

10+

2-4

45 mins.

KTBG
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WRECK RAIDERS

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PREVIEWER RULEBOOK: TEXT AND ART MAY CHANGE

THE STORY

In *Wreck Raiders*, you lead a team of treasure hunters exploring a shallow lagoon littered with shipwrecks and their scattered cargo. Clever selection of dice from the pool will guide your search. Recover sunken treasures and beached baubles to put together desired exhibits and eye-popping aquariums for the local museum... but don't forget to stock your own personal treasure vault too! Watch out though... every time you send a diver down, any diver next to yours in that wreck—even a rival—will be able to grab some loot too! Be careful that you don't help your opponents too much as you scour the deep, because at the end of the game the one with the best exhibits, aquariums, and vault wins!

COMPONENTS

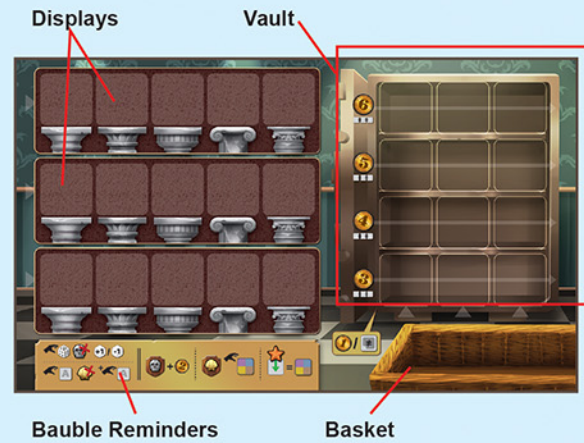
1 GAME BOARD



1 DICE POOL



4 PLAYER MATS

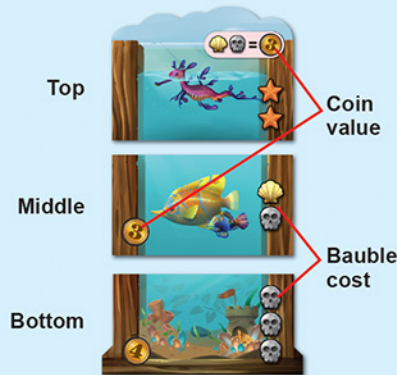


52 EXHIBIT CARDS



31 AQUARIUM PIECES

10 Bottoms, 12 Middles, 9 Tops.



84 TREASURE TILES

21 each of Gems, Gold, Art, and Relics. Each type has 3 different fronts.



45 BAUBLES



5 DICE



24 DIVERS

6 in each player color.



4 PLAYER MARKERS

For scoring and as a color reminder.



SETUP

- A Game board.** Place the board in the middle of the table.
- B Treasure files.** Separate the treasures by type (*Gems, Gold, Art, and Relics*), and shuffle each group face down. Make a supply pile of each type off the gameboard near the matching shipwreck.
- C Baubles.** Make a messy supply of baubles near the beach end of the board.
- D Exhibits.** Shuffle the Exhibits deck. Reveal a number of exhibit cards; one more than the number of players.
- E Aquariums.** Stack the aquarium tiles by type (*Bottoms, Middles, Tops*), and shuffle each stack. Create a “market” as shown: three face up tiles beside each stack.
- F Each player.** Each player takes a **player mat**, a colored **player marker**, and a number of **divers** in that color (*6 in a 2p game; 5 in a 3p game; 4 in a 4p game*). Return any unused player materials to the box.
- G Start player.** Select a start player randomly using your favorite method.
- H Dice pool.** Set the box lid upside down nearby; this is the **dice pool**. For the game, you will use a number of dice (*5 in a 2p game; 4 in a 3p game; 5 in a 4p game*). Return any unused dice to the box. The start player should roll the game dice into the dice pool.

*Rolling the dice pool happens many times during the game. Each time, the rules are the same: The rolling player must roll all dice at once, and it must be an energetic roll where the dice bounce. If any die ends up sitting (even partially) in a bauble zone, slide that die clearly **into** the bauble zone so that it won't be shaken out if the box is nudged.*



GAMEPLAY

Wreck Raiders plays in turns, beginning with the start player and continuing clockwise until the game ends.

