



**1-4 players | 45-90 minutes | Age 13+**

Design by Mark Elsdon & Søren Brandborg

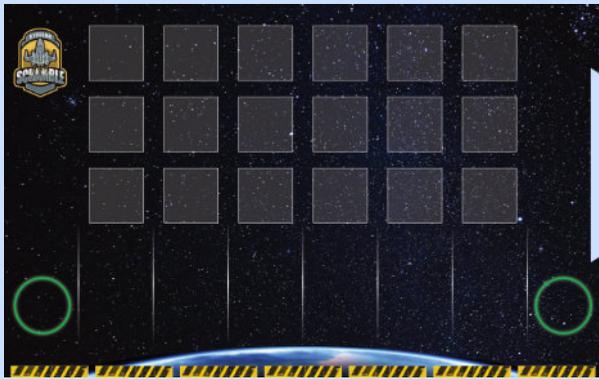
# Introduction

The Earth is under attack! An armada of alien invaders has appeared on long-range scanners, and it is up to a handful of reckless and competitive starpilots to scramble into deep space and battle the oncoming threat.

Players each take the role of a Starfighter pilot, and will compete to destroy the most invaders while avoiding enemy fire and trying to ensure nothing slips past them to attack their home base. As the alien attacks continue the invaders will become ever larger and more powerful, and the starpilots will need to make use of system upgrades and improved energy gems to give themselves the edge.

# Components

1 Game board + extension for 4 players



4 Player aids



4 Player boards



16 'Out of Order' cards



3 x 16 Invader tokens



8 Defeated Invader tokens



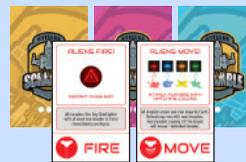
4 Starfighter meeples



8 Tracker pawns



6 'Aliens Move!' cards  
3 'Aliens Fire!' cards



12 Assist tokens



4 Gem bags



1 Alien Aggression token



4 x 30 Energy gems



40 Overheat gems



16 Boost tokens



12 Damage dice



3 x 30 Upgrade cards



1 First Player card tray



# Game Setup

- Put the main board **1** in the center of the table. Add the board extension if playing with 4 players. Make sure there is space for cards to be placed on the Progress Track **2** below the board.
- Give each player a player board **3**, a player aid **4**, a Starfighter meeple **5**, a gem bag **6**, two pawns for tracking overheat **7** and credits **8**, and three Assist tokens **9**, in matching colors.
- Give each player two Defeated Invader tokens **10** to place on the first two slots of their Victory Track **11**.
- Give each player eight Overheat gems and 12 Energy gems (three of each color) to put into their bags **12**.
- Divide the Invader tokens **13** into Levels 1, 2 and 3.
- In a 2- or 3-player game, remove all the tokens that have the '4' icon and put them back in the box.
- Shuffle each Invader token pile and then place the three piles near the back of the main board.
- Randomly place the level 1 Invader tokens on the second and third rows **14** of the main board.
- Place the Alien Aggression token **15** above a Progress Track slot according to the number of players in the game: 2 players = first slot; 3 players = fourth slot; 4 players = fifth slot.
- Place four random level 1 Upgrade cards on the Progress Track **16**.
- Place the Out of Order cards **17**, Boost tokens **18**, Damage dice **19** and spare gems **20** near the main board so all players can reach them.
- Randomly determine the first player and give them the first player card tray **21**.
- Starting with the first player and working clockwise around the table, each player chooses a space on the main board's Player Row **22** to place their Starfighter. More than one Starfighter may occupy the same space.
- Prepare and place the Main deck **23**, Innovation decks **24** as described on page 4.

It's time to scramble!



