RULEBOOK

JUNK ORBIT



JUNK ORBIT

Ages 10+ | 1-5 Players | 30-40 Minutes

INTRODUCTION

One planet's junk is another planet's treasure! You're captain of your own scavenger ship, picking up space junk and transporting it to any city that will take it. Launching cargo out the airlock lets you make remote deliveries and propel your ship the same distance, but in the opposite direction, to make direct deliveries — it's astrodynamics for fun and profit!

COMPONENTS

5 Location Boards



10 Ship Cards



12 Tourist Cards



128 Junk Tiles
(37 Earth, 29 Moon,
47 Mars, 15 Starter)



5 Ship Tokens



Watch LEARN & PLAY www.renegadegames.com/how-to-play-junk-orbit

ANATOMY • JUNK TILES

1. **Value:** The number indicates the junk's relative mass — and therefore its point value at the end of the game if the junk tile has been delivered.
2. **Source:** The source of a junk tile is indicated by a color-coding system. Starter junk tiles have no source.


Earth junk tiles have a blue back.


Moon junk tiles have a gray back.


Mars junk tiles have a red back.


Starter junk tiles have a black back.

3. **Destination:** The name along the top of the junk tile indicates which city it must be delivered to. The city name's background is color-coded to help you find its location: Earth destinations are shown in blue. Moon destinations are shown in gray. Mars (including Phobos and Deimos) destinations are shown in red. Starter junk tiles have no destination.
4. **Player Count:** This indicates at which player counts the junk tile is included in the game.



ANATOMY • LOCATION BOARDS



1. **Art:** Each location board depicts a celestial body: Earth, the Moon, Mars, Phobos, or Deimos.
2. **Cities:** Each named section around the outer edge of a location board represents a different city. Earth and Mars have nine cities each, the Moon has five cities, Phobos has three cities, and Deimos has two cities.
3. **Day or Night Side:** Each location board has a "day" side with no effects (basic game) and a "night" side with extra effects (advanced game).
4. **Junctions:** The Moon, Phobos, and Deimos boards have icons that match up with icons on the Earth and/or Mars boards, indicating how to properly align them. Cities with these icons are junctions where ships can switch orbits.

ANATOMY • SHIP CARDS



1. **Cargo:** This area is where you keep junk tiles that are currently on your ship. Junk tiles in this area are kept face up.
2. **Color and Icon:** Each ship card corresponds to one of the five ship tokens.
3. **Name:** The name of your ship and a brief description.
4. **Deliveries:** This area is where you keep junk tiles that you have delivered. Junk tiles in this area are kept face down.
5. **Power:** Your ship has a unique power. Each ship card has an "A" side (basic game) and a "B" side (advanced game) with different powers.
6. **Reference:** A summary of the steps you will perform on your turn.



GAME SETUP

1. **Align the location boards.** Place these with their "day" sides up.
   - **2+ Players:** Use the Earth, Moon, and Mars boards. Arrange them so that Earth and the Moon align at ***Kilimanjaro*** (marked by stars) and Mars and the Moon align at ***Olympus*** (marked by asterisks) as shown.
   - **4+ Players:** Add the square Phobos board, aligning it with the Mars board at ***Bradbury*** (marked by a square) as shown.
   - **5 Players:** Add the triangular Deimos board, aligning it with the Mars board at ***Hellas*** (marked by a triangle) as shown.
2. **Stack the junk tiles.** Build separate stacks of Earth junk tiles, Moon junk tiles, and Mars junk tiles as described below. Shuffle these stacks separately and place them near the corresponding location boards. Return any unused junk tiles to the game box.
   - **2 or 3 Players:** Use only the junk tiles marked as 1+.
   - **4 Players:** Use only the junk tiles marked as 1+ and 4+.
   - **5 Players:** Use all of the junk tiles, including those marked as 5+.
3. **Seed the cities with junk.** Place one junk tile face up at each city, drawn from the top of the corresponding stack. Earth cities get Earth junk, Moon cities get Moon junk, and Mars cities get Mars junk. Do not double up at the junctions (e.g., ***Kilimanjaro*** gets an Earth junk tile, but not a Moon junk tile).
4. **Give each player a ship.** Each player chooses a ship token and places it at ***Kepler***. Each player then receives one of the two corresponding ship cards, selected randomly, and places it "A" side up in front of themselves.
5. **Load the starting cargo.** Place six junk tiles in each player's CARGO: Two starter junk tiles worth 1 point, one starter junk tile worth 2 points, and one random junk tile from each stack. Return any unused starter junk tiles to the game box.



