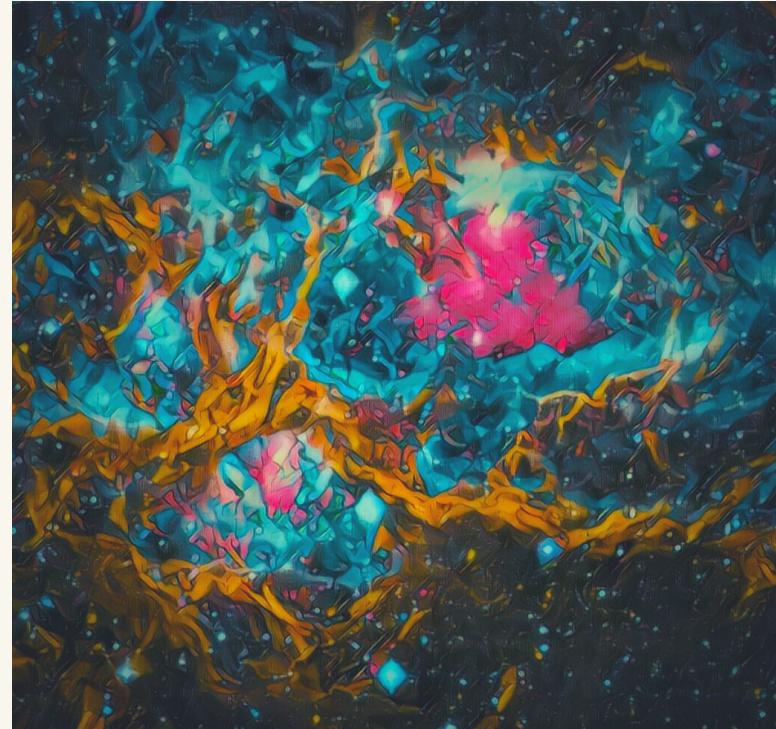
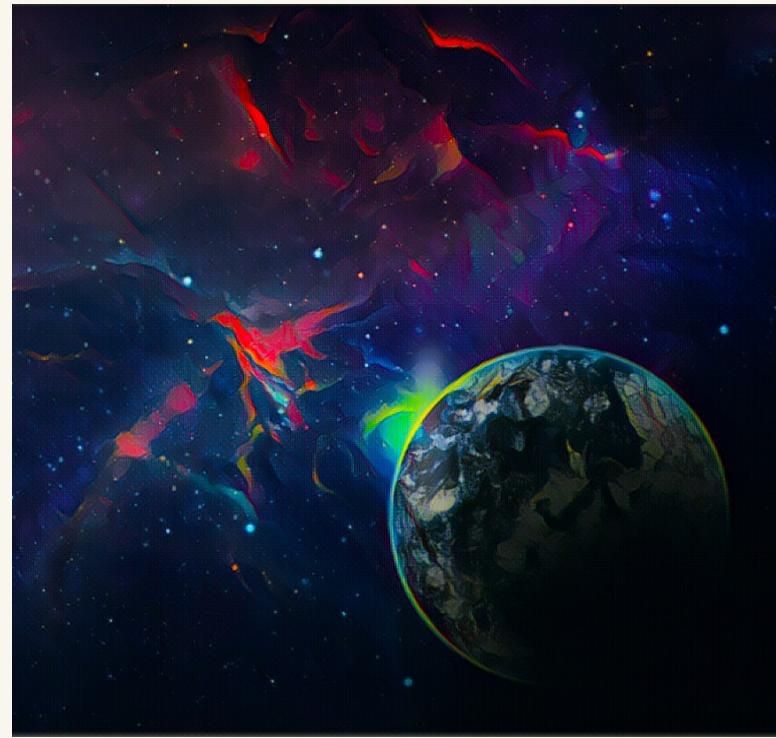
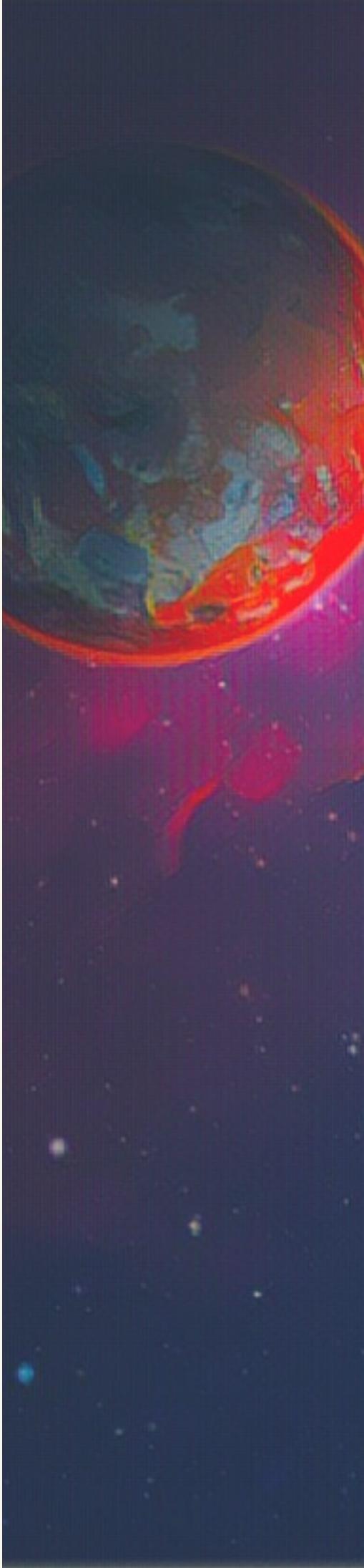


