

# SPACEHOPPERS SINGKO ACADEMY

THE CARD GAME



## RULEBOOK



3 - 6



10 - 20



[WWW.SPACEHOPPERS.IO](http://WWW.SPACEHOPPERS.IO)

# WHAT'S IN THE BOX



**Milkshake Replicator**  
Food & Candy

from the coolest ship stop hawker on our planet this amazing milkshake replicator! install it in your ship to replicate your refrigerant and make delicious milkshakes at the same time!

© 2009 Star Trek

**BioBot Energy Bars**  
*Science or Food & Candy*



Got a case of the good stuff? BioBot energy bars are designed to power all our robot friends and yours! These magical parts. In a pinch, you can eat them, though it's the eating rubber.

©2007 The LEGO Group

18

5

3

5

1

4

0

Termier K.

Band Teacher

Teacher

Grades

The Singin' Academy band class is a lot of fun. Filled with yay and dum-dum-dum! While they are maybe not the best band in the galaxy, Band Teacher Termier K. is trying his best.

**3**  
**5**  
**5**  
**2**  
**4**  
**3**  
**4**

**Errjo**  
Flight Suit Repair  
Flynn's Crew  
@Bladet

is a Bladet who prefers they "ham, land of the flight suit repair shop for the Academy. They're as good at what they do that even the team from the SEA Sportsport stops by for advice.

Photo by: [illegible]

A character named Zupus, an Inklings Superhero Ink! character, is shown. He is a white, bird-like creature with a red mohawk and a black mask. He is wearing a black suit with a red 'Z' on the chest and black boots with red stripes. He is holding a black book or tablet. To the left of the character is a vertical stack of seven colored squares (black, green, red, blue, green, blue, red) with white numbers 8, 3, 3, 3, 3, 3, 3 respectively. To the right of the character is the text 'Zupus' in a large, bold, black font, followed by 'Inklings Superhero Ink!' in a smaller, black font, and '@Yakuza' in a smaller, black font. Below the character is a quote: 'superhero, paperhero. If you want to be a hero, stop, recharge your paper drive, give a package from your parents, or tell your friend an awesome find from the library. Zupus has a hero for that.'

## 25 Souvenirs



**Yarillian Cave System**  
**Research & Study**

The best space hog of the year!  
A trip to the Yarillian Cave System.

**+2 HISTORY points for SILEA SIPPAN**  
on any STUDENTS in your class. **SCIENCE**  
**SOUVENIR** are worth **DOUBLE**.

*ScoutLife* May 2018

**Sirsallian Ruins**  
Research & Study

Simon Ståhl

Get on a space hop to visit Sirsallian Ruins. Sirsallian are the mythical illustrations that generations of engineers have researched for.

**COENTS AND TEACHERS add +1 to all skills. SCIENCE SOLVING are worth DOUBLE.**

Simon Ståhl 4



## Space Ship Race Competition

Your team designs their own ship for the Axiel Space Race.

points for all skills for FLIGHT CREW and STUDENTS. FOOD & CANDY SOUVENIRS are worth DOUBLE.

Target Age: 10

### 30 Crew

**New Roommates!**  
Experiment



Crews are down in the spaceship, so the visiting dedicated teams have to stay the night in the Habitat dome.

Every player picks one new CIBW member. This can be played during an encounter to increase your full crew score.

— Stephen Lee, *Sci-Fi*

A red backpack with a yellow strap and a silver, multi-fingered robotic arm attached to the side. The arm is shown in two positions: one extended forward and one bent back.

## 20 Hop



**Lost in Space**  
Science

Someone unplugged the intergalactic GPS to charge their headphones. So you've been flying in the wrong direction. For 4 days.

**Have NAVIGATION skills of 20 or more?**  
Pick another **ENCOUNTER** Card.  
If not, lose this turn.



## Research Carts

**Travel**

Our crew got all new research carts for our mini-Hogwarts! None of the books and things are missing or cluttered on packing your gear is a dream.

With a **SOUVENIR**, then play a **Monkey March** - if you can't, swap for a new one. Can't play that? Your team is over.

*—Maggie*

**Packing Mistake**  
Travel

He packed his African bird Chimes haphazardly, and they all cracked in your suitcase.

As a SOUVENIR to this game. And if you all have the IRIBIAN WIND CHIMES /YENIB/, give it to the previous player.