ON YOUR TURN

Your turn is divided into a few steps, which you perform in order:

1. TAKE A DIE FROM THE POOL.
2. MOVE A DIVER AND COLLECT REWARDS.
3. CLAIM ONE OR MORE EXHIBITS IF YOU WANT TO.
4. BUY ONE AQUARIUM PIECE IF YOU WANT TO.

1. TAKE A DIE FROM THE POOL

If there are **no** dice left in the pool at the start of your turn, gather all of the dice from all of the player mats, and roll the pool as described in Setup.

Choose one of the dice remaining in the pool (if there is only one left, you must choose it).



If the die is sitting (even partially) in one of the **bauble zones** of the pool, immediately gain the indicated bauble (Skull, Seashell, or Starfish) to your basket.

Take the die and place it in your basket without changing its number.

2. MOVE A DIVER AND COLLECT REWARDS

Choose one of **your own divers** (from any location; from off-board, from any wreck spot, or from any beach spot), and move it to a numbered spot (in a wreck or on the beach) **matching the number** of the die you took.

- You may **not** move a diver from one spot in a wreck to another spot in the **same** wreck, or from any beach spot to any **other** beach spot.
- You may **never** move a diver into any **wreck** spot that another one of **your** divers already occupies (though you **may** move into a **beach** spot occupied by one of your own divers).

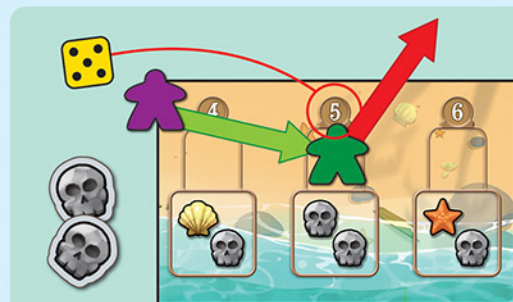
MOVING TO THE BEACH

Place your diver in the spot, and gain the indicated baubles to your basket.

When you move to a beach spot, if there is any diver there (including your own), it is **bumped** off the beach back to its owner.



You could choose any of the dice in this pool. You choose and take the "5", gaining a Skull because it's in a Skull bauble zone.



You (purple) chose a 5 die and go to the 5 spot on the beach. There's already a green diver there, so it gets bumped out. You gain the two Skulls as indicated in beach spot 5.

MOVING TO A WRECK

Place your diver in the wreck spot, and gain 1 random treasure from that wreck's supply.

When you move to a wreck, if there is **another player's** diver there, it is bumped to the **same-numbered beach spot**. (If there is any diver in **that** beach spot, **it** is bumped back to its owner.) The player whose diver was bumped to the beach gains the indicated baubles for that spot.

NEIGHBORS GAIN TOO!

This is important! Any diver in **either** of the two wreck spots **right beside** your diver **also** gains a random treasure from that wreck. These divers may be yours or they may be a rival's.

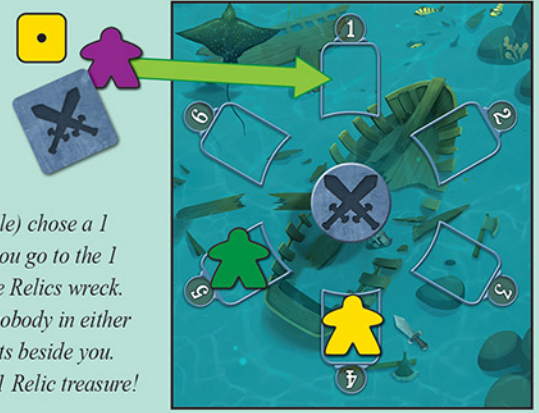
This neighbors-gain aspect means that you should be careful who you move next to... try to help yourself and avoid helping rivals that are doing well!

If a wreck's supply ever runs out for any reason, shuffle the discards of that type face down, and form a new supply.