SPACE RANSOM



RULE BOOK



PLAYING DIRECTIONS

THE STORY

You are a rookie bounty hunter whose boss at in the Galactic Guild of Weapon Profiteers (GGWP) has given you the mission of a lifetime. If you pull this off, your name will be immortalized in the Bounty Hunter Hall of Fame for generations to come.

Determined to prove your usefulness and efficiency, you set out for the Annual Conference for Galactic Diplomacy (ACGD) to ambush diplomatic bounties as they warp into the space system.

It'll be like shooting fish in a barrel!
(Although... that's an entirely different game.)

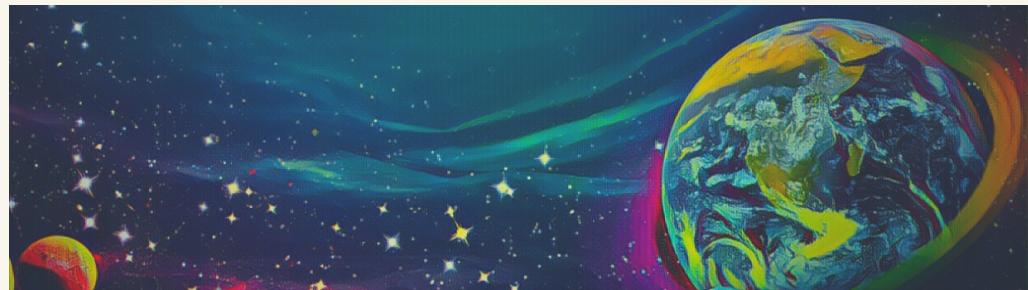
The ACGD is being hosted on Xuma for security purposes, a planet chosen specifically because it is surrounded by a ring of asteroids.

Unfortunately, you warp too close into Xuma's orbit, only to be bombarded by those asteroids. One by one, your bounty targets warp in but you quickly realize instead of scurrying away to the safety of Xuma's surface, they decide to train their ship's weapons on you!

Suddenly, your AI reveals it is malfunctioning, plus you discover your spaceship's fuel tank took a particularly nasty hit and is now leaking!

Armed with your ship's sole gun and facing ever-increasing dire odds, can you still be successful in fulfilling your mission for fame and glory and claim the Top Spot in the Bounty Hunter Hall of Fame?

You will need to keep your wits about you, calculate on the fly, and efficiently collect as many bounties as you can before you run out of fuel!



