




SCAVENGERS OF THE VOID

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Game Info

2 - 4 players 

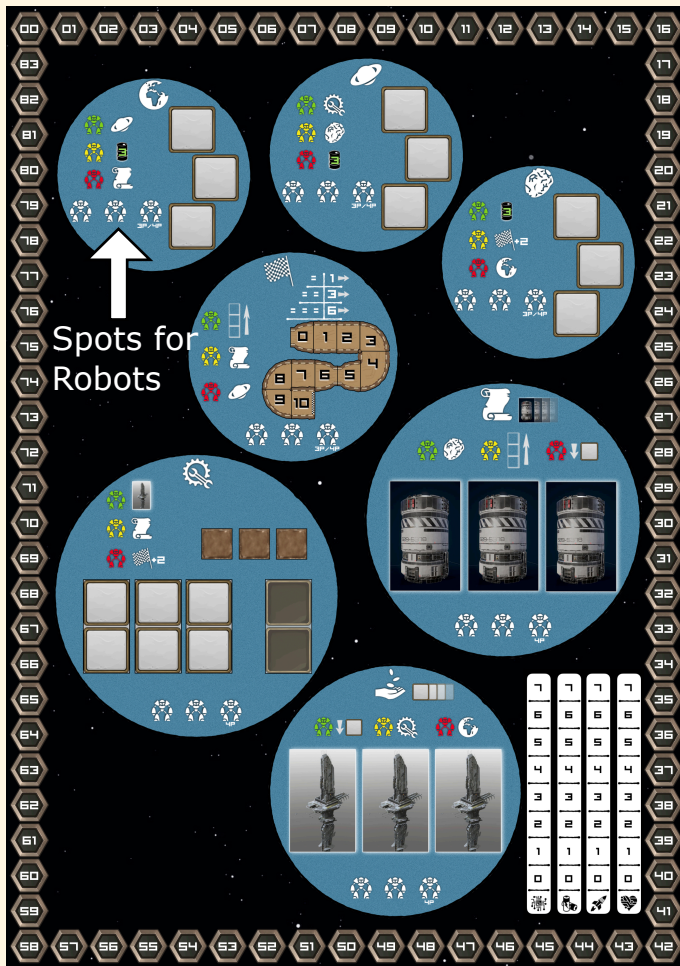
60 minutes 

10+ age 

Honestly, we kind of lost track of the exact days or even years we have left Earth... The Hyades system is our latest home, the new hope for humanity. It's a vast solar system, many light years away from our previous home. It has seven small planets in its "goldilocks" zone, each of them now inhabited by the remaining human factions. The transition wasn't smooth and many petty wars plagues us the last few hundred years. But we must try to survive here and make it our world. We have a barely functional Spaceship and we specialise in salvaging parts from wreckages, abandoned colonies or destroyed cities. It's a taxing job that takes time to truly become profitable, but thankfully we can rely on our multifunctional and trusted Robots. And who knows, we might even manage to become rich and rule this new world...

Components

— The Hyades system (main board)



← Money Track

— 4 Spaceships (player boards)



