

## THE SPACE CARDS

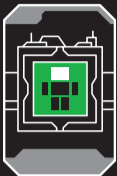
### SHIP COMPONENTS

Scanners, Robot Parts and Crystals come in three color variations (orange, green and purple) and are placed somewhere in your ship between the Cockpit and Engine. All ship components of the same type are stacked on top of each other when placed in the ship.



#### SCANNERS

You receive 2 VP for each Scanner in your ship. When played, a Scanner lets you immediately look at the top Danger deck card.



#### ROBOT PARTS

You receive 2 VP for each Robot Part in your ship. You also receive an additional 3 VP for each complete robot (three unique pieces) that you assemble.



#### CRYSTALS

You receive 1 VP for each Crystal in your ship. You gain an additional 3 VP for every set of four crystals.

#### POWER SOURCES

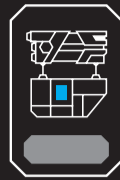
A Power Source is connected to the top of the Cockpit or the Engine. Multiple Power Sources are stacked.



Each Power Source is worth 1 VP and you are awarded an additional 2 VP for every top Scanner, Robot Part or Crystal in your ship that matches the color of the Power Source.

### ADD-ONS

Alien Drones and Loot Carriers are add-ons that award VP depending on what your opponents have chosen to collect. To determine their score, you need to check who has the most of each type at the end of the game.



#### LOOT CARRIERS (placed under ship)

Loot Carriers award 5 VP if you have the most, and 2 VP if you have the second most. In case of a tie, both players are awarded the same number of VP.



#### ALIEN DRONES (placed above ship)

You receive 3 VP for every player that has fewer drones than you.

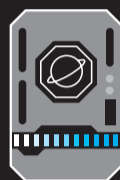
### CREW AND FUEL

Crew and Fuel are used during the Danger Phase, and can also give VP at the end of the game.



#### CREW (placed in front of ship)

Crew can be deployed in a Fight during the Danger Phase. The player with the most Crew left at the end of the game is awarded 5 VP.



#### FUEL (placed behind ship)

Fuel is on the flip side of the Space cards and can be spent in a Flight during the Danger Phase. The player with the most Fuel left at the end of the game is awarded 5 VP.

## GAME COMPONENTS

### 1 x RULES

#### 1 x NAVIGATION COIN

#### 8 x STARTING SHIP COMPONENTS:

4 x Cockpits  
4 x Engines

### A TOTAL OF 108 CARDS DIVIDED AS FOLLOWS:

#### 72 x SPACE CARDS:

9 x Alien Drones  
9 x Crystals  
9 x Robot Parts  
9 x Power Sources

#### 8 x DANGER CARDS:

4 x Flight cards  
4 x Fight cards

#### 28 x DAMAGE CARDS

7 x Alien Invasion  
14 x Fire Onboard  
7 x Hull Breach

### CREDITS:

Game design: Kristofer Lilja and Daniel Rashidi

Creative director: Alexander Kandiloros

Graphic design and illustrations: Rickard Höök

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# SPACE RACE

The conflict between mankind and aliens has been going on for decades and different factions of scavengers have formed to profit off the fighting. You are the commander of one of these scavenger ships, trying to collect alien technology, steal valuable loot and capture alien drones.

Navigate the hazards of space, steal parts for your spaceship and avoid damaging your ship by choosing wisely between fight and flight! Who will be the most successful scavenger and build a more valuable spaceship than the other factions on their way back to Earth?

## START YOUR ENGINES – AND LET THE JOURNEY BEGIN!



20–30 min



10+



2–4 players

### HOW TO WIN

Upgrade your ship and outmaneuver dangers as you travel through space. Whoever has the most Victory Points (VP) at the end of the game, wins.

### SETUP

- Each player starts by choosing 1 Cockpit and 1 Engine.
- Shuffle the Danger, Damage and Space decks separately and place them face-down in the center of the table.

### HOW TO PLAY

Gameplay lasts for three rounds, and each round contains two phases: the Upgrade Phase and the Danger Phase. After three rounds, player scores are counted and the winner is announced.

### UPGRADE PHASE

Deal 6 Space cards to each player. Flip the Navigation Coin to determine the direction in which cards are passed. Each player selects a Space card from their hand that they want to keep, making sure it's hidden from the other players, and sets aside the rest of their hand. When all players are ready, play your selected card at the same time, in one of two ways:

- FACE UP:** this means the card will be placed so it is connected to the ship or somewhere around it (see the example below). If you already have a card of the same type connected to your ship, the new card is placed on top of it, so that the number of VP on the card below is still visible.
- FACE DOWN:** the card will be placed behind the Engine and represents collected Fuel. Any text on the card front is ignored.

After this, pick up and pass on the rest of your hand in the direction indicated on the Navigation Coin. Players pick up their new hand, which now contains fewer cards to choose from. When there are no cards left to pass along, continue to the Danger Phase.