IDEA OF THE GAME

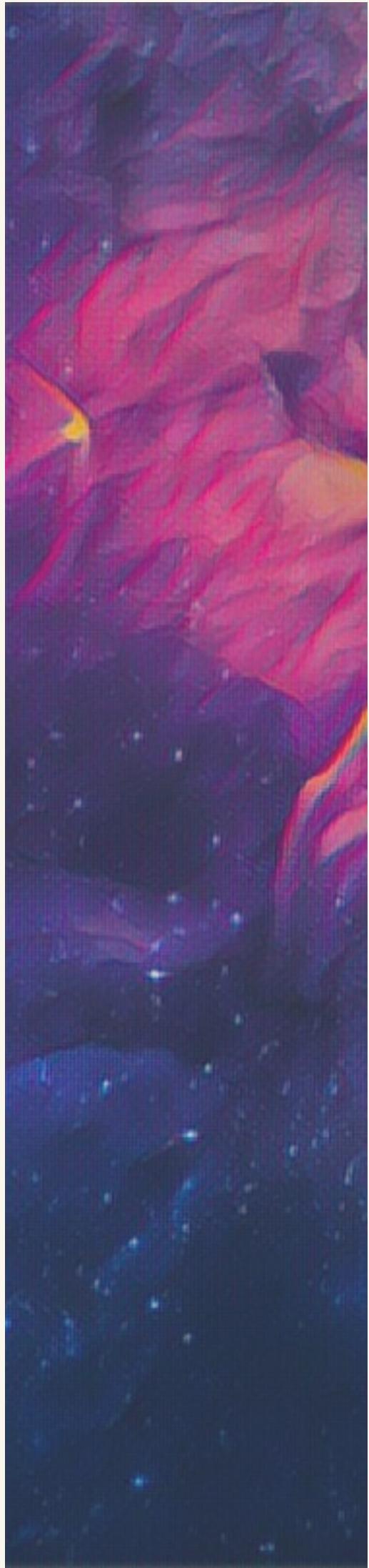
Space Ransom is a single-player game, although there are alternative rules available to convert it into a multiplayer game.

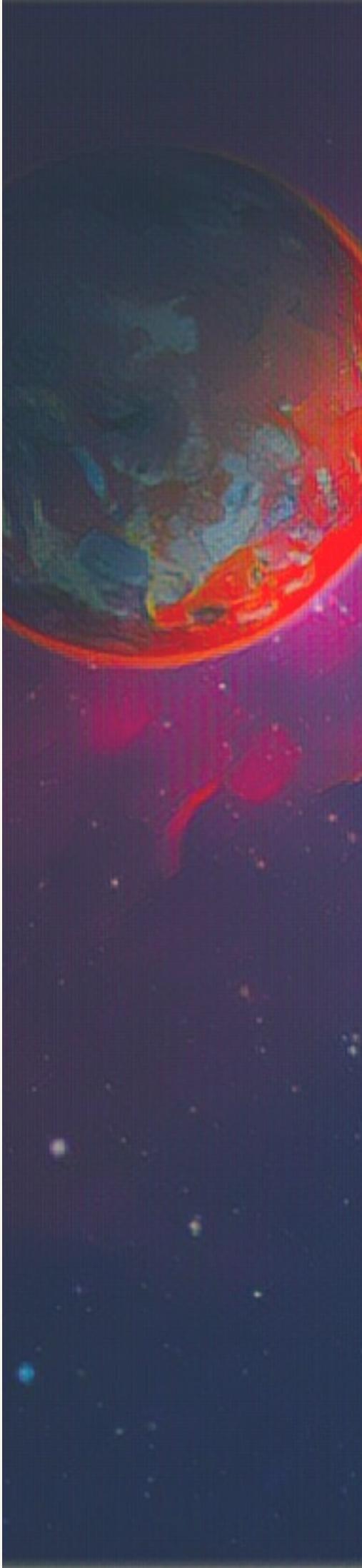
You play as a bounty hunter and with only three cards in hand at any given time, you must calculate and use various Ammo card combinations to capture as many Bounty Target cards as possible before your Fuel Cell tokens run out.