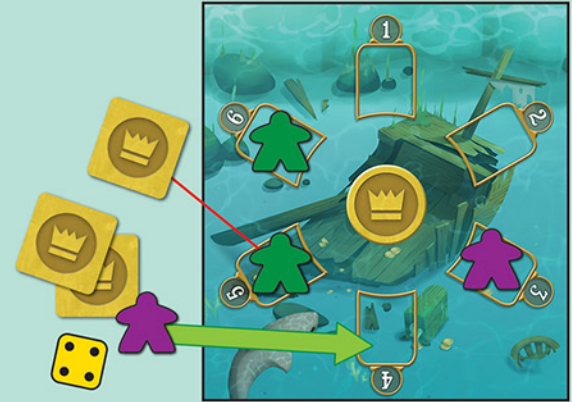
GAINING TREASURES

When you gain a treasure for any reason, look at the front to see what it is, then you must immediately place it into any one of your three **displays**, or into your **vault**.

- When placed in a **display**, treasures must be placed on the leftmost empty pedestal, with no gaps allowed. (You may prefer to place display treasures face down, to better resemble the Exhibit cards.) The **goal** of your displays is to make arrangements that match the face-up Exhibit cards, so that you can claim them and earn coins (See **Claim one or more Exhibits** for details).
- When placed in your **vault**, treasures can be placed in any **column** you choose, but each column must be placed from the bottom row up, with no gaps. (Vault treasures should be placed **face up**.) The **goal** of your vault is to earn coins for having **rows** of matching **types**, and to earn coins for having as many **unique** individual treasures as possible (See **Scoring Vaults** for details).



You (purple) chose a 1 die, and you go to the 1 spot in the Relics wreck. There is nobody in either of the spots beside you. You gain 1 Relic treasure!



You (purple) chose a 4 die, and you go to the 4 spot in the Gold wreck. The spots beside you have a green diver and another purple diver in them. You gain 2 Gold treasures, and green gains 1 Gold treasure!



You have gained a Gem treasure. You can put it face down in any of your displays in the spots shown (leftmost empty space). You should check the Exhibit cards to help you decide.



Even though you already have this sort of Gem, you might also place it face up in your vault, in one of the spots shown. It might be best to put it beside the other gem, to work towards a matching row.



3. CLAIM ONE OR MORE EXHIBITS (IF YOU WANT TO)

If you have a display that **matches** any of the face-up Exhibit cards, you may claim that card. Only the treasure **type** matters when determining whether treasures “match”. The specific treasure illustrations on the **front** side do **not** matter for this purpose.

Your display’s treasures **do not need to be in the same order** as the treasures on the Exhibit card; you just need to have the correct treasures (*no more or less*), in **any** order. There are a few steps to claiming an Exhibit; perform them in order:

1. ANNOUNCE IT!

Show the other players which display you are using to claim which Exhibit, so that everyone can see you have the correct treasures.

2. DECORATIONS?

Some Exhibits display baubles (*Skull and/or Seashell*) on crests in the top left. For these Exhibits, you **may** now use the displayed baubles (*if you have them, up to once each*) to gain bonuses.



Decorating with a **Skull** allows you to **keep the Skull on the claimed Exhibit card** as a reminder. It will be worth 2 coins at the end of the game.



Decorating with a **Seashell** (*by discarding it to the beach*) gains you 1 random treasure from **any** wreck of your choice. Immediately add the treasure to any of your displays or to your vault following the normal rules.

3. EXACT ORDER?

If your treasures **are in the exact order** shown on the card, you earn a special **style reward** (*if one is shown on the plaque in the bottom right corner of the card*); gain that reward now. (*Exhibits where **all** of the treasures are same color do not have a style reward, since they can never be in the incorrect order.*)



Gain 1 aquarium piece of your choice from the market, for free.



Gain 1 bauble of your choice.



Gain the displayed baubles.

4. CLEAR THE DISPLAY AND COLLECT THE CARD.

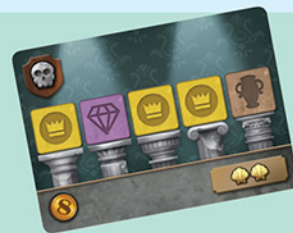
Discard the treasures from your display to a **face-up treasure discard pile**, and collect the Exhibit card; keep it face up near your player mat (*with its Skull token if you decorated it with one*).

