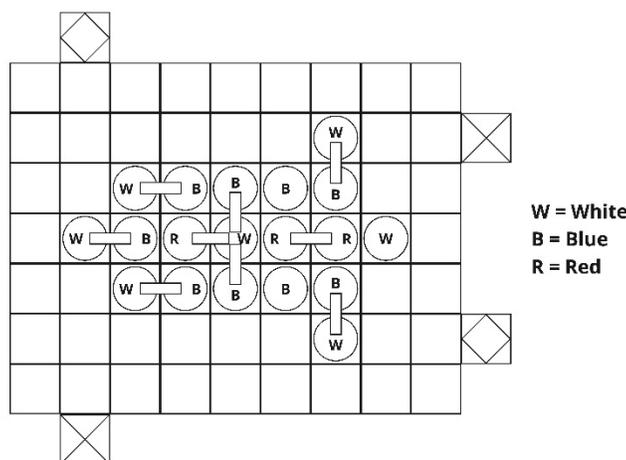# Goal

2 players compete to earn credits by collecting salvage by taking apart a ship while managing their O^2. The player with the most credits at the end wins.

Game Setup

Setup your ship on the game board as shown below. Choose which player will go first.

W = White
B = Blue
R = Red

Salvage

- o Players collect salvage by moving pieces to their furnace
- o To collect salvage, players must move the pieces into their respective furnaces
    - o If a piece of salvage connected by joints is put into a furnace, the player who owns the furnace collects all the connected pieces.
    - o If a player moves a piece of salvage into their opponent's furnace, their opponent collects the salvage.

     Player 1 Furnace

     Player 2 Furnace

- o Value of pieces:
    - o Red = 2 credits
    - o Blue = 1 credits
    - o White = 0 credits

Oxygen & Ending the Game

- o Players have [15] O^2 that depletes with every action. Once a player runs out of O^2 they can no longer take any actions.
- o Players must use O^2 every turn.
  - o Min 1 | Max 3
- o The game ends when both players run out of O^2.
  - o If one player runs out of O^2, the other player may play until they run out of O^2.
- o Players keep track of their remaining oxygen by using the meter. Place the token on the amount of oxygen you have left.

Example: Player uses 2 O^2 on their turn on their turn

11	12	13	14	15
6	7	8	9	10
1	2	3	4	5

11	12	13	14	15
6	7	8	9	10
1	2	3	4	5
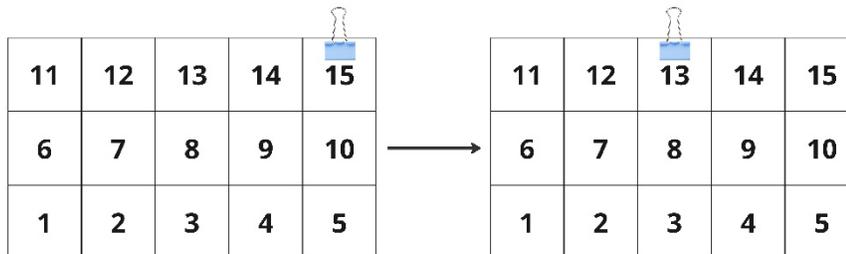
During your turn

During their turn players can perform actions using up to 3 O^2. Once finished, the player must declare the end of their turn.
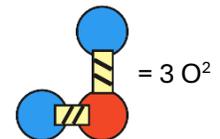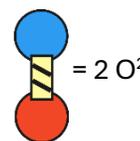
Players can perform the following actions on any piece on the board:
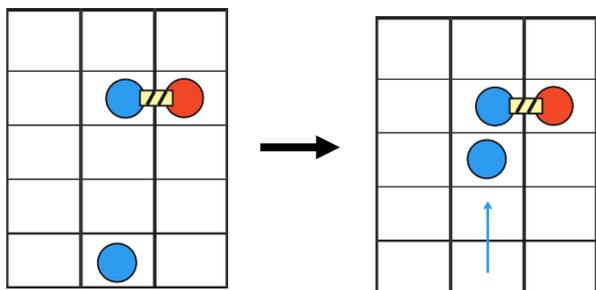
Push   Cost - 1 O^2 per piece

