

SPARK RIDERS 3000



RULEBOOK
RIDER EDITION

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COMPONENTS

TILES AND CARDS:

- 7 Spark room tiles (*Nexus & Cockpit; Observatory; Armory; Bridge; Deck; Engine Room; Cargo Bay*)
- 5 character cards (*Alex; Igor; Nova; Owen; Xenn*)
- 7 alien ship cards
- 35 PROSPERITY cards
- 6 code orange / code red cards
- 3 environment cards
- 5 construction cards

TOKENS:

- 36 armor tokens
- 6 alien turret tokens
- 6 alien force field tokens
- 6 alien laser tokens
- 6 bases
- 6 crystals
- 5 character tokens
- 5 help tokens
- 4 turret / double cannon turret tokens
- 4 laser turret upgrade tokens
- 2 force field generator tokens

- 25 component & building tokens
- 6 Thruster tokens
- 4 open airlock tokens
- 1 event token
- 4 cargo tokens
- 1 VIP token
- 4 contamination tokens

DICE:

- 2 green piloting dice
- 3 red fire dice
- 3 blue tinkering dice
- 3 orange rapid fire dice
- 4 black armor dice

SYMBOLS

- Piloting action die
- 1 level of piloting
- 2 levels of piloting
- 3 levels of piloting
- Shooting action die
- 1 hit
- 2 hits
- Tinkering action die
- 1 level of tinkering
- 2 levels of tinkering
- 3 levels of tinkering

- Armor die
- 1 alien shot blocked
- 2 alien shots blocked
- Failure
- Rapid fire die
- 1 armor plate destroyed
- 2 armor plates destroyed
- 1 crystal earned
- 1 purple crystal token

- IRIS
- Armor token
- Help token
- Component token
- Building token
- Thruster token
- Construction slot
- Help
- Force field generator
- The Spark
- Crew member

- PROSPERITY card (item or piece of gear)
- Green PROSPERITY card (item or piece of gear)
- Red PROSPERITY card (item or piece of gear)
- Blue PROSPERITY card (item or piece of gear)
- Yellow PROSPERITY card (item or piece of gear)
- Purple PROSPERITY card (item or piece of gear)
- PROSPERITY gear card
- PROSPERITY item card
- Turret
- Alien



SPARK RIDERS 3000 IS A SPACE SURVIVAL HYBRID CO-OP GAME FOR 1 TO 4 PLAYERS.

You play the Riders, the crew members of the Spark spaceship. Assemble your crew, each with unique skills, and jump into a new adventure!

YOUR MISSION: reach your destination to deliver a precious shipment. To succeed, you must survive the onslaught of the many aliens who want to destroy you.

IF YOU WANT TO REACH YOUR DESTINATION IN ONE PIECE, YOU'LL HAVE TO PILOT, SHOOT, AND TINKER WITH THE SPARK!

Beware! If the main rooms of the Spark are destroyed, you'll fail!

To play, download the free Spark Riders app from the APP STORE or GOOGLE PLAY. You can't play without this app.



You won't be alone in this fight:

THE MOBILE APP IS IRIS, THE ARTIFICIAL INTELLIGENCE OF YOUR SPACESHIP.

It is at the cutting edge of intergalactic technology, and it will be your most precious ally.



I will guide you in real time to set up the game.

My interface informs you about the state of the rooms, the status of the Thrusters, the speed of the ship, the moves and attacks of the aliens, the distance traveled, and the environments you travel through.

There is more! I will transmit communications with the base and the characters you meet on your way, the routes to follow, or the secondary objectives to achieve. Be aware!

YOUR CHOICES WILL SIGNIFICANTLY INFLUENCE THE PROGRESS OF YOUR MISSION.

Each mission lays out a unique, surprising, and immersive scenario that you can play several times. Uncover all its secrets or beat your high score!

NEVER FORGET THERE IS STRENGTH IN UNITY!

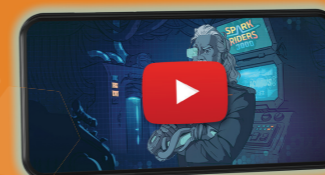
Communication, coordination, and cooperation are key to success. Helping each other is crucial to the success of your mission.

14+

60 MIN

1-4

VOCAL MOBILE APP



LEARN HOW TO PLAY WITH THE TUTORIAL

Don't leave anything to chance. Before jumping aboard the Spark for your first mission, learn the ropes with this comprehensive video tutorial directly from the app.



GOAL

VICTORY

To win, you must **accomplish your mission: reach your destination**, located thousands of Astronomical Units (AU) away from your starting point.

DEFEAT

You fail and the game is over when either:
The **Cockpit is destroyed**.
The **Nexus is destroyed**.
Both Thruster rooms are **destroyed** (Engine Room **AND** Cargo Bay).



Choose your mission in the Spark Riders mobile app. Each mission is unique and independent from the others. Missions encompass many events, meetings, characters, and waypoints, so you can replay them and have a different adventure every time!

When the game is over, the application announces your score for the mission. You can then replay the same mission or choose a new one.

SETUP

1: SMARTPHONE

Launch the Spark Riders app and place the phone on the gaming table.

Choose your mission and finish the setup of the board before starting the game.

You only need one smartphone to play.

2: CREW MEMBERS

For 2 to 4 players, each player chooses a crew member. If you are playing alone, choose 2 crew members.

Each player takes their **character card**, their **help token** and their **character**.

Keep the dice handy on the table.

If it's your first Spark Riders 3000 game, we recommend you play Alex, Igor, or Nova.

CREW MEMBERS

Known for their exploits all around the galaxy, the Riders are the best astronauts of ICARUS, an intergalactic organization whose goal is to preserve humanity.

Since the fight against the aliens is taking a wrong turn, ICARUS gathered this dream team to accomplish missions of vital importance for the survival of humanity.

At the helm of the Spark, the Riders will light up the galaxy!

Each crew member has an ability and can help others in several ways.

Help number 1 is the same for every crew member.

Help numbers 2 and 3 are unique to each crew member.

During the mission, crew members earn PROSPERITY items and pieces of gear that they place around their character card.

1 CHARACTER'S NAME

2 ABILITY

3 HELP NUMBERS 1, 2, AND 3



HELP TOKEN

1 NOVA

2 BULLSEYE - ABILITY
During a shooting action, add 1 to the result of your dice roll.

3 HELP A RIDER
Place your help token in one of the rooms you occupied this turn, the crew member who uses it chooses effect number 1 or 2 if it is unlocked.

1 The crew member may re-roll one die of their roll, of their choice, and keep the second result.

2 The crew member who performs a tinkering action adds 1 to the dice roll result.

3 The crew member who performs a piloting action removes 3 from aliens of their choice in combat zones.

EQUIPMENTS 3 MARK

PLACE FOR PROSPERITY GEAR CARDS

PLACE FOR PROSPERITY ITEM CARDS



3: BOARD AND CARDS

Take the 7 Spark room tiles and set them up to represent the ship in the middle of the table.

