



# Asteroid Miners v4.2

## JOHN GIBSON



In **ASTEROID MINERS** you lead your crew of fellow Belters in mining the asteroid belt, excavating valuable minerals in the cold of space. It is a two-player dice-rolling game where you excavate precious metals using a precision drill and upgradable mining equipment, digging deeper and deeper into a series of 3 asteroids. You will use a dice pool to manipulate your drill components to match the minerals in your current excavation section. After successful excavations you may sell your minerals to a fluctuating Metal Market, trying to earn more profit than your competitor to win the game. There are 2 versions of game play: Regular and Advance.

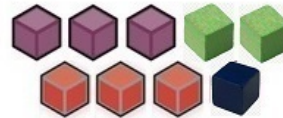
## Components



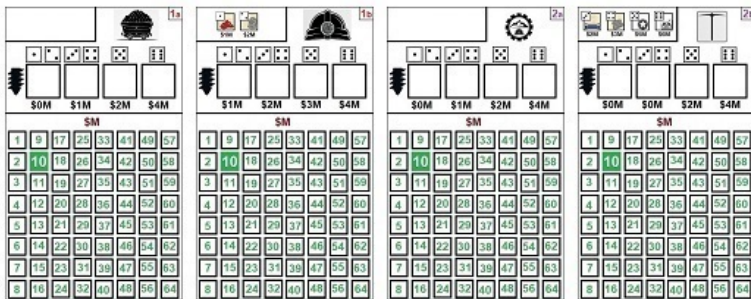
6 Double-sided Asteroid Map/Event Cards



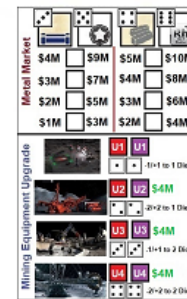
9 Dice



9 Cubes



2 Double-sided Player Boards



Metal Market/Mining Equipment Upgrade Card

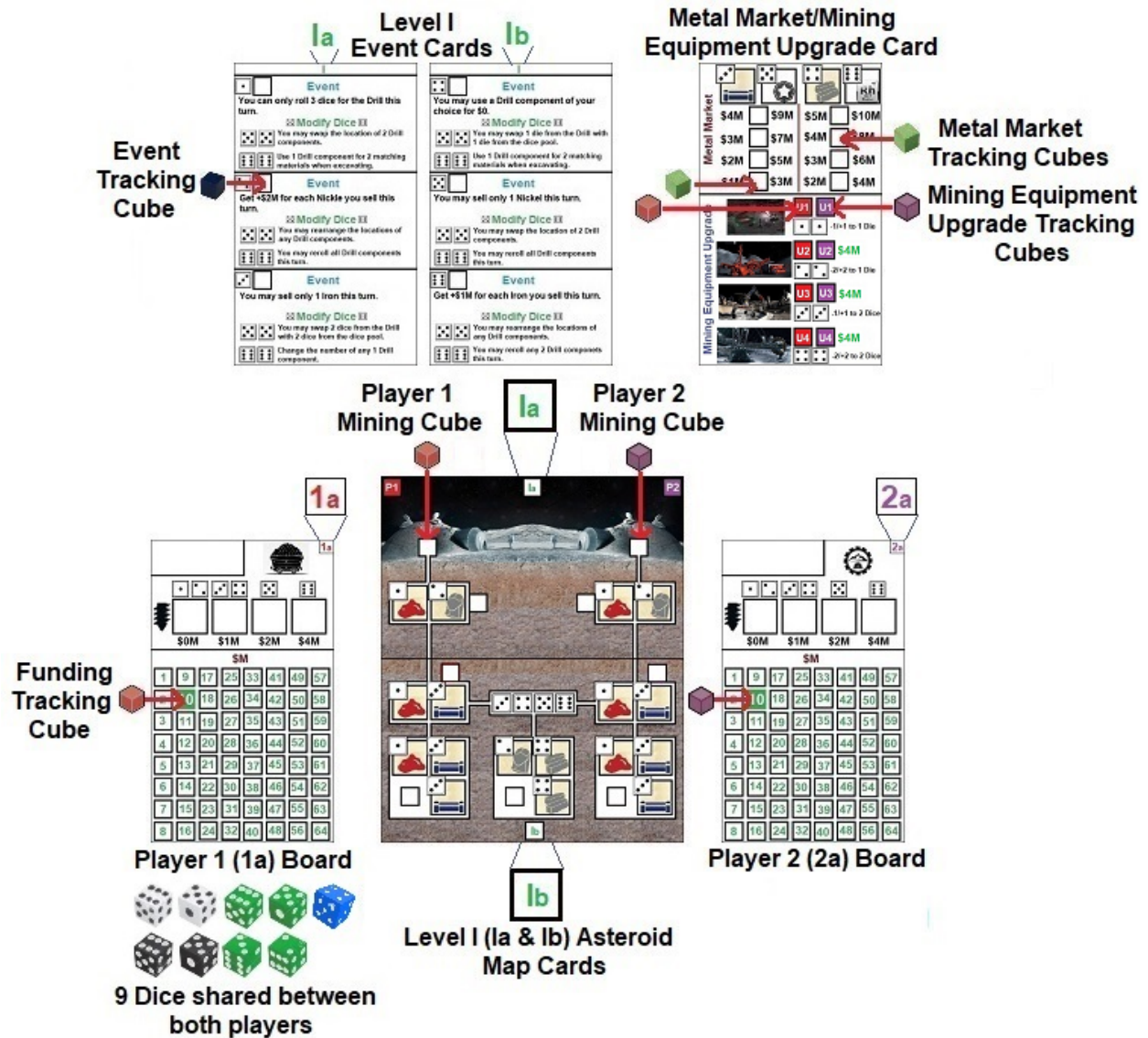
## Goal of the Game

Make more money than your competitor by fully excavating 3 successive asteroids.

