

# 4 Players - Full Game

- 1 Set out the Main Board (4 player Side)
- 2 Each player chooses a colour and sits somewhere near their base.
- 3 Set out the Bag of Shards
- 4 Draw Shards out of the Bag, placing them on the Asteroid spaces with the special symbol.
- 5 Set out the Space Academy
  - I. Place the deck of special Action Cards Face-down
  - II. Place out three face-up cards to form the Market
- 6 Set out the Time Track (4 player Side)
- 7 Place the Time Tracker token on the Start Space of the Track
- 8 Each player places their three ships on their dock within their Base.
- 9 Each player shuffles their 11 card basic deck (Matching their colour) and places it face down to form a Draw Pile.
- 10 Each player receives two Personal directive cards and chooses one to keep.
- 11 The First player is chosen and draws 3 Cards
- 11 The Second and Third players draw 4 Cards.
- 11 The Fourth player draws 5 Cards.



The image shows the main board and various game components with numbered callouts (1-11) corresponding to the setup steps. The main board is a circular track with a central sun and various asteroid spaces. Components include:
 

- 1: Nova Raiders main board.
- 2: Time Track.
- 3: Bag of Shards.
- 4: Asteroid spaces with special symbols.
- 5: Space Academy cards (Sabotage, Hijack, Hyper-Jump, Hyper-Drive).
- 6: Super Nova cards.
- 7: Time Tracker token.
- 8: Ship tokens.
- 9: Nova Raiders basic deck.
- 10: Directive cards.
- 11: Action cards (Unload, Jump, Hijack).

**Note: Players draw back up to 5 cards at the end of their turn.**

# 3 Players - Full Game

- 1 Set out the Main Board (3 player Side)
- 2 Each player chooses a colour and sits somewhere near their base.
- 3 Set out the Bag of Shards
- 4 Draw Shards out of the Bag, placing them on the Asteroid spaces with the special symbol. 
- 5 Set out the Space Academy
  - I. Place the deck of special Action Cards Face-down
  - II. Place out three face-up cards to form the Market
- 6 Set out the Time Track (3 player Side)
- 7 Place the Time Tracker token on the Start Space of the Track
- 8 Each player places their three ships on their dock within their Base.
- 9 Each player shuffles their 11 card basic deck (Matching their colour) and places it face down to form a Draw Pile.
- 10 Each player receives two Personal directive cards and chooses one to keep.
- 11 The First player is chosen and draws 3 Cards
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- 11 The Third player draws 5 Cards.



**Note: Players draw back up to 5 cards at the end of their turn.**

## 4 Players - Training Mission

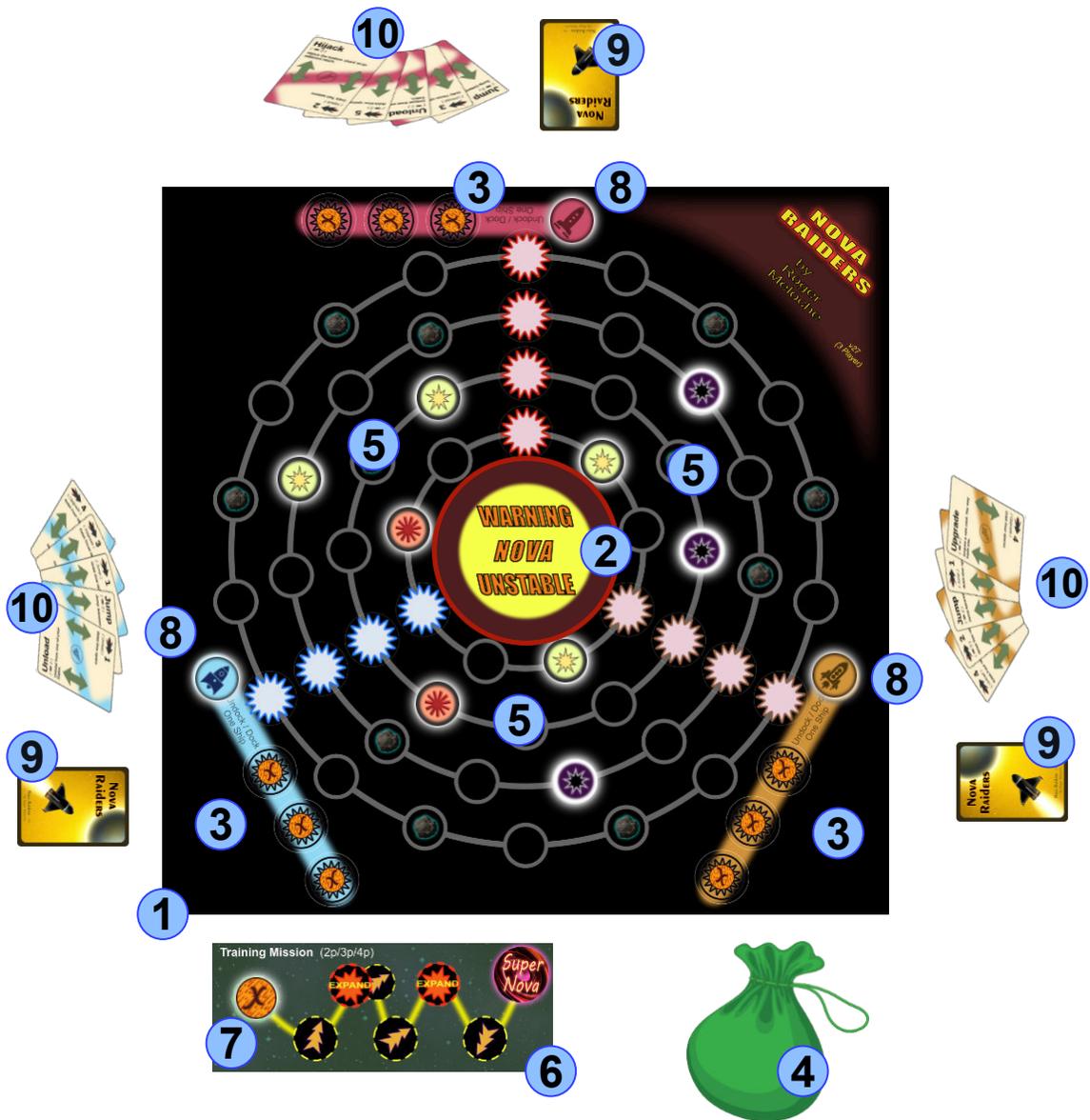
- 1 Set out the Main Board (4 player Side)
- 2 Place the first expansion ring in the center of the board.
- 3 Each player chooses a colour and sits somewhere near their base.
- 4 Set out the Bag of Shards
- 5 Draw Shards out of the Bag, placing them on the Asteroid spaces with the special symbol.
- 6 Set out the Time Track (Training Mission Side)
- 7 Place the Time Tracker token on the Start Space of the Track
- 8 Each player places **one** ship on their dock within their Base.
- 9 Each player shuffles their 11 card basic deck (Matching their colour) and places it face down to form a Draw Pile.
- 10 The First player is chosen and draws 3 Cards
- 10 The Second and Third players draw 4 Cards.
- 10 The Fourth player draws 5 Cards.