PLACE THESE COMPONENTS IN FRONT OF THE SPARK:

- The stack of PROSPERITY cards, face down and shuffled, as well as the 6 purple crystal tokens.
- The 5 construction cards and the related components (turret/double cannon turret, laser, force field generator).
- The stack of 3 environment cards.

4: ALIENS

PLACE THESE COMPONENTS BEHIND THE SPARK:

- 7 aliens
- 6 alien turrets
- 6 alien force fields
- 6 alien lasers
- 6 armor tokens



If you wish, you may leave the alien game components in the game box and take them out when needed.

ALIENS

Aliens are ruthless and cunning, known for their advanced technology and their greed for precious resources. They loot and lay waste to human colonies throughout the galaxy, putting the very survival of humanity in jeopardy. They'll resort to any means possible to intercept the precious cargo transported by the Riders, no matter the mission, every single time.

THERE ARE 3 TYPES OF ALIENS, DEPICTED BY CARDS:

SPEEDERS (gray, yellow, or red): capitalizing on their speed and agility, they are an authentic galactic nuisance.

PIRATES (blue, orange, or green): dangerous and sturdy, these spaceships are heavily armed.

BOSS (purple): the ultimate spaceship of the alien fleet, this powerful beast of a space vessel is the Riders' worst nightmare.

THE SPARK

Is it a shooting star? No! It's the Spark 3000!

Aboard this groundbreaking spaceship is IRIS, the most advanced artificial intelligence in the universe. The Spark is made of 8 rooms that can be fitted with upgradable combat turrets and force field generators that protect her from alien fire.

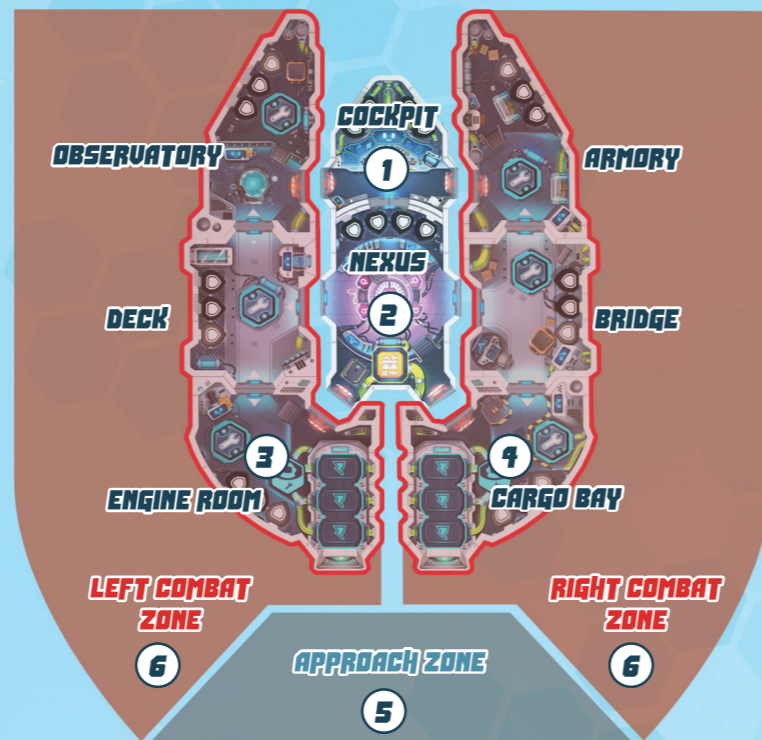
This combat space vessel, especially built for the Riders, can travel at extremely high speeds and resist the direst of circumstances.

! Both the Cockpit and the Nexus are vital to the operation of the Spark. If either is destroyed, you fail the mission.

- 1** The Cockpit allows you to perform a piloting action, to accelerate the Spark or damage aliens.
- 2** The Nexus is where you stock component and crystal tokens.
- 3** The Engine Room houses the left Thruster.
- 4** The Cargo Bay houses the right Thruster.

! When both the Engine Room and the Cargo Bay are destroyed, you fail the mission.

The 4 other rooms are: the Observatory, the Armory, the Bridge, and the Deck. They protect the Nexus and the Cockpit.



- 5** Aliens detected by IRIS' radars are placed in the approach zone and are out of shooting range (they cannot fire at the Spark, nor can they be targeted).
- 6** Aliens attack the ship's rooms from the left and right combat zones.



1 **CLOSED AIRLOCKS** can't be passed through, they are only for emergency access. IRIS will open them if the Bridge or the Deck are destroyed. She will ask you to put down an open airlock token.



OPEN AIRLOCK TOKENS open closed airlocks. **Example:** if the Deck is destroyed, IRIS will open the closed airlocks and will instruct you to put open airlock tokens on closed airlocks between the Cockpit and the Armory and between the Nexus and the Cargo Bay.



2 **OPENED AIRLOCKS** enable the crew members to move from one room to another.



3 **CONSTRUCTION SLOT**
The 6 rooms around the Cockpit and the Nexus have a construction slot where you can build a turret or a force field generator to protect the ship.

4 **ARMOR SLOTS**
Every room has armor slots where you can put armor to defend against alien fire.

5 **THRUSTERS**
You can level up the left and right Thrusters of the Spark from level 0 to level 3. The higher their level, the faster the Spark travels. The Thrusters deteriorate during the mission. Thruster tokens represent their level.



IRIS



My name is IRIS, and I am the artificial intelligence of your spaceship, the Spark. I was developed to provide you the best assistance during your missions.

I am able to repair damaged rooms and pilot the ship on my own. I am connected to each and every room of the ship and my supercomputer is lightning fast! I'll never let you down. Rely on me to accomplish your mission.

I'LL INFORM YOU IN REAL TIME ABOUT CHANGES TO MAKE ON THE BOARD.

HERE IS THE INTERFACE THAT ALLOWS YOU TO INTERACT WITH ME ON YOUR PHONE:

- 1** **CURRENT SPEED**
- 2** **ENVIRONMENT**
- 3** **FORCE FIELDS**
Status of the left and right force fields.
- 4** **COMBAT ZONES**
Aliens in the left and right combat zones.
- 5** **RADAR**
Aliens in the approach zone.



- 6** **PROGRESS**
Distance traveled and distance remaining to reach the objective.
- 7** **SETTINGS**
- 8** **DIALOG ZONE**
Here our dialog and inbound communications are displayed.
- 9** **INFORMATION BUTTON**
Here, I display important information and my recommendations to accomplish the mission.

10 **THRUSTER STATUS**
I display the level of both Thrusters.

11 **RAPID ACTION BUTTON**
Tap this button to inform me your turn is over.

12 **"TALK TO IRIS" BUTTON**
Use this to communicate with me:

1-Tap the IRIS button once to talk to me.
2-Tap once again to validate your command.

During your missions, you'll have to talk with me in order to tell me: your piloting actions, your tinkering actions, the aliens you eliminated, and when you use some PROSPERITY cards. If you do not feel like talking, you can do it manually by tapping the "RAPID ACTION" button.

13 **STATUS OF THE ROOMS**
The rooms of the Spark can be damaged. Their status is displayed in real time on my interface.