You use Ammo cards to capture bounty targets to place them in your ship's holding cell. Successfully capturing a Bounty Target will win you a predetermined amount of fuel cells as well as gaining a temporary 1-turn shield on the following turn that protects you from the 1 FCDE (Fuel Cell Depletion Effect) that happens per turn.

Your spaceship's gun only has 3 Ammo slots and since your AI has been scrambled, you can only hope your AI has enough bandwidth to port the right combination of Ammo of equal or greater strength than the hull of each new Bounty Target that pops up. Alternatively, you can jettison 1 group of Ammo in exchange for a new one, at the risk that you may run out of Fuel Cells before you get any better combination.

Space Ransom is about basic arithmetics and as the player gets better at calculating the simple equations, potentially, they will take those skills into the real world and be able to show off how quickly they can calculate without a calculator! Also, by way of using Periodic Table elements for the naming of each of the Ammo cards, the player also gets to learn some extra educational knowledge; or, at least, the first 9 elements in the Periodic Table!





GAME COMPONENTS

Do note the 4 factions and their corresponding colors that exist in the game:

Strontium Sirens (red)

Barium Barons (green)



Potassium Pirates (purple)
Cursed Calcium (orange)

The game components consist of Fuel Cell tokens and three (3) types of cards.

16 total Bounty Target cards

4 each of α, β, γ, δ Bounty Targets

36 Ammo cards

2 Merchant Posts cards

15 Fuel Cell tokens

1 Spaceship Board

1 Space Background Play Area

SETUP

Before starting the game, take a look at all the cards and compare them to the list above to familiarize yourself with each card type.

As soon as you are ready to play, shuffle the Bounty Target Deck and place it *face down* to the left of the Space Background Play Area.

Take the two (2) Merchant Posts cards and shuffle them into the Ammo Deck and place it *face down* towards the bottom part of the Play Area.

Place the Spaceship Board directly in front of you. Take 4 Fuel Cell tokens and place them in their correct places in the upper-left corner of the Spaceship Board.



PLAYING THE GAME

- 1) As a result of **1FCDE (1 Fuel Cell Depletion Effect)**, return one Fuel Cell token from your Spaceship Board to the Fuel Depot on the Space Background.
- 2) Draw one card from the Bounty Target deck and place it face up at the center of the Space Background.
The card is now available for capture.
- 3) You must have three Ammo cards in hand before attempting to capture a Bounty Target card.

Scenario A

- If your Ammo cards ARE equal to (=) or greater than (>) the point value of any unclaimed Bounty Target card, you CAN capture that Bounty Target card.

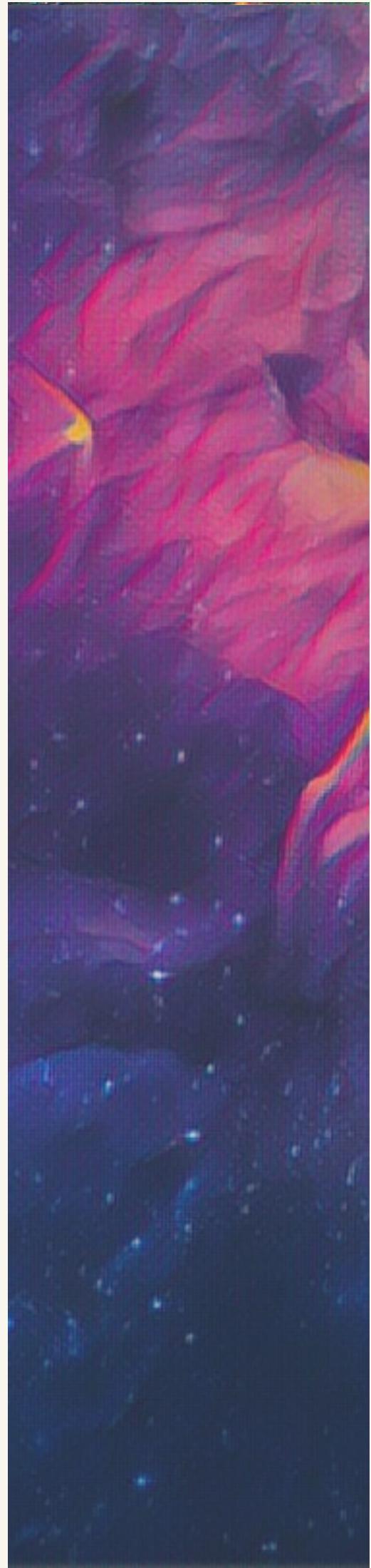
Example: The Bounty Target card is a δ (Delta) Bounty Target (worth 12 pts). You have 4, 6, 10. You use 4 and 10 to capture the δ Target.