**Setup** (see illustrated example below)

- Each player rolls a die to determine who is the Starting Player—highest roller becomes Player 1.
- The Starting Player will take the player 1 board and the red cubes, and the other player will take player 2 board and the purple cubes. Place the player boards with [1a] and [2a] face up for the first few games of Asteroid Miners. Later you can play the Advanced Version (See **Advance Version**).
- Find the 2 Level I Asteroid Map Cards and place them horizontally, one above the other, with the [1a] card placed at the top and [1b] at the bottom. This Asteroid map should be placed between the two players, who will be sitting beside each other at the table.
- Take the Metal Market/Mining Equipment Upgrade Card and place it above the Asteroid Map.

## Setup Example



- Find the two Level I Event cards, which are on the backs of the Level III Asteroid Map cards and place them side by side above the Asteroid Map--[**Ia**] and [**Ib**]—and to the left of the Metal Market card.
- Set aside the other 2 Asteroid Map/Event Cards for later in the game.
- Each player should do the following with their 3 colored tracking cubes:
  - Place a Funding Tracking Cube on the “10” space of the Funding track [**\$M**] on their player board.
  - Place a Mining Cube on their mine entrance space on the Asteroid Map: Player 1 red cube on the left, and Player 2 purple cube on the right.
  - Place cubes on the top spaces of the Mining Equipment Upgrade track: The red cube on the [**U1**] spot and the purple cube on the [**U1**] spot.
- Metal Market Setup
  - Roll a single die to set the value of the Iron/Platinum prices and then place a green tracking cube on the corresponding space:
    - 1-2: \$1M/\$3M
    - 2-4: \$2M/\$5M
    - 5: \$3M/\$7M
    - 6: \$4M/\$9M
  - Roll a single die to set the value of the Nickel/Rhodium prices and then place a green tracking cube on the corresponding space:
    - 1-2: \$2M/\$4M
    - 2-4: \$3M/\$6M
    - 5: \$4M/\$8M
    - 6: \$5M/\$10M

## Phases of turn

Each turn consists of 6 phases:

1. Event phase.
2. Drill phase.
3. Modify Dice phase.
4. Excavation phase.
5. Bid for Tender phase.
6. Market phase.
7. Mining Equipment Upgrade phase.

### Phase 1 – Event Phase

Player 1 always starts Level I first—but for Levels II and III, the player with the *least* amount of funding at that point goes first.

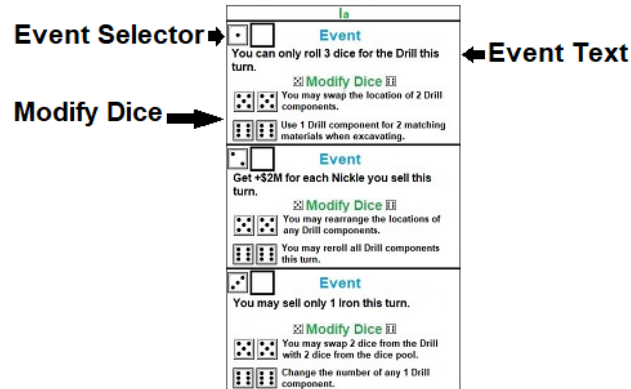
The active player will roll the blue Event Die to determine which of the six events on the two Event Cards to trigger, then place the blue Event Tracking Cube on the space next to the die image matching the die rolled.

**For Example, if the active player rolled a ‘1’ on the blue Event Die, they would take the blue Event Tracking Cube and place it on the space next to the ‘1’ die at the top of the first card. This would be the event that was triggered for the player’s turn.**

Each event section has two parts:

- Event Text
- Modify Dice

## Event Card



### The Event Text

The Event text is a scenario that can either positively or negatively impact your actions mining the asteroid this turn. There are 7 possible Event types:

- **Get +\$1/\$2/\$3/\$4M for each Iron/Nickel/Platinum/Rhodium you sell this turn:** On the turn you fully excavate a section, you can get a bonus amount above the current market price for the indicated metal.
- **You can only roll 3/4 dice for the Drill/dice pool this turn:** When rolling dice to populate the

Drill components, or rolling the dice pool for modifying the Drill, you will have to use one less die.

- **Before selling Iron/Platinum or Nickel/Rhodium, raise the Market up one spot:** If you fully excavate a section containing either metal indicated, then you get to raise the level of the Metal Market price for that pair before selling.
- **All Drill components cost double this turn:** Instead of paying \$0M/\$1M/\$2M/\$4M to use Drill components to excavate the asteroid, you will have to pay double: \$0M/\$2M/\$4M/\$8M. ()
  - **Blue Event Die:** It will cost double to change an Event.
  - **White Die:** Your opponent will pay double the Component cost.
  - **Black Die:** Your opponent gains double the Component cost.
  - **Player 1 – Advance Side:** Your Drill Components will cost \$2/\$4M/\$6M/\$8M.
  - **Player 2 – Advance Side:** Your Drill Components will cost \$0/\$0M/\$4M/\$8M.
- **You may use a Drill component of your choice for \$0:** You may select one of the Drill components and pay \$0 for it, even it comes from the \$1M to \$4M spots.
- **Before selling Iron/Platinum or Nickel/Rhodium, lower the Market down one spot:** If you fully excavate a section containing either metal indicated, then you must lower the level of the Metal Market price for that pair before selling.
- **You may sell only 1 Iron/Nickel/Platinum/Rhodium this turn:** When you fully excavate a section, if you are selling the indicated metal, then you can only sell one of them if there was more than one.

### Modify Dice

This section shows you what actions you can perform if you roll a pair of 5's or 6's when performing the Modify Dice phase. See the **Modify Dice Phase** for more details.

#### 5's

- **You may swap the location of 2 Drill components:** You can only swap 2 green dice with each other—you may not swap blue, white, or black dice.
- **You may rearrange the locations of any Drill components:** You can swap 2, 3, or 4 green dice with each other—you may not swap blue, white, or black dice.