<p>UNDAMAGED ROOM Undamaged rooms can receive armor.</p>	<p>DAMAGED ROOM On the board, code orange and code red cards represent damaged rooms. I'll tell you when and where to place them.</p> <p>! Damaged rooms can't be defended and can't receive any armor. They must be repaired.</p>	<p>DESTROYED ROOM A destroyed room is removed from the board and may be rebuilt (see Building on page 18).</p> <p>If a crew member is in a room when it is destroyed, they are teleported to the Nexus. I'll remind you.</p>
<p>CODE ORANGE If the room gets hit again, it will change to code red. It could be destroyed if it gets hit more than once.</p>	<p>CODE RED The room is about to explode and/or could be destroyed with any hit.</p>	



SEQUENCE OF A TURN

A TURN UNFOLDS IN TWO PHASES:

ALIENS PHASE

IRIS describes the movements and the shooting actions of the aliens

APPROACH > MOVEMENT > SHOTS

RAPID FIRE **DEFENSE PROTOCOL**

CREW MEMBERS PHASE

The players perform their actions simultaneously

MOVEMENT ACTION HELP

ALIENS PHASE

DON'T WORRY! I WILL GUIDE YOU DURING THE WHOLE ALIEN PHASE.

You will learn how to make a *rapid fire* and the *defense protocol* during your mission!

1: APPROACHING ALIENS

Each turn, I will tell you if I detect alien spaceships with my radar. I will tell you to put the card of the detected alien's color into the approach zone, and to place on it the tokens corresponding to the number of turrets and armor plates. I will also let you know if it has a laser or a force field.

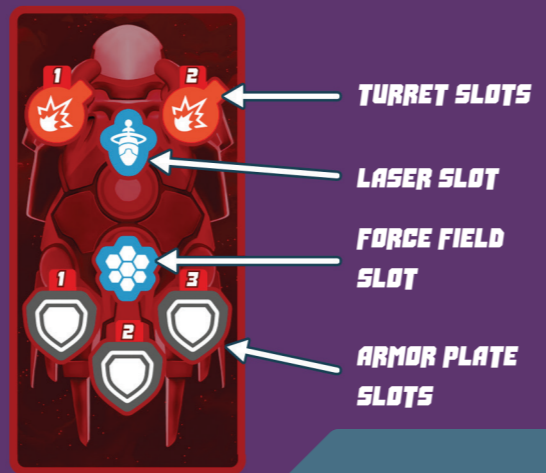
Speeder aliens can go directly into the combat zone, bypassing the approach zone, so beware!

TURRETS
Place 1 **alien turret token** in the slot corresponding to the number of turrets the alien has. The more turrets, the more shots fired at the Spark.

LASER
Place 1 **alien laser token** in the corresponding slot if the alien has a laser. Shots fired with a laser ignore the force field of the Spark.

FORCE FIELD
Place 1 **alien force field token** in the corresponding slot if the alien has a force field. You can't shoot at an alien that has a force field unless your turret has been upgraded with a laser.

ARMOR PLATES Place 1 **armor token** in the slot corresponding to the number of armor plates the alien has. If it has none, do not place an armor token. The more armor plates an alien has, the more shots it will take to destroy it.



Example:
An alien is approaching; Iris transmits:

"Alien spaceship approaching. Color: red. Number of turrets: 2. Laser: equipped. Force field: equipped. Number or armor plates: 2"

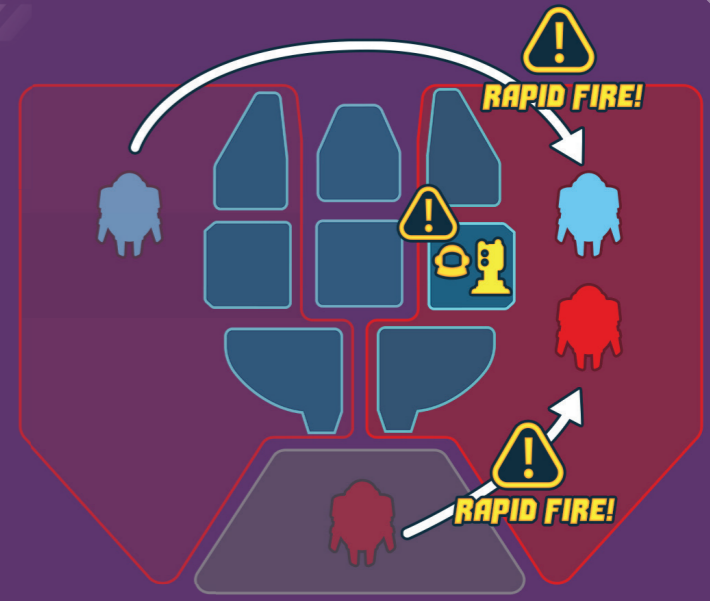
Place the red alien ship card in the approach zone. Place the alien turret token on the number 2 turret slot, the alien laser token and the alien force field token on the corresponding slots, and the armor token on the number 2 armor slot.

2: ALIEN MOVEMENTS

Each turn, I will inform you about the movements of the aliens. Aliens in the approach zone move to the left or right combat zones. Aliens in the left or right combat zone can switch sides.

As soon as an alien goes to a combat zone, you can perform a rapid fire.

Stay calm and open fire! I'll tell you every time you can perform a rapid fire.



RAPID FIRE

When a crew member is present in a room that has a turret, they can perform a rapid fire against each alien which is entering their combat zone. Even if several crew members are in the same room, only one rapid fire can be performed for each alien. In a given room, only one crew member can perform a rapid fire.

A turret can shoot only once on a given alien. An alien can be the target of several rapid fires, if several crew members are present in different rooms, each having a turret. Rapid fire is a free action (it is not the same as a shooting action).

If the targeted alien has no armor, rapid fire is impossible.

You can't perform a rapid fire against an alien that has a force field unless your turret is upgraded with a laser.

WITHOUT LASER UPGRADE	WITH LASER UPGRADE
CANNOT TARGET THE ALIEN THAT HAS A FORCE FIELD	CAN TARGET THE ALIEN

PERFORMING A RAPID FIRE

Roll 1 die and check the result: If the turret you are using is upgraded with a double cannon, roll 2 dice (see Building on page 18).

REMOVE 1 ARMOR TOKEN FROM THE ALIEN **REMOVE 2 ARMOR TOKENS FROM THE ALIEN** **EARN 1 SPARK**

A rapid fire removes armor from an alien, but can't destroy it. If the targeted alien has lost all their armor and you have 1 or more hearts left, they are lost.

Example A:
Nova is in the Armory, Alex is on the Bridge. Both rooms have a turret.

The red alien was in the approach zone. It moves to the right combat zone, so Nova and Alex can perform a rapid fire against it. Alex rolls 1 die and gets 2. She removes 2 armor from the alien. Nova rolls 1 die and gets 1. She does not remove any armor from the alien.

Example B:
Igor and Owen are on the Deck, which has a turret.

