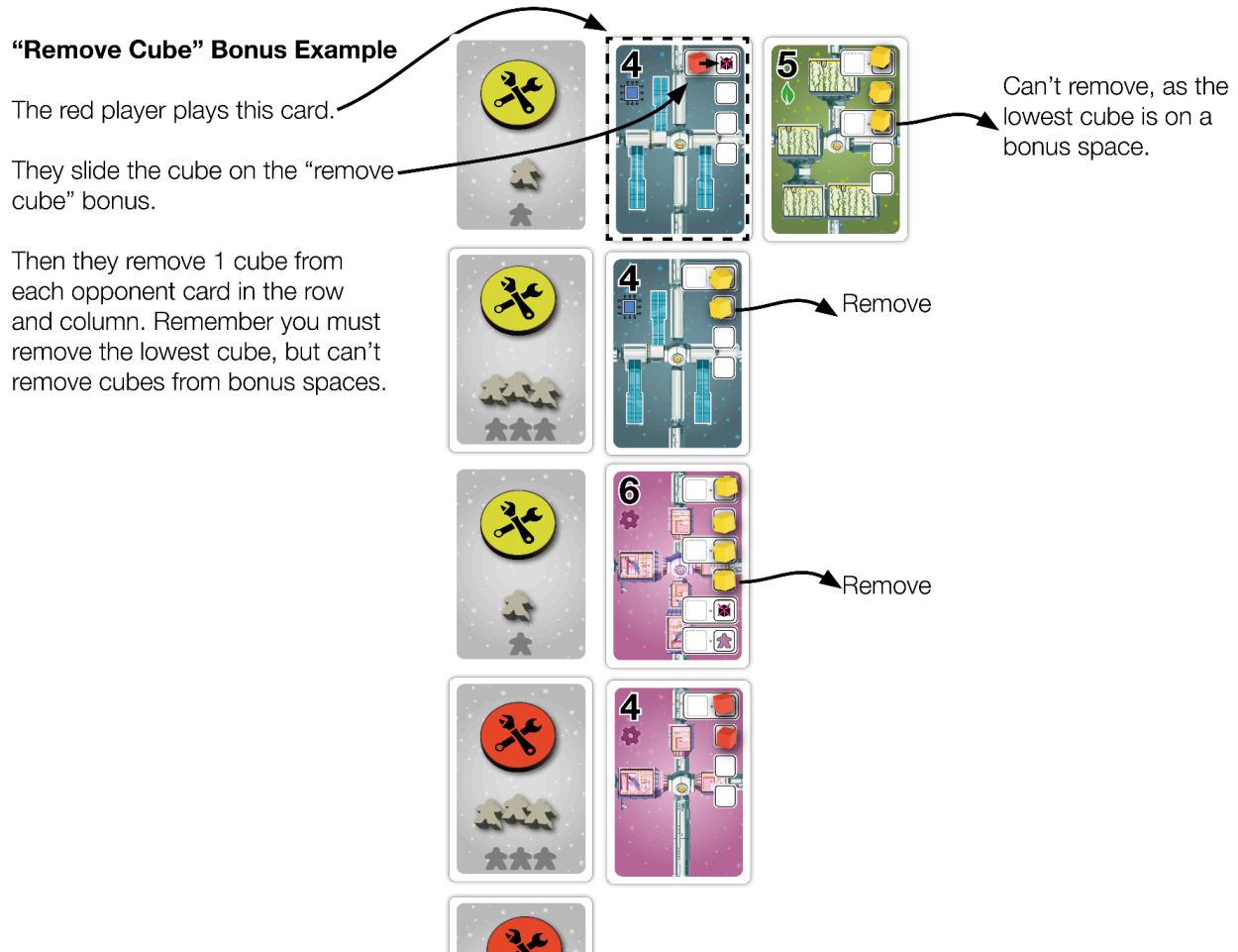
The Red Player plays this card, discarding a "4 green", so they place one cube.

They slide the cube on the "place cube" bonus.