- **You may swap 2 dice from the Drill with 2 dice from the dice pool:** You can swap 1 or 2 green dice with any color dice from the pool—they will be treated like green dice, even if they are blue, white, or black. The dice that were swapped out of the Drill *cannot* be returned to the dice pool—they are considered used. You may not swap blue, white, or black dice from the Drill.
- **You may swap 1 die from the Drill with 1 die from the dice pool:** You can swap 1 green die with any color die from the pool—it will be treated like a green die, even if it is blue, white, or black. The die that was swapped out of the Drill *cannot* be returned to the dice pool—it is considered used. You may not swap a blue, white, or black die from the Drill.

### 6's

- **You may reroll any 2 Drill components this turn:** You may reroll 1 or 2 green dice—you may not reroll blue, white, or black dice.
- **Change the number of any 1 Drill component:** You may change 1 green die to any number—you may not change a blue, white, or black die.
- **Use 1 Drill component for 2 matching materials when excavating:** You use any 1 die—regardless of color—as though it were 2 dice of the same number (same material). You will only pay for the cost of the die *once*. Follow all other rules regarding white and black dice.
- **You may reroll all Drill components this turn:** You may reroll 1, 2, 3, or 4 green dice—you may not reroll blue, white, or black dice. This will not restart Phase 3—you must keep track of your rolls.

The selected Event remains in effect for the entire turn until it is replaced by a new Event rolled next turn by the other player.

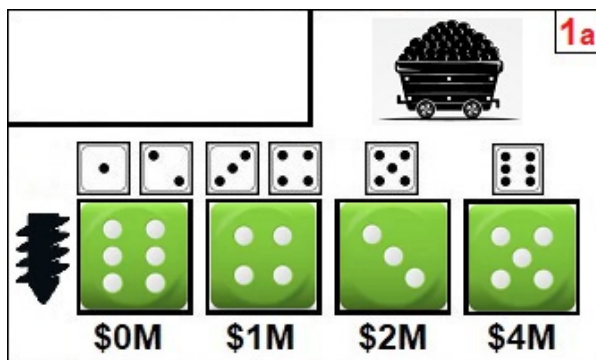
**NOTE: If you roll the same event number on the blue Event die as the previous turn, then reroll the die until you get a different result.**

### Phase 2 - Drill Phase

It is during this phase that you will populate the 4 Components of the Drill section of the Player Board. At the top of the player board there are 4 squares, which we will refer to as Drill Components, or Components for short. The active player will roll 4 dice, one at a time, and place each die onto a Component square. There are 4 different colored dice: green, white, black, and blue. Each color of die is treated differently in the game. These differences will be explained in **Phase 3 - Modify Dice Phase**.

To populate the Components you must do the following:

- Roll each die 1 at a time.
  - If the player decides to roll the white or black dice, then they must be rolled *first*.
  - If the player decides to roll the blue die, then they must roll it *last*.
- Place the die on the large square that matches the die face.
- If the square with the matching die face is already occupied, then place the die on the next available large square to the right. If all squares to the right are occupied or do not exist, the place the die on the next available square to the left.



4th roll    1st roll    2nd roll    3rd roll

available large square to the right. If all squares to the right are occupied or do not exist, the place the die on the next available square to the left.

- After rolling the 4<sup>th</sup> die, all large squares should be occupied.

**Important: Keep in mind that Event text of the Event card may affect how you populate the Drill.**

Example:

- You first roll a 4, which you place in the "3/4" square.
- Then you roll a 3. The "3/4" square is occupied, so you place it in the "5" square.
- Then you roll a 5. The "5" square is occupied, so you place it in the "6" square.
- Then you roll a 6. The "6" square is occupied, so you place it in the "1/2" square.

### Phase 3 – Modify Dice Phase

Asteroid Miners uses 4 colors of dice: Green, white, black, and blue. Each color is treated differently during the modify dice phase. We will start with the green dice first.

#### Green Dice

It is during this phase that you can roll the remaining dice—your dice pool—to modify the dice on the Drill. You first roll all of the dice available to you. Look for the pairs you want to achieve. If there is a die number you like, you can set it aside and roll the rest a second or third time to try to find a matching die. You may roll 1 or all of the dice up to 3 times to achieve the pairs you want to use to modify your dice. There are 4 pairs specified on the Metal Market/Mining Equipment Upgrade card. The first equipment level is the basic equipment and default—the other 3 must be paid for to get the upgrade:

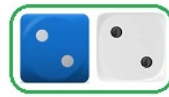
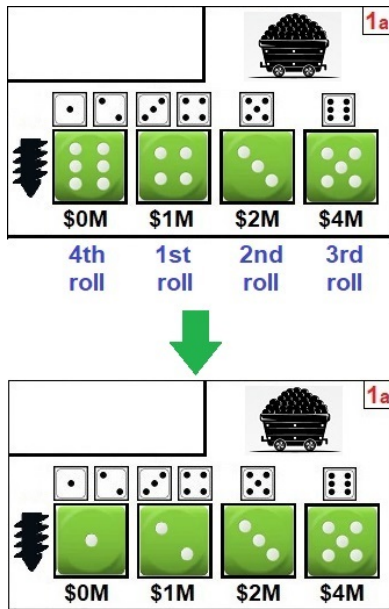
- Pair of 1's (default): -1/+1 to 1 Die (I.E.: 3 into a 4, a 4 into a 3, 1 into a 6, a 6 into a 1, etc.).
- Pair of 2's (\$4M): -2/+2 to 1 Die (I.E.: 3 into a 5, a 5 into a 3, 2 into a 6, a 6 into a 2, etc.).
- Pair of 3's (\$4M): -1/+1 to 2 Dice (Add 1 or subtract 1 from 2 different dice).
  - You are allowed to subtract 1 from one die and add 1 to another die.
- Pair of 4's (\$4M): -2/+2 to 2 Dice (Add 2 or subtract 2 from 2 different dice).
  - You are allowed to subtract 2 from one die and add 2 to another die.

