



Captain's LOG

Rule Book



Welcome to your ship, the USRC Entropy!

She is veryspacious. She is also colorful and held together by dreams and chewing gum, but she'll do. This is an important day in the history of the United Saturn Ring Colonies. The gates of Saturn are officially open! They are letting one lucky captain and crew join the utopia that is Saturn and that captain should be you. If you choose to accept your mission, of course.

Oh, by the way, you are not the only captain this mission has been given to. To win this race, you will need to generate resources for the journey, jump from ring to ring, and avoid the travails of space such as sabotage, crew attrition, random anomalies, and everything in between.

Best of luck, and may the best captain win!



Watch out for Sir Francis Space and his crew of space-juice thirsty pirates, they will make take your resources and make you walk the plank.

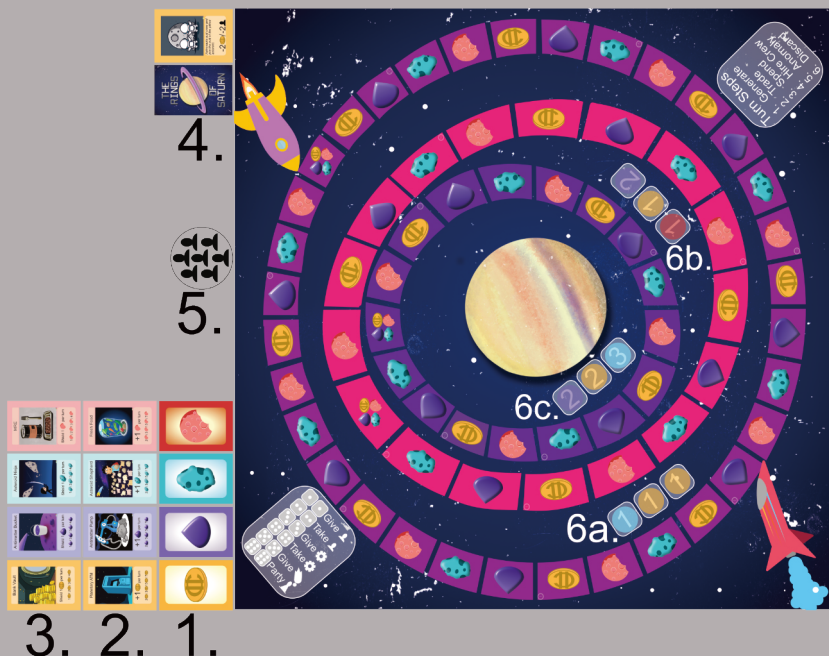


For a video tutorial, go to: www.providencegameco.com/games/ringsofsaturn/howto

Game Contents

- 6 player tokens
- 2 dice
- 72 crew members
- 1 game board
- 12 colored tokens, 4 of each resource color
- 48 shield cards, 12 of each resource color
- 48 generator cards, 12 of each resource color
- 55 anomaly cards
- 100 resource cards, 25 of each

Game Setup



1. Place all 4 four resource cards into piles along side the board
2. Place generator cards next to the corresponding resource pile, there should be 2 per person playing the game. (Example 4 people = 8 generators of each color)
3. Place corresponding shields next to the generators, there should be 2 per person playing the game
4. Shuffle the anomaly cards and place them along the edge of the board
5. Give each player 5 crew members and place the rest in an accessible area
6. Randomly draw colored tokens and place them on the ring travel cost areas. Start with the outer ring and work in.
7. Roll the dice for first player (highest wins), then first player will place their player token on any space on the outer ring. Going clockwise, each player will repeat.

Game Play

Turn Steps

1. Generate
2. Trade
3. Spend
4. Hire Crew
5. Anomaly
6. Discard

A turn consists
of 6 steps

Step 1: Generate

Roll the dice and travel around the board. You can go either direction around the board. Receive the resource you land on. The area with 4 resources is a wild, one resource of the type you want.

