

SPACE SALVAGER

Player Manual - Version 1.0.0

The Marrow Tug **Kindly One** is yours in name and the bank's in fact. You have 30 days to clear a 3,600 credit lien, one dead ship at a time. What you cut loose out there — and who — is the part they never put in the contract.

1. The Run

You begin with 120 credits, 60 fuel, a sound hull (100), and a crew of 4. Each day at the Scattered Yards you either accept one salvage contract or rest. Pay the lien in any installments at the lien office; clear all 3,600 cr on or before day 30 and the ship is yours. The run ends early if the hull reaches zero or the whole crew dies.

Every morning the crew draws wages of 10 cr a head (40 cr for a full complement). A morning you cannot pay costs morale instead.

2. The Board

Three registered derelicts are posted each day, plus the Local Junk Field — a low-value sweep that is always within fuel range, so a run can never strand you at the dock. Each posting shows the wreck class, danger rating, approximate compartment count, fuel burn, and the guild's estimate of value.

Wreck class	Danger	Notes
Mining Barge	1–3	Ore bins; honest tonnage
Colony Ship	1–3	Cryo bays; people problems
Medical Frigate	2–4	Pharmacy stock; quarantine wards
Research Vessel	2–4	Sample vaults; artifact-prone
Military Cruiser	3–5	Armories and live turrets; pays well
Alien Hulk	4–5	Not on any registry that matters

3. Boarding

The boarding party carries O2 in bottles — 6 with an engineer aboard, one fewer without. Entering a compartment costs one bottle. Each compartment presents an encounter with one to three choices; after the outcome you press deeper or head home. The haul pays only when you walk back to the ship. When the bottles run out, the boarding is over wherever you stand.

4. Checks and the Crew

Many choices are skill checks against a crew role. The specialist's health, the crew's average morale, the wreck's danger rating, and certain artifacts all move the odds; a medic aboard softens injuries. Crew who

reach zero health die, and stay dead.

Role	Speciality
Pilot	Lane hazards, turret spoofing, first contact
Engineer	Transfers, patches, power runs
Medic	Wards, radiation, injury mitigation
Hull Breaker	Cutting, shoring, armories

Traits: Steady, Greedy, Devout, Jumpy, Veteran. Traits color checks and how each hand takes your choices — a devout crew member walks taller after a rescue; a greedy one after a sale.

5. Standing and the Tithe

The guild withholds a tithe from every haul: 30% at neutral standing, easing to 18% as your name improves and rising to 40% as it curdles. Moral choices — cryo bays, quarantine wards, flight recorders, stranded rivals, distress beacons — move standing point by point. Doing the right thing usually costs money on the day and pays compound across the run. Standing also grades your ending.

6. Artifacts

Alien finds go in the lockbox unidentified. Sell one blind for 150 cr, or pay the assayer 100 cr to learn what it is: a relic (collector value), a boon (a permanent perk while held — sells for 350 cr, losing the perk), or a curse that bleeds the ship each morning until jettisoned.

Boon	Effect
Vashti Fuel Cell	Burn rates drop by a quarter.
Wardlight Sphere	All checks +10.
Chorus Shard	The crew hears distant singing. +2 morale each morning.
Assayer Lens	Salvage hauls worth 20% more.

Curse	Effect
Whispering Idol	It murmurs at night. -2 morale each morning until jettisoned.
Oxide Bloom	It eats metal. -1 hull each morning until jettisoned.

7. Dockside Services

Service	Cost	Effect
Yard	80 cr	+20 hull
Bunker	60 cr	+30 fuel
Medbay	50 cr	+35 health to the worst-hurt hand

Service	Cost	Effect
Shore leave	30 cr	Crew morale up
Rest a day	free	Small heal and morale; the calendar does not rest

Services and lien payments cost no time; only flying a contract or resting spends the day.

8. Endings

Clear the lien and the ending is graded by standing and how many of your crew came home — from a Belt-wide legend down to money nobody asks about. Fail and it is foreclosure, a lost ship, or a quiet flight home alone.

9. Seeds, Saves, and Controls

Runs are seeded and deterministic: the same seed always deals the same Belt. Enter a seed on the title screen, or replay a finished run with “Same seed, wiser captain.” The game autosaves after every action to browser local storage; the title screen offers Resume. Mouse or touch throughout; keys 1–9 select the numbered options. Encounter variety: 19 boardable templates plus a travel-lane distress event.

Space Salvager © 2026 Tronsoft Games. Developed with AI assistance. See LICENSE.txt and docs/credits.txt.