HOW TO PLAY

Players take turns in clockwise order, beginning with the player who most recently took out the garbage. (If no one has, race to the nearest bin and do that.) Play continues, one turn at a time, until the end of the game is triggered.

On your turn, follow these three steps:

1. **LAUNCH JUNK**
2. **MOVE SHIP**
3. **PICK UP JUNK**

1. LAUNCH JUNK

Choose one junk tile from your CARGO. Launch it away from your ship, either clockwise or counter-clockwise (your choice) around your current location board. The junk tile must travel a number of cities equal to its value.

Where the launched junk tile stops, it will either **come to rest** or make a **remote delivery**:

- **COME TO REST:** If the launched junk tile stops at any city other than its destination, it comes to rest there. Place that junk tile at the city, face up. There is no limit to how many junk tiles can be at a city.
- **REMOTE DELIVERY:** If the launched junk tile stops at its destination, you deliver it remotely. Add that junk tile to your DELIVERIES. Starter junk tiles have no destination, so they cannot be delivered.

If there are any opponents' ships at the city where the launched junk tile stops, they are **hit**. When an opponent's ship is hit, that player must discard one junk tile from their CARGO or DELIVERIES, placing it face up at their current city.

2. MOVE SHIP

After launching junk, move your ship. Your ship must travel the same number of cities as the launched junk tile just did, but in the opposite direction of travel.

If your ship stops at the destination of any junk tiles in your CARGO, you may deliver any number of those junk tiles directly. Add delivered junk tiles to your DELIVERIES. You are not required to deliver junk tiles that you wish to keep.

Your ship may pass opponents' ships and stop at opponents' cities without penalty. There is no limit to how many ships can be at a city.

3. PICK UP JUNK

After moving your ship, pick up junk. Take all of the junk tiles from your current city and add them to your CARGO. There is no limit to how many junk tiles you can carry.

Refill the empty city with one junk tile, drawn from the top of the corresponding stack. An Earth city gets an Earth junk tile, a Moon city gets a Moon junk tile, and a Mars city gets a Mars junk tile. (Note: ***Kilimanjaro*** is an Earth city and ***Olympus*** is a Mars city.)

Your turn is now over!

SWITCHING ORBITS

Certain cities are **junctions** where your launched junk tile or moving ship can switch orbits between location boards:

- ***Kilimanjaro*** is a junction between Earth and the Moon.
- ***Olympus*** is a junction between the Moon and Mars.
- ***Bradbury*** is a junction between Mars and Phobos.
- ***Hellas*** is a junction between Mars and Deimos.

Switching orbits is optional. When your junk tile or ship switches orbits, it must maintain the same direction of travel. If it was traveling clockwise, it will travel counter-clockwise after switching orbits, and vice versa.

Tip: Imagine the slingshot effect caused by gravity!

EXAMPLE LAUNCH



You control the yellow ship at ***Kepler***. You launch a "4" junk tile. Here are the possible outcomes:

a. The junk tile **switches orbits** at ***Olympus*** and stops at ***Tharsis***. This is its destination, so you can make a **remote delivery**! Add the junk tile to your DELIVERIES.
b. The junk tile stops at ***Copernicus***. Because this **hits** the purple ship, the purple player must drop a junk tile from their CARGO or DELIVERIES at ***Copernicus***.
c. The junk tile stops at ***Hamilton***.
d. The junk tile **switches orbits** at ***Kilimanjaro*** and stops at ***NYC***.

EXAMPLE MOVE



You chose the first option in the previous example, making a remote delivery to ***Tharsis***. Your ship must now move four cities away from ***Kepler*** in the opposite direction. Here are the possible outcomes:

e. Your ship **switches orbits** at ***Kilimanjaro*** and stops at ***NYC***. **Pick up** all junk tiles from ***NYC*** and add them to your CARGO. **Refill** ***NYC*** with an Earth junk tile.

f. Your ship stops at ***Hamilton***. This is the destination of two junk tiles in your CARGO, so you can make a **direct delivery**! Add those junk tiles to your DELIVERIES. **Pick up** all junk tiles from ***Hamilton*** and add them to your CARGO. **Refill** ***Hamilton*** with a Moon junk tile.