← Cargo

← Installed

← Robots

— 48 Part tiles



← Origin

← Type

— 27 Market cards



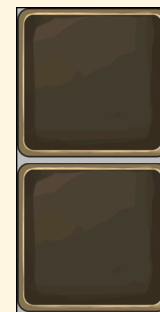
← Requirement

← Reward

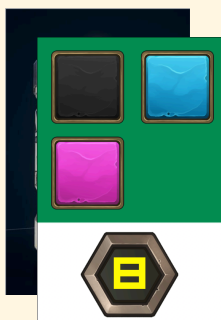
— 24 Installed upgrade tiles



— 8 Cargo upgrade tiles



— 27 Order cards



← Requirement

← Reward

— 21 Robot upgrade tiles



— 24 wooden player disks



— 16 wooden Robot meeples



— 40 wooden Fuel tokens



— 1 die

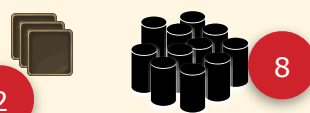
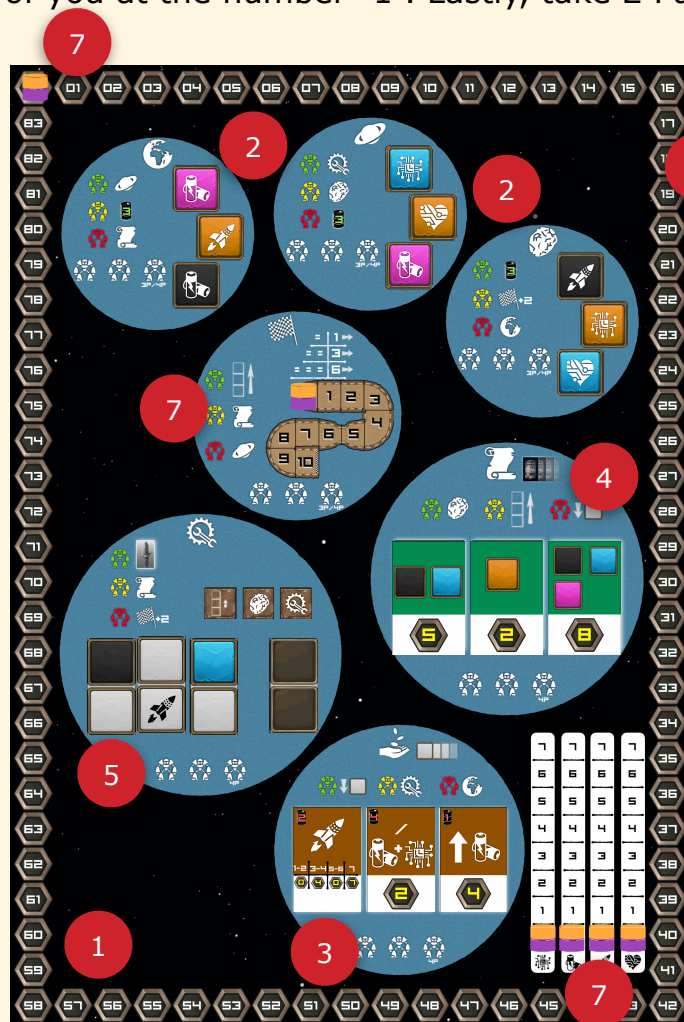
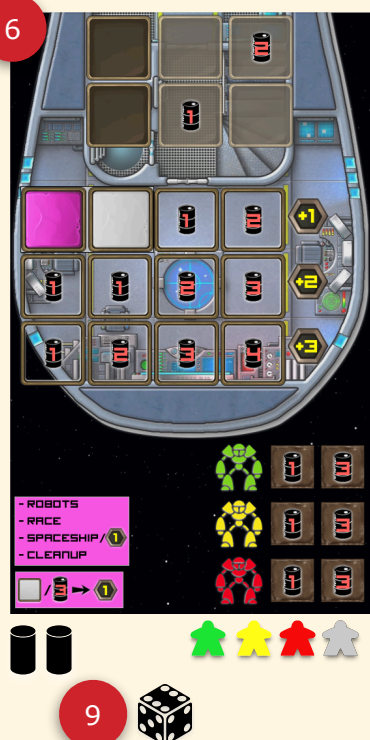


Objective

In *Scavengers of the Void* you run a scavenging Spaceship. Each round you will send your upgradable Robots to retrieve different Parts from across the system and then exploit them wisely. You can sell these Parts, fulfil orders, even install them on your Spaceship, all in order to gain Fuel and Money. Combo your actions and make the most Money in 5 rounds to enter the ruling class of the new world.