5. CLAIM ANOTHER?

If there are any other Exhibits you wish to claim, repeat the above steps. (*Baubles and treasures gained from earlier claimings **may** be used towards later claimings and decorations on the same turn.*)

6. REVEAL NEW EXHIBITS

Once you have claimed **all** the Exhibits you wish, reveal new Exhibits from the deck to replace the one(s) you claimed.

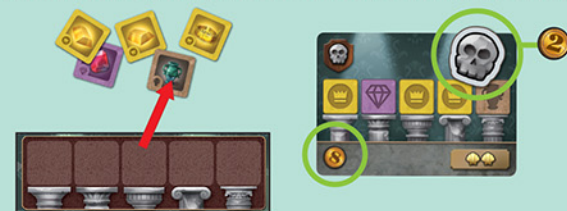


You’ve built a display that has all the matching treasures of one of the face-up Exhibit cards, and you show everyone.

The Exhibit card shows that it can be decorated with a Skull. You have one in your basket and decide to use it, placing it on the card.



Your treasures are **not** in the exact order as on the card, so you **don’t** get the style reward of 2 Seashells.



You clear all the treasures from the display into the discard pile and collect the card (with its Skull decoration). It will be worth the 8 coin value at the end of the game, plus 2 extra coins for the skull.

You are not ready to claim any more Exhibits, so you just reveal a new Exhibit card from the deck to replace the one you collected.

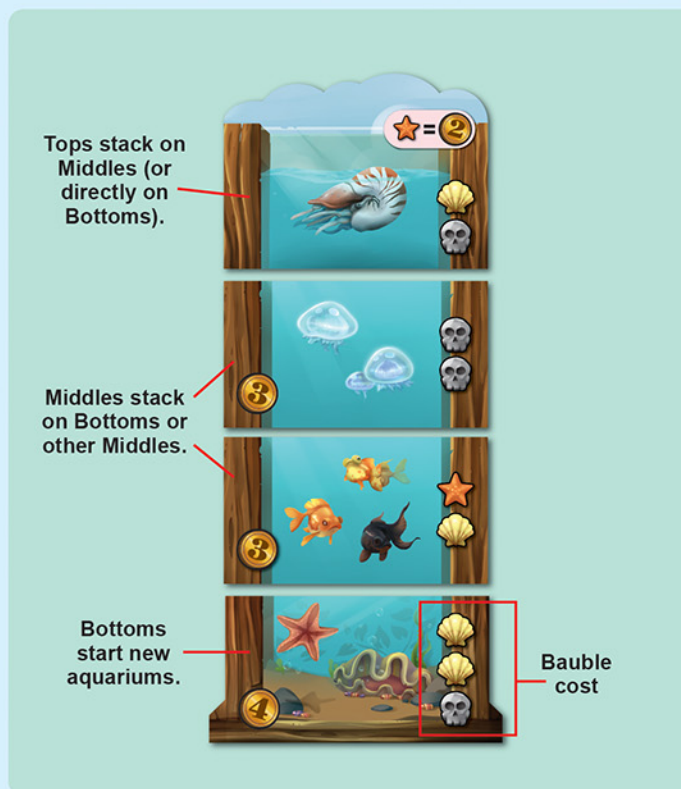
4. BUY ONE AQUARIUM PIECE (IF YOU WANT TO)

If you have the baubles to pay the cost of an aquarium piece in the market, you may buy it by spending the baubles and taking the tile. Maximum **one** per turn. Build aquariums next to your player mat.

- You may build more than one aquarium during the game, and you may be “working on” more than one aquarium at once.
- When you buy a Bottom, it starts a new aquarium. When you buy a Middle, you must place it above a Bottom or another Middle. When you buy a Top, you must place it above a Bottom or a Middle. If you can’t legally place a piece, you may **not** buy it.
- Once a piece is placed, it can not be moved. Once an aquarium has a Top, no more pieces may be added to it.

