Warped!

The Space Merchant Game
Version 1.0
For 2-4 players
©2011 by Dave Dobson

Welcome to **Warped!** Take on the role of a starfaring merchant – trade goods between worlds, complete crucial missions, construct new technology and ship improvements, fight space pirates, and decide whether you're an upstanding galactic citizen or a merciless rogue. Or both!

Objective

Your goal is to amass 25 victory points before your competitors do. You score points by racking up lots of galactic credits, by completing missions, and by building new technologies to improve your ship and serve your customers. You can also get a karma bonus for being particularly kind-hearted or for being more ruthless than your opponents.

Components

To play, you should have the following components:

Basic items:
- 4 Game Boards (large square mats)
- 1 Bank Board (shows credit balances)
- 1 Auction Board (shows Zurgon's auction and Pirate Bounty)
- 8 Fifty-credit Gold Bar cards
- 1 six-sided die

Player Items (four sets in different colors):
- 2 Ship tokens
- 1 Ship cargo card
- 1 Stockpile card
- 1 Credits marker (peg pawn)

> **Note:** Before you play the first time, you may find it very helpful to mark your pair of ship tokens to indicate which is #1 and #2 to help keep them straight during play. Otherwise, it can sometimes be difficult to remember which ship contains which cargo. You can write numbers on the ships with a permanent marker, or apply a sticker, or mark them differently to distinguish them – whatever you like.

Trade goods (clear colored disks):
- 20 Transgenic Sprockets (red)
- 20 Tentacle Polish (purple)
- 20 Antimatter (yellow)
- 20 Singularity in a Can (green)
- 20 Unobtainium (blue)
- 20 Nanobagels (orange)

Market Items:
- 2 Market Boards (shows prices for goods)
- 6 Planet Specialty pawns (matching the six Trade Goods colors above)
- 30 Goods Price Markers (poker chips; five each of the six Trade Goods colors above)

Card Decks:
- 16 Zurgon's Auction cards
- 26 Station Zeta cards

Other items:
- 20 Karma tokens (10 black, 10 white)
- 1 Pirate bounty marker (white poker chip)
- 4 Extra cargo tokens (white rings)
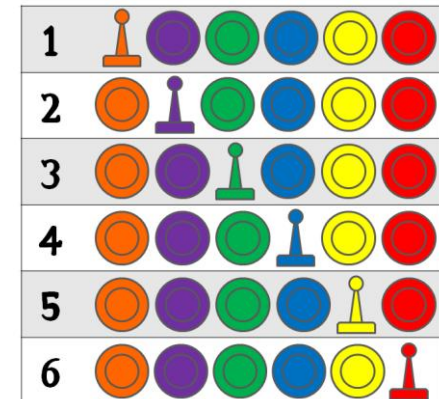- 2 Extra ship tokens (white and yellow)

Setup

There are several different parts of the game you need to prepare to play.

Market Setup:

Collect the Market Items described above. Lay out the two market boards to one side of the playing area. These will serve to record the prices of the six types of trade goods at the various locations in the game. Each planet has a row showing costs from 1-6, and in each row, you'll have a colored chip or pawn that indicates how much the corresponding trade good costs at that planet.

To start out this process, separate the six Planet Specialty pawns and the 30 Goods Price marker chips into six groups (one for each planet). Each group should contain one of each color (one for each type of resource). Your six groups should look something like the picture at below:
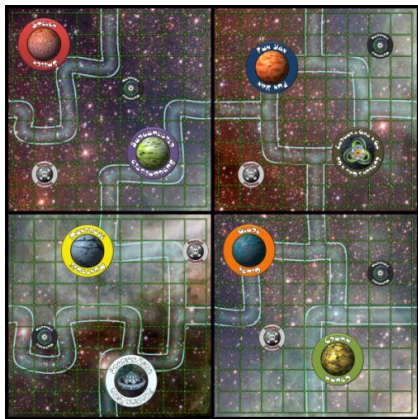

Place each group of six on a planet row on the Market Boards. It doesn't matter which group goes on which planet. For each planet, the Planet Specialty pawn should go on the square marked 1, and the five Price Marker chips go on the squares marked 2-6. It doesn't matter what order they're placed in. Each Market board should look something like the following when you're done:

Put the small Trade Goods markers in separate piles near the play area, making a general supply. If you put each type of good in a separate small bowl or container, if available, it can make them easier to access and manage during the game.