Setup

1. Set the main board in the middle of the table.
2. Shuffle all the Parts into a face down deck and place it next to the main board. Then, fill the three top most Planets with three face up Parts each.
3. Shuffle the Market cards into a face up deck and place it in the corresponding spot of the main board. Then, reveal two cards next to it.
4. Shuffle the Order cards into a face up deck and place it in the corresponding spot of the main board. Then, reveal two cards next to it.
5. Make a stack with the Cargo upgrade tiles and place it in the corresponding spot of the main board. Shuffle the Installed upgrade tiles into a face up deck and place it in the corresponding spot of the main board. Then, reveal two tiles next to it. Do the same with the Robot upgrade tiles.
6. Give to each player a Spaceship, their 6 matching disks, and one Robot of each color. Return all remaining disks and robots to the game's box.
7. Place one of your disks on the "0" spot of the Money track, one on the "0" spot of the Race track and the other four on the "0" spots on each of the Market tracks.
8. Set all Fuel tokens next to the Main board.
9. The last player to look up to the stars will be the 1st player for the 1st round. Take the die and set it in front of you at the number "1". Lastly, take 2 Fuel and give to all other players 3 Fuel.



Round order

The game lasts 5 rounds and in each round you will go through the same 4 phases. You will first place your Robots in different spots of the Hyades system, then resolve the Race, then score your Installed parts and lastly cleanup the board and prepare the next round.

Phase 1: Robots

This is the main phase of each round. Starting with the 1st player (the player with the die), during your turn choose one of your available Robots. Place it on any available spot of the main board. Then, you may immediately do the action of the Planet, and any bonus actions you might have. The next player in clockwise order will then place one of their Robots. Continue this process until all of player's Robots have been placed.

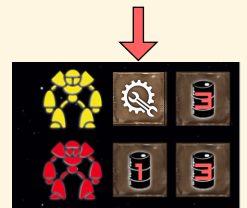
Please note that each Planet has a specific capacity for Robots and when all spots have been filled, you can no longer place Robots there. This capacity changes depending on the number of players.

Each Robot has a specific color, and in each planet you will gain a bonus action depending on the color of your placed Robot. Also, your Robots are upgradable, and can offer you even more bonus actions every time you place them. **You can do your actions, either bonus or of the planet, in any order you want, and you can choose not to do an action.** For a comprehensive list of the bonus actions please see the Glossary.

Grey Robot: This Robot has any of the other three colors. When you place your Grey Robot immediately declare its color and take any bonus actions associated with that color.

Example

Joan places her Grey Robot in this Planet. She makes it yellow and she takes the black battery Part. Then she will do the bonus actions associated with the yellow color. She will firstly take 3 Fuel, and then buy an Upgrade, as her Yellow Robots has that bonus action. Now, it's the next player's turn.



Planets



:Take any one of the three available Parts. At the end of your turn refill the empty Part spot. If the Parts' deck is ever depleted, shuffle the discard pile into a new deck. Every time you take a Part immediately place it in your Cargo or Install it on your Spaceship.

- To place a new Part in your Cargo you must have at least one empty spot. If you don't, you can't place the new Part there.

- To install a new Part on your Spaceship you must have a legitimate empty spot. Your Spaceship starts with two spots and during the game you can purchase more. These spots either have a requirement for specific origin or type of Part, or no specific requirement at all. **But every Installed Part must have different origin and type from all of its orthogonally adjacent Parts.** If you can't follow these rules you can't install the new Part. **Once a Part has been installed, it will stay there until the end of the game.**



: Give Parts from your Cargo to advance in the Race. You can give 1, 2 or 3 Parts, but the Parts you give must have something in common, either their origin or their type. Place the Parts you gave in the discard pile. Then, move your disk 1, 3 or 6 spaces accordingly. The "10" is the last space, and you can't move any further. You will resolve the Race in the next phase of the round.



: Give Parts from your Cargo to complete available Orders. You can complete multiple Orders in the same turn, giving each time different Parts. Meaning that each Part can be given for only one Order. Place the Parts you gave in the discard pile. Discard any completed Order cards. At the end of your turn refill any empty card spots. Orders require one, two, three, five or six Parts and rewards you with Money, Fuel or progression in the Race. Take your rewards as soon as you complete the Order.



: Give Parts from your Cargo to advance in the corresponding tracks and take a Market card. You can give as many Parts as you want. You will progress one spot up for each Part, in the track matching the type of the Part given. Then, take any one of the available Market cards and keep it face down until the end of the game. You can look at it at any point during the game. There is no limit on how many Market cards you can have. At the end of your turn refill the empty card spot. Place the Parts you gave in the discard pile.