END OF THE GAME

The end of the game is triggered when a city must be refilled but the corresponding stack of junk tiles is empty. When this happens, each other player takes one final turn, then the game ends.

To get a player's final score, add together the point values of all junk tiles in their DELIVERIES. Any junk tiles in their CARGO are not scored.

The player with the highest score wins! If tied, the tied player who delivered more junk tiles wins. If still tied, race to the nearest bin and take out the garbage again.

ADVANCED RULES

Once you have some experience with the game, you can use any or all of the location board "night" sides, ship card "B" sides, and tourist cards.

LOCATION BOARDS • "NIGHT" SIDES

The "night" sides add a little more crunch for an advanced experience. Mix and match the "day" sides and "night" sides to suit your play style!

- **EARTH:** *Get off the rock! Start a new life in the outer colonies!*
  Score 1 point for each Earth junk tile you deliver to the Moon. Score 2 points for each Earth junk tile you deliver to Mars.
- **THE MOON:** *Massive helium-3 deposits make lunar settlers filthy rich!*
  Score 3 points for each set of three Moon junk tiles you deliver. You may score multiple separate sets of Moon junk tiles.
- **MARS:** *The colonies request immediate relief aid! Anything will do!*
  Score 2/4/8/9 points if you deliver junk to 3/4/5/6 different Mars destinations. Score another 1 point for each Mars destination beyond the sixth. (Cities on Phobos and Deimos count.)
- **PHOBOS:** *Martian junk has unpredictable value. Wanna gamble?*
  When you pick up junk from a city on Mars, Phobos, or Deimos, you may choose to pick up one random junk tile from the Mars stack instead. (If you do, you only pick up one random junk tile, no matter how many junk tiles are at your current city.)
- **DEIMOS:** *MarsTech warp gates make travel more flexible!*
  When you launch junk from a city on Mars, Phobos, or Deimos, you may adjust the distance by +1 or –1. Your ship must travel the same distance.

SHIP CARDS • "B" SIDES

The "B" sides have abilities that are more directly interactive and combative — approach with caution! Be sure to check out the FAQ to help with some of the unusual situations that these abilities can create.



TOURIST CARDS

When scavenger captains need an extra buck, they offer tourists the ride of their life. If you can satisfy a tourist's demands, you have a happy customer. If you can't, you'll get a bad review! Give your tourists the greatest show off Earth!

ANATOMY · TOURIST CARDS



1. **Pickup:** Where the tourist can be picked up.
2. **Art:** An illustration of the tourist.
3. **Name:** The name of the tourist.
4. **Request:** What the tourist wants to see you do.

TOURIST SETUP

Shuffle the tourist cards together. Reveal three tourist cards, placing each one at its pickup location. Place the remainder of the deck face down in the display.

PICKING UP TOURISTS

When you pick up junk from a city with an available tourist card, you may pick up the tourist instead of the junk. If you do, add the tourist card to your CARGO, then reveal a new tourist card from the deck and place it at its pickup location.

- There is no limit to how many tourist cards you can carry.
- Tourist cards do not count as junk tiles for any gameplay purpose.
- Tourist cards cannot be launched.

COMPLETING REQUESTS

Each tourist card describes something noteworthy that the tourist wants to see you do. Once they are on your ship, if you complete their request, add the tourist card to your DELIVERIES face down. Tourist requests must be completed during your own turn.

TOURIST SCORING

At the end of the game, you score 5 points for each tourist card in your DELIVERIES, but you lose 5 points for each tourist card still in your CARGO.

SOLO MODE

You can play the game on your own with this challenging, puzzly solo scenario. Space junk is multiplying at an alarming rate, and it's up to you to prevent catastrophe! Your goal is to avoid the "Kessler Syndrome," the uncontrollable, cascading destruction of all space debris that will make space travel impossible.