Board Setup:
Take the four Game Board tiles. Each tile has two planets on each side along with starlanes which exit at the center of each side. Without looking, mix and flip the boards around, then lay out the four tiles in a two-by-two grid in a random orientation. Your board could look like this when you're done:

Cards and Auction Board Setup:
Shuffle the Station Zeta cards and deal one face down to each player. Place the rest near the board for easy drawing.

Place the Auction Board near the play area. Shuffle the Zurgon's Auction cards and place four of them face up in a row above the Auction Board. These are the plans currently available for auction at Zurgon's Gas 'n' Go. Place the other Zurgon's Auction cards in a pile nearby.

Place the Pirate Bounty token on the leftmost reward space on the Pirate Bounty row.

Player Setup:
Each player chooses a color and takes the player items matching that color. All players should place their ship tokens on any of the nine squares that make up Station Zeta. The Ship Cargo and Stockpile cards go in front of each player. Finally, each player's Credits marker should go on the Bank board on the 10 credit space (each player starts with 10 credits).

Other Items:
Set these other items to one side but within reach:
- Karma tokens
- 50-Credit cards
- Extra ships
They may be used as the game progresses.

Starting Player:
Each player rolls the die. The high roll goes first, and play continues clockwise around the table.

Game Play
On each turn, a player may do any or all of the following:
- Move each ship up to the maximum movement allowance
- Trade goods with a planet or station (once per turn per ship)
- Draw a Station Zeta card (once per turn, only if a ship visits Station Zeta)
- Play Station Zeta cards as indicated on the cards
- Buy a Zurgon's Auction plan card at Zurgon's Gas 'n' Go (once per turn, only if a ship visits Zurgon's this turn)
- Turn in resources to complete a plan from Zurgon's
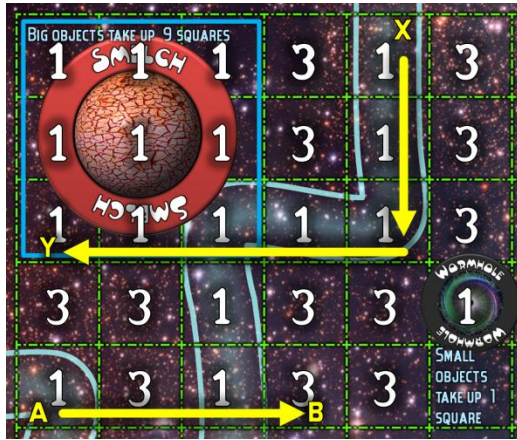- Attack a pirate world (if a ship is at one)

Each of these activities is described below.

Movement
The game board is divided into a grid of squares. Each ship has six movement points per turn. Any square that contains an object costs one point to enter. Any other space (an empty space) takes three movement points to enter, unless it's the last square you enter, in which case you can enter with 1 or 2 points. This is summarized here:

1 Movement Point:
- **Planets** (each is made up of the nine squares occupied by the planet – a three-square by three-square area)
- **Stations** (Zurgon's and Zeta – each is nine squares, like the planets)
- **Wormholes** (one square)
- **Pirate worlds** (one square)
- **Starlanes** (blue paths connecting other features, always one square wide)
3 Movement Points (or all remaining):
- **Uncharted Space** (all other spaces, which are empty)

Here's a part of the play board showing these costs. Note that the planet takes up nine squares – all are considered part of the planet:

In the diagram above, both the move from A to B and the move from X to Y are legal. From X to Y, the ship enters six 1-point squares, using up its full movement allowance. From A to B, the ship enters a 3-point square, then a 1-point square, and can then enter the third square, a 3-point square. At that point, the ship only has two points left, but that's OK – if you have any points left, you can always enter a 3-point square as your final move even if you can't afford the full cost.

At some points in the game, ships may have more or less than the full six movement points, either through modifications, special cards, or being one of the two extra ships. In this case, the costs are calculated and the points used in the same way.

Wormhole Special Movement

Whenever a player's ship is on a wormhole square, the player can choose to pay three credits (the Wormhole Transit Authority charges access fees, you see) for that ship to travel instantly to any other wormhole square on any board. This travel costs no movement points.

Trading

Each ship may trade with planets or stations that it visits if it is on any of the nine squares that make up a planet or station, or if it is on the one square that makes up a pirate world.

Trading can include either buying or selling trade goods, or it can be selling and buying combined. Each ship can normally carry **four** cargo items, although this capacity can sometimes change through special cards. Any items the ship is carrying are placed on the player's Ship Cargo card on the side corresponding to the ship's number (#1 or #2). When you buy trade goods, take the corresponding tokens from the general supply and place them on your cargo card. When you sell items, take the tokens from your cargo card and return them to the supply.

