

CONTENTS

- 1 game board
- 6 astrolabes (assembly required)
- 6 Player's Base Starship cards
- 34 Near Space cards (30 Starships and 4 Events)
- 34 Deep Space cards (28 Starships and 6 Events)
- 18 Trophy cards
- 24 Improvement cards (15 Equipment and 9 Support)
- 16 Game Help cards
- 72 Galactic Credits tokens
- 2 battle dice (1 orange and 1 gray)
- 6 Metal Faktor red dice

A GAME BY LIONEL BORG - UNIVERSE: ARNAUD CUIDET
ILLUSTRATIONS: CAMILLE DURAND-KRIEGEL, REMTON, DIMITRI BIELAK, ERVIN

In an infinite galaxy, the Empire of Sol and the Galactic Empire are engaged in a merciless war. Raiders of the Barrens threaten the weakest planets and the OCG imposes its monopoly on trade. Faced with this madness, valiant men and woman have decided to take destiny into their own hands. They have chosen a dangerous life, but one filled with freedom and adventure. They are called the Space Pirates!

AIM OF THE GAME

Become the most famous pirate with the most Glory points at the end of the game.

STARTING THE GAME

>> Each player receives

1. 1 Astrolabe (with the four values set to Power 8, Damage 0, Glory 0 and Judgment of Pirates 0).
2. 1 Game Help card and 1 randomly selected Player's Base Starship card.
3. 1 Metal Faktor die placed on its blank face.
4. 2 Trophy cards selected from three randomly drawn, the third one is put under the Trophy deck.
5. 3₡ (Galactic Credits).

>> Preparing the space deck

6. There are two types of Space card: blue-backed ones and red-backed ones.
   - Shuffle the blue-backed cards.
   - Shuffle the red-backed cards.
   - Place the blue-backed cards on top of the red-backed cards to form a single draw pile.

>> Preparing the Trophy Card deck

7. Shuffle the Trophy cards to form a deck, which should be placed on Exxalia.

>> Preparing the Improvement Card deck

8. Place the Improvement cards in a face-down pile which is then placed on the OCG Trading Post. Turn the top four cards face-up in the spaces provided.

>> Bank

9. Place remaining Credits on the Bank.

>> First Player and Turn Order

The first player is determined randomly.
Thereafter and during the remainder of the game, each player plays his turn in a clockwise turn order.



DESCRIPTION OF GAME ELEMENTS

PLAYER'S ASTROLABE

The Astrolabe includes 4 wheels: Power, Damage, Glory and Judgment of Pirates.



>> Wheel 1 - Power

- **Main Power**: This Power Wheel indicates the player's main power. At the beginning of the game, it should be set to 8. It can be increased through the use of Improvement cards (Equipment). When a player gains or loses Equipment, he must adjust his Power Wheel accordingly.
- **Support Power**: Beneath the main power, there is Support Power. When a player helps another player during a battle (against a Starship or during a challenge), he adds his support power, not his main power.

>> Wheel 2 - Damage

When a player suffers Damage (in Battle, following an Event or a Support card), he turns his Damage Wheel one notch, which reduces his power by one.

Immunity: A player cannot suffer more than 4 Damage. If he reaches 4, he continues to play and is immune to further damage.

When a Player's Starship is repaired, the Damage Wheel is turned in the other direction.

>> Wheel 3 - Glory

The Glory Wheel shows the player's current Glory score. It is adjusted when a player wins Glory (through a Trophy, a Challenge, the Extravagant Expenditure action, etc.).

>> Wheel 4 - Judgment of pirates

When a player suffers the Judgment of Pirates, he turns this wheel one notch, which also lowers his Glory by one.

Infamy: A player cannot have more than 4 Judgment of Pirates points. As long as a player has 4 Judgment of Pirates points he can't ally with another player, provide assistance or receive the assistance of an external ally.

When 1 point of Judgment is canceled (Amnesty), the player turns his Judgment of Pirates Wheel in the opposite direction.

GAME BOARD

The game has several specific locations:
Space to the far left, the OCG Trading Post to the far right, Havana (the planet of pirates), and three other planets: Exxalia, Bazaar, and Karokum.



