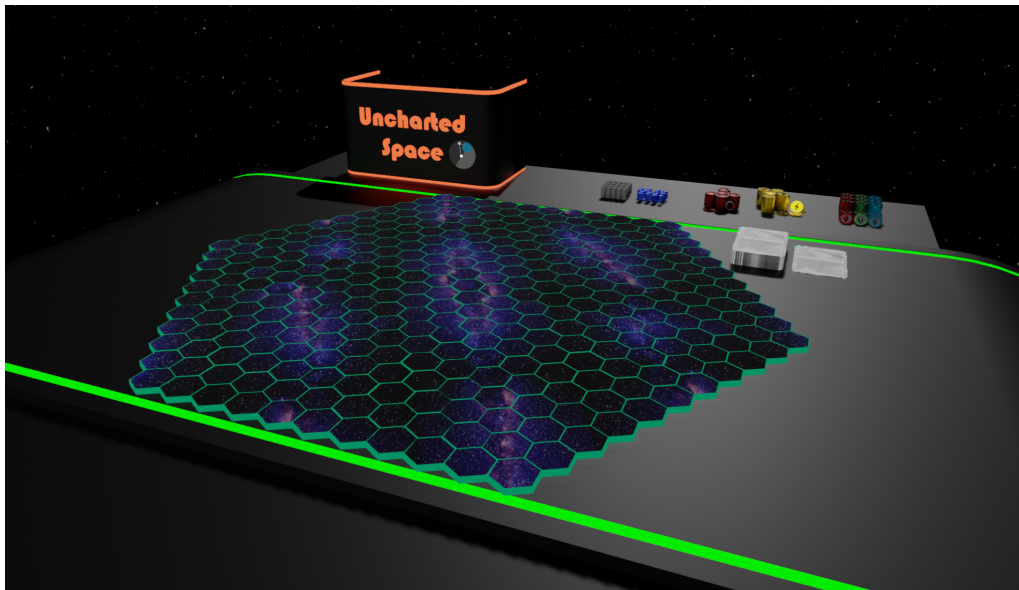


Cover Art-Uncharted Space



Intro to the game of Uncharted Space

Appendix

- P1 Win condition-Game overview
- P2 Setting up pieces for players
- P3 Choosing who manages resources
- P4 Understanding resources and buildings
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- P8 Trading/Raiding in depth
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- P10 Credit

-Game Components

- 121 Hex Tiles
- 5 Player cards
- 5 player pieces
- 30 farm houses
- 30 mines
- 5 merchants
- 2 pirates
- 1 rule book
- 100 token resources
- 2 pairs of dice

Overview

A beacon of distress picks up on your radar after wandering the fringes of the galaxy. The message is broken, but attractions of new lands and uncharted coordinates promise wealth and new discoveries . Upon arriving, you realize you were not the only one that received the distress beacon...In a board game adventure of 3-5 captains through turn-based strategy explore the uncharted lands, build farms to harvest exotic resources, Create mining sites, Trade and plunder!!! Fight off pirates and inhabitants alike that seek to take away from your newfound wealth. Will you be able to monopolize your way to power and wealth? Or will you take it by brute force?

P1 Win condition-Game overview

Welcome and thanks for purchasing Uncharted Space, Captain! We are excited to have you aboard this journey. In order to make your claim to this new sector of the galaxy you must build wealth and resources to establish dominance among the pirates and fellow captains that wish to take away your opportunity. In order to claim the galaxy you must be the first one to obtain 10 points through means of establishing excavation sites for resources, as well as farming and raiding the lands. Will you win by slow and steady means, or will you be beaten by risk takers that hunger for glory? Let's get started!

Setting up the pieces

Step 1. Shuffle the event deck. Make sure if this is your first time to shuffle it at least 7 times. This will give you the best chance at having a randomized experience and allow for the most varied gameplay.

Step 2. Hand out a player card to each captain:

Roll the dice to see who goes first. They can then choose their preferred captain. If you prefer to do a different mini game like rock, paper, scissors, or no games at all, feel free to decide whichever works best for your group of friends. Just remember, if you bring a knife to a gunfight, you might be either silly or spend too much time playing First person shooters.