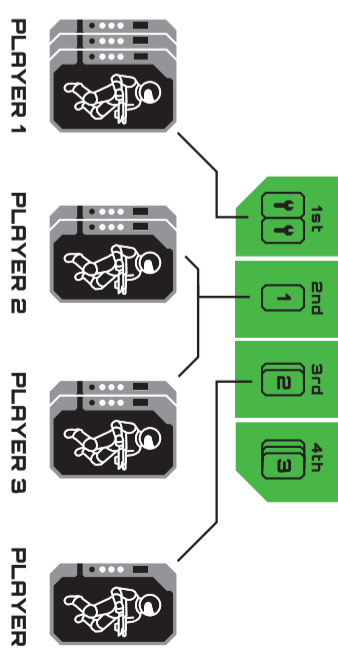
size of their bid. In a tie, all players involved get the same ranking. This same procedure is applied when a fight card is revealed, but then you bid with your collected Crew instead.

Three icons can be found on the Danger card positions:

- X** You leave undamaged.
- Y** Instantly removes damage from your ship equal to the number of wrenches on your ranking.
- Z** Draw the same number of Damage cards as your ranking and put them into your spaceship.

Discard any used Fuel and Crew and return all that are left back to your ship. The used Danger card is also discarded. The next round can now begin, starting with the Upgrade Phase.

### BIDDING EXAMPLE



PLAYER 1 (highest bidder) removes 2 Damage cards from ship.  
PLAYER 2 and PLAYER 3 (2nd place bidders) gain 1 Damage card each.  
PLAYER 4 (3rd place bidder) gains 2 Damage cards.

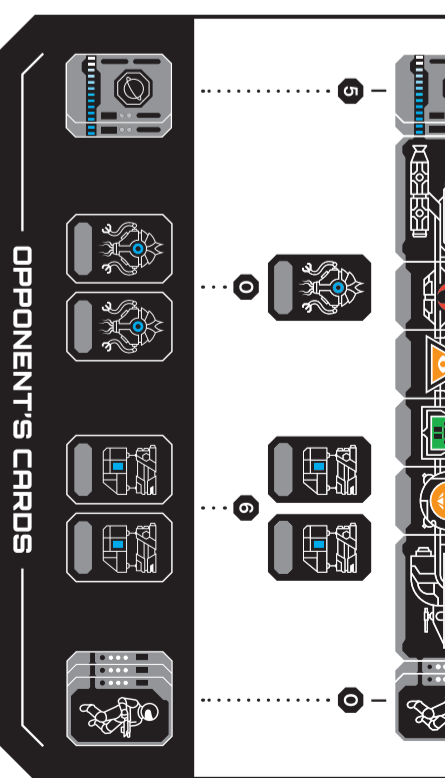
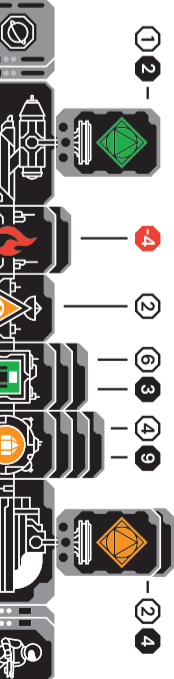
### SCORING

After all three rounds have been played, players' scores are calculated as shown below. Some cards are worth VP on their own, indicated by the O-icon in the top left corner. In addition, some cards award extra VP if the card condition is fulfilled. The player with the most Fuel receives a 5VP bonus and the same applies to whoever has the most Crew left. In case of a tie both players are awarded bonus VP. Players also receive negative VP for every Damage card they have collected, indicated by the ●-icon in the top left corner.

### CALCULATE SCORE

O = CORNER VP  
● = CONDITIONAL VP

YOUR SHIP – TOTAL: 40 VP



### DANGER PHASE

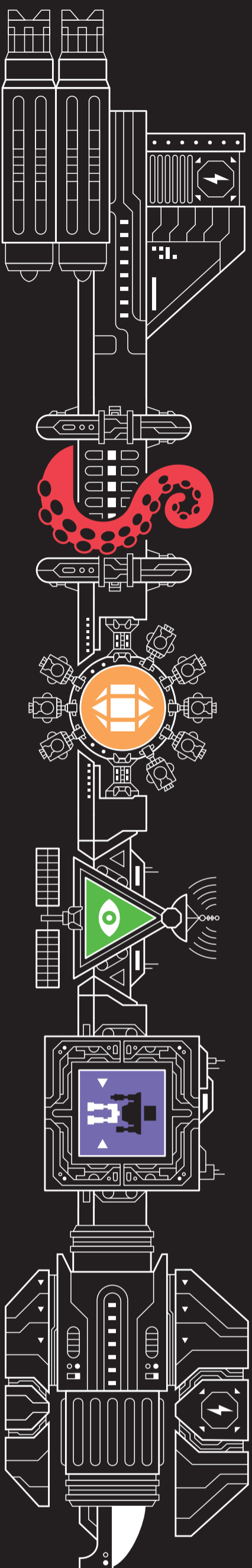
The top Danger card is drawn from the Danger deck. There are two types of Danger cards – FIGHT and FLIGHT. Fight means you have to defend your ship, using your collected Crew, and flight means you have to escape using your Fuel.

