



Survival Of The Scavengers

RULE BOOK

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Hello there,

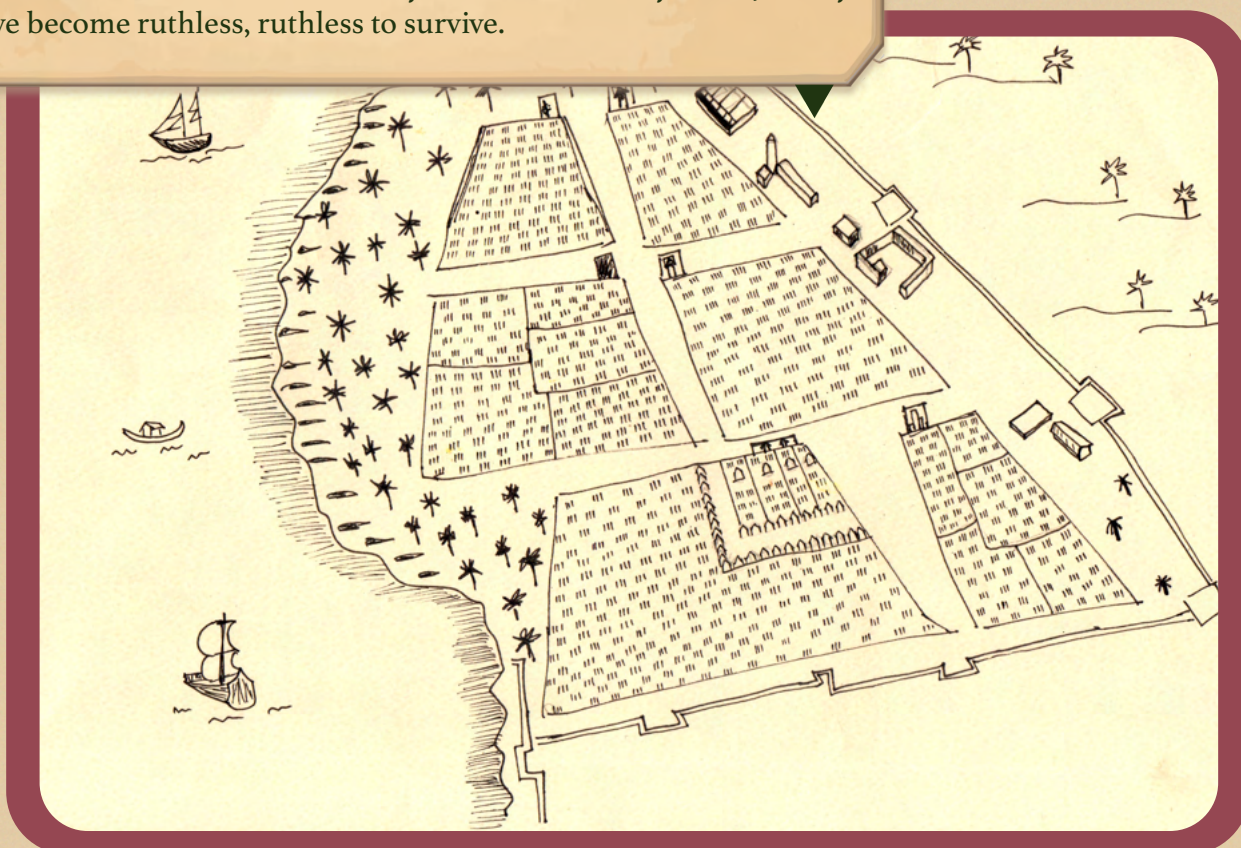
Welcome to the Survival of the Scavengers!

Game Objective

In "Survival of the Scavengers", players explore the sea in hopes to survive and gather enough wealth to sustain themselves and maybe even more. They have had enough of mistreatment by "The New Hope", the privileged society. The players will assign their Henchman to their wooden raft to explore for lost lands, accumulate points through scavenging, conquer, capturing lands and seek treasures. Only those who make the most judicious placements, strategy, and luck will gain the most number of points to win the game. Can you collect the most points all while trying to sustain yourself and from the chaos that is embedded in the aftermath of your world?

Preface

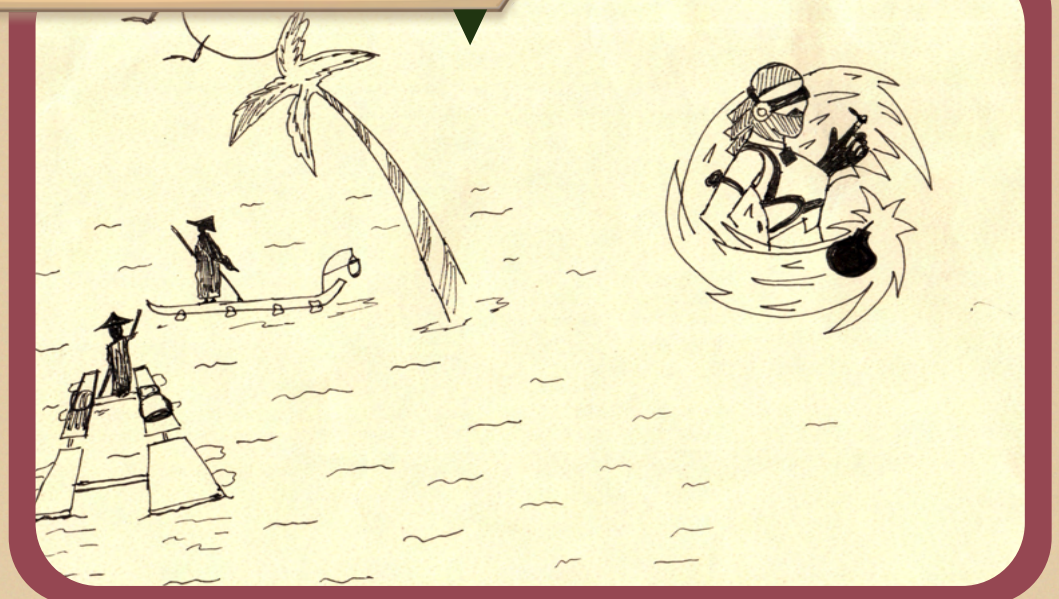
Scavengers as you may or may not know, are not particularly friendly, considerate, or generous. Living on the water for years and years after the "dawn of the flood" as they now call it in the year 2070, they have become ruthless, ruthless to survive.



