

# SMUGGLONAUTS

Digital rules document

2-4 Players

Ages 8+

30 min

Hoaxite is all the rage right now across the galaxy. So far, 4 varieties have been discovered but nobody is entirely sure what it's even good for. Some say a small spoonful of it lets you glimpse into the future, others claim it works wonders to prevent tooth decay. Or maybe it's just crystallised space ogre snot?

Whatever it is, a thriving black market for the stuff has developed in the Scumpit Nebula and you are here to get in on the action.

Jump across the orbital space stations to acquire these crystals and manipulate their value in your favour (or against your opponents') to head off with the most precious load of cargo.

## >> components <<

### 24 Hoaxite Crystals

- 6 Black 
- 6 Green 
- 6 Orange 
- 6 White 

### 4 Rocket Dice



### 1 Bag



The Box

(containing the game board)

## >> set up <<



**A** place a hoaxite crystal of each colour on the 1€ space on the value track – place all other hoaxite crystals in the bag

**B** place a rocket die for each player on consecutive spaces the station track, all set to a value of 4

**C** randomly draw hoaxite crystals from the bag and place one on each free space on the station track, except the space behind the last rocket die

Play proceeds clockwise around the station track.

The active player is always the player whose rocket die is furthest back on the station track.

## >> Gameplay <<

As the active player, on your turn you can either > **SHOP** < or > **REFUEL** <

### > **SHOP** <

Advance your rocket die clockwise along the station track, reducing its value (fuel) by 1 for each space with a hoaxite crystal on it that you enter or pass. Passing over other players' rockets does not reduce your fuel. You cannot end your move on a space with another player's rocket.

Your fuel can never drop below 1. If a move would reduce your fuel below 1, you can't perform that move.

Pick up the crystal in the space that you end up on and place it in front of you.



**- EXAMPLE FOR A SHOP ACTION -**

White moves 2 steps (ignoring spaces with other players' rockets), reducing their fuel by 2. They add the green hoaxite crystal from the destination space to their supply.

**> REFUEL <**

Advance your rocket clockwise to the next station space with a hoaxite crystal on it and reset your fuel back to 4.

Place the crystal from that space back in the bag and move the corresponding crystal on the value track 1 space up or down, either increasing or decreasing its value. You cannot choose to skip this.

The value for any crystal can never go below 0€ or above 4€. If the crystal's value is 0€, you have to increase it. If the value is 4€, you have to decrease it.

If your fuel is 1 at the start of your turn, you have to perform a refuel action.



**- EXAMPLE FOR A REFUEL ACTION -**

Pink does not want to collect the green crystal and decides to refuel on their turn. They move their rocket to the next available space and reset its fuel to 4. The green crystal is returned to the bag and since Pink doesn't have any green crystals in their supply, they lower the value for the green hoaxite to 0€.

At the end of each player's turn, refill the station track with hoaxite crystals by placing a crystal on each space that does not have a crystal or rocket on it, except for the last space behind the player rocket furthest behind.

In case all players skip a hoaxite crystal on the station track, that crystal is also returned to the bag and the last player to skip it gets to adjust the corresponding crystal's value on the value track.

## >> END OF THE GAME <<

The game ends when at the end of a player's turn the station track can not be refilled with a hoaxite crystal.

### > SCORING <

Each hoaxite crystal in the players' personal supplies scores points (#) according to the value of the respective crystal on the value track. The player with the most # wins.

## >> TIP <<

Play multiple games per session, either a certain amount of games or until a threshold is reached, e.g. 25 #, keeping a running total between games.

When doing this, do not reset the value track in between games.

Just return the hoaxite crystals from the players' personal supplies back to the bag and reset the station track by refueling and resetting the rocket dice and refilling the station track with hoaxite crystals.

## >> THANK YOU! <<

Thank you very much for playing my game!

And thank you to all my friends and loved ones and the lovely people on BGG who helped bring this game to life.

Special thanks go out to Hannah Müller, Cruz Matos, Janina Bayer, Andreas & Elea Vorbach, Nicolas Görge, Armin Nourifar and Nicholas Kirkpatrick.



**DESIGN: JAN STRAETENER**

**ART: YELA GATCHALIAN-DAVID**

**BACKGROUND ART KINDLY PROVIDED BY NASA**

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**INFO@JSSPIELE.DE**

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