1. Pirates' Pot
2. Space deck
3. Space cards
4. Havana

EXXALIA

1. Treasure of Exxalia (₡)
2. Actions of Exxalia
3. Trophy Card deck

OCG TRADING POST

1. Improvement Card deck
2. Actions on OCG Trading Post
3. Improvement cards
4. Bank

KAROKUM

1. Treasure of Karokum (₡)
2. Actions of Karokum
3. Starship Discard pile

BAZAAR

1. Treasure of Bazaar (₡)
2. Actions of Bazaar
3. Support Card discard pile

SPACE CARDS

>> STARSHIP CARDS

The Starship cards contain the following information:

Starship's power (6 to 20)

Damage inflicted by Starship (1 to 3)



Nation of the Starship:


Solar


Imperial


Barrens


OCG

Rewards: According to the Starships: Credits, Glory points, Support card ...

Pirate Hunter Cards: Pirate Hunter cards are recognized by their red background. If a Pirate Hunter card is not chosen for Battle, it is returned to the Space deck (see page 4). **It is not possible to betray during a battle against a Pirate Hunter card (see page 4).**



>> EVENT CARDS

The effects of these cards are applied to all players as soon as they are drawn (see page 6).



TROPHY CARDS

Trophy cards allow players to earn Glory points and, sometimes, Credits.
Each player's Trophy cards are revealed only when the player meets its condition. The trophy is then placed at the bottom of the Trophy Cards deck on Exxalia and may become available again later during the game.

A player starts with two Trophy cards in his hand. He may acquire extra ones on the planet Exxalia or through an exchange with other players (see page 5).



Condition to validate the Trophy

Glory points to earn

Credits to earn

A player cannot have more than 2 Trophy cards in his hand during the game. A player can reveal completed trophy cards at any point during their turn or during the turn of another player. However, a player can only reveal ONE Trophy card PER PLAYER TURN, whether it is his own or the turn of another player.

Important: If a trophy's condition is lost during an action (for example: Possession of an object of a certain power that is plundered), it is not possible to validate this trophy "just before" the loss occurs.

IMPROVEMENT CARDS

There are two types of Improvement cards: Equipment and Support. These cards are kept face-up in front of the player. A player can never have more than 4 Improvement cards in front of him.

>> SUPPORT CARDS

Support cards are single-use. When used, the player applies the card's effect and then puts the card into the discard pile on the planet Bazaar.

Until used, a Support card is kept in front of the player. A player can always discard a support card, which is then put in the discard pile on the planet Bazaar.

When a player aquires an Improvement card he has to pay a number of credits equal to the equipment's cost to the action's Planet treasure.

Card's cost



Card's effects

>> EQUIPMENT CARDS

Each Equipment card has a Power score. As long as a player posesses this card, he adds this Power Score to the total value of his Main Power (turning the Power Wheel accordingly).
Some cards also grant a special effect.

All Equipment cards effects are cumulative with no restrictions.

Equipment cards are permanent. A player can always discard an Equipment card freely, which is then put on the bottom of the OCG Trading Post deck.

Type: Tool, Weapon or Armor

Card's cost



Card's Power Score

Card's special effect (if any)

PLAYING THE GAME

>> On his turn, a player may:

TRAVEL

After he pays tribute to the Brotherhood of Pirates, the player MUST perform battle and he CAN do the Tour of Pirates.

OR

REST

If a player has a damaged ship, he can choose to rest, passing his turn and receiving several bonuses. (see page 5).



Havana is the pirates' planet. They rest here between expeditions.

BROTHERHOOD OF PIRATES

MANDATORY - See below.
Unless he has the weakest Main Power, the active player must either pay 1₡ or take 1 Judgment of Pirates point.

A PLAYER CAN CHOOSE THE ORDER OF THESE TWO ACTIONS

BATTLE

MANDATORY
The player chooses ONE SINGLE Battle between:
- Attacking a face-up Ship in the Space area. (see page 6)
- Attacking a Ship via Karokum. (see page 6)
- Attacking a Planet (Exxalia, Bazaar or Karokum). (see page 7)
- Challenging another player.(see page 7)

TOUR OF PIRATES

OPTIONAL - See page 8.
The player chooses which actions he wants to take from among the 10 actions available on different planets. A player can take the tour before or after his battle.

TRAVEL

"Free man, you will cherish space"

>> Brotherhood of Pirates (MANDATORY)

"Fraternity is our pride"

Before starting his journey, a pirate must abide by the rules of the Brotherhood of Pirates:

- Before any other action, the player pays 1₡ to the Pirates' Pot.
- If the player has the lowest Main power, he does not have to pay. If a player is tied for lowest power, he must pay.
- If the player cannot pay or does not want to pay, he must take one Judgment of Pirates point.