They are on their own seeking to survive in the cold seawater, among filth and scrap in search of food, land, and wealth. As envoys, they provide supplies to the privileged, who knew that flood was coming, who had wealth, wealth enough to secure shelter in the "The New Hope Spacecraft" so they may survive.

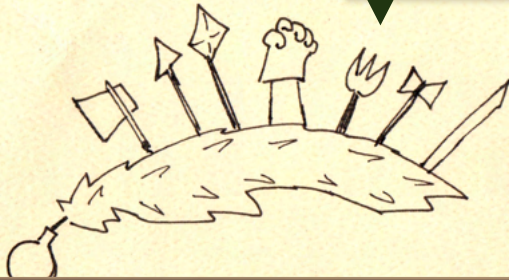


Oh, the scavengers, the ones left behind, are surviving on wooden rafts. For supplies, they earn points that can be used to purchase basic necessities from the Kirana store. A scavenger's life is hard, they live in fear of losing their collected supplies and getting captured by pirates.



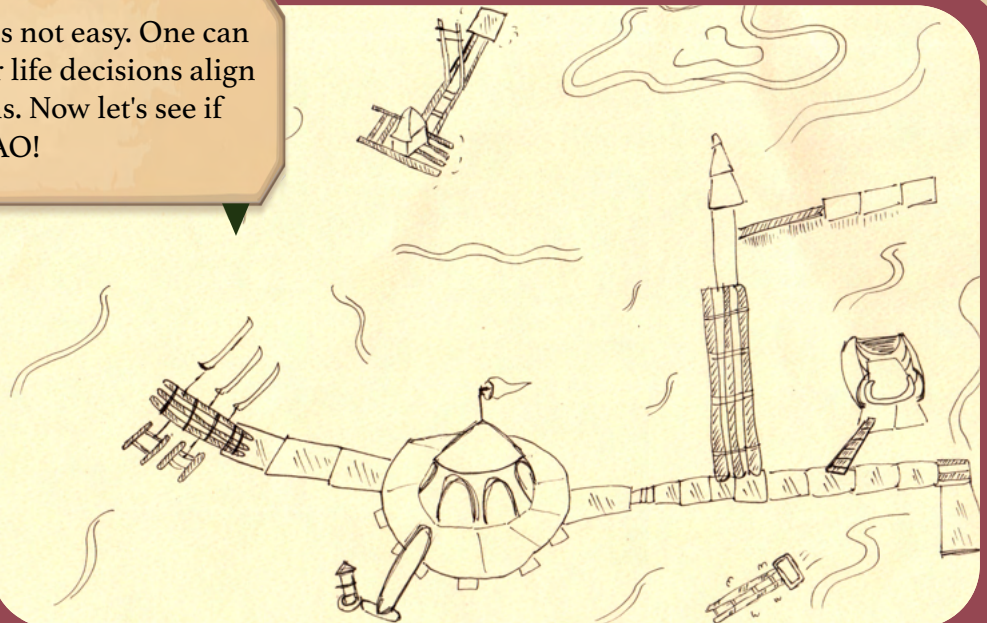


After decades of unfair treatment by "The New Hope", a riot broke out between the two parties. For the convenience of "The New Hope", a spacecraft spot is up for grabs for a scavenger who can gather 60XP.



In this game you will play the role of a scavenger, trying to survive through hardships and strategizing your life goals. Would you rather live on a spaceship, rule the colonies, be a pirate, a bandit, a scientist or be a scavenger forever?