In addition to these 4 pairs, the Event card has a special Modify Dice section for a pair of 5's and a pair of 6's, with modifications good for just that turn. You could get 2 or more pairs and affect more than just one Component die on the Drill on your turn.

**NOTE: You are allowed to use multiple pairs of the same number: You can use 2 pairs of 1's, 2 pairs of 5's, etc.**

**NOTE: You can only use a die once in a pair. When dice are used in a pair during this phase, they are then removed from the dice pool, and may not be rerolled again during this phase.**

### Example:



now have 1, 1, 2, 2 and 4.

- So now you can use the pair of 1's to add 1 to 6 to make it a 1 Component die, and you can use the pair of 2's to subtract 2 from 4 to make it a 2 Component die. The 4 die is set aside as it cannot be used to modify any Drill Component dice.

- You are Player 1 (red) and you have upgraded your Mining Equipment to the second level for \$4M, so you can use pairs of 1's and 2's. You have 5 dice. You roll all 5, and you get 1, 2, 3, 5 and 6.
- You are wanting to get a 1 and a 2 Component dice this turn, so you set the 1 and 2 dice aside and reroll the rest.
- This time you now have 1, 2, 2, 3 and 4.
- You set the new 2 aside, so now you have a pair of 2's. You keep the 1 and reroll the rest.
- On your third roll you

### White Dice

You can roll the white dice to make your opponent pay for your mining costs. Think of it as industrial espionage.

- Roll **1 or 2 white dice first**, then use green dice for the remaining dice for a total of 4 dice--rolling one at a time (no black or blue dice).
- The white dice *cannot* be changed or moved using pairs from the dice pool—they cannot be modified.
- If you use one or both of the white dice to excavate a section, then your opponent *must pay* for the cost of you using those dice—this is the industrial espionage.
- If you use green dice to excavate a section, then regular rules apply (see Green Dice above).
- **Example:** If you roll a 2 on a white die and it was placed on the 4 Component, and you use that 2 to excavate a rock from a section, then your opponent must pay **\$4M** from their funding.

### Black Dice

You can roll the black dice and your opponent gets paid for your mining costs. Think of it as subcontracting.

- Roll **1 or 2 black dice first**, then use the green dice for remaining dice for a total of 4 dice--rolling one at a time (no white or blue dice).
- The black dice can be manipulated *without* using pairs from the dice pool. The player can apply 1 manipulation per upgrade (they *cannot* use the 5's and 6's options on the Event Card).



- So if you had upgraded your Mining Equipment to the second level (-2/+2 to 1 Die), then you could manipulate the black dice twice:
  - Once (-1/+1 to 1 Die) for the first mining equipment pair (1's)
  - Once (-2/+2 to 1 Die) for the second mining equipment pair (2's)
- If you use one or both of the black dice to excavate a section, then your opponent gains the cost of using those dice, while you use them for *free*—this is the subcontracting.
- If you use green dice to excavate a section, then regular rules apply (see Green Dice above).
- You can do all your dice pool rolls *first* before you decide which dice to use.
- **Example: If you roll a 3 on a black die and it was placed on the 4 space, and you change the 3 into a 2 in order to excavate a rock from a section, then your opponent gains \$4M on their funding—and you pay nothing.**

## Blue Die

You can roll the blue die to change the currently selected event. Think of it as bribe to a government official.

- Roll 3 green dice first (2 if the current event is “You can only roll 3 dice for the Drill this turn.”), then roll the blue die for a total of 4 dice (or 3 for the same reason) --rolling one at a time (no white or black dice).
- Before rolling your dice pool, if you wish to change the current event to the one corresponding to the number of the blue die (because it benefits you), then you must pay the cost of Component square the blue die occupies. This is the bribe.
- If you decide to change the event and pay the cost, then move the blue Event Tracking cube to the space of the corresponding event. The previous Event is cancelled, and the new Event applies for the rest of the turn.
  - If the cancelled event was “You can only roll 3 dice for the Drill this turn.”, then you recover the 3<sup>rd</sup> green die and immediately roll it as a Component.
- If you decided to use the blue Event die to change the current event, then **replace** it with the 4<sup>th</sup> green die with the same face value. This green die can now be used like the rest of the green dice.
- If you decide to **not** use the blue Event die to change the current event, then it remains in place. The face value of the die can be modified using the Mining Equipment rolls (pairs of 1's, 2's, 3's, and 4's), but it **cannot** be manipulated using the Event card pairs (5's and 6's).
- **Example: If you roll a 3 on a blue die and it was placed on the 2 space, and you use it to change the current Event, then you pay \$1M and move the blue Event Tracking cube to the event number 3. You can then replace the blue die with a green die with a 3-face value. If you then decide to use the new green die to extract Iron from a section, then you again pay \$1M.**