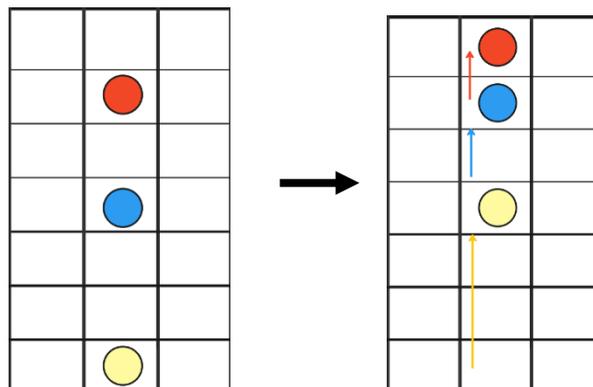If an object is pushed and collides with another object, it takes its place and sends the other flying.
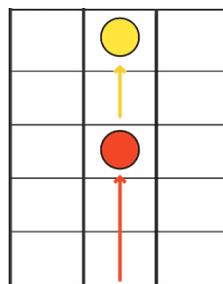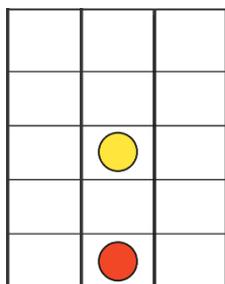
Some pieces are connected by joints. These pieces cost additional O^2 to move.

= 2 O^2

= 3 O^2

Pieces can only push other pieces of equal or lesser size. Otherwise, they stop on contact.

Pieces hit in sequence will continue moving as long as they are able to.

Cut   Cost - 1 O^2

Pieces connected by joints can be cut apart. When a joint is cut the connected pieces move apart by one space and the joint is removed from the board. Pieces can only move if there is a free space to move to
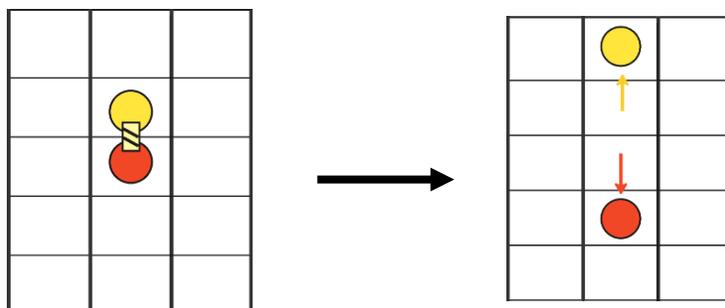
Rotate   Cost - 1 O^2

Pieces connected by joints can be rotated for 1 O^2 regardless of size.
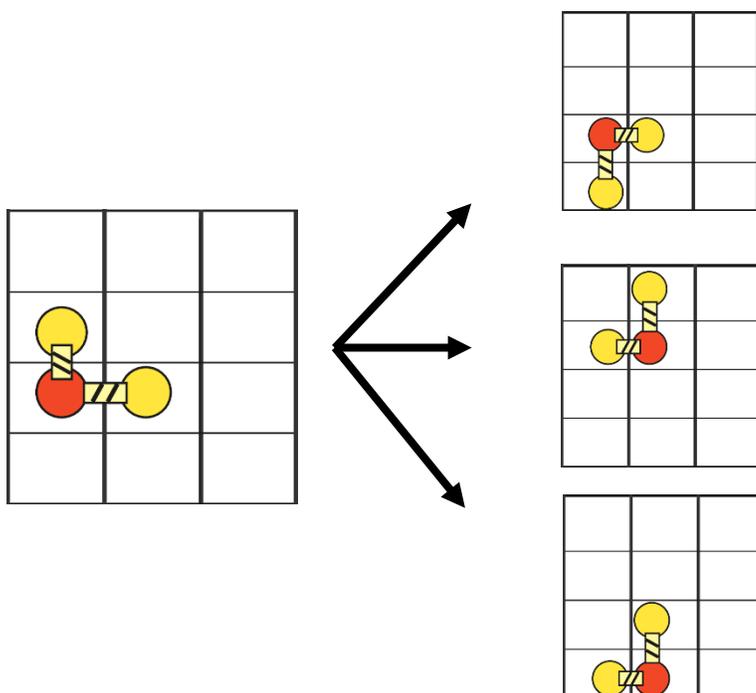
Pieces cannot be rotated if there is another piece in the path of the rotation, regardless of size.