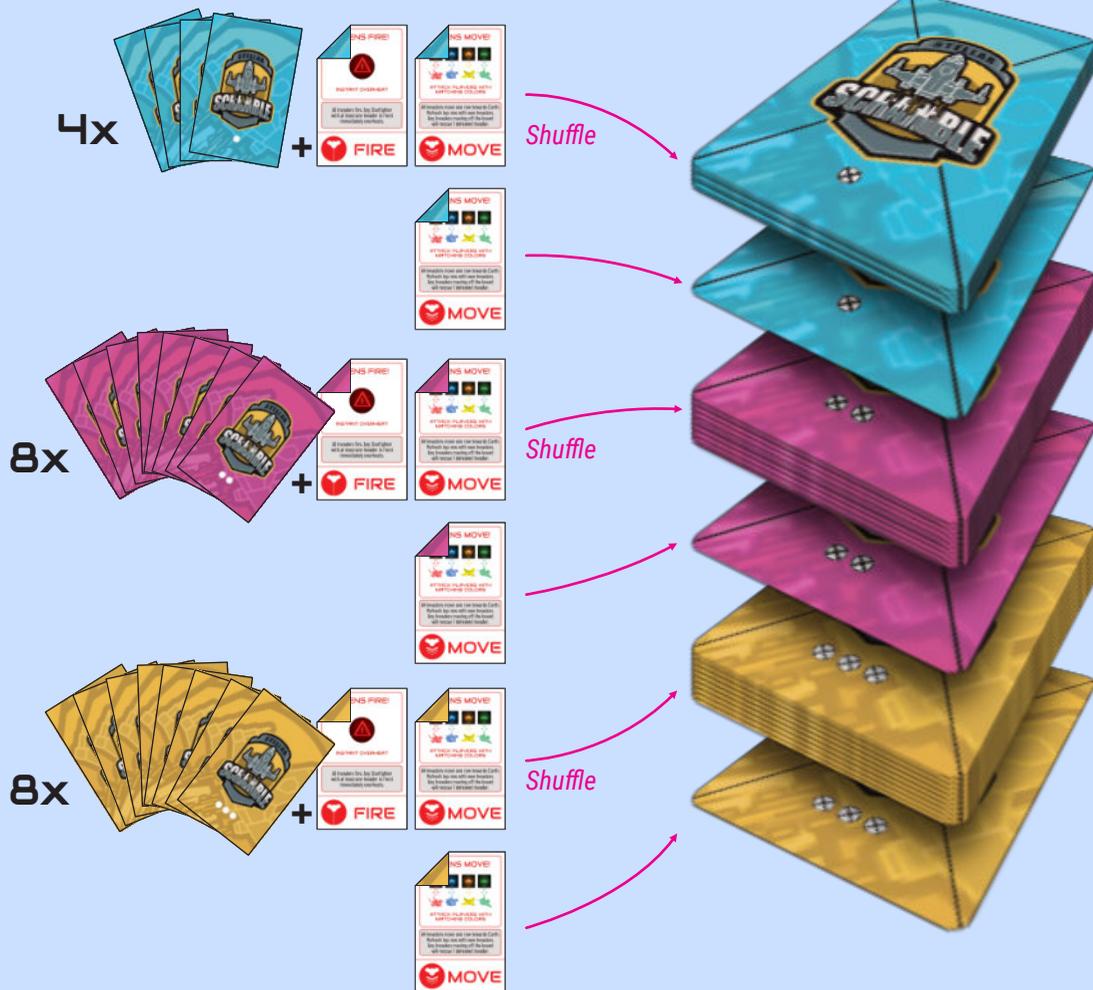
# Setup the Main Deck

During the game cards will be drawn from both a Main deck, which contains cards of three levels, and from three separate Innovation decks, one of each level. Follow this process to set up these decks:

- Set the nine Alien Event cards to one side.
- Divide the remaining cards into three decks based on their level (indicated on the back of each card).
- Shuffle the Level 1 deck and deal four cards face up from it to the first four spaces of the Progress Track.
- Deal four Level 1 cards and eight each of the Level 2 and 3 cards, face down, to create three Main decks, one of each level. The remaining cards form the three Innovation

decks, one of each level, which should be set at the side of the Main Board.

- Add the Level 1 'Aliens Fire!' and one 'Aliens Move!' card to the Level 1 Main deck, and shuffle it. Then repeat this step for the Level 2 and Level 3 decks.
- Finally, create the full Main deck as follows from bottom to top:
  - One Level 3 'Aliens Move!' card
  - The Level 3 deck
  - One Level 2 'Aliens Move!' card
  - The Level 2 deck
  - One Level 1 'Aliens Move!' card
  - The Level 1 deck.
- Place the Main deck in the First Player card tray.