**NOTE: You cannot use White Dice, Black Dice and/or the Blue Die at the same time.**

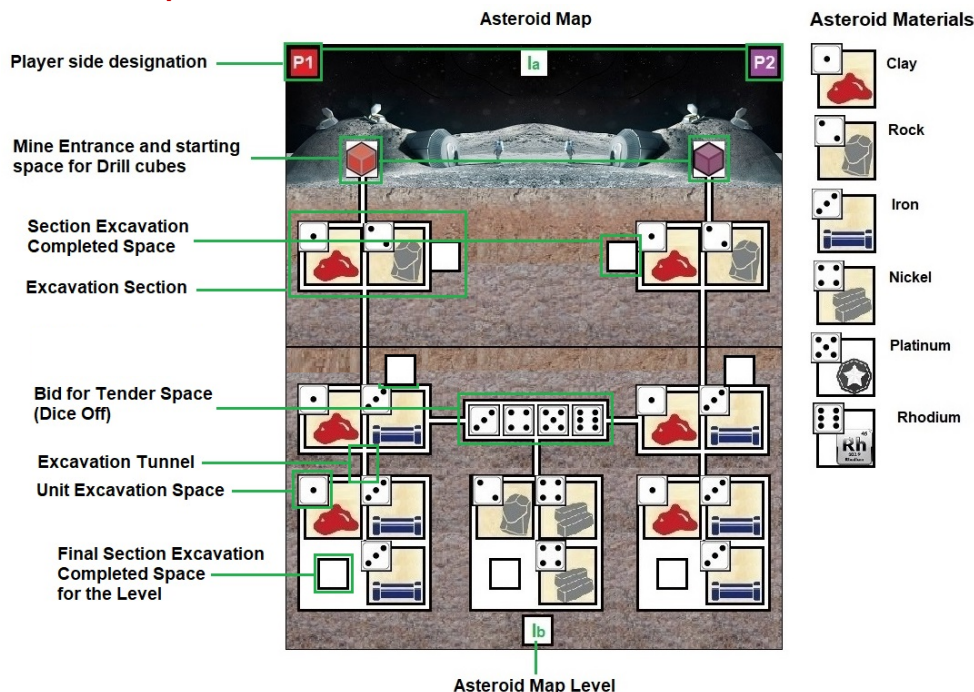
## Phase 4 – Excavation Phase

It is during this phase you may excavate one—and *only one*—section of the asteroid using the Component dice from your Drill. The Asteroid Map Card is made up of the following parts:

- **Level #:** There are 3 levels of Asteroids: I, II and III. Each successive asteroid is more lucrative than the previous one.
- **Asteroid Materials:** Asteroids are composed of 6 materials:
  - **Clay:** 1 on Die (Normally no value)

- **Rock:** 2 on Die (Normally no value)
  - **Iron:** 3 on Die (Basic Metal)
  - **Nickel:** 4 on Die (Basic Metal)
  - **Platinum:** 5 on Die (Precious Metal)
  - **Rhodium:** 6 on Die (Precious Metal)
- **Player Side Designation:** This label denotes which side of the Asteroid Map a player plays on: Player 1 on the left and Player 2 on the right.
  - **Mine Entrance:** Players will place their Drill Cubes on the Mine Entrance space, which above their starting Excavation Sections: Player 1 (Red) on the left and Player 2 (purple) on the right.
  - **Excavation Section:** An Excavation Section is an area that must be completely excavated before a player can move onto the next section below. An Excavation Section can contain 2, 3 or 4 material units.
  - **Section Excavation Completed Space:** Each section has a square where you place your Drill Cube at the end of the turn when you have completely excavated that section.
  - **Unit Excavation Space:** If you only succeed in excavating one or some of the units in a section, then you must place your Drill Cube on a Unit Excavation Space equal to the number of units you were able to excavate that turn. (More details below)
  - **Excavation Tunnel:** To excavate a new Excavation Section below one you just completed in the previous turn, it must be connected to the new section by an Excavation Tunnel. You cannot jump to a new section below a section that you did not complete.
  - **Bid for Tender Space:** When the active player completes an Excavation Section that is linked to a section with 4 die faces (3/4/5/6), then they will have a “dice off” with their opponent in order to Bid for Tender for the lucrative Excavation Section linked to both their sides via multiple Excavation Tunnels. More on this in the **Bid for Tender Phase**.
  - **Final Section Excavation Completed Space for the Level:** When excavating the final section of the Asteroid, and you place your Drill Cube on this space, then the Asteroid is completely mined.

## Asteroid Map Card



## The Drill

On your turn, you may use 1 or all of your Component dice from the Drill.

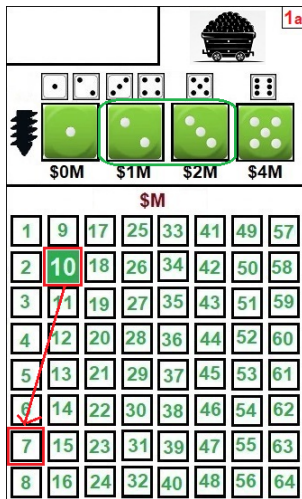
## Funding

When you use a green Component die from the Drill, you must pay for it by using funding:

- First Component square is free.
- Second Component square costs \$1M
- Third Component square costs \$2M
- Fourth Component square costs \$4M

If you are using a **white** Component die from the Drill, then your opponent *must pay* for it by using the funding amounts above.

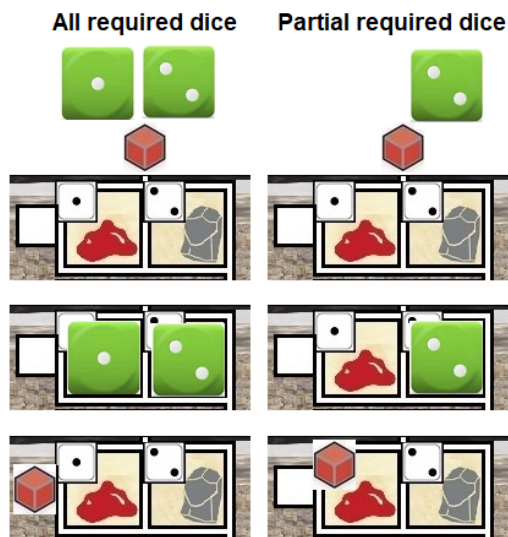
If you are using a **black** Component die from the Drill, then your opponent *gains* the amount for it by using the funding amounts above—and you pay nothing.



### Example:

You want to use the '2' Component green die and the '3' Component green die. The '2' Component die costs \$1M and the '3' Component die costs \$2M, for a total of \$3M. Your Funding track starts with a Tracking Cube on the \$10M spot. To show the purchase of \$3M in Component dice, move the cube back 3 spaces so it sits on the \$7M spot.

