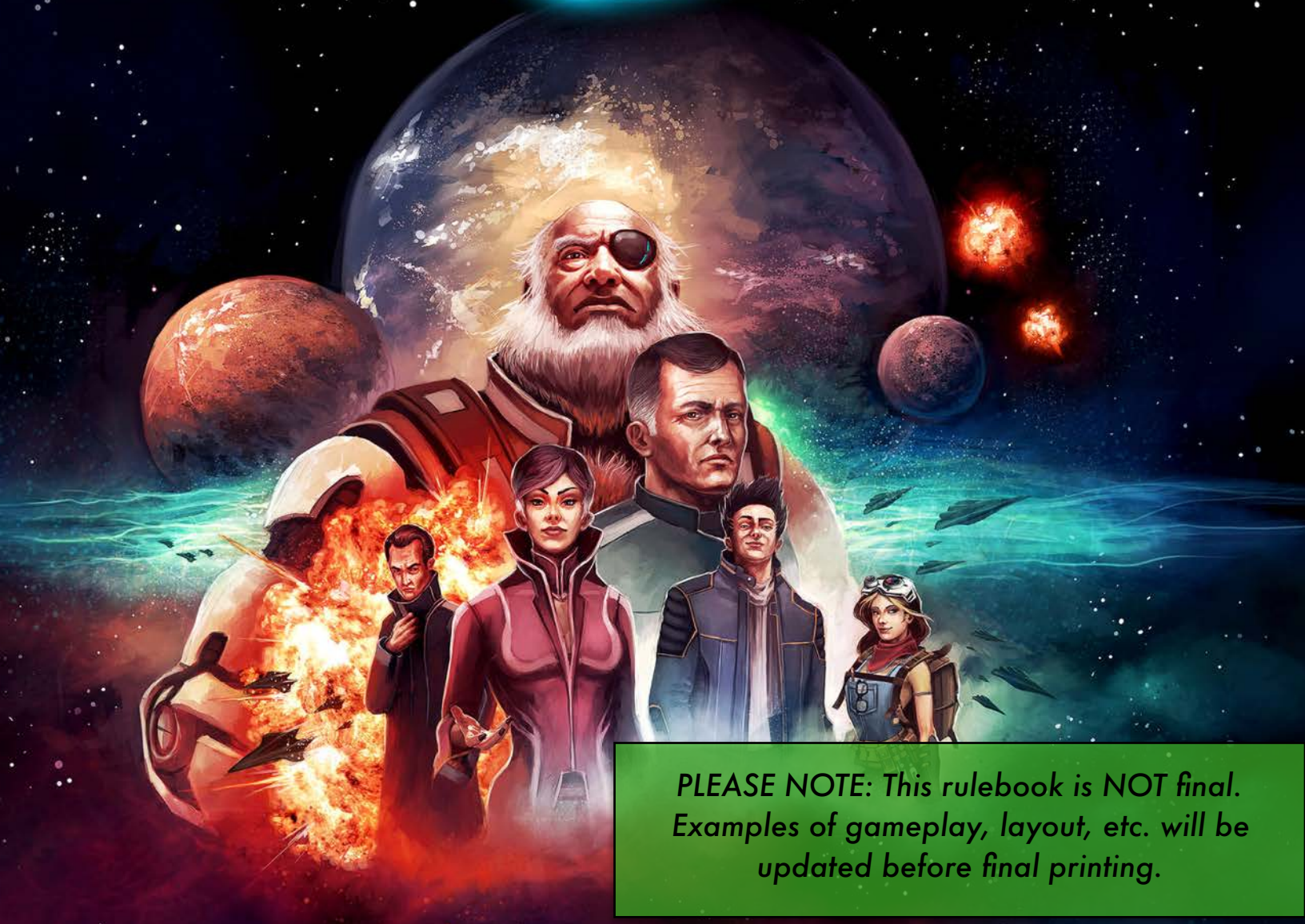
SECTOR PRIME



PLEASE NOTE: This rulebook is NOT final. Examples of gameplay, layout, etc. will be updated before final printing.