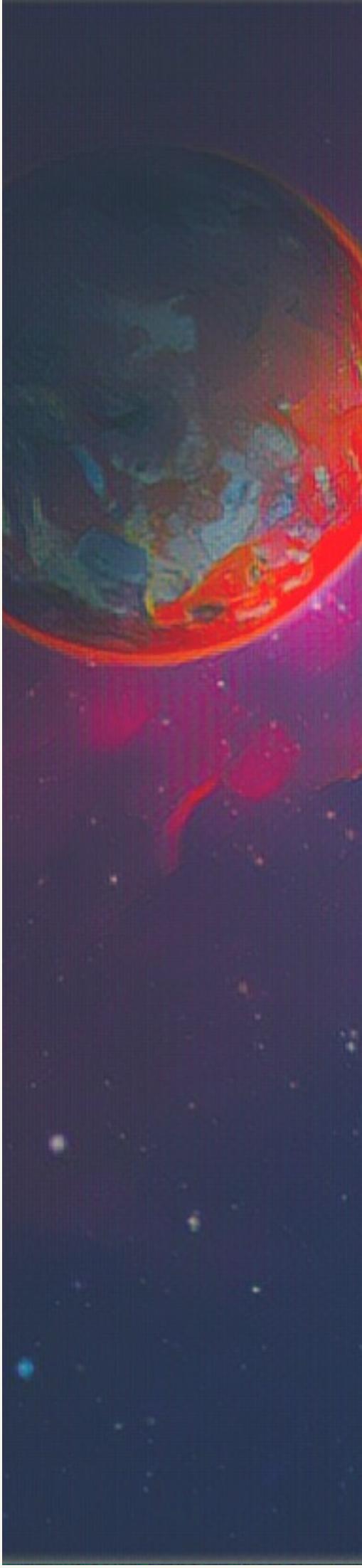
- Used Ammo cards go to the Ammo Discard pile. Put the captured Bounty Target card into the Holding Cell section of your Spaceship Board.

* You gain a temporary one-turn shield to negate 1FCDE on next turn (i.e., on your next turn, you do not return 1 Fuel Cell to the Fuel Depot).

- Play proceeds as normal from Rule #2.

Capturing an α Bounty Target gains you 2 Fuel Cell Tokens as a reward, while a β Bounty Target will net you 1 Fuel Cell Token. The γ and δ Bounty Targets do not give Fuel Cells as a reward for capture.





PLAYING THE GAME (CONTINUED)

Scenario B

- If your Ammo cards ARE NOT of enough value to claim any Bounty Target card, you must discard one card from your hand into the Ammo Discard pile, ending your turn.

Example: The Bounty Target card is a γ (Gamma) Bounty Target (worth 15 pts). You have 4, 6, 3. You discard one Ammo card.

- The unclaimed Bounty Target card remains facing up.
- Play proceeds as normal from Rule #1.

Scenario B1: If you CAN capture the new Bounty Target card, you MUST do so.

Example: The Bounty Target card is a β (Beta) Bounty Target (worth 20 pts). You have 4, 6, 10. You use all Ammo cards to capture the β Target.

- Discard used Ammo card(s) to the Discard pile.

Scenario B2: If you still CANNOT capture the new Bounty Target card, you discard one Ammo card from your hand, ending your turn.

Example: The Bounty Target card is a γ Bounty Target (worth 15 pts). You have 4, 6, 2. Now there are two Bounty Target cards facing up. You either capture or discard, ending your turn; i.e., you are not allowed to draw another Bounty Target card.

- Play proceeds as normal from Rule #1.