## Excavating the Asteroid



Excavating Examples

Once you have selected your Component dice, and paid for their cost in funding (unless you used white or black dice), you may place them on the Asteroid Map. There are two scenarios when excavating a section of the asteroid:

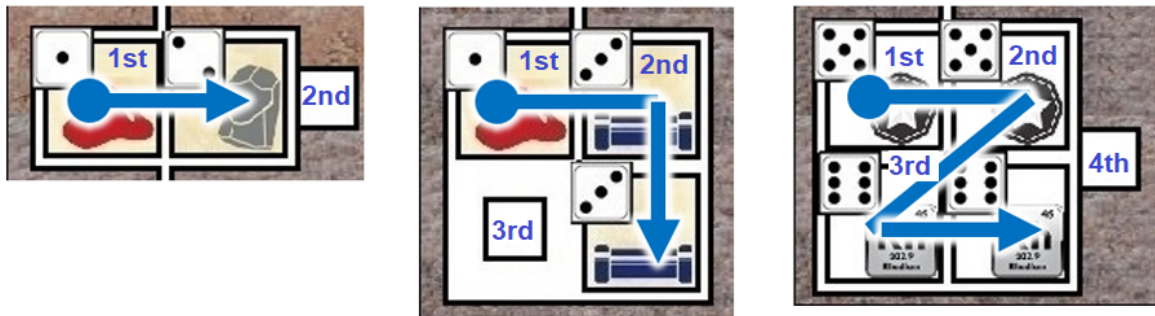
- Having all required dice
- Having only partial required dice

### All Required Dice

Let's say you want to excavate the first section of the Level I Asteroid. It requires two dice to fully excavate it: a 1 (Clay) and a 2 (Rock). On your turn you were able to achieve getting both of these dice from the Drill section of your player board. So you remove the 2 green dice from your board—remembering to pay for them by decreasing your funding (unless you used white or black dice)—and you place them in the top excavation section of the Level I card: The #1 die goes on the Clay icon and the #2 die goes on the Rock icon. Since both spots are filled by the drilling component dice, the section is considered **fully excavated**. You can remove the dice from the section, then move your Drill Cube from its space atop the mine shaft and place it into the Section Excavation Completed Space. This marks the section as fully excavated.

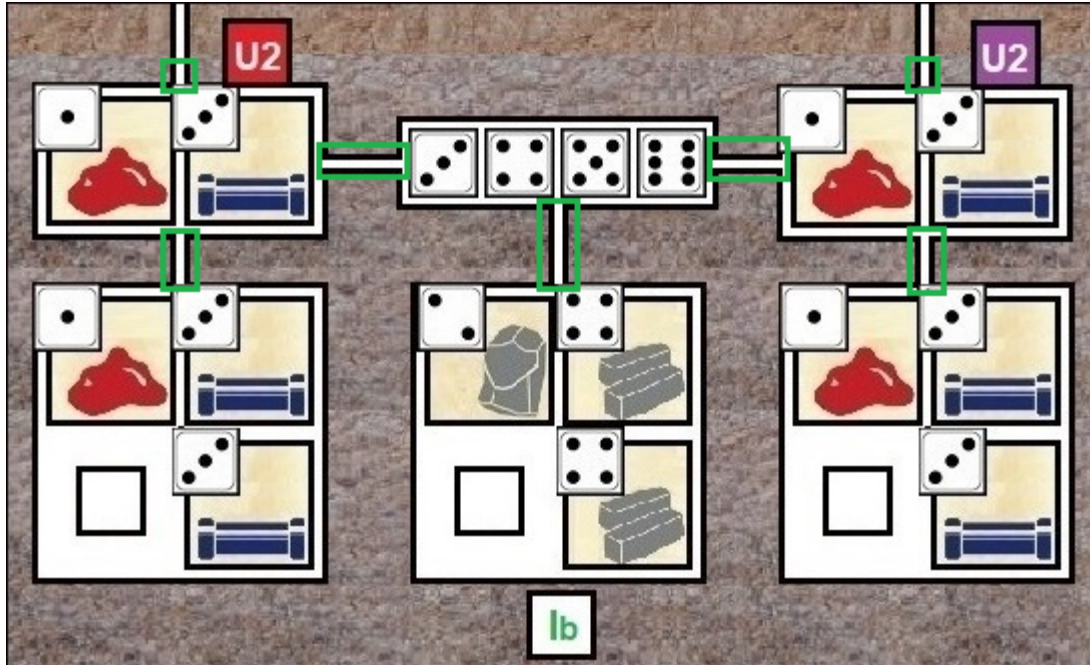
### Partial Required Dice

In this scenario you were only able to achieve to get one green die that matched one of the spaces in the top section: the 2 (Rock). So you remove the one die from your board—remembering to pay for it by decreasing your funding (unless you used white or black dice)—and you place it in the top excavation section of the Level I card: Placing the #2 die onto the Rock icon. Since only one spot is filled by the drilling component die, the section is only **partially excavated**. You can remove the die from the section, then move the Drill Cube from its space atop the mine shaft and place it into the Unit Excavation Space on the first unit—the 1 (Clay). You put it on the Clay *instead* of the Rock because even though the #2 die matched the Rock, you were only able to complete **one unit of the section**, so you place on the Clay icon because it *is the first unit of the section*. So *next* turn if you want to fully excavate this section, you will need to achieve generating another #2 die (Rock) component from the Drill.



Use the above patterns for marking a partially excavating a 2-Unit, 3-Unit and 4-Unit section.

**NOTE:** You may only excavate one section on your turn—once you have partially or completely excavated a section, then the Excavation Phase ends.