The blue alien is moving from the right combat zone to the left combat zone, so either Owen or Igor can perform a rapid fire. Owen rolls 1 die and gets 1. He removes 1 armor from the alien.

3: ALIEN ATTACKS

Aliens attack from the **left and right combat zones**. Aliens on the right shoot at the right side of the Spark. Aliens on the left shoot at the left side of the Spark. Their shots can hit the front, the middle, and the back rooms of the Spark.

If a room is destroyed by a volley of shots, the remaining shots are lost and can't be applied to the next room.



You can accomplish your mission with only 3 remaining rooms: the Cockpit, the Nexus and one of the 2 rooms containing the Thrusters.

LEFT COMBAT ZONE:

- If the Observatory is destroyed, shots fired at the front hit the Cockpit.
- If the Deck is destroyed, shots fired at the middle hit the Nexus.
- If the Engine Room is destroyed, shots fired at the back hit the Cargo Bay.

RIGHT COMBAT ZONE:

- If the Armory is destroyed, shots fired at the front hit the Cockpit.
- If the Bridge is destroyed, shots fired at the middle hit the Nexus.
- If the Cargo Bay is destroyed, shots fired at the back hit the Engine Room.



EACH TURN, I WILL INFORM YOU ABOUT THE SHOTS FIRED BY THE ALIENS AND I WILL TRIGGER THE DEFENSE PROTOCOL.

DEFENSE PROTOCOL

When the Spark is attacked, IRIS' screen shows the hits each room takes from the left and right combat zones.

You must defend every room highlighted in blue that has armor plates and indicate the number of shots blocked.

When every room has been defended, the defense protocol is over, tap the "CONFIRM" button.

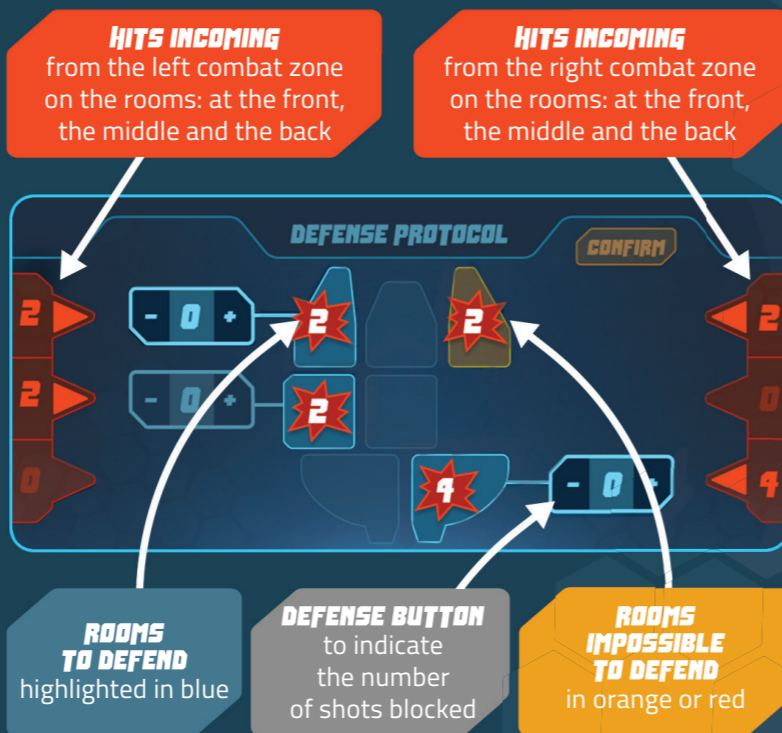
Code orange and code red rooms cannot be defended: you don't need to indicate anything.

When the defense protocol is over, IRIS will tell you every room that has taken hits, including code orange, code red, or destroyed rooms.

Example:

On this screen, the Observatory and the Deck must defend against 2 shots and the Cargo Bay against 4. Players have to perform a "Room Defense" for these 3 rooms.

The Armory is in code orange, meaning it cannot have armor and cannot be defended. As a result, it will be hit twice.



10

ROOM DEFENSE

IF THE ROOM HAS NO ARMOR TOKEN

This room cannot be defended.

Proceed to the defense of another room OR tap the "CONFIRM" button if all the other rooms have been defended.

Example A:

The Observatory takes 2 shots and doesn't have any armor plates: it is impossible to defend. You do not have to inform IRIS, you can proceed to the next room.



IF THE ROOM HAS ARMOR TOKENS

1 ARMOR DICE ROLLS

Roll as many armor dice as there are armor tokens in the room. Add the results of the armor dice:



Every armor token rolled blocks 1 shot.

For each armor token rolled, tap the "+" button in the interface to indicate the number of shots blocked.

IF SOME SHOTS HAVE NOT BEEN BLOCKED, PROCEED TO STEP 2: ARMOR PLATES

If all the shots are blocked, the room defense is successful! Proceed to the defense of another room OR tap the "CONFIRM" button if all other rooms have been defended.

2 ARMOR PLATES

Each armor plate blocks 1 shot, but it is then destroyed and removed from the board.

1 armor plate = 1 shot blocked

Remove the destroyed armor tokens from the board.

For each armor token destroyed, tap the "+" button on the interface to indicate the number of shots blocked.

If the room has no more armor tokens, the remaining shots will damage it.

The defense of this room is over.

Proceed to the defense of another room OR tap the "CONFIRM" button if all the other rooms have been defended.

Example B:

The Deck takes 2 shots and has 2 armor plates.

1: Armor dice rolls

The crew rolls 2 armor dice and gets 2 armor plates and 1 miss. The 2 armor plates block a total of 2 shots. Tap the "+" button twice for the Deck. You can now defend the next room.



Example C:

The Cargo Bay takes 4 shots and has 2 armor plates.

1: Armor dice rolls

The crew rolls 2 armor dice and gets 1 armor plate and 1 miss. The 1 armor plate blocks 1 shot. There are still 3 shots to defend against.



2: Armor:

The 2 armor plates of this room each block 1 shot, but are destroyed and removed from the board. The room no longer has any armor plates and the defense is over. 1 shot remains.



There are no more rooms to defend, so the defense protocol is over. Tap the "CONFIRM" button. IRIS then informs you of the damage taken by on each room.

11



CREW MEMBERS PHASE

DURING THIS PHASE, EACH CREW MEMBER CAN PERFORM:



1 MOVEMENT



1 ACTION



1 HELP

! Crew members can play together at the same time and perform their movement, their action and their help in the order they choose.



When the crew members are done with their phase, tap the "QUICK ACTION" button, then tap "NEW TURN".

+ You can end a turn even if some crew members have not performed their movement, action, or help. You need to communicate with your team to plan the best movements, actions and assists during your turn. This is crucial for the success of your mission!

Example:

Alex and Igor begin their crew member phase; each of them can perform 1 movement, 1 action, and 1 help.

ALEX



IGOR



First, Igor helps a crew member; Then Alex performs her action; After, Igor moves and performs his action; Finally, Alex moves and helps.



Example:

Igor's "Seasoned Pilot" ability gives him a piloting action bonus.