SECTOR PRIME

In Sector Prime each player takes on the role of a mining company seeking to increase it's profits by establishing operations in a new sector of space.

Initially you will be focused on securing nearby systems and gathering Traxium crystals. After a few turns rival corporations may begin to battle for the systems under your control, while others defend their planets by building shields and starting construction on their own Mining Control Stations.

Your challenge will be striking a balance between expanding your domain, slowing down your opponents, and completing your Station. Only then will you earn the coveted title of Sector Prime.

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1. Game Overview

As a 4x game, it consists of 4 basic elements of game play, *exploring, exploiting, expanding* and *exterminating*. In Sector Prime these four elements are divided into the 3 phases of each turn.

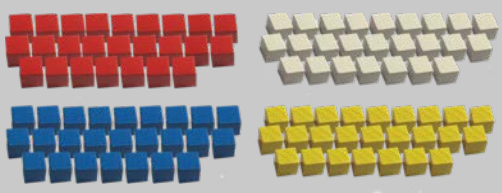
In Phase 1, the Move phase, you *explore* and secure planets within the sector.

In Phase 2, the Battle or Build phase, you will have to decide between either *exterminating* the competition who are preventing you from carrying out your mining operations or *expanding* your control by building refineries, jump bridges, force fields or the next section of your Station.

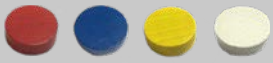
In Phase 3, the Mine phase, you will *exploit* the Traxium crystals from the planets under your control.

The first player to complete construction of their Station wins the game!

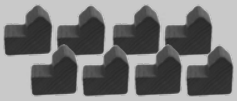
2. Game Components



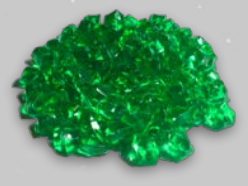
100 Mining Drones



4 Fabricators



8 Refineries



100 Traxium Ore Crystals

Section 2 (d8)

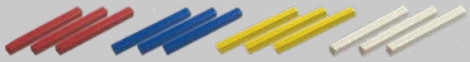
Section 1 (d10)

Base (d12)

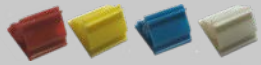
12 Station Dice

1 Algorithm Die

6 Character Cards



12 Force Fields/Jump Bridges

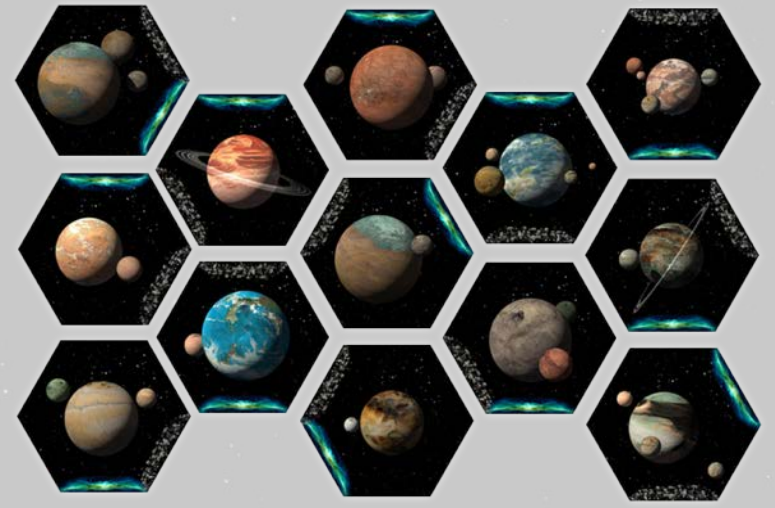


Station Card Holders

4 Screens

Station Base | Station Section 1 | Station Section 2 | Station Section 3

4 Sets of Station Sections



13 Tiles

3. Dice Equalizing Mechanics

Dice are an integral part of Sector Prime. We have worked hard to balance the dice so that the game is not simply decided by a lucky roll. At the same time, the dice do allow an element of randomness which is present in the reality of any endeavor in the real world. For instance, while mining Traxium a drone may malfunction and cause the entire shipment to be lost; or a solar flare may disrupt communications resulting a poorly orchestrated battle.