SOLO MODE • GAME SETUP

Follow the usual game setup, with the following exceptions:

- Use all five location boards and all non-starter junk tiles. Use the "night" sides of the Earth, Moon, and Mars boards. Use the "day" sides of the Phobos and Deimos boards.
- Choose three ship cards of different colors. Pick one primary ship card whose power will apply to all three ships in your fleet. If this is your first solo game, we recommend the Lunar Cowboy or Moon-squito. Otherwise, choose one from the following list:

The Collector	**Homing Beacon**	**Passing Fancy**
Cramazon Drone	**Interplanet Express**	**Puddle Jumper**
The Double-Time	**Lunar Cowboy**	**Time Booth**
The Hitchhiker	**Moon-squito**	**The Watney**

  We do not recommend any other powers for solo mode, because they are designed for competitive play or they do not mesh well with solo mode.
- Take the three corresponding ship tokens for your fleet. Place one at each of these starting locations: ***Mexico City***, ***Kepler***, and ***The Badlands***.
- Load each ship with its own starting cargo of six junk tiles.
- You may include the tourist cards if you like. This does not affect the difficulty, but it adds an extra consideration to your decisions.

SOLO MODE • HOW TO PLAY

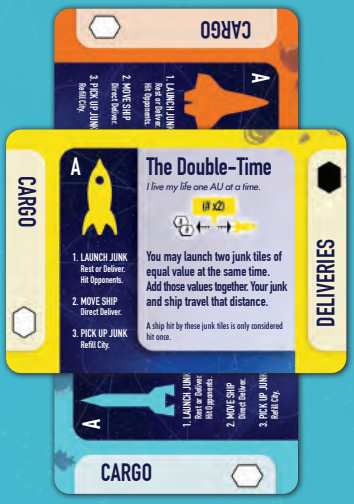
In solo mode, you have no opponent. You control all ships in play. Follow the usual game rules, with the following exceptions:

SEPARATE CARGO HOLDS

Each ship has its own CARGO. To track these three ships separately, tuck the other two ship cards beneath the top and bottom of your primary ship card so that each ship's CARGO is visible.

However, the three ships collectively share a single pool for DELIVERIES, since delivered junk tiles are not referenced until it is time to tally your final score.

Make sure the three ship cards match the three ship tokens in play, so that you know which card goes with which ship.



SHARED SPECIAL POWER

You control a fleet of three ships, but they all share the same special power, which is the one on your primary ship card. Each ship may use this power.

ACTIVATING SHIPS

You are not required to activate the ships in a rotating turn order or to give them an equal number of turns. On each turn, you may activate any ship, even if you just activated that same ship on the previous turn.

For example, you could activate the blue ship three times in a row, then the yellow ship once, then the blue ship again, then the orange ship twice, etc.

If you're using the tourist cards, you can still only complete a tourist request on a turn when you activate the ship carrying that tourist.

REFILLING CITIES

In solo mode, junk tiles appear at twice the usual rate.

When you pick up junk, refill the city with one junk tile, following the usual rules. Then look at the junk tile you just placed to see which city is its destination. Add one junk tile to that city, too, drawn from the corresponding stack.

For example, if you pick up junk from ***Kepler***, you add one junk tile to ***Kepler*** from the Moon stack as usual. Then, if the new Moon junk tile is destined for ***Mexico City***, you add one junk tile to ***Mexico City*** from the Earth stack.

CATCHING JUNK

Ships cannot be "hit" by junk tiles, but they can "catch" them instead.

When you launch junk, if a junk tile launched by the active ship comes to rest at a city occupied by a non-active ship, you may add the junk tile directly to that ship's CARGO. Ships cannot catch their own launched junk tiles.

When you refill cities, if a junk tile appears at a city occupied by a non-active ship, you may add the junk tile directly to that ship's CARGO.

SOLO MODE • END OF THE GAME

The game can end in two different ways:

- **CASCADE FAILURE:** This occurs when a junk tile must be placed at a city that already has three junk tiles. The game ends immediately. You lost!
- **JUNK DEPLETION:** This occurs when a city must be refilled but the corresponding stack of junk tiles is empty. You take one final turn, then the game ends. During this final turn, a cascade failure can still occur!

If the game ends with no cascade failure, you won! Tally your final score:

- Add together the point values of all delivered junk tiles.
- Add any points scored from location board "night" side effects.
- Add and subtract any points scored and lost from tourist cards.
- Subtract 3 points for each city with three junk tiles.