**Note: Players draw back up to 5 cards at the end of their turn.**

### 3 Players - Training Mission

- 1 Set out the Main Board (3 player Side)
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- 5 Draw Shards out of the Bag, placing them on the Asteroid spaces with the special symbol.
- 6 Set out the Time Track (Training Mission Side)
- 7 Place the Time Tracker token on the Start Space of the Track
- 8 Each player places **one** ship on their dock within their Base.
- 9 Each player shuffles their 11 card basic deck (Matching their colour) and places it face down to form a Draw Pile.
- 10 The First player is chosen and draws 3 Cards
- 10 The Second player draws 4 Cards.
- 10 The Fourth player draws 5 Cards.



**Note: Players draw back up to 5 cards at the end of their turn.**

## 2 Players - Full Game

- 1 Set out the Main Board (3 player Side)
- 2 Each player chooses a colour (Blue or Brown) and sits somewhere near their base.
- 3 Set out the Bag of Shards
- 4 Draw Shards out of the Bag, placing them on the Asteroid spaces with the special symbol.
- 5 Set out the Space Academy
  - I. Place the deck of special Action Cards Face-down
  - II. Place out three face-up cards to form the Market
- 6 Set out the Time Track (3 player Side)
- 7 Place the Time Tracker token on the Start Space of the Track
- 8 Each player places their three ships on their dock within their Base.
- 9 The three red ships are placed as shown.
- 10 Each player shuffles their 11 card basic deck (Matching their colour) and places it face down to form a Draw Pile.
- 11 The HRL deck is placed by the Red Base.
- 12 Each player receives two Personal directive cards and chooses one to keep.
- 13 The First player is chosen and draws 4 Cards
- 13 The Second player draws 5 Cards.



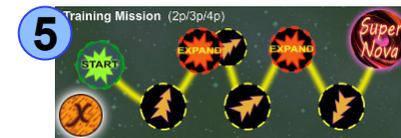
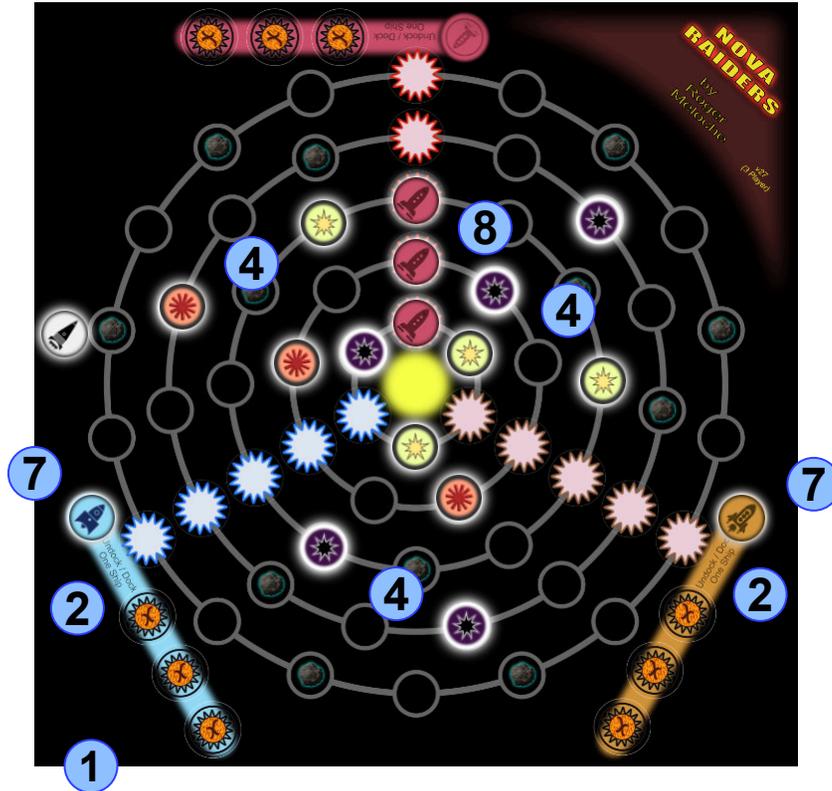
11



**Note: Players draw back up to 5 cards at the end of their turn.**

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**Note: Players draw back up to 5 cards at the end of their turn.**