When you wish to buy trade goods from a planet, check the Market Board for that planet. The price you must pay is indicated by the position of the Planet Specialty pawn or the Goods Price marker corresponding to the type of good you wish to buy. Each planet specializes in one of the six different kinds of goods (indicated by the Planet Specialty pawns). The price for the good that is a planet's specialty will always be 1 credit, but the prices of other goods will change as they are bought and sold.

For example, the diagram above shows that Nanobagels (the orange trade good) cost 1 credit at Montrose (the top row, yellow-ringed planet), 5 credits at Smelch (middle row, red-ringed planet), and 6 credits at Fun Yan (bottom row, blue-ringed planet). Your total cost equals the number of goods you wish to buy times the price. So, buying 5 Nanobagels at Smelch would cost a total of 25 credits, and selling them at Fun Yan would get you 30 credits.

Changing Prices

When you buy trade goods from a world, the price of that good on that world goes up by one credit (to a maximum of six credits). When you sell trade goods to a world, the price of that good on that world goes down by one credit (to a minimum of one credit). The only exception to this is the Specialty Good for a world, which always stays at a price of 1 credit no matter how many are bought or sold. For other goods, the price changes by one credit per transaction, no matter how many goods are bought or sold in that transaction.

> **Note:** As the game progresses, the prices for the various goods will usually tend to fall as players buy them from their specialty worlds and sell them to other worlds.

Banking

Players' credits are recorded on the Bank Board. Players start with 10 credits, but their totals will fluctuate as they buy and sell goods, complete missions, pay wormhole fees, or buy plans at Zurgon's. Move the players' credit tokens around the Bank Board when they gain or lose credits. When players reach or exceed 50 credits, they earn a 50-credit gold bar (also worth 4 victory points) and their balance on the Bank Board is reduced by 50 credits. A gold bar card can be turned back in for 50 credits if the player needs the credits to spend. Players may earn multiple gold bars during the game. Players may not borrow money or go below a zero balance.

One Trade Per Turn

Each ship can only trade once per turn even if it visits two planets (or visits the same planet twice).

This one-trade-per-turn rule applies whenever cargo is loaded from planets or stations onto ships or off of ships to planets or stations. For each of your ships, each turn,

- you can only load cargo onto your ship from a planet or station once
- you can only unload from your ship to a planet or station once
- the unloading and loading must happen at the same world

Here are some examples:

Permitted:

- Visit a world. Sell your cargo there, and buy new cargo there to replace it (one unload event, one load event).
- Visit Station Zeta. Unload your cargo into your Stockpile (see below), then buy some new cargo at Station Zeta (one unload event, one load event).
- Visit Station Zeta. Buy some cargo there, then place it immediately into your stockpile (this is one load event, then one unload event).

Not permitted:

- Visit one world, buy cargo, then travel to another world and sell it (this is loading and unloading at different planets – not allowed).
- Buy cargo. Build one of Zurgon's plans (see below) with the cargo. Buy more cargo to replace it (this is two loading events – not allowed).

Other Trading Rules

Import Restrictions: You may not sell items back to the world where you bought them unless your ship has visited another planet, station, or pirate world before returning.

Special Prices: In addition to trading at planets, you can also trade goods at Station Zeta and at Zurgon's Gas 'n' Go. Station Zeta will buy all trade goods at a price of 2 credits each at any time. Station Zeta will always sell you any good for a price of 4 credits each. You must have a ship with adequate available cargo space at Station Zeta to buy cargo there – you cannot buy goods to put directly into the stockpile. Zurgon doesn't sell goods to traders, but Zurgon will always buy Nanobagels for 3 credits each (to stock his convenience mart). These special prices never change, no matter how many goods are traded. You can also buy goods at pirate worlds. See *Trading with Pirates* below for more information.

Stockpiles: Sometimes, a player will wish to stock up on a particular trade good. In that case, the player may offload goods from ships to storage on Station Zeta. When this happens, the trade good tokens to be stored are moved from the Ship Cargo card to the Stockpile card. Players may also load goods from the Stockpile into ships. To load from or offload to the stockpile, the ship must be on one of the nine squares making up Station Zeta. Loading cargo from or unloading cargo to the stockpile counts under the "one trade per turn" rule above. The stockpile can hold an unlimited number of items.