The default rules for solo mode represent "level 0" difficulty. You can make adjustments that increase or decrease the difficulty level to suit your preference. If you win, score 10 points for each increase above the default level.

INCREASING THE DIFFICULTY

The following adjustments each increase the difficulty level by 1.

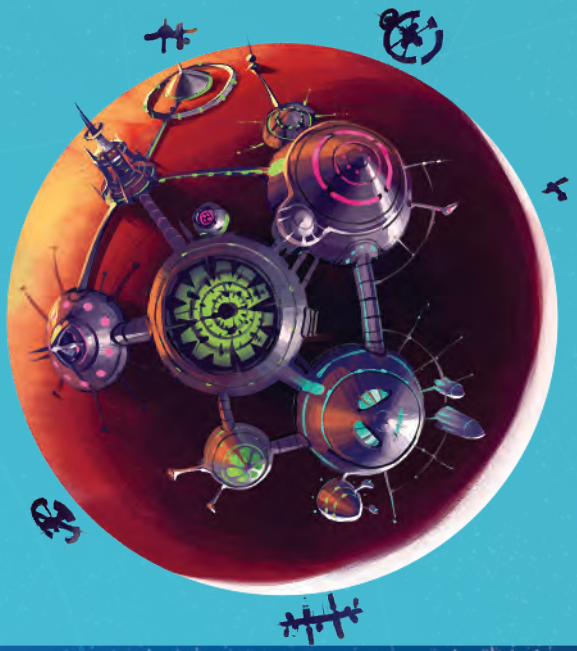
- Play with only two ships, which start at ***Mexico City*** and ***The Badlands***.
- Your ships can be hit by launched junk tiles, as in the multiplayer rules, and your ships cannot catch junk tiles from other ships or city refills.
- Add an extra junk tile with each refill, following the usual rules. This can be done multiple times, but doing so makes the game substantially harder.
- Use the "day" side of the Earth board.
- Use the "day" side of the Moon board.
- Use the "day" side of the Mars board.

DECREASING THE DIFFICULTY

The following adjustments each decrease the difficulty level by 1.

- Play with an extra ship, which starts at ***Kilimanjaro***.
- Play with an extra ship, which starts at ***Olympus***.
- Play with an extra power. All of your ships have access to this power and to the power on your primary ship card.*
- Use the "night" side of the Phobos board.*
- Use the "night" side of the Deimos board.*

Note: While these adjustments make the game easier, they also give you more to consider, which may slow the game down.



FAQ

Is there a limit to how much cargo I can hold?
No, there's no limit. Load up all that junk in that trunk! Your crew can sleep on the crates.

What happens if I have no cargo to launch?
You move zero, which means you will pick up the junk tiles from your current city. Also, your crew is very unhappy.

Do I have to move my ship?
Yes, you have to move, if able. The lure of fresh contracts is always on the horizon! The life of a scavenger captain is without rest.

Can I make a delivery when my junk or ship passes the destination?
No. It's going too fast! To make a delivery, your junk or ship must stop at the destination.

If my ship stops at an opponent's city, is either ship hit?
Hit another ship in shared space? And break the code of honor among scavenger captains? No way! Scavenger captains only hit each other from a distance like proper cowards (unless your power says otherwise).

Can I hit my own ship?
That's an insult to your chief engineer, who's already waiting for an excuse to mutiny. No, your ship knows your junk's trajectory and is out of its path.

Can I choose not to hit an opponent's ship?
Sure, just launch some other junk that will stop somewhere else! Otherwise, hits are mandatory.

If I start the game with a junk tile destined for *Kepler*, can I make a direct delivery on my first turn?
Sometimes clerical errors happen! Direct deliveries are always made after your ship moves, and you must move, so you'll have to deliver that junk on a future turn.

What happens if I start my turn with a junk tile destined for my current city?
This isn't possible. Make sure you are refilling from the correct stack! The junk you pick up from one location board is always destined for another location board.

Can I use Phobos and Deimos at low player counts? Can I include all of the junk tiles?
You're thinking like a real scavenger captain now! At low player counts, using Phobos and Deimos will reduce player interaction, and adding extra junk tiles will make the game longer. With that in mind, feel free to customize to suit your crew!

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JUNK ORBIT

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