PILOTING



Since I can automatically pilot the Spark, you may perform other tasks on board while I steer the spaceship. But don't forget to take the control stick from time to time! Only your Riders' skills will allow you to overcome some bad situations.

+ Piloting is an action that can only be performed in the Cockpit. Only one crew member is allowed to pilot per turn.

! Remember that the speed of the Spark primarily depends on the level of the two Thrusters.

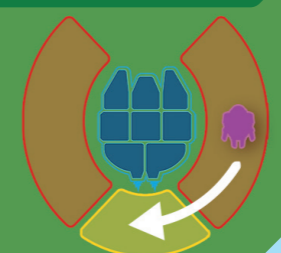


THERE ARE 2 TYPES OF PILOTING:

SPEED PILOTING

Travel a longer distance
Increase the speed of the ship.

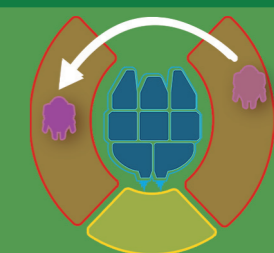
Outdistance the aliens
Move the aliens from the combat zones back to the approach zones.



COMBAT PILOTING

Switch the aliens' sides
Allows for a rapid fire.

Damage the aliens
Take out the aliens in the combat zones.



PILOTING

- Roll 1 and check the result.
- Add any ability, help or PROSPERITY card bonuses to determine your piloting level.
- Tell IRIS your type of piloting and your piloting level.



- When speed piloting, tell me: "Speed piloting level X. Over."
- When combat piloting, tell me: "Combat piloting level X. Over."
- I will give you the result of your piloting action. The higher your piloting level, the more effective it will be.

! Remember, always tell IRIS your piloting level, even if it's 0.

Example:
Igor is in the Cockpit, he decides to perform a speed piloting action to speed up the ship.

He rolls 1 and gets 2. His "Seasoned Pilot" ability gives him 1 additional. He doesn't benefit from any help or PROSPERITY card bonuses, so his piloting level is 3. He tells his speed piloting level to IRIS:

"Speed piloting level 3. Over."

IRIS reports the speed gained and any aliens outdistanced by this piloting action.



ABILITY

The unique ability of each crew member, which is stated on their character card, permanently influences the actions of its holder and gives them a bonus.



MOVEMENT

Each crew member can move between 1 to 3 rooms that are linked by open airlocks. Rooms can be crossed or hold with several crew members.

! When a crew member is moving, they can perform an action, but it immediately ends their movement. If interrupted by an action, a movement cannot be resumed.

+ Xenn's "Jetpack" ability allows them to move without any limit, but this rule still applies: they can't resume their movement after interrupting it to perform an action.



Example:

ALEX performs a tinkering action in the Engine Room, then moves to the Cockpit, 3 rooms away.

IGOR moves 2 rooms away, to the Cockpit, and performs a piloting action. Since he moved and performed an action, he can't move any further.

NOVA moves 3 rooms away, to the Bridge, and performs a shooting action.

! In the same room, several crew members can perform the same or different actions.

Example:

Alex, Owen, and Nova are in the Cargo Bay. Alex and Owen each perform a tinkering action to repair the room, and Nova performs a shooting action.



ACTIONS

Each crew member can perform 1 action, amongst the following:

- PILOTING
- SHOOTING
- TINKERING



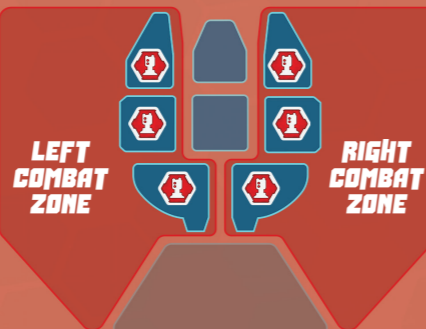
SHOOTING

Shooting is an action that can only be performed in a room that has a turret.

A turret can be used by one crew member per turn.

The turrets in the **left combat zone** (Observatory, Deck, Engine Room) can target aliens in that same zone. The turrets in the **right combat zone** (Armory, Bridge, Cargo Bay) can target aliens in that same zone

The turrets located in the rooms on one side of the ship (left or right) cannot target aliens on the other side.



It's impossible to target an alien that has a force field if the turret isn't upgraded with a laser.



SHOOTING

- 1 Target 1 alien in the **combat zone** of the turret.
- 2 Roll 1 and check the **result**. If the turret you are using is upgraded with a **double cannon**, roll 2 (see Building on page 18).

1 HIT 2 HITS EARN 1

- 3 Add any ability, help or PROSPERITY card **bonuses** to determine the **number of hits** of your shooting action.

+ ABILITY + HELP + PROSPERITY CARD

- 4 Damage the targeted alien: Each removes 1 armor token from the targeted alien.

Move the alien's armor token to the slot corresponding to its remaining armor plate. Remove the token if it has no more armor plates.

When the targeted alien has no more ,

1 takes it out.

If the targeted alien is taken out and you have 1 or more left, transfer them to another alien that can be targeted.

If the targeted alien is taken out and you have 1 or more left but there are no other aliens in this combat zone: earn 1 .

- 5 Inform IRIS every time you take out an alien.

Tell me: "Color alien taken out. Over."

(gray , yellow , red , blue , orange , green , purple)

I will then give you the number of components earned and tell you to remove the alien ship card from the board.

Whenever you take out aliens, the Spark's magnetic scrap collector allows me to recover component tokens useful for building. I will tell you to place the recovered component tokens in the Nexus, which can hold a maximum of 10.

If you exceed 10 components , any additional you earn are permanently lost.

Example:

Nova is on the Deck, which has a turret. She decides to perform a shooting action.

As the gray alien has a force field , it can't be targeted because the turret isn't upgraded with a laser.

Nova targets the green alien, she rolls 1 and gets 2 . Her "Bullseye" ability gives her 1 additional . She doesn't benefit from any help or PROSPERITY card bonuses. She gets 3 hits from her shooting action.

She inflicts 2 to the green alien, which has 1 armor token . The first hit destroys its and the second hit wipes it out.

The green alien is taken out.

Nova has 1 left, which she transfers to the yellow alien.

The yellow alien loses 1 armor token .

Nova tells IRIS the color of the alien she destroyed:

"Green alien taken out. Over."

IRIS reports the number of components recovered thanks to this action.



DICE ROLL RESULT

+ CREW MEMBER'S ABILITY

+ HELP

+ PROSPERITY CARD

TINKERING

THERE ARE 4 TINKERING ACTIONS:

- 1 **THRUSTER REPAIR**
To increase the level of a damaged Thruster and increase the speed of the Spark.
- 2 **ROOM REPAIR**
To repair a code orange or code red damaged room.
- 3 **ARMOR ADDITION**
To increase the number of armor plates of an undamaged room.
- 4 **BUILDING**
To build equipment or rebuild destroyed rooms.

TINKERING ACTION 1: THRUSTER REPAIR

The Spark's Thrusters are very powerful, but they require careful maintenance. Without them, you won't go very far.