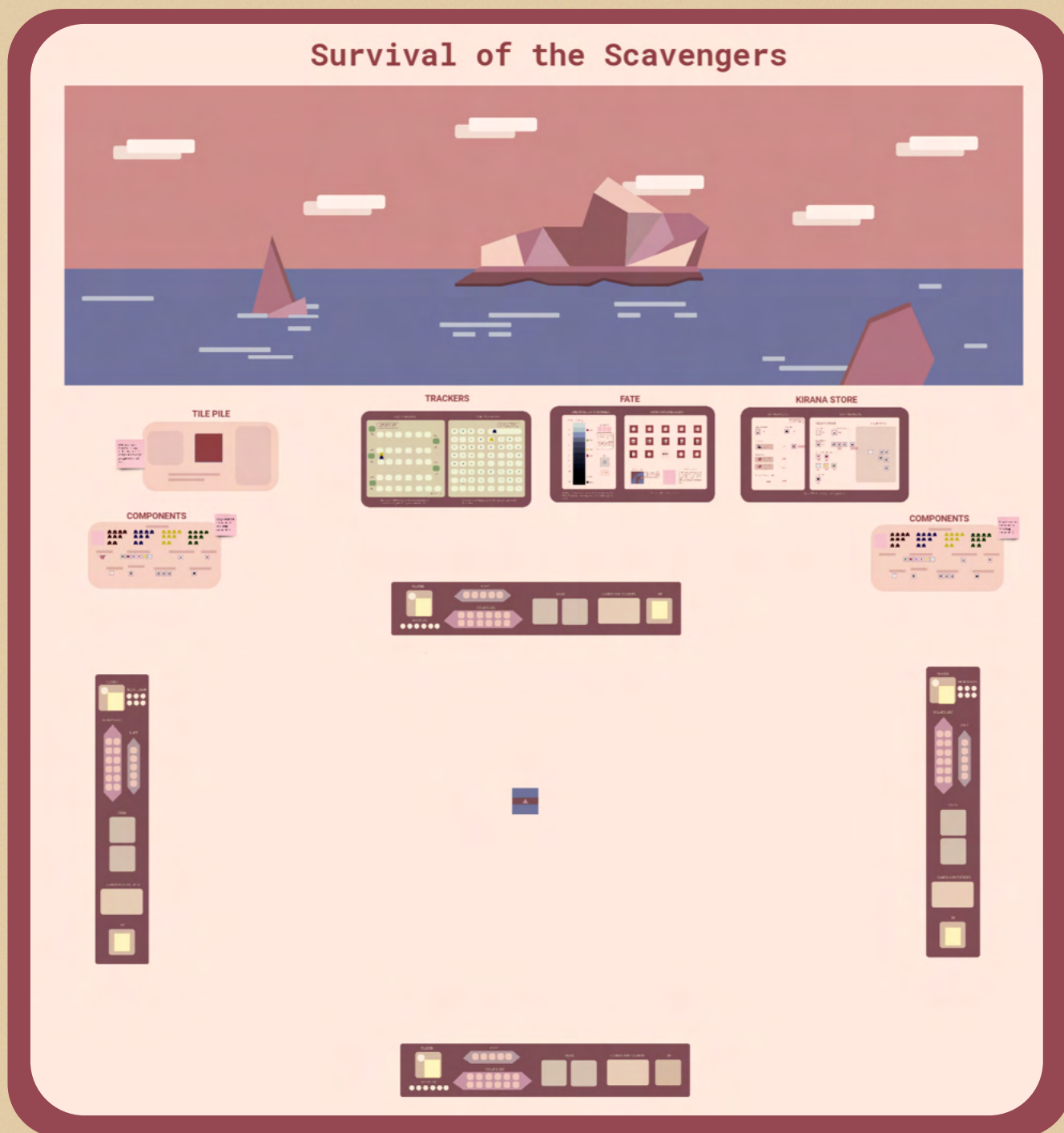
But as the saying goes, life is not easy. One can never be sure whether your life decisions align with the planetary decisions. Now let's see if fortune is in your favor. CIAO!



Whats' in the game?

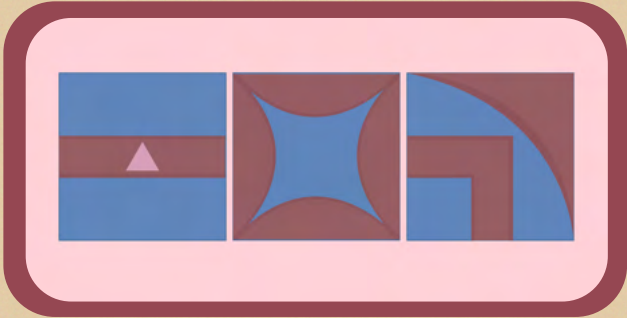
Welcome to the Survival of the Scavengers! This rule book was conceived to allow you to learn to play the game as fast as possible and to guide you for wayfinding on Miro board. After reading it, you will be able to explain and play the game. You are going to take your first step as a scavenger. To begin, we need to set up the game, something that only takes a few brief moments. I will also take this opportunity to present the components

The Game Layout

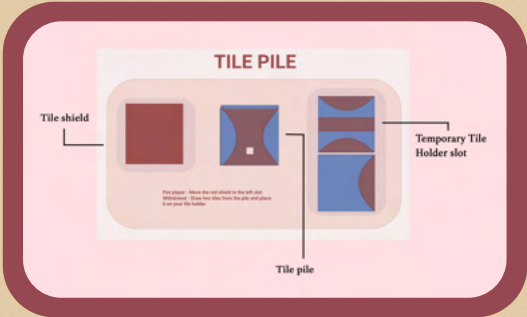


Components

108 Tiles - Ocean tiles(Full-Ocean tiles, Ocean tiles with floating structures at the corners, Islet with freshwater, Deep dive tiles,) Territory tiles(Pontoon Bridges, Floating structures). The tiles are placed shuffled in the "Tile Pile" and resource tiles (scrap deposits, fishing spots)