# Key Components

## Player Board

### Victory Track

Invaders that the player destroys during the game are placed here, one per space. The first player to fill their Victory Track with Invaders is the winner!

### Overheat Meter

A tracker token is placed on the green 'safe' space at the start of the game, and moved up or down the meter as various events occur. If the player's overheat meter ever moves to the red 'Meltdown' space, they are in trouble!



### Weapons

Four colored weapons, each containing Move, Power and Special icons. Upgrade cards of matching colors are stacked here when purchased.

### Systems

Three grey System spaces. One System card can be placed in each space.

### Credit Meter

A tracker token is placed on the 0 space at the start of the game, and moved up and down as credits are gained and spent. A player can never have more than 12 credits.

## Main Board

### Invader spaces

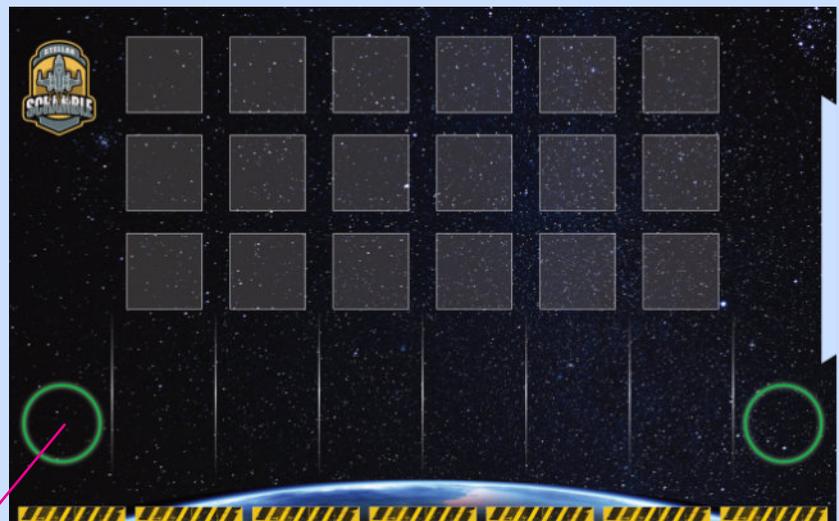
Three rows of Invader spaces, aligned with the Starfighter spaces below. Only one Invader will ever occupy any Invader space. If an Invader is in the same column as another but further away from the Starfighter spaces, it is considered to be behind it.

### The Player Row

The players' Starfighters will occupy one of these spaces at all times during the game, and more than one Starfighter can occupy a single space.

### Two Wormhole spaces

Only a single Starfighter can ever occupy a Wormhole space.



### The Progress Track

Seven spaces. Cards from the Main deck and Innovation decks are placed here during the game, and will slide one space to the right at the end of each round.

# Key Components - Continued

## Weapon Cards

Weapon upgrades are bought by players during the game, and make weapons more effective and versatile.

### Credit cost

The price a player must pay in credits to add the card to their Player Board

### Gems

The gems a player must add to their bag as soon as they purchase the card

### Color

The color of weapon that the card is added to when it is purchased



### Move

The amount the card adds to the weapon's move value

### Fire

The amount the card adds to the weapon's power, or potentially a special firing effect

### Special

Any special bonuses the card grants

## Gems

There are two types of gems in the game: Energy gems and Overheat gems. Energy gems come in four different colours, corresponding to the four weapons on the Player Boards. Overheat gems are black, and can be used to Activate any weapon, but at the cost of increasing the player's Overheat meter.

## System Cards

System cards are also bought by players during the game, and provide useful bonuses that are triggered when certain conditions are met.

### Credit cost

The price a player must pay in credits to add the card to their Player Board



### Ongoing Effect

The ongoing bonus that can be triggered during the player's turn if certain conditions are met



## Overview

Stellar Scramble is played in rounds. During a round, starting with the first player, each player will take one turn, choosing either to draw a gem from their bag (used to Activate weapons, or Exchange for credits), or to allow their Starfighter to cooldown and avoid a dangerous overheat. At the end of the round the Progress Track is advanced by one space, and any Alien Events are resolved. At that point, if any player has achieved a full victory track of 10 destroyed Invaders, they are the winner.