Step 3. Once you have selected who goes first, you can decide if you will all manage resources yourselves upon collecting or designate an individual to do it. We recommend one person doing it to keep the deck and resources nice and orderly, but this is your empire to figure out so have at it.

Step 4. Allocate by color the proper excavation sites, (5), Farms, (5), and other items that should be found in their respective bag, unless you destroyed it and wasted good plastic :((shame)

Step 5. Set up the board for 2-3 players as seen below



Or set up the board for 4-5 players as seen below

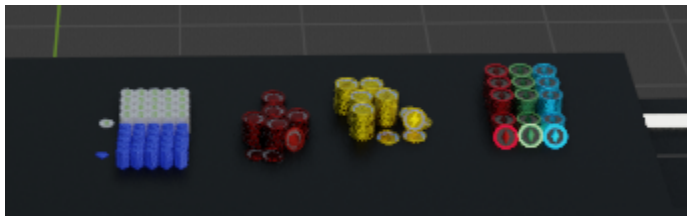


Note that you will need a certain amount of balance between resources so that there isn't too much scarcity or unbalance, especially if some captains have win conditions based on maps.)

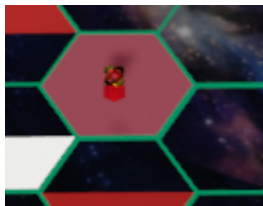
Step 6. Place Event Resources to the side of the board like so:



Step 7. Place Resource tokens in the middle of the game board like so:



Step 8. Place Pirates in the top middle sector of the map with their allocated space



Understanding Resources and Buildings

Overview:

- Excavation sites- Built to help produce Energy as well as gather resources.
- Farms- Built to help produce Wheat
- Player pieces-5 in total
- Tokens-Used for Resources and to cash in for gold.
- Energy-Gathered from Excavation Sites for buildings. Resource
- Wheat-Gathered from Farms for buildings. Resource
- Ores-Resources gathered from Excavation sites
- Merchants-(one merchant by default) other merchants arrive upon summoning through event cards, or they leave)
- Event Cards-Help change up the turn of the game flow

Turn overview -building, trading, raiding in a nutshell

Step 1. If your turn is the beginning of a round, draw an event card and show it to all captains

Step 2. Roll the dice

Step 3. Collect resources based on excavation sites, farms, ect. Collect one for the resource your pawn is touching (only one, not up to three)

Step 4. Move your player up to a max of three tiles

Step 5. Trade with players or merchants

Step 6. Build bases or upgrade your fleet.

Step 7. Cash in resources for gold

Rolls:

11-12 Diamonds

9-10 Sapphire

7-8 Emeralds

6-7 Rubies

4-5 Energy

2-3 Wheat

Raids- Doubles

Fleets and their upgrades

Your fleet grows as your empire grows, but you can grow it quicker depending on what edge you need in the game.

There are three levels

-Base-
Admiral
Lord
Emperor

You gain levels either by paying 1000,2500, or 3000 gold to unlock the subsequent levels

Or by having specific number of farms or mines helps unlock the next tier quicker

Your fleet has a certain amount of health. You can use it to help defend from raids or plunder, but beware. If you lose all your health you'll lose a base level and be suspended from moving to a new location for two turns unless you pay 500 gold and some well needed resources for repairs (three energy and two tungsten)

By now you're starting to understand the play by okay. You will earn resources and the ability to split how much you'll use for building and how much for cashing in towards the gold requirement will change the speed at which you can win. Cash in too much and you'll be behind. Wait too long to cash up and you'll be a few turns too short as well.

EVENT CARDS

Event cards are drawn by the captain who is first at the beginning of a round. Only they draw an event card during their turn. NO ONE Else draws a card during their turn unless an event card says to do so. This event card remains in play until the next event card replaces it.

Event cards are divided into two categories. Positive and negative influencing for the round. Event cards usually affect all players with the exception that players do not fall under its requirements.