> **Note:** When a player must pay trade goods for some reason (for example, to complete a Zurgon's plan or to use a Technology card from Station Zeta), the player may pay the cost from either the cargo on ships or the items in the stockpile.

Station Zeta Cards

Each player starts the game with one Station Zeta card and can have up to three Station Zeta cards at a time during play. Players get one additional Station Zeta card whenever one of their ships visits Station Zeta, with the following restrictions:

- Players can only collect one new Station Zeta card per turn, even if more than one ship visits the station.
- A player's ship must visit another planet, station, or pirate world and return to Station Zeta in order to get another card.

If, at any time, a player has more than three Station Zeta cards, he or she must discard down to three immediately. Mission cards that are played but not completed count toward the limit of three cards.

Station Zeta cards come in several types:

- **Missions** – tasks that the player must complete for various rewards. Some missions require the player to deliver trade goods; in this case, the player must buy the goods and give them up. Some missions require transport of passengers or other cargo; in these cases, the player can mark the cargo spaces taken up by the passengers or items on his or her Ship Cargo card with the Extra Cargo tokens.

  Mission cards will say when or if they are to be revealed (or "played"). This is often when the mission is begun. If directed to, the player should play the Mission card face up near his or her Stockpile and Ship Cargo cards. Players may have more than one active mission at a time. When the mission is complete, the player receives the rewards indicated on the Mission card. If those rewards include Score (Victory Points), the player keeps the card face up to one side as an indicator of points scored. These completed mission cards do not count towards the limit of three Station Zeta cards.

- **Technology** – these cards give a player temporary special abilities, sometimes for a cost in credits or goods. This cost may be paid either from ship cargo or from the Stockpile.

- **Pirate Attack** – these are special cards which are played out-of-turn. You play them when you want to cause Pirates to attack your

opponents. See the Pirates section below for more information.

Pirates

Pirate Attack Cards

Each Pirate Attack card shows a Range and a Strength rating. To play a Pirate Attack card, wait until an opponent's ship comes near a pirate planet. The Range rating indicates the number of squares the pirates can reach from their planet. This is measured along a path that a ship could normally take (i.e., no diagonal movement).

The diagram at left shows these ranges from a pirate planet. If your opponent moves a ship to a square that is within range of any pirate planet, you may immediately interrupt their move and play your pirate attack card.

Resolving Pirate Attacks

When you play a pirate attack card, you roll a die for the pirates, and the player who is attacked rolls a die for his or her ship. You add the Strength rating shown on the pirate card to your roll, and the other player may have bonuses from technology or cards to add to his or her roll.

If the pirates' total (die roll plus strength) is higher, the pirates win. In this case, three things happen:
1) The player's ship is escorted to the pirate world from which the pirates attacked. The ship token should be moved to the pirate planet.
2) The pirates will steal one item of cargo and store it at the pirate world. This can be a trade good or a special cargo item from a mission, and it is chosen by the player who played the

Pirate Attack card. If the ship is carrying no cargo, no cargo can be stolen.
3) The player's ship may not move any more for the rest of this turn. In order to leave the pirate world on a later turn, the player who owns the ship must pay a ransom of five credits. If the player cannot afford this price or will not pay, the ship cannot leave.

> **Note:** If the pirates take a special mission cargo item like a passenger, then the player loses the mission card and moves it to the side of the play area. Any player who recovers the cargo item from the pirate planet (see Attacking a Pirate World below) can take the card and complete the mission.

If the player's total roll plus any bonus is higher than the pirates' total, or if the player and the pirate tie, then the pirate attack fails, and the player may continue moving the ship normally.

Whether or not the attack is successful, the Pirate Attack card is discarded, and the Pirate Bounty marker is moved to the next highest reward space on the Auction Board.

Attacking a Pirate World

A player may attack a pirate world at any time. To attack a pirate world, the player must move a ship to the pirate world and declare the attack. These battles are resolved as if a Pirate Attack card were played above; pirate worlds have a Strength rating of 2. If the player loses the battle, the same consequences above are followed (i.e. loss of cargo, end of move, ransom). If the player ties the pirates, the player may continue moving the ship this turn, but he or she may not attack the same pirate world twice with the same ship in one turn.

If the player wins and beats the pirate world, he

or she may:
1) Take any of the trade goods, passengers, or items located on the pirate world up to the cargo capacity of the player's ship. If the player chooses to take mission items held by the pirates, the player must take the mission card associated with the items and count it toward the limit of three Station Zeta cards. Players may also offload their goods onto pirate worlds if they wish, but the goods become the pirates' property in this case.
2) Add the current Pirate Bounty to his or her account on the Bank Board and return the bounty to the lowest value (2 credits).
3) Collect 2 Good Karma points (white Karma)

The pirate bounty never increases when players attack pirate worlds, even if the pirates win.