## Player Turn

Players take their turns in clockwise order around the table. On their turn a player must start by choosing to either:

- **Draw**

or

- **Cooldown**

## Draw

If a player chooses to draw, they take one random gem from their bag. If this gem does not cause an **Overheat** (see page 11) then it may be used to either **Activate** one of their starfighter's four weapons (colored red, blue, yellow, and green) or to **Exchange** for credits.



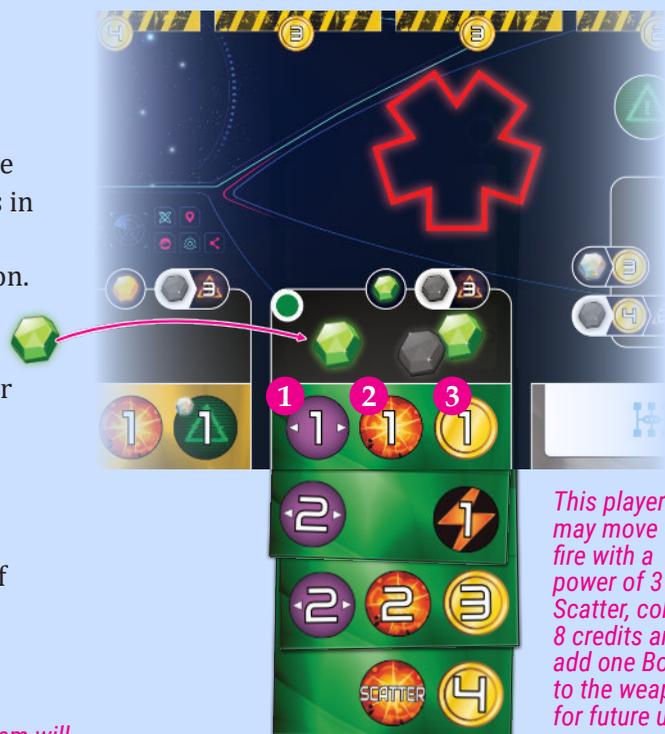
## Activate

If a gem is used to Activate, the player places it above the weapon on their player board that matches its color.

Once a weapon is Activated it can be used to make the player's Starfighter move **1**, then fire **2**, and finally gain special bonuses **3**, always in that order. These actions are represented by three columns of symbols found on each weapon. All actions are optional.

The symbols in each column are added together to determine the total value for moving, firing and each special bonus.

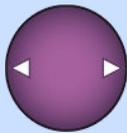
Overheat gems represent powerful energy surges, and can be used to Activate a weapon of any color, but at the penalty of increasing the player's overheat meter by three points.



*This player may move 5, fire with a power of 3 and Scatter, collect 8 credits and add one Boost to the weapon for future use.*



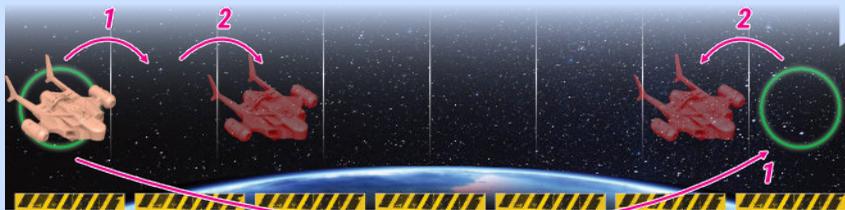
*Activating any weapon with an Overheat gem will increase the overheat level by 3.*



## 1. Move

Starfighters will move left and right along the Player Row, seeking their next target.

A Starfighter may move any number of spaces, up to the total Move value of the Activated weapon. Movement can only be to the left or right in a single turn, not both. Starfighters may move through and occupy the same space as other Starfighters.



*A move of 2 would allow this player to move like this:*

*... or like this - but only if the opposite wormhole is not occupied.*

## Wormholes

The Wormhole spaces at the ends of the Player Row may only be occupied by **one** Starfighter at a time. Starfighters in these spaces will never be hit by 'Aliens Fire!' events (see page 13).