## 45 Monkey Wrench

A screenshot of the 'Play' button in the game interface. The button is yellow and features a large, stylized 'P' icon. To the right of the button, there is a vertical list of game categories, each with a small icon and a label: Language (green), S.T.E.A.M. (blue), History (blue), Navigation (green), Empathy (orange), Bravery (pink), Hop (blue), Crew (yellow), Species (blue), Souvenir (blue), Encounter (purple), and Monkey Wrench (purple).

## 80 Encounter



## 1 Play Direction



## 20 Skill Modifier Tokens

## 10 Souvenir Modifier Tokens

# QUICK START

**OKAY, OKAY, IF YOU DON'T LIKE TO READ ALL THE INSTRUCTIONS, HERE'S HOW YOU CAN JUMP RIGHT IN!**

**Deal 4**    **Crew Cards** face up to each player.

**Deal 1**    **Souvenir Card** face up to each player.

**Deal 1**    **Hop Card** face up in the middle of the table; this card applies to ALL players.

**Deal 2**    **Monkey Wrench Cards** face down to each player; look at your own cards in secret; they can be played ANY time.

**Play**      The first player left of the dealer picks an **Encounter Card**; reads it out loud; and follows the instructions.

Play continues clockwise to the next player who picks an **Encounter Card** and follows instructions. Repeat.

**Win!**      The game ends when a player has **5 Souvenirs** stacked on their shelf!

**HAVE FUN!**



# SKILLS & MODIFIERS

	<b>Language</b>		<b>Crew</b>
	<b>S.T.E.A.M</b>		<b>Souvenir</b>
	<b>History</b>		<b>Encounter</b>
	<b>Navigation</b>		<b>Species</b>
	<b>Empathy</b>		<b>Hop</b>
	<b>Bravery</b>		<b>Monkey Wrench</b>

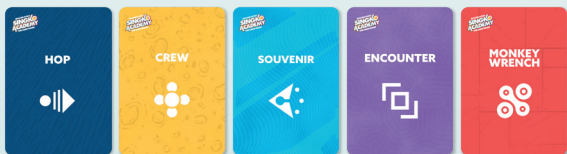




# SET UP

## 01. SET THE PLAY AREA

Divide the cards into 5 piles: **Hop**, **Crew**, **Souvenir**, **Encounter** and **Monkey Wrench**. Shuffle each stack and place the card piles face down in the middle of the play area.



## 02. GET A CREW

Deal 4 **Crew Cards** to each player, face up. Each player arranges their **Crew Cards** in a row in front of them.



Put the remaining **Crew Cards** back in the play area. This is now the **spaceport pile**, where extra crew live.

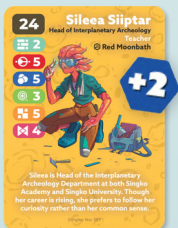
## 03. GET THE HOP

A **Hop Card** is played once per game and establishes the rules for everyone's crew which could be good...or bad.



The dealer picks **1 Hop Card** off the top of the pile and places it face up in the play area. Read the hop description out loud to all the players. The face up **Hop Card** applies to all the players in this round of play. Place the remaining **Hop Cards** off to the side.

If the **Hop** modifies your **Souvenir** or **Skills**, place a **Modifier Token** on the modified card for easy identification.



## 04. MONKEY WRENCHES

**Deal 2 Monkey Wrench Cards** face down to each player. Each player reads their own cards - but don't tell anyone else what they say. **Monkey Wrenches** put you in control!



A **Monkey Wrench Card** can be played by any player, in any order, after an **Encounter** is picked. Each player can play 1 (only 1!) **Monkey Wrench** during their turn or another player's turn. The total number of **Monkey Wrenches** that can be played per turn is limited to the number of players.

After you play a **Monkey Wrench**, discard it to the bottom of the Monkey Wrench pile and **pick a new one**. You should **always have 2 Monkey Wrench Cards** in your hand.

On a player's turn, before they pick an **Encounter Card**, they have the option to **exchange 1 (only 1!)** of their **Monkey Wrench Cards** and can play it right away.

## 05. SOUVENIRS

**Deal 1 Souvenir Card** face up to each player and return the rest of the pile face down in the play area.

You're now on your way to filling that **souvenir shelf!** As you collect **Souvenir Cards** during play, these should be arranged in a line in front of you, so all the other players can see them clearly. You need **5 souvenirs to win the game or 4 if you are playing with 6 players.**

### Now you're ready!

A player's starting hand will now look like this:



# LET'S PLAY!

## 06. GAME PLAY

To start the game **the first player clockwise from the dealer** picks an **Encounter Card**, reads it out loud, and follows its instructions. If any players want to play a **Monkey Wrench** during this **Encounter** now is the time to do it. If not, this **Encounter** ends, the player discards their **Encounter Card**, and the turn moves to the next player.