>> Battle (MANDATORY, SEE PAGE 6)

The player MUST perform ONE SINGLE Battle from the following 4:
- Attacking a face-up Ship in the Space area.
- Attacking a Ship via Karokum.
- Attacking a Planet (Exxalia, Bazaar or Karokum).
- Challenging another player

>> Tour of pirates (OPTIONAL, SEE PAGE 8)

The player chooses which actions he wants to take, chosen from the 10 actions available on different planets.
A player can take the tour either before or after his battle.

REST

Instead of traveling, if his ship is damaged and in need of repair, a player may choose to rest.
To Rest is to pass your turn: A resting player cannot perform battle or do the Tour of Pirates this turn.

In exchange, he receives the following benefits:
- He does not need to pay the Brotherhood of Pirates.
- He receives 2₡ from the bank.
- His ship is fully repaired for free.
- His Metal Faktor die should be set to the blank face.
- He may discard one of his unfulfilled Trophies and choose a new one from the top two Trophies on the Exxalia deck.
- He may buy one OCG Improvement Card for 1₡ more than its normal cost.

END OF THE GAME

The game ends if, at the end of a player's turn, one of these two conditions is met:
- A player has 9 or more Glory points.
- The Space deck contains 2 or fewer cards.

The player with the most Glory points is declared the winner.
In case of a tie between several players, whoever has the most credits wins.

NEGOTIATIONS AND LIES

"You just have to say yes!"

In addition to being an adventure game, Metal Adventures is full of negotiations and dirty tricks.

At any time during his turn, a player is free to negotiate with others. Everything is negotiable EXCEPT Glory points which CANNOT be sold.

You can negotiate:
- Alliances (example: the promise of help for a fight),
- Credits,
- Cards (Improvement, Wreck, Trophy).

Players who are trading trophies cannot show Trophy cards, even those which are about to be exchanged. They can lie about the trophy without this resulting in the Judgment of Pirates (see below).

- **Exchanges and arrangements can be immediate.**
Example: sell an Improvement Card to another player, ally with a player during a Challenge, etc.
In this case, a player cannot break their word.

- **Trades and arrangements may also be future promises** (usually after a battle).
Example: One player may promise rewards to his ally if they emerge victorious from battle, promising to give 5 credits later to a player who gives 2 immediately, etc.

The player who made the promise can break his word, but in this case, ***he takes 1 Judgment of Pirates point.***
- If a player breaks promises to several players at once, ***he takes 1 Judgment of Pirates point per player.***
- Promises made for rewards do not need to be paid if the attacker and his ally are defeated.
- A player HAS to keep his word after a victory against a Pirate's Hunter.

- **Betrayal** (see page 6)
During an attack on a ship or a planet, an ally may decide to betray the attacker and join the target.
The traitor takes 1 Judgment of Pirates point.

JUDGMENT OF PIRATES

"Honor is not an obstacle it is a force!"

A player takes 1 Judgment of Pirates point in the following cases:
- Breaking of a promise,
- Betrayal during a battle,
- Failure to pay the brotherhood of Pirates (see page 4).

A player can remove 1 Judgment of Pirates point by:
- Performing the "Amnesty" action on Bazaar (see page 7).

Reminder: With 4 Judgment of Pirates points, a player cannot ally with other players, give assistance, or receive assistance from an ally (see page 2).

PERFORM A BATTLE

"In space nobody can hear you die!"

The player must perform ONE SINGLE Battle from the following four:

>> Attacking a Starship in Space

The attacking player draws three cards from the Space deck, one at a time and places them face-up on the dedicated spots. If he draws an Event card, its effect is applied immediately to all players. If one or more Event cards are drawn in a single turn, only the first one is applied. Other events are discarded.

A new card is then drawn until three Starships are face-up.

The player decides which Starship he wishes to attack.

Unchosen ships are dealt with as follows:

- The Pirate Hunter Starships are returned to the Space deck, which is immediately shuffled.
- Other Starships are placed on the dedicated spot on planet Karokum.

>> Attacking a Ship via Karokum

The attacking player pays 2₡ to the Karokum's Treasure. Then he chooses one of the ships from the Starship discard pile on Karokum to fight.
The fight then proceeds exactly like a battle against a ship in space, including the rules for Alliance, Betrayal, and Rewards.