PLAYING THE GAME (CONTINUED)

- 4) If the Ammo deck runs out, reshuffle the Discard pile and continue playing without dealing out the cards.
- 5) Play continues until the Bounty Target deck runs out (i.e., all Bounty Target cards are drawn but some are still unclaimed).

This unlocks the **BOOST Move** ability permanently.

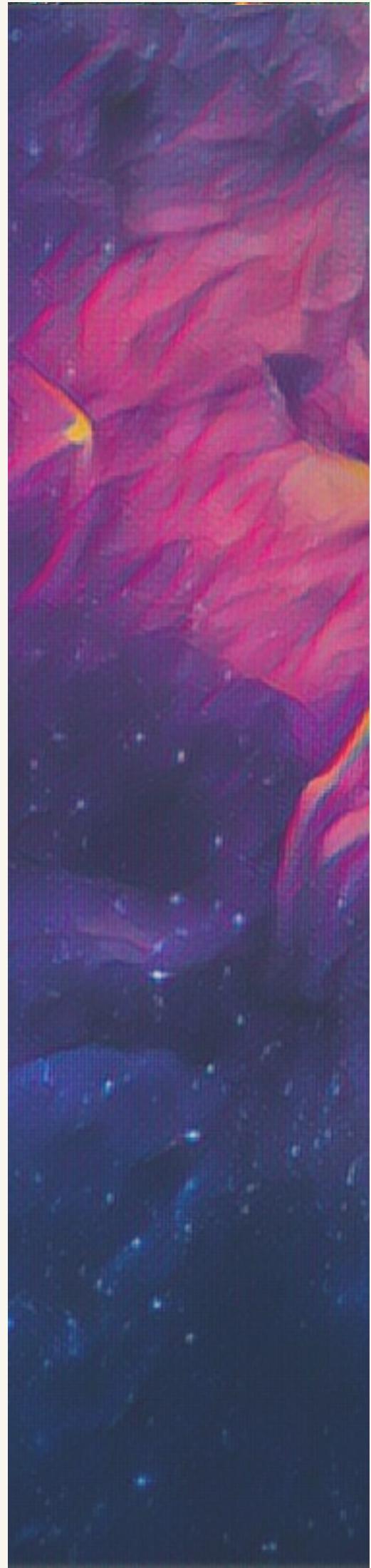
BOOST MOVES

- 1) BOOST Moves are initiated when the Bounty Target deck runs out (i.e., all Bounty Target cards are drawn but some are still unclaimed). Play proceeds until all Bounty Target cards are captured.
- 2) BOOST Moves are also available if the Bounty Target deck is not yet exhausted, but ONLY if there are two unclaimed α (Alpha) Bounty Target cards and you draw a third α Bounty Target card.

BOOST Move Scenario A

- You use one of your captured Bounty Target cards to supplement the value of the Ammo cards in hand. This BOOST Move gives the player the ability to capture a higher-value Bounty Target card.

Example: The unclaimed Bounty Target cards are a β Bounty Target and three α Bounty Target cards. You had previously captured a δ Target and a γ Target (27 pts total). You have 4, 6, 2 in hand. You use 4 + 6 + your captured γ Target to capture an α Target.





BOOST MOVES (CONTINUED)

- Put your used BOOST/Bounty Target card at the bottom of the Bounty Target deck so it will be available for capture again.

Example: Continuing from the previous example, you now have a captured δ Bounty Target and an α Bounty Target (37 pts total). You return the "BOOST Move" γ Target card to the bottom of the Bounty Target deck, or restart it if the original deck has been exhausted.

- You discard your used Ammo cards to the Ammo Discard pile.

BOOST Move Scenario B

What if you DO NOT HAVE any captured Bounty Target cards or enough Ammo points in hand?

BOOST Move B1: If the Bounty Target deck has not yet been exhausted, you draw a new card and carry out scenario A or B (ordinary play).

BOOST Move B2: If the Bounty Target deck has already run out, you are unable to draw a new card. You must therefore discard one Ammo card from their hand, ending your turn.