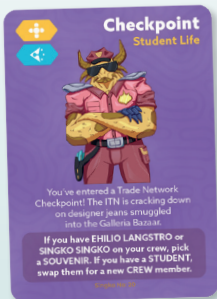
**Monkey Wrenches** take precedence over **Encounters**. But if **Monkey Wrenches** don't change the **Encounter Card** drawn by the player, the **Encounter** must still be followed.

The last **Monkey Wrench** played takes precedence over the others. If no other players choose to play a **Monkey Wrench Card** that turn ends and moves on to the next player who picks from the **Encounter pile**.

If a player has picked up a **Souvenir Card** during play, they place it **face up in front of them** so all the players can see it.



## Game play continued...



If the action description on an **Encounter Card** doesn't apply to you or your crew, your turn is simply over - unless you can play a **Monkey Wrench**!

At the end of the turn, any **Encounter Card** or **Monkey Wrench** cards that were played are discarded to the bottom of their respective pile. Any player who used a **Monkey Wrench** card picks a new card from the top

of the pile, beginning clockwise from the dealer. All players must have **2 Monkey Wrench** cards in their hand during the game.

If any player loses all of their **Crew Cards**, they are out of the game. But if a player is **down to 1 crew card only**, no other players can steal that crew member. However, they can swap if an **Encounter** or **Monkey Wrench** calls for it.



## 07. WINNING THE GAME

A player **wins the game** when they have collected **5 Souvenir Cards** (or 4 if you're playing with 6 players) and no other player has a **Monkey Wrench Card** to play that would allow them to take away 1 of those **Souvenirs**.

If you have a **Souvenir Card** that is **worth double**, that counts toward your total souvenir count. Example: if you have **4 Souvenir Cards**, and one has been doubled, you now **win with 5 Souvenirs**. If one of your **Souvenir Cards** is **worth half**, and you have 5 cards showing, **you still need one more**.

### Straight win.



### Win with doubled Souvenir.



### Win with halved Souvenir.



# GROUND RULES!

If an **Encounter** or **Monkey Wrench** card says “swap crew” or “swap souvenir”, the player with the current **Encounter** or the player who plays the **Monkey Wrench** leads this swap by picking from another player.

When an **Encounter** says you **HAVE** to play your **Monkey Wrench**, you have to.

The only reason you wouldn't be able to play is if the **Monkey Wrench** card describes a situation or specific cards that are not currently in play so it doesn't apply to ANY of the players or crews on the table.

If your **Encounter** or **Monkey Wrench** calls for picking a new **Crew Card** and there are no more left - too bad, you won't be able to.

There is no order to play **Monkey Wrenches**, but each player can only **play 1 Monkey Wrench per turn**.

**Crew Member** = 1 Crew Card, your **Crew** = all the **Crew Cards** in your hand.





# MORE WAYS TO PLAY!

## BUILD A CREW

After you're familiar with the **Crew Cards**, you'll probably have favorite characters. We know we do! So try the **Build a Crew** mode.

In **Build A Crew** you place all the **Crew Cards** face up in a grid in the middle of the table. We suggest 3 rows of 10 cards - but set it up whichever way rocks your world!



Next, going clockwise from the dealer, **each player picks 1 Crew Card** until each player has **4 Crew Cards** total. This is your crew!! Nice work.

Shuffle the remaining **Crew Cards** and put them in a pile face down in the center of the play area. This is now the **spaceport pile**.

## BOOSTED CREW

Make the last **Crew Card** picked by each player a **BOOSTED CREW**. Place a **Modifier Token** on the card to signify +1 to all their skills. The **boosted crew member** only keeps their skills boosted with the player who picked them. A boosted crew member swapped or taken by a player **reverts back to the normal skill level**.



## MULTI-HOP

In “**Multi-Hop**” **Mode** instead of one shared **Hop Card**, deal **1 Hop Card** face up to **each of the players**. These individual **Hop Cards** only apply to the player who holds them.

## READY FOR MORE IDEAS?

- **Don't deal a Souvenir** to start the game. Every player starts their Space Hop without any souvenirs on their shelf.
- When someone wins, **keep your crew**, return all **Souvenirs** and **Monkey Wrenches** to their piles, and start right back into another **full game with your existing crew**.