A Starfighter can move from one Wormhole to the other, as long as both spaces are otherwise unoccupied. This counts as one space of movement.

## 2. Fire



Starfighters will fire at the Invaders during the game, damaging their shields and eventually destroying them, in a bid to secure victory.

A Starfighter may fire at the Invader directly in front of it on the Main board, using the total power of the Activated weapon.

If this value is equal to or greater than the Invader's shield value, the Invader is destroyed and is placed on the leftmost empty slot of the player's Victory Track. If not, the invader is damaged - use a Damage die to show how many shields the Invader has left, and place one of the player's assist tokens on the Invader.

In addition to numeric values, systems may gain enhanced abilities to enable them to hit more than one Invader at once - these are called Scatter, Beam and Blast. Any additional Invaders hit by these systems will always be hit with the system's full power value.

### Assists

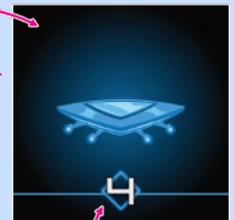
If a player damages an Invader, they place one of their Assist tokens on it. If that Invader is later destroyed by a different player, the Assist token is returned to them and they gain 2 credits per Level of the destroyed Invader. Each player can have a maximum of three Assist tokens on the Main board at a time.



*Place a Damage die to indicate remaining shields if the Invader is not defeated*



*Place an Assist token under the die if Invader is only damaged.*



*Starting shield value*

*Place defeated Invaders on the Victory Track*



When an Invader is hit by a system with...



Scatter, also hit the Invaders on its left and right.



Beam, also hit all of the Invaders behind it.



Blast, also hit the Invader immediately behind it, and the two diagonally behind it.

### 3. Special

After moving and firing, a weapon may generate special bonuses, depending on what icons it displays. There are five special icons: Boost, Convert, Energize, Scavenge and Vent.



#### Boost

When a weapon that has Boost is Activated, add a token to that weapon that grants it +1 Power next time it is Activated.

Cooldown and Overheat cause all Boost tokens to be removed.



#### Energize

When a weapon with Energize is Activated, the player may add any one gem to their bag.



#### Scavenge

When a weapon with Scavenge is Activated, the player gains one credit.



#### Convert

When a weapon with Convert is Activated, the player may choose any one Energy gem on their player board, swap it for one of another color, and place the new gem in their bag.



#### Vent

When a weapon with Vent is Activated with an Energy gem, the player reduces their overhear level by one. If the system is Activated with an Overheat gem, Vent MAY NOT be used.

### Exchange

Instead of activating, a player may choose to use a gem to gain credits by exchanging. If a gem is used to Exchange for credits, the player places it next to their Credit track, and increases their credit level.

Energy gems increase the credit level by 3, while Overheat gems increase it by 4, but also increase the player's overhear level by 2.

Place here to Exchange

Increase overhear by 2 when exchanging an Overheat gem



Exchanging an energy gem will gain the player 3 credits



Exchanging an Overheat gem will gain the player 4 credits but also increase their overhear by 2

# Upgrade

After an Activate or Exchange action, a player may buy one or more Upgrade cards from the Progress Track, paying the credit value shown in the top left of the card, and placing the card in the appropriate slot on their player board.

Weapon cards tuck underneath each other in stacks of matching color, and provide cumulative benefits. There is no limit to the number of Weapon cards that can be added to a weapon. Weapon cards also depict one or two gems next to their credit value. These must be added to the player's bag when the card is purchased.

System cards must each have their own slot on the right-hand side of the player board. If a player buys a System card and has no free

system slots, they must discard an existing System card before placing the new one.

While upgrading, a player may also choose to repair an 'Out of Order' weapon, at a cost of 10 credits. This removes the 'Out of Order' card and allows that weapon to be Activated in future turns.