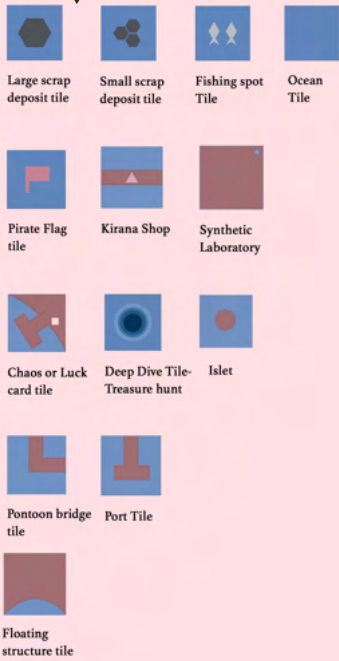
The tiles are placed inside the tile pile. The pile is covered by the "Tile shield" that will be moved aside by player 1. The "Temporary tile holder slot" is for players to temporarily keep place the tiles after drawing two cards.



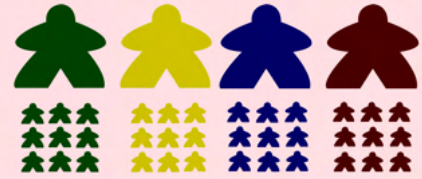
A breakdown of the different tiles in the game along with the total number of each tile type.

	5		6
	8		6
	4		3
	7		4
	1		4
	3		2
	6		2
	8		4
	4		2
	6		3
	12		2
	5		3

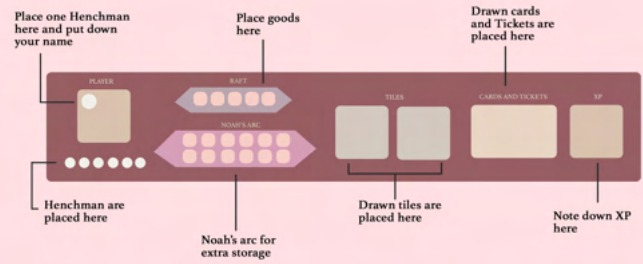
Breakdown of the naming convention for the tiles. The naming will be followed when further explaining the rules and descriptions.



Each player will be assigned 9 Henchman.



Each player will be provided with a play area, "The player place-holder".



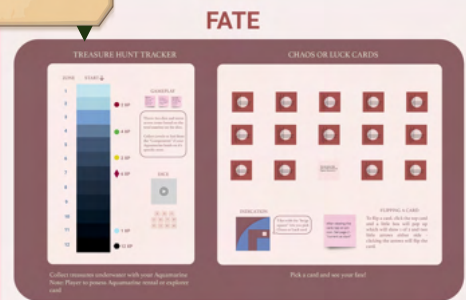
Every Flavoured biscuits, Fossil Fuel, Noahs' Ark, Aquamarine Explorer, and Rental cards, The New Hope Spacecraft Ticket can be purchased here. The players can also sell goods they discover.

All the components in the game are here



Players can track their points and sustenance here.

Players can play "Treasure hunt" and "Chaos or Luck" here.



Set-up

- 01** The first and most important pieces of the game are the tiles. Together you place them all in the deck and shuffled. The deck should be accessible to all players.
- 02** Ensure all components are placed in the components slot within their categories.
- 03** Each player to type their names onto the sticky note placed in the "Player" slot of the "Player Placeholder".
- 04** Each player chooses their Henchman color. Copy 7 Henchman from "Components" to your player placeholder. Place one Henchman on the "player" slot, and the others in individual slots below the "Henchman" component holder. Next, copy the remaining two Henchman from the components, and paste them at the "Trackers". Move one Henchman to the "Start" of the "Food tracker" and one, at "ioXP" in the "Point Tracker".
- 05** Each player to copy and paste 3 fish barrels* from "Components" to your raft.
*See "Food tracker" for more information.
- 06** Player to place one Henchman on one slot of the wooden raft. The Henchman will take in your orders to explore the sea. This Henchman cannot be removed throughout the gameplay.
- 07** One player is assigned to manage updates in the Food tracker; making sure players move their Henchman across the tracker after their turn and to make sure players delete the 3 fish barrels from their Wooden raft or Noah's arc after every 8 turns. Another player is assigned to manage the Point tracker; updating point gains or losses for their actions.

Quick start gameplay

The game "Survival of the Scavengers" is played anti-clockwise. Starting with the first player, the current player does the following actions in the order listed below, after which it is the next player's turn, and so on and so forth. A brief description of the actions you have to do during one of your turns

- 01 Player to draw 2 tiles from the deck. The player needs to have 2 tiles in hand at any time. They can temporarily place them in the adjacent tile slot or can move the two tiles in the "Tiles" slot within their respective player placeholder.
- 02 Each turn, the Active Player may perform up to 6 actions* from those listed below. Actions can be performed in any order. Each action option - Placing tile on the Tile placement area, each rotation of the tile, to move goods from raft to Noah's arc, placing henchman, going to Kirana store to buy or sell, Place Aquamarine on treasure hunt tracker board).
*See "Actions" for more information
- 03 Place one tile on the board to continue the landscape of the starting tile.
- 04 Each tile after being placed can be restocked from the deck after the turn is over.
- 05 Then, the player can take one and only one of their Henchman from their Henchman slot and put it on the placed tile. The Henchman can be placed on a pontoon bridge, islet, floating structure, etc to gain more points.
- 06 The player will score points any feature completed by their tile placement. these features are scored immediately
*Read point system for more information) these features are scored immediately.
- 07 The player, if equipped with goods, can be sold at the Kirana store.
- 08 The player's turn is now over and the next player takes their turn by following the same rules.
- 09 After each turn, the player has to update their food tracker board and Point tracking board while the next player takes their turn.