Repairing a Thruster is an action that can only be performed on a damaged Thruster (of a level lower than 3):

- In the Engine Room for the left Thruster;
- In the Cargo Bay for the right Thruster.

Be careful, a Thruster at level 0 for 2 consecutive turns will explode and destroy its room. Don't worry, if your Thrusters are in critical condition, IRIS will remind you.



REPAIRING A THRUSTER

- 1 Roll 1 and check the **result**.

- 2 Add any ability, help or PROSPERITY card **bonuses** to determine your **tinkering level**.

+ ABILITY + HELP + PROSPERITY CARD

- 3 Tell IRIS your **tinkering level** and the **Thruster you want to repair**:

"Left/Right Thruster repair level X. Over."

I will give you the result of your tinkering action. Each tinkering level adds 1 level to the repaired Thruster. If the tinkering level is higher than necessary, I'll tell you you've earned 1 .

If your tinkering level is 0, your action has no effect and there's no need to inform IRIS.

Example: Alex is in the Engine Room and is repairing the left Thruster, which is at level 1. She rolls 1 and gets 2 . Her "DIY" ability gives her 1 additional . She doesn't benefit from any help or PROSPERITY card bonuses, so her **tinkering level** is 3.

Alex tells IRIS:

"Left Thruster repair level 3. Over."

IRIS reports that the Thruster gains 2 levels and that the crew earns 1 because her tinkering level is higher than necessary.

DICE ROLL RESULT

+ CREW MEMBER'S ABILITY

+ HELP

+ PROSPERITY CARD



TINKERING ACTION 2: ROOM REPAIR



Repairing a Room is an action that can only be performed in a **damaged room**, which is in **code orange or code red** (see Room States on page 7).

Each tinkering level improves the state of your room. If the repaired room is not damaged anymore, each extra adds 1 armor token onto the room.

Damaged rooms cannot be defended and cannot have any armor tokens .



REPAIRING A DAMAGED ROOM

1 Roll 1 and check the **result**.



2 Add any ability, help or PROSPERITY card **bonuses** to determine your **tinkering level**.



3 Tell IRIS your tinkering level and the room you repaired:

« Room name repair level X.
Over. »

I will give you the result of your tinkering action: the **new room state** and any armor token added. If the room has gotten back all its armor tokens and you have 1 or more left, I will tell you you've earned 1 .

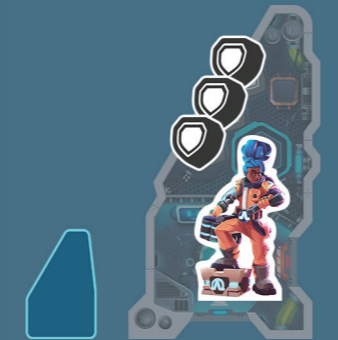
If your **tinkering level** is 0, your action has no effect and there's no need to inform IRIS.

Example:
Alex is in the Observatory, which is in code orange, and is repairing the room. She rolls 1 and gets 3 . Her "DIY" ability gives her 1 additional . She doesn't benefit from any help or PROSPERITY card bonuses, so her **tinkering level** is 4.

Alex tells IRIS:

"Observatory repair level 4.
Over."

IRIS informs you that the Observatory is no longer in code orange, and now has 3 armor tokens .



TINKERING ACTION 3: ADDING ARMOR PLATES

Adding armor plates is an action that can only be performed in an **undamaged room** that **doesn't have all its armor plates** (see Room States on page 7).

This action cannot be performed in a destroyed or damaged room (code orange or red).

You don't need to inform IRIS when you add armor plates.



ADDING ARMOR PLATES.

1 Roll 1 and check the **result**.



2 Add any ability, help or PROSPERITY card **bonuses** to determine your **tinkering level**.



3 Add a number of equal to your **tinkering level** onto the room. Place the in the corresponding slots.

$$1 \text{ wrench icon} = +1 \text{ armor token icon}$$

If all the armor slots of this room are full and you have 1 or more left, earn 1 .

Example:

Alex is on the Bridge, which has 1 , and is adding armor plates. She rolls 1 and gets 3 .


Her "DIY" ability gives her 1 additional . She doesn't benefit from any help or PROSPERITY card bonuses, so her **tinkering level** is 4.

She adds 2 armor tokens in the armor slots of the Bridge, and the crew earns 1 because her tinkering level is greater than necessary.








TINKERING ACTION 4: BUILDING

The building action allows you to build one construction of your choice, as indicated on the construction cards. Each construction has a **component cost**  indicated on its card.


In order to begin building your construction, you must:


- Have a sufficient number of component tokens  in the Nexus;
- Be in the room where the construction is being built;
- Perform a Building action.

BUILDING A CONSTRUCTION


1 Take from the Nexus as many component tokens  as indicated on the construction card. Flip the tokens to their building  face.



Place the building tokens  in the room where the building action is performed and place the construction that is being built.

If you are rebuilding a room of the Spark, place the  on the empty space where the room should be.

 To resume a construction that is in progress, proceed to the next step.



2 Roll 1  and check the result.


LEVEL 1 LEVEL 2 LEVEL 3 EARN 1 

3 Add any ability, help or PROSPERITY card bonuses to determine your tinkering level.




  

+ ABILITY + HELP + PROSPERITY CARD

4 Remove from the room the number of building tokens  corresponding to your tinkering level .

The construction is built when all the building tokens  are removed from the room. The construction can be used immediately.

When building rooms or force field generators, tell the text indicated on the card to IRIS.

 If the construction is built and you have 1 or more  left, earn 1 .

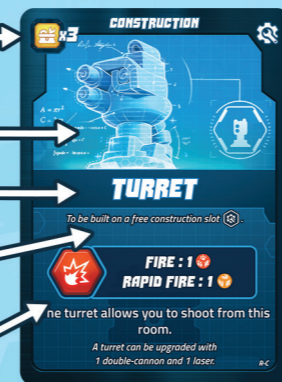
COMPONENT COST

GAME COMPONENT

NAME

LOCATION ON THE BOARD



DESCRIPTION






Example:



Alex is on the Deck and is upgrading the turret there with a double cannon.

She replaces the turret token with a double cannon turret.

She takes 2 component tokens  from the Nexus and puts them in the Deck, building  face up.

She rolls 1  and gets 2 . Her "DIY" ability gives her 1 additional .

She doesn't benefit from any help or PROSPERITY card bonuses, so her tinkering level is 3.


She removes the 2  tokens from the board and the construction is built. The crew earns 1 , because her tinkering level is greater than necessary.



The double cannon of the turret is ready for action and can be used immediately by another crew member.


DICE ROLL RESULT 

+ CREW MEMBER'S ABILITY 

+ HELP 

+ PROSPERITY CARD 


 You cannot open fire with a turret that still has building tokens , as it is still ongoing building or upgrading. You cannot destroy a construction, ongoing or complete.


 Any crew member can resume or complete a construction with a building action, in the same turn or a another one. If a room is destroyed, all the constructions inside are also destroyed (turret, turret upgrade, force field generator).