3) During this phase, you DO NOT HAVE TO use the BOOST Move if you have enough points in hand to capture an unclaimed Bounty Target card. In this case, carry out Scenario A.

4) Once unlocked, the BOOST Move ability remains in play until all Bounty Target cards are captured, which ends the game.



PLAYING SPECIAL CARDS

MERCHANT POSTS CARDS

Found within the Ammo deck, Merchant Posts cards grant you the ability to use a BOOST Move without waiting for the third a (Alpha) Target to appear.
(See **BOOST MOVES Rule #2**).

- 1) If you wish to play your Merchant Posts card, you **MUST** do so at the start of your turn.
- 2) After playing a Merchant Posts card, you discard it into the Ammo Discard pile and continue with your turn, using only the remaining Ammo cards in hand.

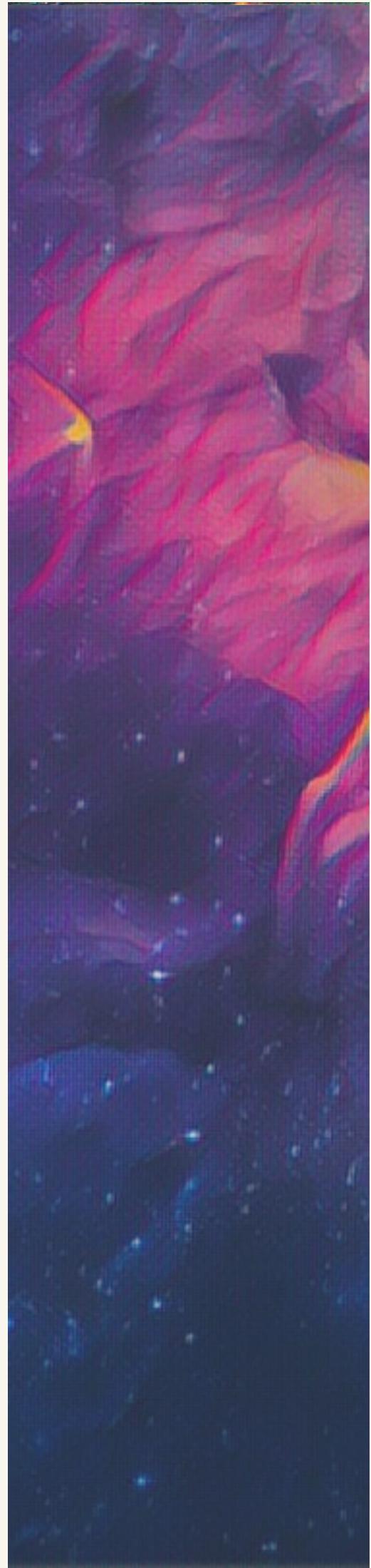
SPECIAL RULES

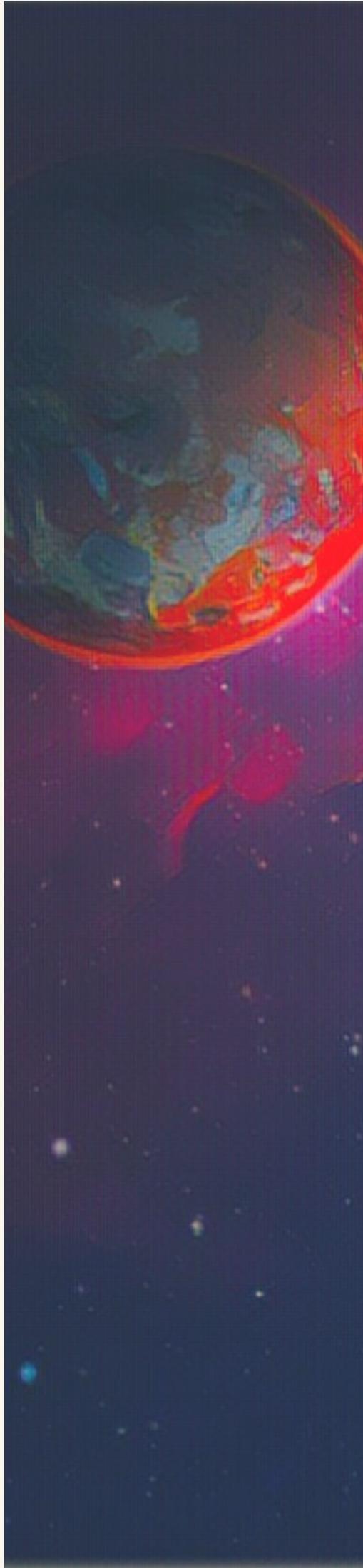
Factions Rule

If you hold three Ammo cards of the same faction as an unclaimed Bounty Target card, you can capture that Bounty Target no matter the total value of your Ammo cards. You must then discard all your used Ammo cards as usual.

DOUBLE DISCARD AMMO RULE

When you want to discard an Ammo card, IF you hold another Ammo card of the same points value in your hand, you CAN discard BOTH Ammo cards in the same Discard action.