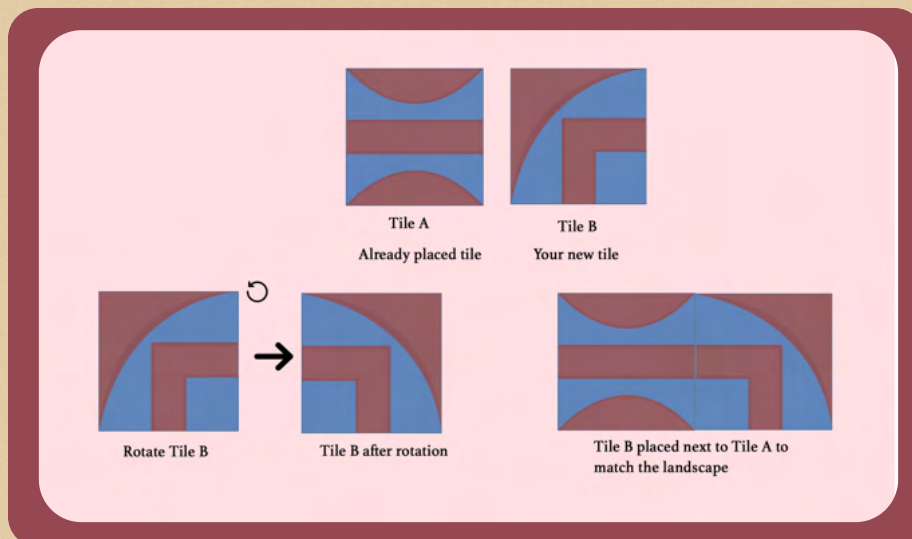
Playing the game

Movement

- 01 Players add tiles from the Tile pile to the play area during their turn. As they add tiles, they discover and explore various regions of the water.
- 02 Place one tile at a time
- 03 Tiles can be rotated.
- 04 Players will have to move to various components across within the gaming area to make or complete actions.

Tile Placement

- 01 The player must place a title in such a way that it continues the existing landscape (the tiles already in play) in the Tile placement area that begins to take form as more tiles are placed adjacent to the starting Kirana store tile.
- 02 The new tile must be placed in such a way that at least one of its sides touches one of the previously placed tiles. The new tile cannot only be connected by a corner.
- 03 Take the following Examples:



Note:

In the unlikely event that a player cannot place a tile (all players must agree), the player returns the tile to the box (it will no longer be used for this game) and draws another tile.

Action

Each player is given six actions per turn. Here are the following actions that can be taken by the player.

- 01 Placing tile on the Tile placement area.
- 02 Each rotation of the tile.
- 03 Placing a Henchman.
- 04 Move goods from raft to Noah's arc.
- 05 Going to Kirana store to buy or sell.
- 06 Place Aquamarine on treasure hunt tracker board.

Note:

Placing goods on raft does not take up an action

Picking a "**Chaos or Luck card**" does not take up an action.

Updating the food tracker or point tracker does not take up action.

Sustenance

Each player needs a food supply during their journey. The player begins with three barrels of fish in their raft. After every 8 turns, the supply will get exhausted. The player has to either fish (placing a fishing spot tile) or buy "Every flavored biscuit" from the Kirana store. The Food tracker assists the player to keep track of their supply.

*See more information at "Component Purpose Breakdown"

Henchman

- 01 The player begins games, by placing one Henchman on their raft to explore the ocean. The rest of the Henchman remains in the Henchman slot of the player placeholder.
- 02 Tiles are of a different kind. Some can give you goods, tasks, or those where you can build and expand your territory. After placing a drawn tile, the player should check the type of tile and decide if to place a Henchman to mark the territory.
- 03 Tiles are of a different kind. Some can give you goods, tasks, or those where you can build and expand your territory. After placing a drawn tile, the player should check the type of tile and decide if to place a Henchman to mark the territory.
- 04 The player can place one and only one of their Henchman on the tile.
- 05 The Henchman is taken from your supply within your Player Placeholder.

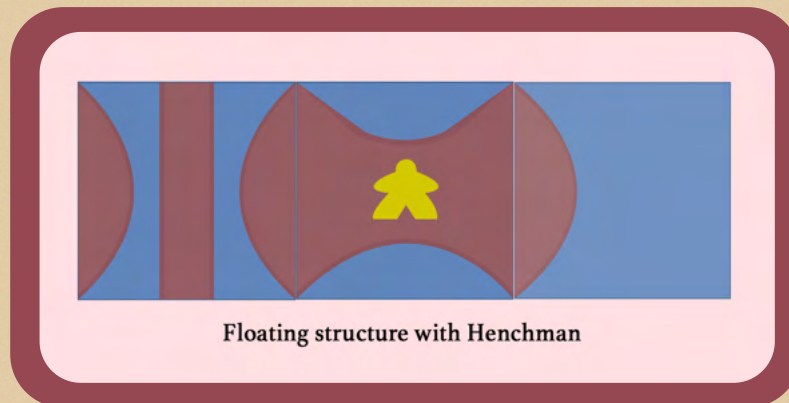
- 06 Henchman can be assigned on a pontoon bridge(Bandit), floating structure(Warlord), Pirate flag pole(Pirate), and at the Synthetic Lab(Scientist)
- 07 The player cannot place a Henchman on a tile that is connected to another tile where there is already a Henchman.
- 08 The player will receive their Henchman back, only after their territory is completed and points scored.