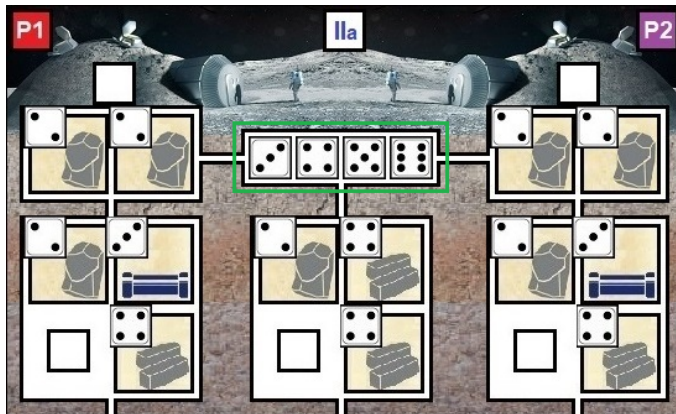


## Excavation Tunnels

### Excavation Tunnels

After you have excavated the first section of an Asteroid map, you will next excavate the section below. Each section below is connected to the first section by an Excavation Tunnel. You must use the Excavation Tunnels when selecting the next section to excavate. You cannot choose to excavate your neighbor's section next to yours because they are not connected by a tunnel.

### Phase 5 - Bid for Tender Phase



Bid for Tender Phase

When the active player completes an Excavation Section that is linked to a section with 4 die faces (3/4/5/6), then they will have a "dice off" with their opponent.

Players will use a Bid for Tender action to determine which mining company gets the right to excavate this more valuable section. The goal is to be the first player to have a 3, 4, 5 and 6 on their dice:

- Each player will receive 4 dice—the colors are irrelevant in this process.
- The 2 players will count to 3 together,

and then start rolling their respective dice pools.

- When a player rolls 1 or more of the target die faces (3, 4, 5 or 6), then they set them aside and keep rolling the rest.
- When a player has successfully rolled a 3, 4, 5 and 6, then they call "Done!"

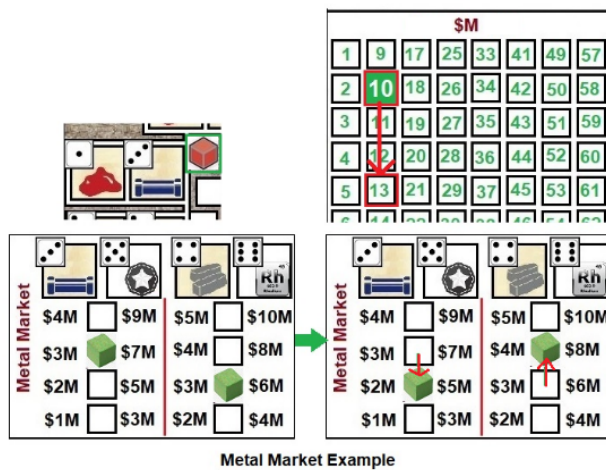
- That player has won the Bid for Tender and has sole access to excavate the shared excavation section.
- After the winning player has fully excavated the middle section, then they must return to their side of the map to excavate any further Excavation Sections.

### Phase 6 - Market Phase

After you have fully excavated a section, you may have the opportunity to sell to the Metal Market. To do so, you must meet two conditions:

- The section must be fully excavated. You cannot sell to the market from a partially excavated section.
- You must have metal to sell. You cannot sell either Clay or Rock to the Metal Market.

Example: Let's say you fully excavated the 2<sup>nd</sup> level section on the Level I Asteroid Map. It has a 1 (Clay) and a 3 (Iron). You cannot sell the Clay, but you can sell the Iron to the Metal Market. Currently the price set for Iron on the market is **\$3M**, which is determined by the green cube set on the 3<sup>rd</sup> space of the Iron/Platinum price track. When you sell your Iron, you move your funding up 3 spaces, so you move your tracking cube on your player board from **\$10M to \$13M**.



- After you have sold all the metals you excavated that turn, you must move the green Tracking Cube of the metals you sold down to mark a glut on the market, and if you didn't sell any metals of the other price track, then move that green Tracking Cube up to mark an increased market demand.
- If you sell metals from both price tracks, then both tracking cubes go down a level.
- If the metal price track is already at the bottom of the market of the one you sold, and if you didn't sell any metals of the other price track, you still move that green Tracking Cube up to mark an increased market demand.

- If the price track of the metals you didn't sell is already at the top of the market, you still must move the green Tracking Cube of the metals you did sell down a level.

So in the example we have been following, you would move the green cube from \$3M to \$2M for the Iron we just sold, and since we did not sell any Nickel or Rhodium this turn, we move the green cube up one space.

**NOTE:** If there were no metals sold this turn, then do not move the tracking cubes—the tracking cubes only move if someone sells to the Metal Market that turn.

**NOTE:** The Funding Track is unlimited. If you go past \$64M, then start back to \$1M and remember to add 64 to your score at the end of the game. If you reach \$0M, you can continue to play *unless* you are playing Player 1 in advance mode (Ecological Ability), in which case you will automatically lose since there are no Drill Components that cost \$0M.

## Phase 7 – Mining Equipment Upgrade Phase

	\$M				
1	9	17	25	33	41
2	10	18	26	34	42
3	11	19	27	35	43
4	12	20	28	36	44
5	13	21	29	37	45

Mining Equipment Upgrade

**Mining Equipment Upgrade Example**

Before a player's turn ends, they may choose to spend funding to upgrade their mining equipment. At the start of the game players have only the most basic asteroid mining equipment—if they roll a pair of 1's using their dice pool, they can add 1 or subtract 1 from a Component die in their Drill (I.E.: 3 into a 4, a 4 into a 3, 1 into a 6, a 6 into a 1, etc.). But if they want to be able to do more, then they can spend funding to upgrade their equipment to the next

level of power. So in this example, Player 2 spends \$4M to upgrade their mining equipment from basic to intermediate level, which allows them to add 2 or subtract 2 from a Component die if they roll a pair of 2's. After paying their funding, they can move their cube from the first [U1] space down to the [U2] space. They now use both pairs of 1's and 2's from their dice pool. If a player spent \$4M to get the 3<sup>rd</sup> level and then another \$4M to get to the 4<sup>th</sup> level, then they could use all pairs from their dice pool to manipulate the Drill dice.