Trading with Pirates

If you visit a pirate world, you can buy up to two trade goods per turn of any type for 3 credits each (the pirates always have some stolen stuff lying around, see). Buying from pirates earns you one Bad Karma point per transaction.

Zurgon's Auctions

Zurgon, proprietor of Zurgon's Gas 'n' Go, auctions off plans for making various devices, ship improvements, and special items. These plans are shown on the Zurgon's Auction cards. At the start of the game, four Auction cards are dealt out next to the Auction board; these four cards show the plans currently available for purchase at the Zurgon's Gas 'n' Go station.

To buy a plan, a player must move a ship to one of the nine spaces making up Zurgon's Gas 'n' Go and pay the price of the plan in credits. The player may buy any of the plans currently available. The price

depends on how many plans have been purchased. The prices are shown on the Auction Board, and they decrease as more plans are bought:

1st plan purchased .... 12 credits
2nd plan purchased .... 8 credits
3rd plan purchased .... 5 credits
4th plan purchased .... 3 credits

When all four plans have been purchased, deal four new plans out to the Auction Board. The prices then reset (so the next plan will cost 12 credits). Players may only have one active plan at a time. If a player buys a second plan before completing the first, he or she must discard the first plan and cannot ever build it.

To complete a plan, a player must pay the listed cost in trade goods. The goods can come from ship's cargo or from the stockpile, and they do not all need to be collected in the same place at the same time (e.g., if a plan calls for five Antimatter, a player could take three Antimatter from her Stockpile and one from each ship's cargo, as long as the total required are paid). Resources consumed to build plans are returned to the general supply. Resources consumed to build plans or to use Technology or Gadgets do not count toward the one-trade-per-turn rule (see above).

Some plans are for Special Orders. These plans do not give the player any special benefit, but they are worth victory points. Other plans are for Gadgets. Completing these plans gives players special bonuses or capabilities as described on the plan card. They are also worth victory points, but not as many as for Special Orders. Players may use the benefit or ability of the Gadget immediately when the plan is completed. Some Gadgets require resources to use; these resources may come from ship cargo or from the stockpile if not otherwise specified on the card.
There are two plans for Extra Ships. When a player

completes an Extra Ship plan, he or she takes the Ship marker of the corresponding color (yellow or white) and places it in any square on Station Zeta. The player may now control and move this new ship along with his or her regular two ships. The Extra Ships have different capabilities from regular ships as shown on their plan cards. The Extra Ships cannot move on the turn that they are built. Any gadgets that affect regular ships also affect the Extra Ships (except for Storage Pods). The player may use the plan card for the Extra Ship to hold any cargo carried by the extra ship.

Completed plans are worth victory points, so players keep completed plan cards to record scoring.

Karma

Players may gain good or bad Karma for taking various actions in the game. If a player gains Good Karma (positive numbers) for completing a mission or attacking a pirate world, he or she takes a number of white Karma tokens corresponding to the Karma gained. If he or she gains Bad Karma (negative), he or she takes black Karma tokens. Due to the complex duality of moral choices, it is possible to have both black and white Karma tokens at the same time.

The player with the most white Karma tokens gains a bonus of three victory points. The player with the most black Karma tokens also gains a bonus of three victory points. If players are tied, both receive the bonus. Players cannot gain a bonus unless they actually have earned karma tokens.

Some missions are only available to players who have reached a certain Karma rating. They cannot be completed by players who do not have the requisite Karma.

Victory

Victory points (on blue shields) are awarded for:
- Completing missions: points listed on mission card
- Completing plans: points listed on plan card
- Most white (good) karma: 3 points
- Most black (bad) karma: 3 points
- Each 50-credit gold bar earned: 4 points

The player with the most victory points when the game ends wins.

The game can end in any of three ways:
1) The game ends immediately when any player reaches 25 points from any combination of sources (including Karma bonuses)
2) If the last Station Zeta card is taken, every player gets one more turn after the turn it is taken, and then the game ends.
3) If the last Zurgon's Auction card is bought, every player gets one more turn after the turn it is bought, and then the game ends.

If players desire a longer or shorter game, they can agree on a larger or smaller number of victory points required to win (condition #1 above).