For example see image below:

Negative:

Positive:

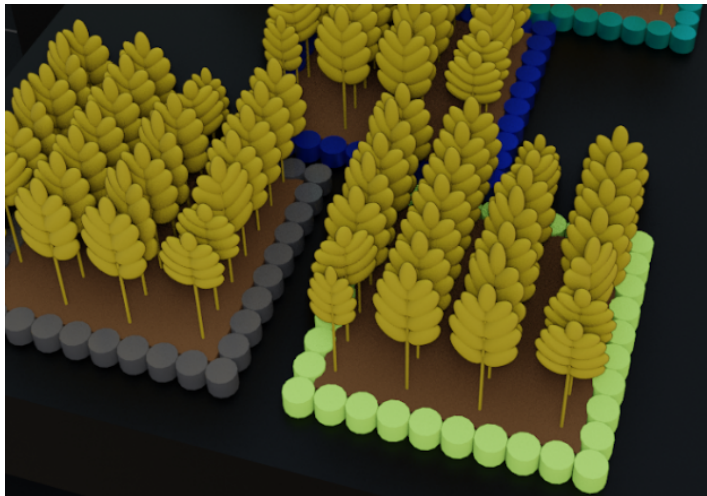


Example of an event card-Requirements: "players who have less than three resource buildings receive one resource of their choosing"

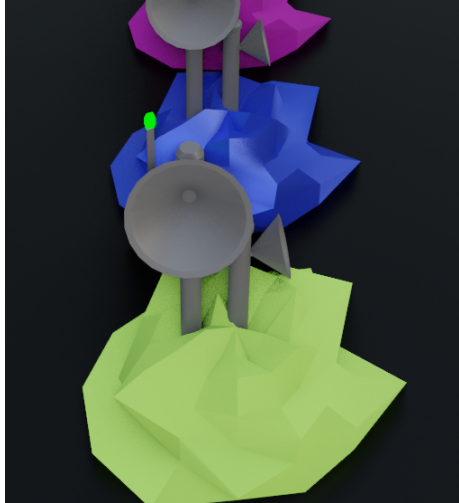
Or "players who have more than 10 resource tokens currently in their hand must return three to the land due to a planetary storm."

There are two types of resources you can build.

Farms



Excavation sites (also referred to as mines)



To build a farm you need.

- 2 energy tokens
- One ruby
- One sapphire
- One diamond

To build an excavation site you need:

- 2 ruby
- 2 diamond
- 3 wheat
- 3 energy

In order to upgrade the level of your farms or mines you must pay double of what it costs to build them.

Warning: you could potentially lose mines or farms during the game. Be careful where you allocate resources to.

Captains

Each captain has a different effect on what he can do. Some abilities have to be used every turn meanwhile others will be upon conditions during their or other captains turns.

The five captains are

1. Morticious the undead
2. Samantha the cowardly
3. Billy the kid
4. Captain Capricorn
5. Liliu of the great one

Their abilities are found below.

Morticious is cruel, he makes his men move more than they want to, pushing them to death. Because of this he can move one extra space per turn. When he does so he must give up one resource token of his choosing.

Samantha shies away from battle. Upon what would crash her ship she can attempt a roll to save her fleet from crashing. If the roll is successful she is saved.

Billy the kid isn't a kid. Nor is this the same rodeo. He can fire up to two times upon the enemy with the cost of resources at his disposal to do so.

Captain Capricorn looks a bit like a...horse, but that's just by coincidence. While his mane may be soft, get on his wrong side and he'll kick you to the next system. He's a temperamental one. When starting a fight he gets plus 2 to his rolls to help him out at the cost of 2 energy.

Liliu, the great one, is calm and wise. She does everything for Eriscu, her god. When being raided Liliu can attempt a roll to block the attack. If successful, no damage. If it fails, depending on how close to success her roll is, the damage is mitigated by a percentage. Max 40%.

End of the turn.

Each time you end your turn your resources that you have built will provide 100 gold each turn. Since you can have up to a max of 4 each (excavation and farms) you can make 800 gold per turn, granted that there is no damage to your sites from raiding or events. Be careful, because at that point while you will quickly win, someone else will generally be very close as well.

You can earn additional gold by cashing in resource tokens. Each resource token is 25 gold. It may be a better strategy to focus on building a sustainable farm and excavation site that helps produce resources that can then be cashed in as spare in the beginning to help you get a good start rather than slow progress.

End of the game

Once someone has collected all the gold needed, it will continue until the last person to take a turn in the round has concluded. For clarifications, if 5 people are playing and #3 finishes, #4 and #5 will try to get a higher gold amount than #3. However, #2 and #1 will not go again.