After gathering your resource, complete any dice events.



- Give another player a crew member
- Take another player's crew member
- Give another player a resource card
- Take another player's resource card
- Give another player an anomaly card
- Everyone gets the resource you land on

After completing dice events, complete space pirates

Space Pirates: If you land on another player's token, you can steal one resource card from their hand. If they do not have any resources, make a crew member walk the plank. (Put crew member back in crew pool)

Finally, if you have any generators (page 5), take those resources.

Step 2: Trade

You can trade with the bank at a cost of 3 resources of the same color for 1 resource. If you are space friends (next to an opponent token), you can trade with them. You can trade crew/resources/shields or generators.



C.A.L. 9001 is your personal A.I. He is very helpful but sometimes has a bad attitude.

Step 3: Spend

You can purchase a generator, shield, crew member, ring travel, or sabotage. On the outer ring you get 1 purchase per turn, in the middle ring 2 purchases, and in the inner ring, 3 purchases.

Generator: At the end of each generate phase, take a single resource generated by this card. To purchase it costs 2 of the same colored resources for the first and then 3/5/7/etc for each successive one. There is no limit to how many you can buy other than an empty supply pile.

Shield: During the anomaly phase and sabotage events, shields will protect your crew and resources from adverse events. The first shield costs 1 resource of the same color and then 2/3/4/etc for each successive one. There is no limit to how many you can buy other than an empty supply pile. (Hint: the max disaster cost is 4)

Crew Member: It costs 1 of each colored resource (4 total) to add a crew member to your crew.

Ring Travel: Buying ring travel will move you up to the next ring, the cost is determined during setup. You can be anywhere on the board to purchase this event and move your player token to the next ring. You can choose anywhere to land on the next ring. Ring travel takes all your buys for the turn no matter the ring you travel to.

Sabotage: Give your opponent an anomaly card. It costs 5 of any resource cards, they do not have to be the same color.

Step 4: Hire

Gain crew members based on the amount of crew you have.

1-5: +1 Crew Member

6-11: +2 Crew Member

12-13: +3 Crew Member



These are some of the spaceships opposing captains are flying. Sometimes life isn't fair.



Step 5: Anomalies

Draw an anomaly card and pay the cost. On the outer ring, you draw 1 card, in the middle ring, 2 cards, and in the inner ring, 3 cards.

Shields of the correct color will reduce the cost of surviving the anomaly. When drawing multiple cards, complete each card before drawing the next one. Shields reset in between anomaly cards. You can choose how to pay the cost (i.e. with resources or crew members) with the exception that if you can survive, you must survive.

If you cannot pay the cost of the anomaly, move your player token back to the outer ring, discard all resources in your hand, and put one generator or shield back in the bank. Take 5 new crew members

Step 6: Discard

If you have more than 10 cards in your hand or 13 crew members, discard them so you have a max of 10 cards in your hand and a max of 13 crew members.

Game End

The game ends when a player buys passage to Saturn from the inner ring, their turn ends immediately once they land there (This matters if you want to have a survival race as a second tie breaker). Everyone else gets one final turn to attempt to make it to Saturn, all players who make it to Saturn win!

To calculate the ultimate winner, the first tie breaker is whoever lost the least amount of rockets (restarts on outer ring due to no crew left). The second tiebreaker is a survival contest.

Survival Contest: Starting with the last person to make it to Saturn, working backwards based on order of arrival, give players anomaly cards until only one player is left with crew. They are the ultimate winner!

The Cult of the Pitted Asteroid thinks we need to go back to spending time together and doing things with our own hands, they are against space exploration and using alien tech to better our lives. They are also not afraid to act on their beliefs.



Credits

Thank you to everyone who made this game possible, there were so many of you who sat through poor games to make this great game. If we missed you below, just know we still appreciate you!

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*If you win the race, this could be you
relaxing on Saturn!*

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