After you are done, reveal a new aquarium piece from the appropriate stack to replace the one you bought in the market. (*Aquarium pieces may eventually run out.*)

Aquariums will score at the end of the game. **Bottoms** and **Middles** earn you the coin value displayed on them. **Tops** earn you coins based on the bauble symbols on that entire aquarium. (*See **Scoring Aquariums** for details.*)



BAUBLE POWERS

In addition to being spent on aquarium pieces and being used as decorations when claiming Exhibits, each bauble has a special power that you can use at the appropriate time:



When you are taking a die from the pool, you may discard a Skull to add or subtract 1 from the die’s number. You may not go below 1 or above 6. You may discard multiple Skulls to make multiple additions/subtractions to a single die.



When you are taking a treasure from a wreck **because you moved a diver there on your turn**, you may discard a Seashell to take one extra random treasure from the **same wreck**. You may discard multiple Seashells to take multiple extra treasures on the same turn.



At any time (*usually when you are about to complete an Exhibit*), you may place a Starfish **over** a treasure in any of your **displays** (*not your vault*). A treasure with a Starfish on it is **wild** and you can count it as any type of treasure when you wish to claim an Exhibit. A Starfish on a treasure must stay there until you claim an Exhibit with that display; then it is discarded to the beach.

GAME END

The game ends when any player has claimed a certain number of Exhibits (*or more*) at the end of their turn (6 in a 2p game, 5 in a 3p game, 4 in a 4p game... *the easiest way to remember this is that it's the same as the number of divers you have.*) When this happens, every **other** player gets **one more turn**, and then the game ends.)

FINAL SCORING

When the game ends, all players tally up their final scores. Players should use their player marker on the score track in the dice pool to record their scores.

Points are earned in three places: Exhibits, Vaults, and Aquariums.

SCORING EXHIBITS

Your exhibits are worth the coin value, plus each Skull you used as a decoration is worth 2 coins.

SCORING YOUR VAULT

You earn points in your vault two ways:

1. Each **unique treasure** (judging by the picture on the front side) in your vault is worth 1 coin, regardless of its location.
2. Each **row** in your vault is worth the displayed coin value for that row **if** there are three treasures in that row and they are **all of the same type**.

You may use multiples of the exact same treasure to score a row; it only matters that they are the same type.

SCORING AQUARIUMS

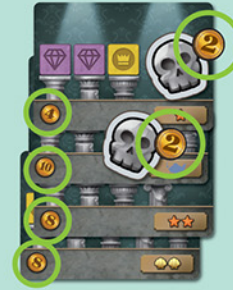
Score each of the aquariums you've built. (*All aquariums score, even if they don't have a Top or are just a single Bottom.*)

- All **Bottoms** and **Middles** are worth their displayed coin value.
- **Tops** earn coins based on the baubles displayed on **that** aquarium, according to the formula in the pink bubble.



For example this formula means that for every pair of Starfish and Skull found on the aquarium, you earn 3 coins.

Baubles do not have to be in any particular order nor found together on a particular tile to count; imagine all the baubles along the right edge of the aquarium as if they are in one large group.



You have 30 coins' worth of Exhibits, plus 4 coins worth of Skull decorations on them.

So your Exhibits are worth 34 coins total.

You have 7 unique treasures worth 7 coins.

The bottom row is all Gems so it is worth 3 coins. The second row doesn't match. The third row is all Relics so it's worth 5 coins.

Your vault is worth 15 coins total.



This top is worth 3 coins per Seashell/Skull pair. There are two such pairs, so it's worth 6 coins.

This top is worth 2 coins per Starfish. There are two Starfish, so it's worth 4 coins.

Adding up your Bottoms, Middles, and Tops, your aquariums all together are worth 31 coins.

Your final score is 80 coins... will it be enough to win the game?

When all players have calculated their scores, the player with the highest score wins! (*Tiebreakers in order are 1) most leftover treasures your display and 2) most leftover baubles in your basket. If it's still a tie, the tied players share the victory!*)