If the revealed danger is a flight card, pick up all your collected Fuel and then, in secret, decide how many cards you want to bid. When everyone is ready, all players reveal their bid at the same time by placing that number of cards on the table. (A player is allowed to bid zero cards.) A player's ranking is decided by the

CHOOSE YOUR FACTION!

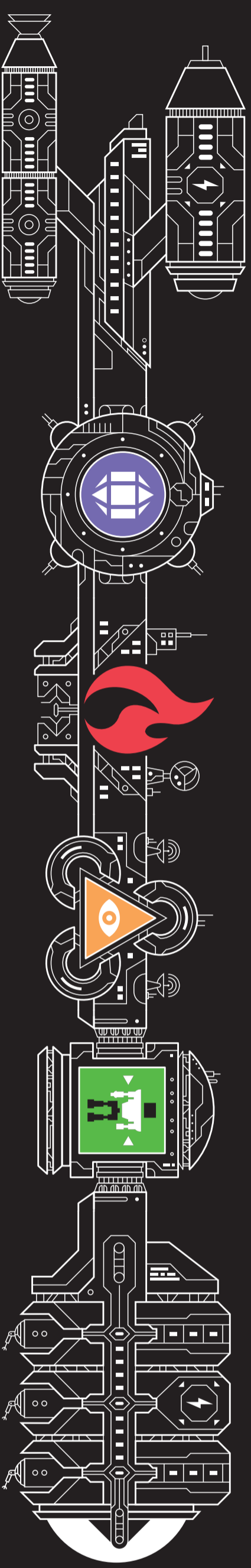


SPACE RACE



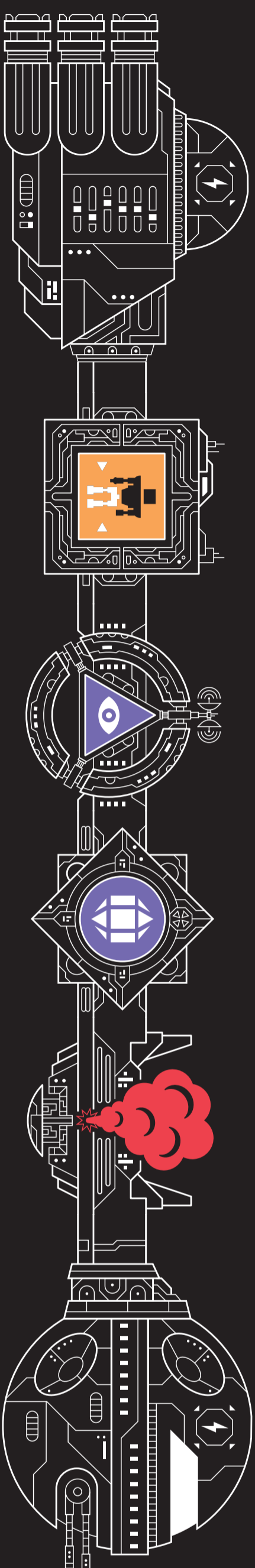
**RAVENS**

Rooted firmly in a culture of diplomacy and negotiation, the members of the Raven faction use these characteristics to lay claim to as much alien technology as possible. But is negotiating with aliens a good idea?



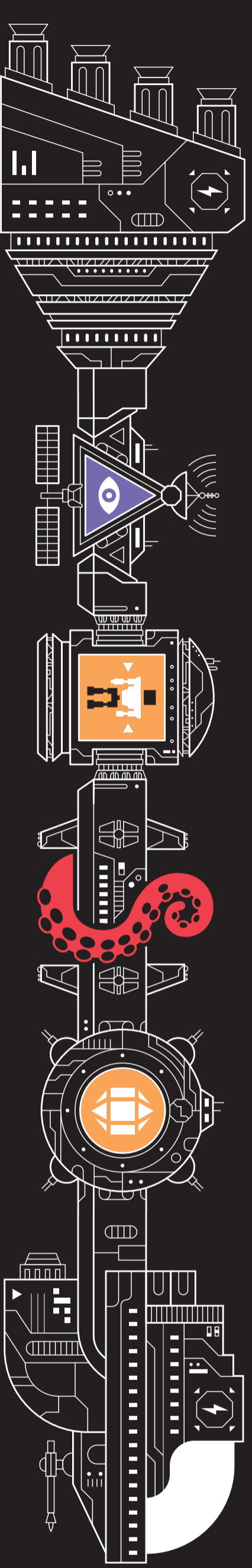
**JACKALS**

The origins and leadership of the Jackals are shrouded in secrecy, but we do know that the members of this faction specialize in infiltration – sneaking behind enemy lines and stealing alien technology.



**VULTURES**

This faction was formed by tradesfolk from all walks of life. Their business skills often come in very handy, but their love of profit often makes the aliens furious.



**WOLVES**

This band of bandits and thieves loves looting and plundering – and the Wolves won't let any alien scum stand in their way when it comes to getting their hands on the bounty.