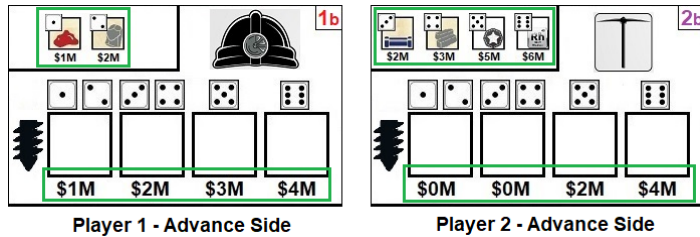
## Clean Up

When a player's turn is over, then do the following:

- If one or both players have fully excavated the last section of the current asteroid, and it was Player 2 who just completed their turn, then do the following:
  - Remove the tracking cubes from the asteroid card. (If Player 2 has not fully excavated their asteroid, they still must stop excavating that asteroid and start on the new one next turn).
  - If the cards were Level I, then replace them with the 2 Level II Asteroid Map cards, or If Level II, then replace with Level III.
  - If it was Level III, then the game is over—see **Game End**.
  - Replace the Level I Event cards with the Level II Event cards, or the Level II Event cards get replaced by the Level III Event cards.
  - The player with the lowest funding becomes the Starting Player for the next level—  
**NOTE: Players keep the same player boards and do not change seats!**
- Hand over all the dice to the new active player.
- The new active player starts Phase 1 by rolling the blue Event die and determining which of the 6 events on the 2 Event cards will trigger. If they roll the same event number on the blue Event die as the previous turn, then they reroll the die until they get a different result.

## Advanced Version

The Advance Version of Asteroid Miners introduces asymmetrical abilities to the game—it is recommended that players play the regular version of the game a few times to familiarize themselves with the mechanics of the game before tackling the Advanced Version. Each Player Card has 2 sides: The Regular side [a] and the Advance side [b]. There are two differences between the regular side and the advance side of the player boards, which results in asymmetrical play.



Player 1 - Advance Side has the **Ecological Ability**:

- **Pro:** When Player 1 fully excavates a section, they may sell any Clay they excavated for \$1M each, and sell any Rock they excavated for \$2M each.
- **Con:** Instead of paying

\$0/\$1M/\$2M/\$4M for their Drill components, Player 1 must pay \$1/\$2M/\$3M/\$4M (because they use more ecological methods to excavate asteroids, it costs them more to do so). If you reach **\$0M**, then you will automatically lose because no Drill components cost \$0M.

Player 2 - Advance Side has the **Scavenger Ability**:

- **Pro:** Instead of paying \$0/\$1M/\$2M/\$4M for their Drill components, Player 2 is allowed to pay \$0/\$0M/\$2M/\$4M (because they are scavengers and they cut corners to excavate asteroids, it costs them less to do so).
- **Con:** When Player 2 fully excavates a section, they sell their metals on the Black Market, which has fixed prices:
  - **Iron:** \$2M
  - **Nickle:** \$3M
  - **Platinum:** \$5M
  - **Rhodium:** \$6M
- Since Player 2 sells exclusively to the Black Market, the selling of their metals during Phase 6 – Market Phase *does not* affect the Metal Market.

How different Phases are affected in the Advanced Version:

- **Setup:** Place the player boards with [1b] and [2b] face up.
- **Phase 1 – Event Phase:** Player 2 is not affected by the following events:
  - Get +\$1/\$2/\$3/\$4M for each Iron/Nickel/Platinum/Rhodium you sell this turn.
  - Before selling Iron/Platinum or Nickel/Rhodium, raise the Market up one spot.
  - Before selling Iron/Platinum or Nickel/Rhodium, lower the Market down one spot.
  - You may sell only 1 Iron/Nickel/Platinum/Rhodium this turn.
- **Phase 3 – Modify Dice Phase:**
  - **White Dice:** When using the white dice, the opponent must pay the value of the component of the *active player's* Drill Components, not the opponent's value.
  - **Black Dice:** When using the black dice, the opponent gains the value of the component of the *active player's* Drill Components, not the opponent's value.
- **Phase 6 – Market Phase:**
  - Player 1 does not affect the Metal Market prices when they sell Clay and/or Rock—values of metals will not go up or down after they sell non-metal materials.



- Player 2 does not affect the Metal Market prices when they sell their metals to the Black Market—values of metals will not go up or down after they sell.

## Game End

The game ends in one of two ways:

- Player 1 had fully excavated the last section of the Level III Asteroid Map card on their previous turn, so Player 2 has one last turn to try to do the same. If Player 2 fails on fully excavating their last section, the game still ends at the end of their turn.
- If Player 2 fully excavates the last section of the Level III Asteroid Map card on their turn, then the game ends at the end of their turn—even if Player 1 has not fully excavated their last section.

Whichever player has the most funding wins. If there is a tie, then the player with the highest level of upgraded mining equipment wins. If there is still a tie, then both players must share the victory.

**NOTE: The Funding Track is unlimited. If you go past \$64M, then start back to \$1M and remember to add 64 to your score at the end of the game.**

## Variants

### Shorter Game

If players want to play a shorter game of Asteroid Miners, then they can play using the following changes:

- Start with Level II Asteroid Map cards instead of Level I.
- Use the 2 Level II Event cards.
- Place the Funding Tracking Cube on the “15” space of the Funding track [**\$M**] instead of “10.”
- Place their Mining Equipment Upgrade Tracking cube on the 2<sup>nd</sup> space of the Mining Equipment Upgrade track: The [**U2**] spot instead of the [**U1**] spot.

This will roughly simulate players having reached the second level of mining asteroids with equal scores—thus eliminating playing the first level and cutting the game time by a third.

### Metal Market Reset

At the beginning of each new asteroid (II and III), the active player will reroll the starting values of the Metal Market.

Designer: John Gibson

Cell: 403-801-4431

Email: [ThatCowboyGuy@gmail.com](mailto:ThatCowboyGuy@gmail.com)