# DUST RECLAMATION

A trick-taking card game

TIN ROBOT GAMES

It's 2222, and you are miners stationed on a Venusian colony floating amongst the clouds, passing the time before your next deployment. Using scraps from the shop, you create cards and a mock Reclamator to play a trick-taking game that has been a favorite since the formation of the City in the Clouds of Venus.

Game Components:
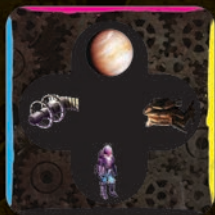
Play Deck (60 Cards):

- ▪ Suits: Four suits representing The Planet Venus, the International Innovation Station, a Mining Mech, and a V-naut.
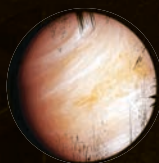
- ▪ Card Values: Each suit contains 14 cards, numbered 1 to 14.

- ▪ Dust Cards: Four Dust cards, the highest-valued cards in the deck, representing all suits.

Reclamator Board & Gear

V-nite (Pink Crystals and Black Ore): Used to track
scores each round.

Work Order Cards:
Provide bonus points each
round if players meet the
trick requirements.

Dust Value Cards:
Indicate whether Dust Cards
collected in tricks are worth
positive or negative points.

SETUP

Prepare the Play Area:

- Place the Reclamator in the center of the play area and place the gear in the center of the Reclamator.
- Arrange the four Dust cards around the Reclamator, one on each side.
- Shuffle the remaining 56-card Play Deck.
- Deal 8 cards to each player, regardless of the number of players.

Set Up Work Order Cards:

- Shuffle the Work Order Cards and place them face down in the center of the play area.

- Flip over the top Work Order Card. This card sets the quota of tricks that Management requires for the day.

- Players who meet the trick requirement receive two bonus points at the end of the round. In case of ties, the bonus is shared among all qualifying players.

- At the beginning of each new round, flip over a new Work Order Card.

Set Up Dust Value Cards:

- Shuffle the Dust Value Cards and place them face down in the center of the play area.

- Flip over the top Dust Value Card to determine the value of Dust cards for the round.

- There will be two rounds where Dust is beneficial (positive points) and two rounds where Dust is detrimental (negative points).

Determine the Dealer:

- Randomly select a dealer. This player will be the last to play in the first round.
- The player to the dealer's left becomes the first player.
- For subsequent rounds, the dealer is the player who won the last trick in the previous round.

PLAYING THE GAME

DUST: RECLAMATION consists of four rounds. Each round concludes after eight tricks are played. Players earn points for winning tricks, avoid negative points from Dust cards, and may gain bonus points by meeting Work Order requirements.

Round Structure

Leading a Trick:

- The player to the left of the dealer leads the first trick by playing any card.
- If this is the first round, there is no RECLAIMED suit until a player uses the Reclamator (more later).
- If this is not the first round, the RECLAIMED suit is indicated by the Reclamator gear.

Following the Lead:

- Subsequent players must follow the suit of the led card if they have a card of that suit. The only exception to this rule is that a Dust Card may be played at any time.

- If unable to follow suit, players may play any card, including a Dust card.

How to Win a Trick:

- If you are the final player to play a Dust card, even if other Dust cards have been played previously, you will win the trick.

- If you are the only player to play a Dust card, you will win the trick.

- If you play the highest card of the RECLAIMED suit, and no Dust cards are played, you will win the trick.

- If you play the highest card of the led suit, and no RECLAIMED cards are played, you will win the trick.

Dust Cards:

- Dust Cards may be played at any time, even if the player has cards matching the led suit.

- Winning a trick with a Dust Card grants either a positive or negative point based on the current Dust Value Card.

Using the Reclamator

Exchange Mechanism:

- On their turn, before playing a card, a player may exchange a card from their hand with a card surrounding the Reclamator, and choose the new RECLAIMED suit by moving the gear, according to the following rules:

Rules for Exchanging:

- Adjacent Exchange: Players may only exchange with the card adjacent to the current RECLAIMED suit (indicated by the gear position).

- Eligible Cards: Players may exchange a card from their hand that either matches the current RECLAIMED suit or has the same number as the card in the RECLAIMED suit spot in the Reclamator. Dust Cards can also be placed in the RECLAIMED suit spot.

- Dust Card Restrictions: Dust Cards already in the Reclamator may only be exchanged with RECLAIMED-suited cards from the player's hand.

- Changing the RECLAIMED Suit: After exchanging, the player must move the gear to select a new RECLAIMED suit. The new RECLAIMED suit may not be the same as the current one.

- First Exchange: The first player in the game to exchange a card with the Reclamator selects the initial RECLAIMED suit by exchanging a Dust Card and then moving the gear to any suit.

- Reclamator Persistence: The Reclamator is never reset during the game. The cards surrounding the Reclamator must not be shuffled in with the rest of the cards at the end of a round.
- Multiple Changes: The RECLAIMED suit may be changed multiple times during a round through successive exchanges.

End of a Round

- After eight tricks are played, the round ends.

Scoring:

Calculate points from tricks, Dust Cards, and Bonus Points from Work Orders:

- +1 point per trick won.
- Positive Round: +1 point if the Dust Value Card is positive.
- Negative Round: -1 point if the Dust Value Card is negative.
- Bonus Points:
  - Work Order Completion: +2 points for meeting the Work Order trick quota. Bonuses are shared in the event of ties.

> Track the scores by collecting gems. Each Pink V-nite Crystal is worth +1 point, while each Black V-nite Ore is worth -1 point."

Prepare for the Next Round:

- The player who won the last trick becomes the dealer for the next round.
- Return all Trick cards to the Play Deck and shuffle.
- Leave the Reclamator cards in place for the next round.
- The first player for the next round is the player to the left of the new dealer.

End of Game

- After completing four rounds, players count their Pink V-nite Crystals, then subtract their Black V-nite Ore.
- The player with the most Pink V-nite Crystals wins the game.
- In the event of a tie, the tied players share the victory.
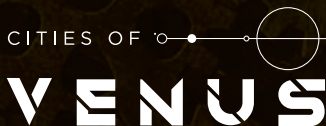
CREDITS

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DUST: Reclamation is part of the Cities of Venus game universe. To learn more about how this game fits into the story, visit citiesofvenus.com

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