## HAVE FUN!



# **SPACEHOPPERS**

## **WORLD GUIDE**

# A BRIEF INTRODUCTION TO WHAT'S HAPPENING IN THE SPACE HOPPERS UNIVERSE.

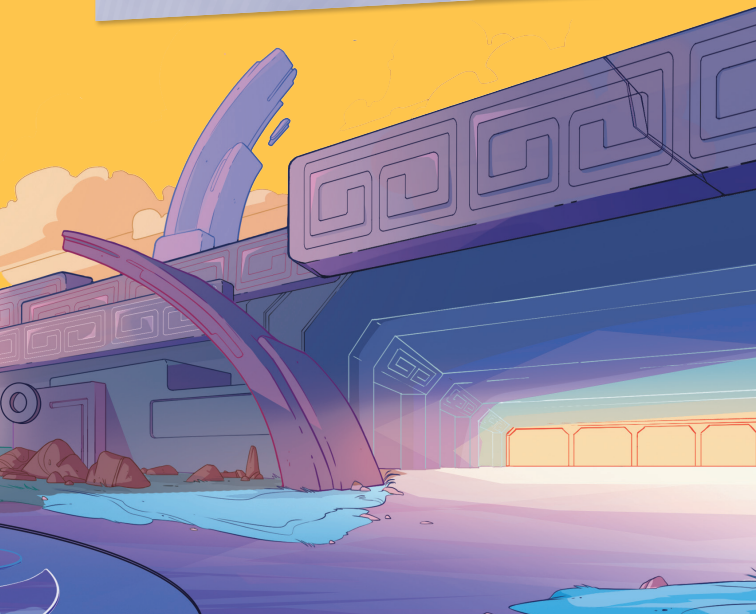
## SINGKO CORP

Singko Corp (more formally known as Singko Intergalactic Corporation) is an 800-year-old mega-corporation founded by Singko Singko, a wildcatter beryllium miner. Its core business was resource exploration and extraction with its mining operations.

But over time Singko Corp has expanded into everything, everywhere in the universe. From real estate to space-suit manufacturing, food production to transportation, and all forms of entertainment - including the Space Hoppers card game that's standard issue on all long-range space hops for the mining operations. Singko Corp is relentless in its effort to exploit and dominate in every corner of the universe.



**Ehilio Langstro**, the current Singko Corp CEO, loves everything about being a CEO: the power, the spaceships, the fancy house on Silvertine. Ehilio even commissioned a portrait of himself with his pet slingcat for his own card in the Space Hoppers card game.



# SINGKO SCHOOLS

Long ago Singko Corp recognized that it would need a workforce with a common educational foundation. Thus the Singko Academy (6th - 12th grade) and Singko University were born. Over the last seven centuries both have become the pre-eminent educational institutions in the universe.

The ultimate draw to Singko Academy isn't just the amazing classes and stunning campus that's the size of a small city - it's the monthly space hops. Every student in every class goes on days-long research hops to study and learn. These hops take students to every corner of the galaxy.

Explore more at: [www.spacehoppers.io](http://www.spacehoppers.io)



# SPACE HOPS

The hops range from cultural and historically focused education to experiential, scientific, archeological, and humanitarian volunteering. Each hop is a new adventure. In the students' minds they are explorers, on dangerous expeditions - even if another class may have been on this same itinerary just weeks before.

But for the select few, when the timing is right, Academy students join University and Singko Corp scientists on space hops to uncharted territories and worlds. This is the chance of a lifetime, whispered about in the halls, that captivates each student's dreams.





# SPACE HOP

*noun:* space hop, space hops

1. a trip in deep space made by workers, researchers, students or scientists; primarily related to work, survey or study.

*verb:* space hop, space hopping, space hopped

1. travel in space, especially for work, research, or study.

# SPACE HOPPER

*noun:* space hopper, space hoppers

1. A person who is a member of a crew or team engaged in a space hop.
2. A person who engages in speculative space exploration, especially to find new resources intending to sell or trade.

*noun:* space hoppers

1. A card game created by the Singko Corporation to keep flight crews occupied on long-range space hops.



ghost  
robot



**WWW.SPACEHOPPERS.IO**

**PLAYERS**

3 - 6

**AGES**

8+

**MINUTES**

15 - 20

**CONTENTS**

**201 CARDS + 30 TOKENS + RULES**



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