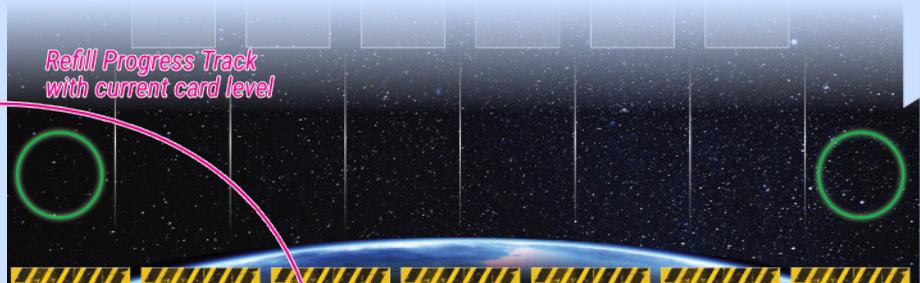
## Refill Progress Track

After a player has finished buying upgrades, any gaps in the Progress Track are filled with fresh cards from the current Innovation deck.

The Innovation deck that is drawn from should match the level of the top undrawn card on the Main deck. If there are no Innovation cards of this level remaining, draw from the Innovation deck of the next level.



Innovation decks



Main deck



Add this gem to your bag when purchasing



Cost

Reduce credits when buying upgrades

Pay 10 credits to discard an 'Out of Order' card



Tuck Weapon cards under player board here.

Tuck System cards under player board here. Only one card per slot.

# Overheat

Overheat gems are powerful, but drawing them increases the player's overheat level, by either 2 or 3 points. If a player ever draws an Overheat gem and cannot place it without exceeding the limit of their overheat meter, they have overheated.

When this happens, they must:

- Reduce their credit level to 0.
- Take an 'Out of Order' card and place it over one of their weapons. That weapon cannot be Activated unless they pay 10 credits to permanently repair it on a future turn.
- Reduce their overheat level to 0.
- Return all Boost tokens.
- Return all gems on their player board to their bag, along with the Overheat gem they just drew – it **cannot** be used this turn.

Play then passes to the next player.



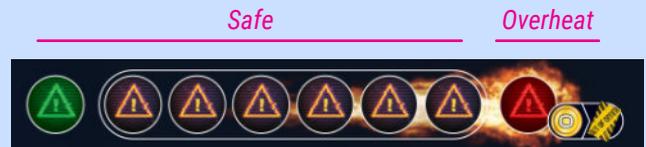
**Activating** any weapon with an Overheat gem will increase the overheat level by 3.



**Exchanging** an Overheat gem will increase the overheat level by 2.



The Starfighter overheats when this level is reached. Reduce credit to 0 and place an 'Out of Order' card on one weapon.