Battle Against a Ship or Against a Planet

>> Alliance

At the beginning of a battle, the attacking player can ask for help.
Only one player can be his ally. Negotiations for the ally's rewards should begin here.

>> Confrontation

The attacking player rolls two dice, the orange die (for him) and the gray die (for the target). He and his ally can both roll their Metal Faktor red dice (see below) and can use Support cards. Players not participating in combat cannot do anything.
The player then compares his score with the defender.
(Bonuses in italics are optional):

ATTACKING SCORE =

Main power + orange die *+ Ally's Support Power + Metal Faktor die + Support cards.*

DEFENDER SCORE (Starship or Planet)

Defender power + gray dice *+ Support power of the traitor + Traitor's Metal Faktor die (see page 7).*

Whoever has the highest score wins the fight. The attacker wins in case of a tie.

>> Rewards and Damage After a Battle Against a Starship (in space or via Karokum)

IF THE ATTACKING PLAYER WINS

The player earns all the Rewards printed on the attacked Starship and keeps the Starship card face-down as a Wreck. He may decide whether or not to pay his ally as agreed during the earlier negotiation.

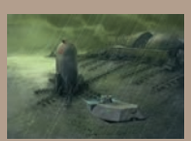
IF THE ATTACKING PLAYER LOSES

The player and his ally (if any) each suffer 1 to 3 points of damage, depending on the number of ● on the ship attacked. **This ship is permanently removed from the game.**

>> Rewards and Damage After a Battle Against a Planet

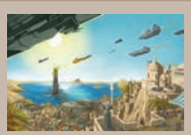
IF THE ATTACKING PLAYER WINS

The player wins the reward given by that planet:



EXXALIA: All Galactic Credits in the planet's treasury and 1 trophy card*.

**The player draws 3 Trophy cards, chooses one, and put the remaining two others at the bottom of the Trophy deck. If he already has two Trophy in his hand, he can refuse to draw or if he does he must before discard one Trophy and replace it at the bottom of the deck.*



BAZAAR: All Galactic Credits in the planet's treasury + one Support card chosen from the Support card discard pile.



KAROKUM: All Galactic Credits in the planet's treasury + one Wreck chosen from the Starship discard pile.

IF THE ATTACKING PLAYER LOSES

The player and his ally suffer 1 Damage point.

>>> Attacking a planet

A player can attack a planet only if he has not taken any of that planet's actions this turn (see Tour of Pirates on page 8).
A player cannot perform a planet's actions if he attacks this planet this turn.
The Power Score of each Planet is indicated on the game board.
The OCG Trading Post cannot be attacked (this is why the Planet has no Power Score).

>>> Challenging another player

The player can issue a challenge to any other player. The challenge, once issued cannot be taken back.

Challenge a player!

"A pirate's worst enemy is another pirate"

A challenge allows a player to face another player directly, either alone or with allies.
The challenger and the challenged player may both attempt to convince the other players to help them. The alliances are sealed with handshakes, at which point the allies can no longer switch sides.
A player cannot ally with both sides simultaneously, however he can choose not to join either side.

Resolve the confrontation:
The challenging side rolls the orange die, the challenged side the gray die. They and all of their allies can decide whether or not they wish to use their Metal Faktor die.
Each of the participants in the challenge may use Support cards.

ATTACKER SCORE

Attacker power + orange die *+ Support power of allies (if any) + Metal Faktor dice (if used) + Support cards (if used).*

DEFENDER SCORE

Defender power + gray die *+ Support power of allies (if any) + Metal Faktor dice (if used) + Support cards (if used).*

- **Whoever has the highest score wins the battle. In case of a tie, the challenger wins.**

>>> Rewards and Damages

THE VICTOR EARNS:

- 1 Glory point
- All the credits from the Pirate's Pot

In addition, a victorious attacker also earns:

- Half (rounded up) of the challenged player's Credits.
- OR one of his Improvement cards.
- OR half (rounded up) of his Wrecks. If the challenger chooses to take wrecks, he may look at the loser's cards but after looking may no longer claim the Credits or an Improvement card.

ON THE LOSING SIDE

The loser and his allies each suffer one Damage point.

Betrayal!!

"It's nothing personal!"

During a battle against a ship or planet, the ally may decide to betray the attacker! If this is the case, it must be declared before rolling the combat die.

The traitor adds his Support power and the potential Metal Faktor die result to the intended target rather than to the attacking player (see Metal Faktor die explanation below).