CONSTRUCTION CARDS

TURRET



Built on a **free construction slot** , the turret allows you to perform shooting actions from this room.

 A turret can be upgraded with 1 double cannon and 1 laser.

TURRET UPGRADE



DOUBLE CANNON

Built on a turret without this upgrade. The double cannon improves both **standard** and **rapid fires** performed with this turret.

Replace the turret token with a double cannon turret token.




LASER

Built on a turret without this upgrade. A laser allows the shots fired by a turret to **ignore alien force fields**. Put the laser token next to the turret token.

FORCE FIELD GENERATOR



Built on a **free construction slot** , the force field generator protects a whole side of the ship against non-laser alien fire.

Once built, tell IRIS:


"Activating a force field generator in Room name. Over."

 There can only be one force field for each side of the ship.

Once built, the force field generator will be displayed on my interface. It creates a shield that protects the rooms on the side it has been built on. It absorbs alien shots until it is destroyed. You can't repair it. If it is destroyed, I will tell you to remove it from the board.

ROOM OF THE SPARK









To rebuild a room of the Spark, your crew member must be in an **adjacent room**. Place the building tokens  where the room should be.

Once rebuilt, tell IRIS:

"Rebuilding Room name. Over."

Example:

Owen is in the Nexus. Owen performs a **building action** to rebuild the destroyed **Bridge**. He takes 5 component tokens  from the Nexus and puts them down where the Bridge should be, building  face up. He rolls 1  and gets 3 . He doesn't benefit from any ability, help or PROSPERITY card bonuses, so his tinkering level is 3. Owen removes 3 building tokens  from the board. The construction is not complete, since 2 building tokens  are left.



OWEN'S ACTION

DICE ROLL RESULT 

+ CREW MEMBER'S ABILITY 

+ HELP 

+ PROSPERITY CARD 

Xenn is in the Cargo Bay, a room adjacent to the Bridge, and decides to perform a building action to complete the rebuilding of the Bridge. Xenn rolls 1  and gets 2 . They don't benefit from any ability, help or PROSPERITY card bonuses, so their tinkering level is 2.


XENN'S ACTION

DICE ROLL RESULT 

+ CREW MEMBER'S ABILITY 

+ HELP 

+ PROSPERITY CARD 

Xenn removes the last 2 building tokens  from the game board: **the room is rebuilt.**

Xenn tells IRIS:

"Rebuilding Bridge. Over."

IRIS informs you that you can place the Bridge on the board again.



HELP

During the crew members phase, every crew member can perform 1 movement, 1 action, and 1 help.

Crew members can play together at the same time and perform their movement, their action and their help in the order they choose.



GIVING HELP



Every crew member can help another crew member.

Place your character's help token in your room or in one of the rooms you crossed during your movement.

- A help token can be placed in a room before a crew member uses it to perform their action.
- Help can be given once a crew member has rolled their dice to perform their action.

Crew members get their help token back at the end of the turn.



USING HELP

Take the help token placed in your room. You can take it before or after your dice roll.

Choose a bonus amongst help number 1, 2 or 3, as indicated on the card of the character whose help you benefit from, and add it to your roll.

When performing an action, a crew member can use several help tokens.

HELP A RIDER

HELP DETAIL:

- NUMBER 1
- NUMBER 2
- NUMBER 3

COLOR OF THE PROSPERITY CARD THAT UNLOCKS HELP NUMBER 3

SEASONED PILOT - ABILITY

Having a seasoned pilot adds 1 to the result of your dice roll.

HELP A RIDER: The crew member may re-roll one die of their roll, or their character and keep the second result.

1 The crew member who performs a shooting action adds 1 to their dice roll.

2 The crew member who performs a tinkering action adds 1 to their dice roll.

3 The crew member who performs a listening action adds 1 to their dice roll.

Every crew member shares the same help number 1, whereas numbers 2 and 3 are unique to each crew member.

Help number 3 can only be used when you own a PROSPERITY card (item or gear) of the color indicated on your character card. A crew member cannot use their own help token.

Example:
IRIS informs you the crew member phase has begun. The players had a chat and came up with a strategy for this turn. They agreed on which order to perform their movements, actions and help.

- ALEX and IGOR are in the Cockpit, NOVA is on the Bridge.
- NOVA performs a tinkering action on the Bridge.
 - IGOR performs a piloting action, but he rolls poorly.
 - ALEX gives him help to improve his result.
 - IGOR uses Alex's help and finishes his piloting action.
 - ALEX moves 2 rooms away, on the Deck.
 - IGOR moves 2 rooms away, on the Deck.
 - IGOR places his help token on the Deck.
 - ALEX performs an action and uses Igor's help. Despite this, her result is too low.
 - NOVA moves 2 rooms away, on the Deck.
 - NOVA gives her help to improve Alex's shooting action.
 - ALEX uses Nova's help to finish her shooting action.
 - IGOR ends his movement one room away, to the Observatory.
 - NOVA ends her movement one room away, in the Engine Room.



CRYSTALS

Crystals allow you to get PROSPERITY cards. Crew members earn crystals when they perform actions or rapid fires.



If you roll the dice and get a symbol, you don't earn the crystal if you reroll the die. You only earn with the last dice roll.

Example:
If you roll a die and get a symbol, and a player helps to reroll the die, you don't earn any crystal. If you get a symbol again, you earn 1 crystal.

The you earn are placed in the PROSPERITY dispenser, in the middle of the Nexus.

Filling the PROSPERITY dispenser:

- With 2 players, you need 4
- With 3 players, you need 5
- With 4 players, you need 6



As soon as the dispenser is full, remove the from the board and each crew member draws 1 PROSPERITY card.

If you earn more than necessary to fill the dispenser, they are added after emptying it and drawing the cards.



PROSPERITY CARDS

The PROSPERITY cards are items and pieces of gear which improve:



- Piloting actions (green cards).
- Shooting actions (red cards).
- Tinkering actions (blue cards).
- The Spark (yellow cards).
- Crew members (purple cards).

If the stack is empty, shuffle the discard pile to make a new one.

Some PROSPERITY cards can break the rules of the game.

You cannot use your help number 3 unless you own a PROSPERITY card (item or gear) of the color indicated on your character card.

1 TYPE OF THE CARD

- Gear card
- Item card
- Piloting
- Shooting
- Tinkering
- Ship
- Crew

2 NAME OF THE CARD

- DESCRIPTION
- This text describes how to use the PROSPERITY card.



Cards with this icon can only be activated by me. To use it, tell me the sentence written on the PROSPERITY card.

Unless their text says otherwise, all PROSPERITY cards are used during the crew members phase.

ITEM CARDS

Items are disposable, you must discard them once used. Some items must be placed in rooms and they are discarded when it is destroyed. Crew members in the same room can exchange items freely, as many times as they want. A crew member can own as many items as they want.

GEAR CARDS

A piece of gear has a permanent effect on its owner. Pieces of gear cannot be exchanged. Each crew member can own at most 3 pieces of gear. If you already own 3 pieces of gear, you must discard 1 in order to get another.