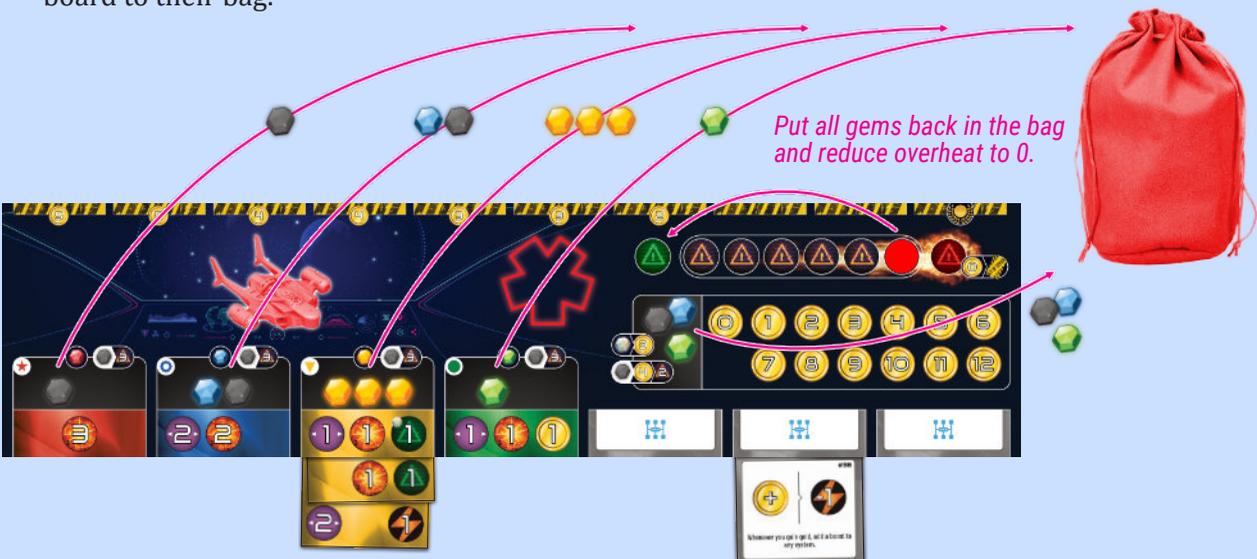


# Cooldown

If a player chooses to use their turn to cooldown, they follow these steps:

- Reduce their overheat level to 0.
- Return all Boost tokens.
- Return all gems on their player board to their bag.

Note that credit level is not reduced.

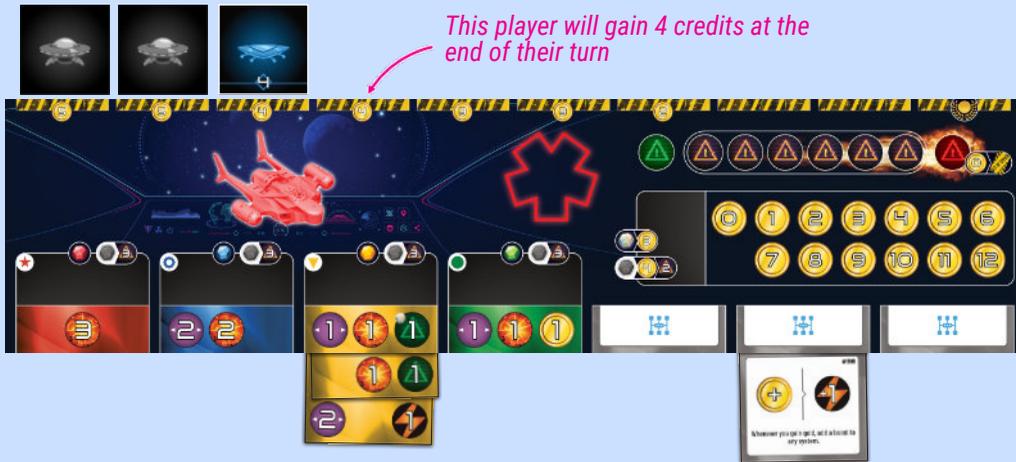


# Gather

At the end of a player's turn, their Starfighter will automatically gather resources ready for the next round. They should look at the credit symbol under the first empty slot on their Victory Track, and increase their Credit tracker by that amount.

If a player overheated in their turn, they may not Gather.

After Gathering, the player's turn ends and play passes to the next player.



# End of Round: Advance Progress Track

Once all players have taken a turn, the round ends and the Progress Track is advanced.

Slide all cards on the track one space to the right. If the rightmost card is just an upgrade, put it straight onto the discard pile. If it also has an attached Alien Event (see page 13), resolve that now, before discarding. Fill the space on the left-hand end of the Progress Track with a fresh card from the Main deck.



Innovation decks



Main deck



Move cards right and fill with a new card from the Main deck

Discard rightmost card and resolve any Alien Events



# Alien Event Cards

In addition to Upgrade cards, the main deck contains two kinds of Alien Event card: 'Aliens Move!' and 'Aliens Fire!'

When an Alien Event card is revealed, it is not added to the Progress Track like a regular Upgrade card. Instead, it is slid under the Upgrade card in the slot on the Progress Track with the Alien Aggression token. If that slot already has an Alien Event card, place it in the first free slot to the left, or to the right if there are

no free slots to the left. The Alien Event will then progress along the track from that point, 'attached' to the Upgrade card.

If the attached Upgrade card is bought, the replacement from the Innovation deck will be placed on top of, and attached to, the Alien Event card.

Alien Event cards are triggered when they are moved off the right-hand end of the Progress Track.