Scoring point on tile placement

Floating structures

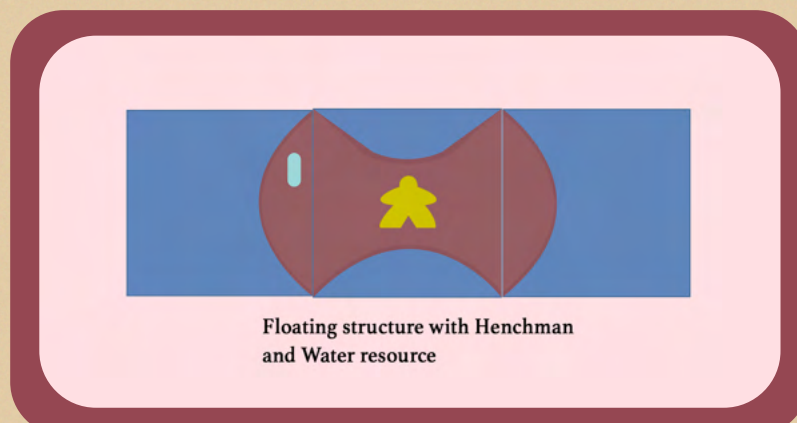
A floating structure is completed when there are no gaps between the landscape. A player who owns a Henchman in the structure will gain 1XP for each tile +2XP once the landscape is completed. If the floating structure created by the player is looped with a second player, both player gets equal total points.

A player can also gain points by placing the last tile that would help in the completion of territory along with their Henchman. This is only if the territory is not occupied by another player Henchman.



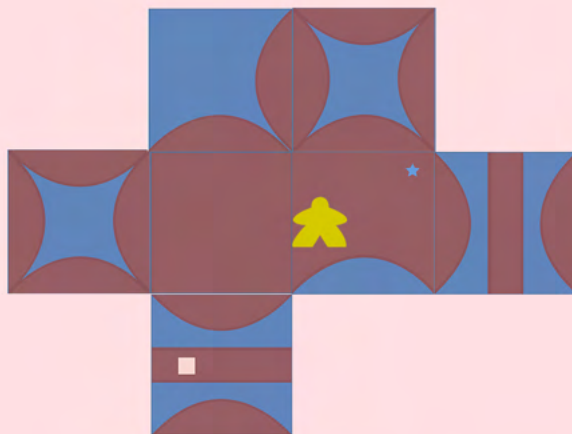
Floating structures with fresh water source

Completing a floating structure with a water source and player Henchman, the player will gain 1XP for each tile + 5XP.



Floating structure with Synthetic lab

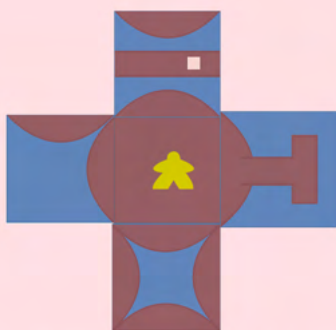
A floating structure with lab and Henchman, when completed, will gain the player 1XP for each tile +4XP. Synthetic Lab tile is denoted by the blue star. The player will receive one "Everyday biscuit" at every 8th turn if they continue to place their Henchman in the territory and not calculate the territory points.



Floating structure with Henchman and Synthetic lab

Floating structure with Port

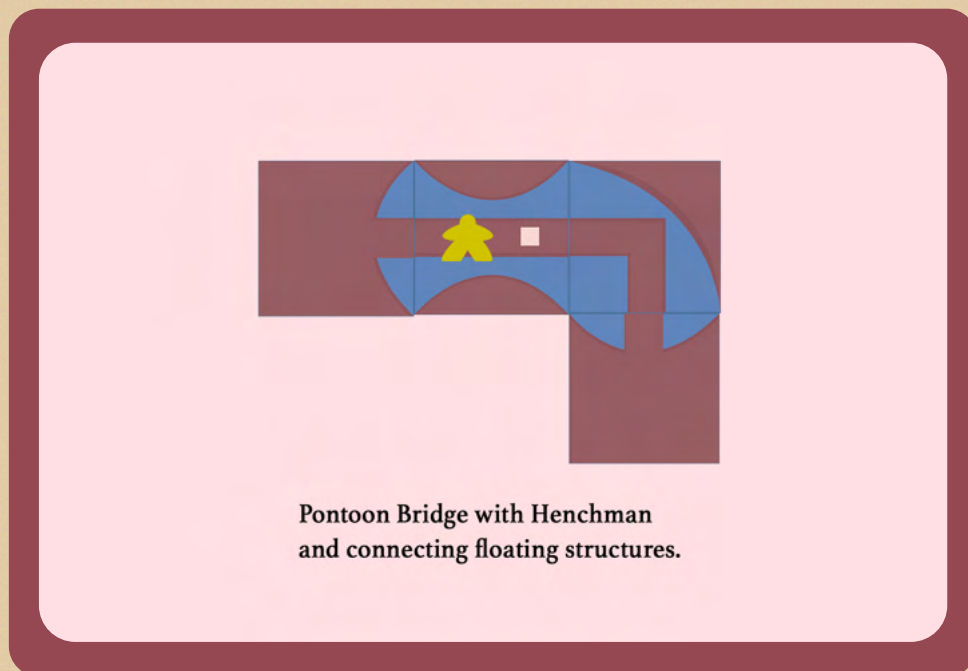
A floating structure with port and Henchman adjacent to a scrap deposit or fishing spot when completed will gain the player 1XP for each tile +3XP. A structure with port completed next to an existing fishing spot tile will receive +1 fish barrel.