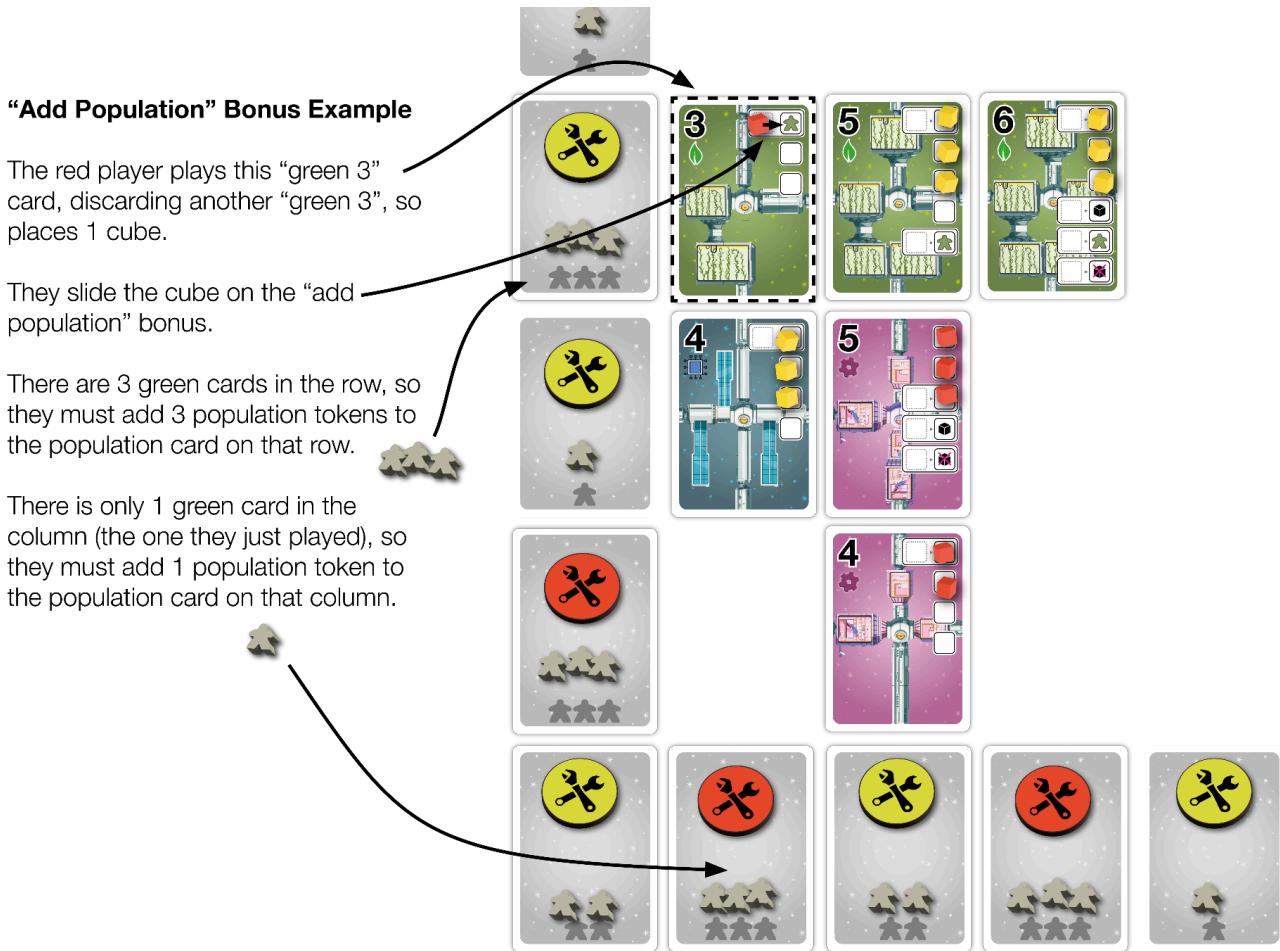
Then they add 1 cube on each of **their cards** and **neutral cards** in the row and column (including the card they just played).



**Remove Cube** - Remove the **lowest** cube from each of your **opponent's** cards in the row and column - unless that lowest cube is on a bonus space, in which case you can't remove it.



**Add Population** - Add 1 population to the row's population card, for each same-coloured card in the row. Also, add 1 population to the column's population card, for each same-coloured card in the column. The population icons are coloured, so purple cards have a purple icon, blue cards have a blue icon, and green cards have a green icon. When you activate the "add population" bonus on a green card, for example, you add 1 population to the row for every green card in that row (including the green card you just played), and 1 population to the column for every green card in that column.



Like all bonuses, this is mandatory, so be careful where you place cards with population bonuses - you might end up increasing the population of a row or column that your opponent will win.

#### Step 4: Check votes

The population of a row or column will vote for whichever player has the most repair cubes in that row or column. Check the rows and columns where you added or removed cubes. If red has more repair cubes, flip all the tokens for that row/column to red. If yellow has more repair cubes, flip all the tokens for that row/column to yellow. If there is a tie, the token stays on its existing colour.

## End of game and scoring

When a player can't play (because there are no more cards to draw, and they don't have enough cards to play one), they stop playing, and their opponent keeps taking turns until they can no longer play. Then the game ends.

Count the total population on cards with a vote token in your colour - the player with the most population voting for them wins. If tied, the player with the most cubes on the board wins.