END OF GAME

The game ends when you have:

- either captured all Bounty Target cards,
- OR when you have 0 Fuel Cell tokens left (Game Over),
- OR when you cannot move forward in progression (Game Over).

SCORING

After each game, you can calculate your Bounty Points. Will you get better with more experience?

Use the included scoresheet at the back of this Rule Book to keep a record of your Space Bounty Record Totals.



SPACE RANSOM CARD FREQUENCY

4 FACTIONS

- Strontium Sirens (red)
- Barium Barons (green)
- Potassium Pirates (purple)
- Cursed Calcium (orange)

CARD

FREQUENCY

BOUNTY TARGET DECK

α (25 points)	4
β (20 points)	4
γ (15 points)	4
δ (12 points)	4
TOTAL	16
MAXIMUM POSSIBLE POINTS	288

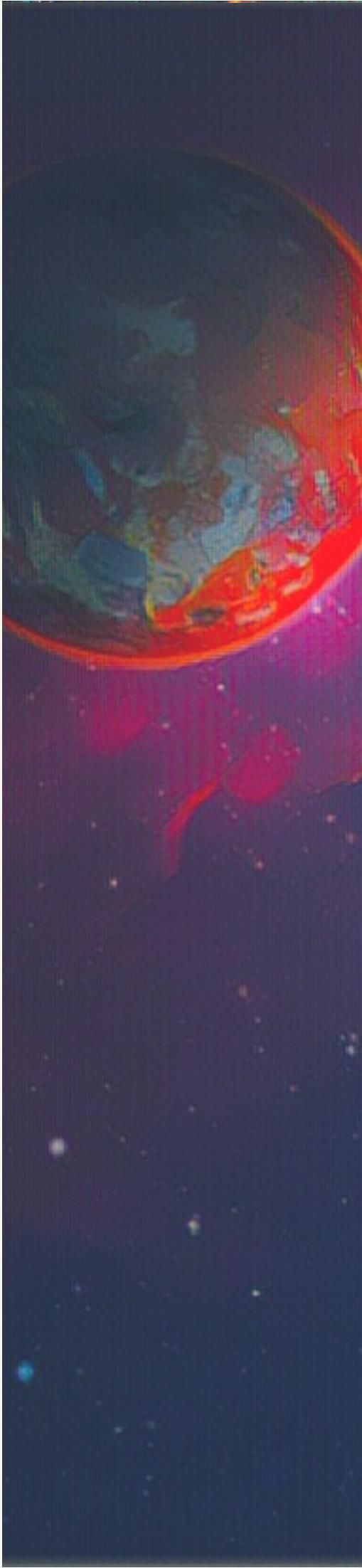
AMMO DECK

Helium Pellets (2 points)	4
Lithium Flares (3 points)	4
Beryllium Spheres (4 points)	4
Boron Bombs (5 points)	4
Carbon Grenades (6 points)	4
Nitrogen Darts (7 points)	4
Oxygen Mines (8 points)	4
Fluorine Bazooka (9 points)	4
Neon Missiles (10 points)	4
TOTAL	36

MERCHANT POSTS

Merchant Post #1	1
Merchant Post #2	1
TOTAL	2





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intentionally left blank.*



GGWP HALL OF FAME