Floating structure with Henchman and Port

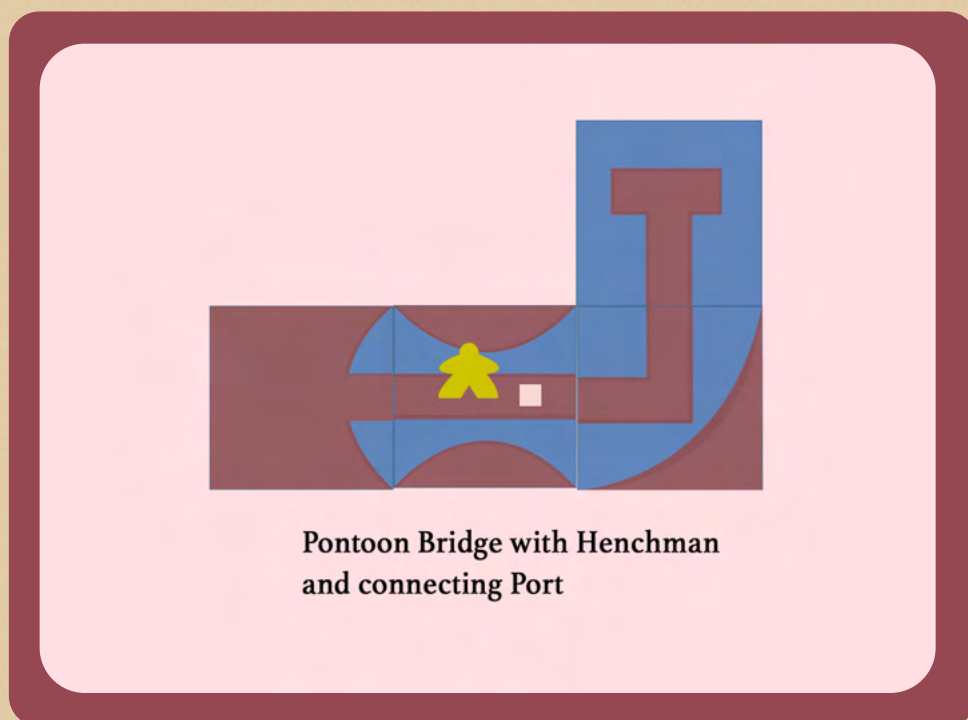
Pontoon bridge

A Pontoon bridge is completed when both sides' ends are connected to a floating structure. The bridge with Henchman when completed will gain the player iXP for each tile .



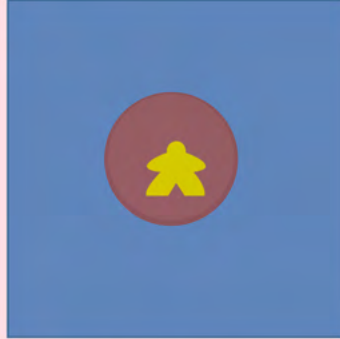
Pontoon bridge with port

A Pontoon bridge is completed when both sides' ends are connected to a floating structure. The bridge with Henchman when completed will gain the player iXP for each tile .



Islet

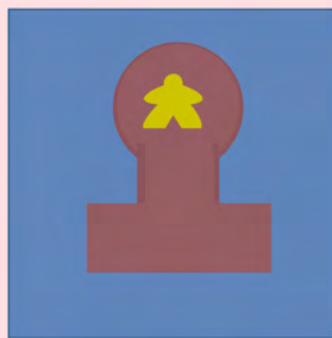
An islet is completed when there is a henchman in the territory. The player will gain 1XP.



Islet with Henchman

Islet with port

An islet with a port when completed with a henchman, the player will gain 2XP.



Islet with Henchman and port

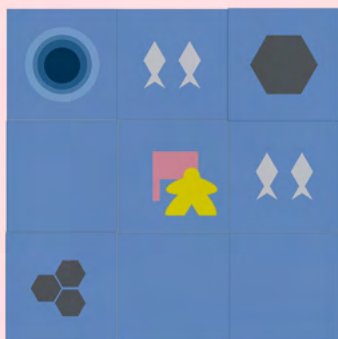
Selling scrap, fish, synthetic food, jewels, fossil fuel

Goods are found as you lay tiles to explore the ocean. These specific feature tiles would provide the user with resources that can be sold* at the Kirana Store. Some goods are discovered during Treasure hunt with Aquamarine. They too can be sold at Kirana store. The player is given XP in return.

*See Kirana store to know XP for each goods

Pirate Waters

A Henchman becomes a pirate when the Pirate flag tile is surrounded by Six adjacent Ocean tiles (Fishing spot, Deep dive trench, Empty ocean tile, Scrap deposit tile). Once completed, the player will gain 6XP.