: Pay Fuel and upgrade your Spaceship. You can buy only one upgrade with each action and all upgrades are permanent. At the end of your turn refill any empty tile spot.

- Robots: Upgrade your Robots so every time you place them you will get extra bonus actions. For each Robot, the first upgrade costs 1 Fuel and the second 3 Fuel. You can upgrade Robots that you haven't yet placed this round.
- Cargo: Upgrade your Cargo so you can fit and give more Parts in future turns. The first upgrade costs 1 Fuel and the second 3 Fuel.
- Installed: Upgrade your Installed spots, so you can place there more Parts in future turns. You can place the Upgrades in any spaces you want, but remember that every placed Part must have different origin and type from all of its orthogonally adjacent Parts. Pay the total amount of Fuel of the covered spots.

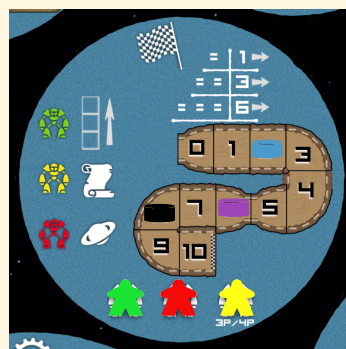
When all players have placed all of their Robots this Phase ends. Proceed to the next Phase.

Phase 2: Race

Now it's time to resolve the Race! Each player will earn that many Money as their difference to the player in last place. Then, reset the track by placing the player's disk in reverse order. Meaning that the player that was in first place (furthest from the start) will begin the next race in last place, etc. Then proceed to the next Phase.

Example

This is the Race after all Robots' placements. Joan is first and will get 6 Money. Paul will take 4 Money, whereas Mark will not get anything as he is in last place. Then, Joan will place her disk on the "0" spot, Paul on the "1" spot and Mike on the "3" spot.



Phase 3: Installed Parts

Every player scores their Installed Parts. Remember, Parts in your Cargo aren't Installed. Get 1 Money per Part, plus bonus Money per completed rows. Then, proceed to the last phase.

Example

Joan will score 8 Money for her Installed Parts.



Phase 4: Cleanup

This is the last phase of the round. Every player takes back all of their Robots. Set the die to the next number and give it to the next player in clockwise order. If this was the 5th round, proceed to end scoring.

Game End

After 5 same rounds, the game ends.

Add to the Money you scored throughout the game, any Money you get from completed Market cards, checking the corresponding Market tracks. But you will have to pay Fuel for many of these Market cards in order to score them, so be prepared!

Lastly, get 1 Money per leftover Part in your Cargo, and 1 Money per 3 Fuel you still have.

The player with the most Money is the winner, and the most profitable scavenger in the entire Hyades system!

In case of a tie, the player with the most leftover Fuel wins.

Scoring reminder

Orders: immediately after completion




Race: every round, in the corresponding phase.




Installed Parts: every round, in the corresponding phase.

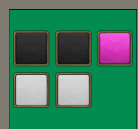
Market cards/tracks: at the end of the game.

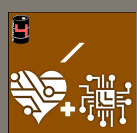
Leftover Parts/Fuel: at the end of the game.


Glossary

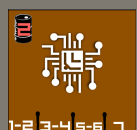
 : receive 3 Fuel
  : give 3 Fuel
  : receive 1 Money


 : Any Part
  : Any orange Part
  : Any battery Part




 : Give any 5 Parts. At least two of them must be Black and at least one must be Purple.


 : Get 2 Money per pair of Shields and Tech you have.


 : Get 4 Money if you have the most Missiles. In case of a tie get 2 Money.


 : Get Money depending on how many Shields you have.


 : Get 3 Money if you have more Missiles than Batteries.


 ,  ,  : Get a Part from this Planet


 : Complete 1 available Order, by giving the corresponding Parts.


 : Take 1 available Market card.

 : Move 2 spaces forward in the Race, without giving any Parts.

 : Buy 1 Upgrade

 : From the Parts you gave this turn, choose one and immediately Install it on your Spaceship, following the normal rules.

 : From the Parts you gave this turn, choose 1 type and move, on the corresponding track in the Market, one space up per Part of that type you gave.

 : Move 1 space up on any track you want in the Market, without giving a Part.