Important:

- A player cannot betray in a battle against a Pirate Hunter Spaceship.
- The traitor suffers one Judgment of Pirates point.
- The traitor cannot use any Support cards.

>>> Rewards and Damages

IF THE BETRAYED ATTACKER WINS:

The betrayed player wins the Rewards of the Starship and the wreck. He is no longer bound by his commitment to share the reward with his ally. The traitor suffers one damage point.

IF THE DEFENDER AND THE TRAITOR WIN:

The traitor wins only the Credits from the Starship or the Planet. The attacker takes 1 damage point. If the defender is a Starship, it is removed from the game.

Metal Faktor die

"Violence leads only to more violence"

Before any roll of the dice in battle, each player, whether primary, protagonist or ally, may decide whether or not to use his Metal Faktor (MF) die.
On a betrayal, the traitor must declare first whether or not he is using his MF dice, then the betrayed player declares.
In a challenge, the challenger and each of his allies declare whether or not they are using their MF dice, then the challenged player and his allies make their decision.
The Metal Faktor die is rolled at the same time as other battle dice.

RESULT OF METAL FAKTOR DIE:

Blank face: nothing happens.

2,4 or 6: the die roll is added to the result of battle dice.

The player must keep his die on the face obtained.

Important: When you use your MF die, there is a price to pay. The player sets his MF die aside. During his next battle as an attacker, the MF die's number is subtracted from his combat total. Then it should be reset to its blank face and can be used again. The MF die cannot be used again until it is reset (on its blank face).

Example: Bob used his Metal Faktor die in a previous round and got a 2, his power is 12, but in his next active turn his power will be reduced to 10 by the Metal Faktor.

TOUR OF PIRATES

The Tour of Pirates is a course consisting of 10 actions, divided between the planet Exxalia, the OCG counter, and the planets Karokum and Bazaar.
A player can take the tour before or after making his battle.

He may take all or some of the actions available, subject to the following rules:

- He cannot perform the action of a planet he attacks earlier or will attack later this turn (see "Attacking a planet", see page 7).
- Each action on a planet can only be done once per turn (Example: you may only make one purchase at the OCG counter).
- Players must respect the order of actions as indicated by the arrows *(Example: a player who performs the "9 - Scrapping Bonus" action cannot then perform the "7 - Smuggling" action).*
- Credits paid on Exxalia, Bazaar and Karokum are paid to the Treasury of each planet.
- Credits paid to the OCG counter are paid to the bank.

EXXALIA

1. TROPHIES

COST: 2₡ or 1 trophy + 1₡

- Draw 2 Trophy cards, choose one secretly, and place the other one at the bottom of the Trophy deck.

Reminder: A player can not possess more than two trophy cards (see page 3).

2. MINOR REPAIRS

COST: 1₡ or 1 Wreck

- Remove one Damage point from the Starship.

A used Wreck is removed from game.

3. COMPLETE REPAIRS

COST: 2₡ or 2 Wrecks or 1₡ + 1 Wreck

- Fully repair his Starship.

Used Wrecks are removed from the game.

OCG COUNTER

4. GLORY TITLE

COST: 3 Wrecks from a single nation (Empiral, Solar or Barrens).

- The player gets 4₡ (from the Bank) and a point of Glory.

Used Wrecks are removed from game.

5. NEW CHOICES

COST: 1₡

- Replace the Improvement cards on the OCG Trading Post with the top four cards from the Improvement deck.

The removed cards should then be shuffled back into the deck.

6. PURCHASE

COST: Cost of the chosen Improvement

- Buy an Improvement card.

BAZAAR

7. SMUGGLING

COST: 1₡ plus the cost of the Support card.

- Choose and buy one of the available Support cards on Bazaar.

8. AMNESTY

COST: 2₡ or discard 1 Pirates Hunter Card.
Used Pirate's Hunter is removed from the game.

- Cancel 1 Judgment of Pirates point.

Note: You cannot take this action if you took a Judgment of Pirates point during this turn.

KAROKUM

9. SCRAPPING BONUS

COST: 1₡.

- Exchange one your Wrecks with one of the Starships in the Starship discard pile, which is then considered a Wreck.

10. EXTRAVAGANT EXPENDITURE

COST: 6₡ or 6 Wrecks (or any combination of the two totalling of 6).

- The player gains 1 Glory point.

Used Wrecks are removed from the game.