Pirate territory with six adjacent ocean tiles

Component breakdown

Components

A repository of all the goods that are required for trading is found here. Players are only allowed to copy and paste the goods to their respective raft. Players can find "Two-component" repository on either side of the board. This is to aid in the easy collection.

Wooden Raft

A wooden raft is provided to the player at the onset of the game. The raft is used by the player to explore the ocean. The storage space can only accommodate 4 goods and one Henchman.

Noahs' Arc

Optimized for an entire family to live for decades, these arcs are essential to the scavengers. With the arcs, the scavengers get much more storage room to collect goods on the way. The player will have to use one action to move goods from the wooden raft to the Ark.

Floating structures

Floating structures are the remaining debris, broken pieces of land with extensions made with scrap material to expand the landscape. These structures are buoyant. A player can extend the landscape by placing more floating structure tiles. An opponent can take over player territory in making if they are able to loop their territory with the players. - A floating structure can only be marked by placing one Henchman on the tile.

Kirana Store

Players can buy and sell goods at the Kirana store. The Player has to use one action to go to the Kirana store to buy or sell supplies. The player is to copy and paste the purchased goods to their raft. Updating the Point tracker after the trade is required.

Treasure hunt

The Deep dive trench tile lets you in on a journey underwater to discover treasure and fossil fuel. The game is luck based on the number that appears on your dice. When a player places a dive tile, the player can opt their action to buy or rent Aquamarine from the Kirana store. The player has to place one henchman on the tile. The game then continues on the Treasure Hunt tracker. The player is to place their Aquamarine on "Start". Using either of the two different dice modes the player receives a number between 1 and 12 with which, they will move across the zones.

Mode 1 - Throw two dice and move the Aquamarine based on the zones indicated by numbers. The number on the dice should correspond to the number indicated on the zone. (For eg: A player adds up their dice to get a sum of 5, the Aquamarine to be placed on the fifth zone)

Mode 2- Using Miro Plug-in "Totally Random", Tap on the group of numbers 2 to 12 once. Select "Totally Random" and select "1 Random Item". This feature picks one random number from the selection.

The player may or may not receive treasure. It's based on the player's luck.

Fishing spot tile

When a player places a fishing spot tile, they will receive three fish barrel supplies on that turn. The fish supply will only last for a week. Players are to track their food supply and restock before their 8th turn. The player can purchase "Every flavored biscuit" from the Kirana store or be too weak to travel causing the player to only play after every two rounds.

Scrap tile tile

Scraps are seen as larger or smaller deposits. Each type carries its own XP while trading. When a player places the large or small scrap tile, they will receive a scrap deposit. Player to copy-paste the same from the "components".

Chaos or Luck

Tiles with a pink square on the middle-right indicate "Chaos or luck cards". The player has to select one card and "flip" to reveal if their fate gives them chaos or luck. The instructions to flipping the card can be found below the cards.

Pirate flag tile

The tile with a flag indicates a chance to own ocean territory by turning one of the Henchman into a pirate. This requires the tile to be placed near an ocean tile. The pirate territory will only be complete only if there are six ocean tiles around the "Pirate flag tile".

Spacecraft

The player who has 60XP has a chance to grab the "only one spot" in "The New Hope Spacecraft" before other players do. Players will move their meeple to the "The New Hope Spacecraft Boarding Zone" purchasing the ticket. The player can continue to play the game using their Henchman with the other players. The player need not worry about the food supply. After every 8th turn, the player to give a tax of 30XP to The New Hope. This can be tracked by making use of the food supply tracker.

Synthetic Lab

Tiles with a blue star indicate that a Synthetic lab can be placed on the tile. The lab can be purchased from the Kirana store for 10XP.

Rivalry

Opponents can try to hinder the expansion or completion of a territory by the player. Players will find themselves wanting to plot ways to steal power from the other players. That might mean placing tiles to thwart an opponents pontoon bridge or taking over a floating structure by clever placement of a tile. Each player will want to win the game, but at the same time they could form temporary and informal alliances with other players in order to jointly gain points in relation to other opponents.

Game end

When a player places the last tile from the Tile pile, the game ends.

How can the player win?

When a player places the last tile, the game ends after his turn. Then, players proceed with the final scoring. The player with the most number of points wins.

Endgame Scoring

During the final scoring, incomplete pontoon bridges and floating structures are calculated. A player who has a follower in the incomplete structures scores 1 point per tile. There will not be any extra points.

More ways to make the game fun!

Roleplaying as scavengers can make the gameplay more fun. As Scavengers, you have a journey to take, tell your friends your vision of the future within the game. You can ask each other questions like:

- 01 Would you gather enough for a spot on the spaceship would you want to be the masters of the ocean and the leftover territories?
- 02 Do you think you have luck on your way? (Maybe bet XP with each other on who would get more chaos tiles or luck tiles and add the loss or gain at the endgame scoring.)
- 03 You can decide to make it a co-op game to take down The New Hope. Players can have 2 spies among them from The New Hope that will hinder player gains and try to win the one ticket for Spacecraft spot, so as to not let the scavengers into their home. This can be decided by a chit game. The player can put down four sticky notes (chits), that flips to read "Scavengers", and "The new hope". The two spies will have to observe the game to not sabotage each other, similarly, the scavengers, as they are not revealed what team they are on.

Let the game,
begin.