ENVIRONNEMENTS

In space, not everything is the same; the outer wilds are rife with the deadliest environments, but the Riders are familiar with them. Since aliens are harassing them, they must take advantage of these different regions of space while avoiding damaging the Spark, or worse...

The path of our mission is unique and the environments we'll go through will have **positive and negative effects** on your ship and your actions. I'll inform you in real time about the environments we travel through and their effects.

SPACE On the good side, this huge tract of void doesn't hinder you in any way. On the bad side, it's an ideal hunting grounds for aliens.

This environment is neutral. It has **no effect** on your travel.

SOLAR STORM Solar storms are known for unleashing devastating energy on spaceships.

Force field generators, for both the Spark and alien ships, are **temporarily disabled**.

When you enter this environment, you **lose all the crystals** stored in the dispenser.

Every crew member **adds 1** to all their **shooting actions**.

Rapid fire is not a shooting action and does not benefit from this environment bonus.

NEBULA The heart of a nebula has unique properties, found nowhere else in the universe. You won't miss this opportunity to study it for PROSPERITY.

You'll **earn crystals**; IRIS will inform you.

Every crew member **removes 1** from all their **tinkering actions**.

ENVIRONMENT CARDS remind you of the effects of the environment you travel through.



EFFECT OF THE ENVIRONMENT

Bonus Penalty Impossible Danger

ACTION OR COMPONENT INVOLVED

Piloting Shooting Generator Ship
 Tinkering Crystal Rapid fire Crew

ASTEROID FIELD Riders, you are about to pass through a turbulent zone. You cannot rely on automatic piloting to avoid the asteroids.

In this environment, it is highly recommended to perform a **piloting action** to limit the damage inflicted on the Spark by the asteroids

MICROPARTICLE FOG This marvel is as beautiful as it is terrifying. Going through a microparticle fog is never an easy task. Piloting is locked in automatic mode, so IRIS has more time to help you.

Every crew member **adds 1** to all their **tinkering actions**.

Piloting actions and **rapid fires** are **impossible** in this environment.

BLACK HOLE It's most certainly the Riders' worst nightmare: falling into a black hole. Fortunately, IRIS knows how to benefit from its powerful gravitational field.

This environment damages the Spark's rooms. In order to limit the amount of damage taken, we highly recommend you have **high level Thrusters**.

Every crew member **adds 1** to all their **piloting actions**.

Every crew member **loses 1 room** of movement.

EVENTS

During your missions, **various events** and **secondary missions** will occur. Completing them will award you bonuses and improve your mission score.

The rooms of the Spark can be subjected to **alien contaminations**. You'll need to get rid of them.

During the mission, I will inform you about the occurring events and in which room you must place the corresponding event token.

Several events can occur in the same room.

EVENT

A crew member must **use their action** (instead of their piloting, shooting or tinkering action) to complete the event.

I will tell you the sentence to say in order to trigger the event.

ALIEN CONTAMINATION

Crew members can **cross** a contaminated room but **can't perform actions** inside.

A crew member must **use their action** (instead of their piloting, shooting or tinkering action) from **an adjacent room connected by an open airlock** to get rid of the contamination. The **contamination token** is then removed from the board.

VIP

The VIP is placed in a **room of the Spark**. If it is destroyed, the VIP is lost for good.

CARGO

A cargo is placed in a **room of the Spark**. If it is destroyed, the cargo is lost for good. Several cargos can be placed in the same room.

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LET'S IMAGINE THE FUTURE TOGETHER!

ACKNOWLEDGMENTS

Creating Spark Riders 3000 has been an incredible journey, and it's all thanks to you, our wonderful backers.

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A big thank you to the personalities of the gaming world who support our approach and are featured in Spark Riders 3000.

Will you be able to recognize them?

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Arkada Studio is far more than a hybrid board game publisher.



ARKADA
STUDIO

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Our games reflect our passion for artistic research, embodying a true quest for innovation and creative excellence.

QUICK RULES



VICTORY

Reach your destination, located thousands of Astronomical Units (AU) away from your starting point.



ALIENS PHASE



I will guide you during this phase.
I will tell you when you can perform a rapid fire and when you have to defend the rooms against alien fire.



RAPID FIRE

ALIEN MOVEMENT

When a crew member is in a room that has a turret, they can perform a rapid fire at every alien ship who **enters their combat zone**.

Only one crew member per room can perform a rapid fire.



You can't perform a rapid fire at an alien ship that has a force field if your turret isn't upgraded with a laser.

You can't perform a rapid fire at an alien ship with no armor plates.



-1 ARMOR TOKEN TO THE ALIEN



-2 ARMOR TOKENS TO THE ALIEN



EARN 1

Roll 1 and check the result:



DEFENSE PROTOCOL

ALIEN SHOTS



You must defend every room highlighted in blue and **indicate the number of shots blocked**.



A ROOM WITHOUT ANY ARMOR TOKEN cannot be defended.



IF THE ROOM HAS ARMOR TOKENS

1: ARMOR DICE ROLLS

Roll as many as there are in the room, and add the **results of the armor dice**:



1 SHOT BLOCKED



2 SHOTS BLOCKED



NO SHOT BLOCKED

If some shots have not been blocked, proceed to step 2: ARMOR PLATES.

2 : ARMOR PLATES

Each blocks 1 shot, but it is then destroyed and removed from the board.

1 ARMOR PLATE DESTROYED



= 1 SHOT BLOCKED



CRYSTALS AND PROSPERITY CARDS

When you perform an action or a rapid fire, if you get a on your last dice roll, place a in the Nexus.



DEFEAT

Lose the Cockpit **OR** the Nexus **OR** both Thruster rooms (Engine Room **AND** Cargo Bay).



CREW MEMBERS PHASE

Each crew member can perform:



1 MOVEMENT



1 ACTION



1 HELP

And use their **bonuses**:



+ ABILITY + HELP + PROSPERITY CARD

You'll find a summary of your actions on the back of your character card.



MOVEMENT (3 rooms at most)

Actions **interrupt** movement. If you move and then perform an action, you can't move again.



PILOTING

Speed piloting allows you to travel faster and outdistance the aliens.

Combat piloting allows you to damage aliens.

Only one crew member is allowed to pilot per turn.



SHOOTING

A turret can only be used by **one** crew member per turn.

You can't shoot an alien ship that has a force field if the turret you are shooting with isn't upgraded with a laser.



You cannot open fire with a turret that still has building tokens . The building of the turret or its upgrade must be complete.



TINKERING



Repairing a Thruster: adds 1 to the level of a Thruster, as well as the Spark's speed.



Repairing a room: repairs a damaged room in code orange or code red.



Adding armor plates: adds armor plates to an undamaged room, improving its defense.



Building: uses to build a construction and removes from the room.



HELP

Helping doesn't interrupt movement.

You can ask several crew members for their help, **before OR after** you rolled the dice for your action.



You only earn with the last dice roll.

To fill the dispenser, you need 4 when playing with 2 players, 5 with 3 players and 6 with 4 players.

When the dispenser is full, remove the from the board and have each crew member draw 1 PROSPERITY card .