

Secret Salvage

10-31-14

This game probably would benefit from a new theme.

Set Up

Each player will control move ships of a different color. For gameplay balance, it is important that players start on opposite sides of the board from each other.

For a two player game, use the Blue and Orange ships.

For a three player game, use Blue, Yellow and Green ships.

For a four player game, use Blue, Purple, Orange, and Yellow ships.

For a five player game, use all ship colors except red.

Give each player a player board that corresponds to their ship color.

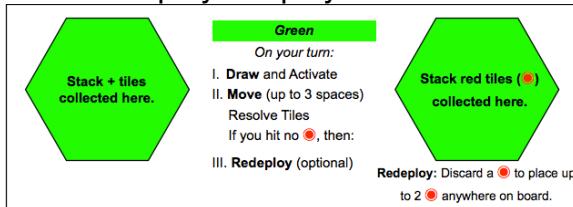


Figure 2 - Player Board

Players place their ships on the three colored spaces on the opposite side of the board from the spaces matching their ship color. For example, if you are the orange player, you will place your ships on the blue starting spaces.



Figure 3 -Starting Position

Place random tiles face down on the board based on the number of players.

# of Players	Starting Tiles
2 Players	12
3 Players	9
4 Players	6
5 Players	4
6 Players	3

Arrange the tiles so they do not favor any one player. See example sheet for tile formations.

Shuffle all remaining tiles into two roughly equal stacks and place one stack on each side of the board. Tiles discarded during the game should go back into the box. If the tile stack runs out during the game, shuffle the tiles in the box to form a new stack. By any agreeable method choose two red power ups and two blue power ups to be available for use this game. Place those power ups along one side of the board where all players can see them.

The youngest player will go first. Play proceeds clockwise from them. Give the first and second player one blue +1 battery tile to start the game. Give the third and fourth players two +1 tiles. Give the fifth and sixth players three +1 tiles.

On your turn:

- I. DRAW - Draw the top tile from the stack and examine it. Drop (place) that tile under one of your ships to activate that ship. That tile remains face down until another ship lands on it in the future.
- II. MOVE - Move your active ship up to **three** spaces in a straight line. You **must** move at least one space. You can not move through other ships. When you move on to a space containing a tile, you must resolve that tile.
- III. RESOLVE TILE(S) - When your ship moves onto a space with a tile on it, flip up that tile and immediately resolve it. If it is **not** a red tile, you may continue to move until your available movement is used up. Encountering a red tile always ends your movement. Collect the tiles you encounter and add them to your player mat.
- IV. REDEPLOY (optional). If you did not encounter a red tile, you may discard a red tile from your player board to place up to two other red tiles from your player board anywhere on the board.

Power Ups:

You may pay the energy cost to use ONE power-up on each of your turns. To pay the cost, discard collected energy tiles from your player board. You do not get to make change, excess value discarded is simply lost. You may choose to use a power up at any time during your turn. For example, you could move one space, pay for a thruster to turn your ship, then move two additional spaces.

What happens if another player's ship encounters a tile on my turn?

What if another player moves my ship onto a tile during my turn?

When *any* ship encounters a tile on your turn, you resolve that tile as if you encountered it. You collect that tile and gain its penalty or benefit.

Winning the Game

Move all three of your ships across the board and onto a space matching your ships' color (exception: see 3-player rules below). After you have successfully moved all of your ships across the board, play continues until the end of that round so all players get an equal number of turns. If more than one player gets all of their ships across the board, use the tiebreakers.

Alternate victory condition: Collect 10 red tiles to immediately win the game.

Tiebreakers

1. *The tied player who has the most collected tiles is the winner.*
2. *If still tied, the last tied player in turn order (closest to last) is the winner.*

Special Rules for 3 Players

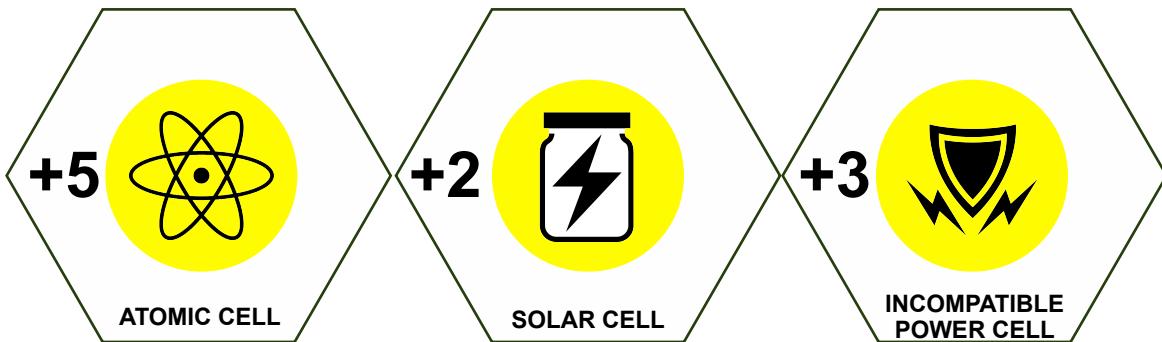
When playing with three players, players will not begin the game in opposite positions from one another. In order to maximize the blockade with three players, you should play by these special rules:

1. To win the game, instead of moving all three ships across the board onto a space matching your ships' color, you must move one ship into each of the opposing player's starting rows and the third ship into a space matching your color. For example, if you are playing as Blue, your objective is to move one ship into a Red space (where the green player starts), another ship into a Purple space (where the yellow player starts), and another into a Blue space.

[Insert example diagram here]

2. Your ships may enter the colored destination spaces, but only those relevant to you. That is, your ships can only move into one of your own destination colors or your starting color. For example, as Blue, your ships cannot enter spaces which are just Green or just Yellow.

Tile Resolution Guide



Energy Tiles

When you encounter a Atomic Cell or Solar Cell tile, keep that tile. When you encounter a Incompatible Power Cell tile, give that tile to another player of your choice.

You may send energy tiles at any time during your turn to use a power up.



Red Tiles

Encountering a red tile immediately ends your turn (with no redeploy phase). In addition, you must resolve the effect for the red tile as described below.

GRAVITY MINE

Choose the player on your left or right. They may immediately move the ship that moved onto this tile one space in any direction.

DRAINED

Give your most valuable energy tile to the player on your left or right.

INTERFERENCE

Choose the player on your left or right. They may immediately move one of your ships that did NOT move onto this tile one space in any direction.

Starting Tile Configurations