Place an Alien Event card in the slot with the Alien Aggression token



## Aliens Move!

When an 'Aliens Move' card is moved off the Progress Track, all Invaders on the main board are moved one row down, towards Earth. Any that move off the bottom row will attack the player matching their color (if that player is in the game). If a player is attacked in this way, they **lose one Invader from their Victory Track**. If they have no Invaders left on their victory track, the attack does not affect them. A new row of Invaders are added to the back row, taken from the lowest available level.

## Aliens Fire!

When an 'Aliens Fire' card is moved off the Progress Track, all players whose Starfighter has one or more Invaders in the row in front of it are fired at by the aliens. Any Starfighter that is hit in this way will **immediately overheat**.



Do not let any Invaders of your color move past the bottom row on the main board!



Do not let your Starfighter stand in the way of the alien firepower!

# Victory

After resolving any Alien Event cards, if any player has 10 or more Invaders on their victory track, they are the winner! If two or more players achieve this, then tie breakers are most credits, followed by lowest overheat level.

## End of Game - No Main Cards Remaining

If the final “Aliens Move!” card is moved off the Progress Track and no player has 10 Invaders on their Victory Track, then the winner is the player with the most Invaders, and tie breakers are applied as above.



*First to 10 wins!*



# Experienced Pilots

After a few games of Stellar Scramble, players may like to try a more challenging mission.

To do this, at the start of the game:

- If it is a 2- or 3-player game, play on a 4-player Main board.
- Place the Alien Aggression token one slot further to the right than normal.
- Put 1 more Overheat gem in each player's bag.

# Advice For Rookies

It may seem tempting to focus on one color of weapon and only buy those upgrades during the game. However, this may leave you short on options later on. It is often better to diversify your upgrades so you can respond to different challenges as the game progresses.

# Playtesters

A stellar thank you to:

Trine & Martin Haugaard

Per Sained

Chris Backe

Sammi-Leigh Bezant

Emma, Marie & Vita Brandborg

Kenneth Lenander

Nikolaj Holm Christensen

Otto Plantener Jensen

Tina Christensen

Alex Barbanneau

Dan Atherton

Andrew Berry

Allan Kirkeby

Lars Wagner Hansen

Aske Severin Juul Christiansen

Michael Løhde Andersen

Denni Eschen Pedersen

Morten Blaabjerg

Steen Kaltoft

Mona Lillelund

# Example Round

Green player is the first player. They decide to Draw, and pull a blue gem from their bag. They choose to use it to Activate their blue weapon **1**. This allows their Starfighter to move up to 3 spaces **2**, and they decide to move right, to be able to fire at the Green Invader. They then fire with a power of 4 - enough to destroy the Invader, which is added to their Victory Track **3**. Because the destroyed Invader had Red player's Assist token on it, this token is returned to Red player **4**, and they gain 4 credits. Green player now adds 2 Boosts **5** to their blue weapon. They have enough credits to purchase an Upgrade card **6**, and decide to do this, replacing it on the Progress Track with a card from the Innovation deck **7**. Finally, they end their turn by Gathering 3 credits.

Red player goes next. Their Overheat meter is full, and even though they would really like to fire at the blue Invader in front of them, they decide it is too dangerous to risk drawing an Overheat gem, and choose to Coldown. They return all gems on their board to their bag **8**, reduce their Overheat meter to 0 **9**, and end their turn by Gathering 2 credits **10**.

Yellow player is the final player. Even though their Overheat meter is high, they take a risk and Draw, as they want to spend the credits they earned earlier in the game on a powerful upgrade. But, disaster! They draw an Overheat gem **11**, and as they cannot place it without exceeding their Overheat meter, they must reduce their credits to 0 **12**, add an 'Out of Order' card to one of their weapons **13**, reduce their overheat to 0 **14**, return all Boost tokens **15**, and return all of their gems to their bag **16**. As they overheated, they cannot Gather, and their turn ends.

To conclude the round, all cards on the Progress Track are moved one space to the right **17**. The rightmost card is discarded, and a new card is drawn from the Main deck and added to the leftmost slot on the Progress Track **18**.

The 'Aliens Fire!' Alien Event card is now in the final slot **19**, meaning it will trigger at the end of the next round, so as the new round begins the players will have to decide if and how to take evasive action!





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