The following are the various game mechanics which help to mitigate the role of the dice during the progress of the game:

- During the 1st phase of a turn, you can purchase a re-roll for 3 Traxium crystals if you feel the roll was poor (e.g., 1, 2 or 3).
- As players construct their Stations, the size of their die is reduced. This will make battles and increasing production a bit more difficult preventing a runaway winner.
- Whenever you are involved in a battle, by either attacking or defending, the number of each player's drones is added to their respective dice rolls. This minimizes the effect of a low roll, but still allows an occasional win by the weaker player.
- Also when involved in a battle, by either attacking or defending, players also add 1 or 2 to their respective dice rolls based on the level of construction of the Station. This also helps to minimize the effect of a low roll.
- Due to the diminishing size of your die, during the 2nd phase of a turn, when attempting to construct a refinery, your odds at success are greater earlier in the game before starting to build your Station.
- During the 3rd phase of a turn, when attempting to increase production, the number of planets under your control and any refineries on those planets are added to your dice roll.
- The Character cards give each player specific abilities that, if used appropriately, give them a unique advantage despite an occasional poor roll.

All of the above factors combine to balance the game, avoid runaway winners and give even an apparently weak player an opportunity to make a comeback. Ultimately, learning to play through a few seemingly bad rolls without giving up hope of victory is what will prove that you deserve to be Sector Prime.

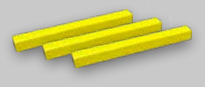
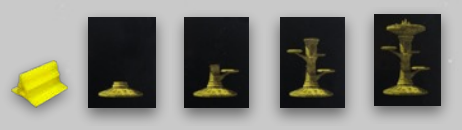
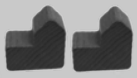
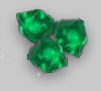
4. Initial Setup

Step 1:

Players choose their color. *(Determine this in whichever way you like.)*

Step 2:

Distribute the following pieces to each player according to their chosen color:

- 25 Mining drones
- 1 Fabricator
- 3 Force Field/Jump Bridges 
- Station Dice (d12, d10, d8)
- Station holder and 4 Station sections 
- 2 Refineries 
- 3 Traxium crystals 
- 1 Screen

Step 3:

Place the remaining Traxium crystals in a designated location on the table.

Step 4:

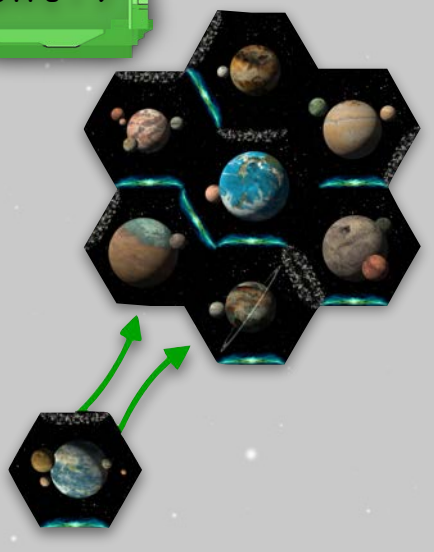
Place the Algorithm die on the table.

4. Initial Setup (cont.)

Step 5:

Place the planet tiles on the table.

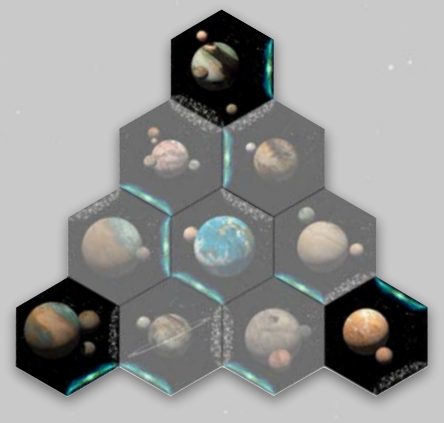
- 2 Players: 7 tiles
- 3 Players: 10 tiles
- 4 Players: 13 tiles

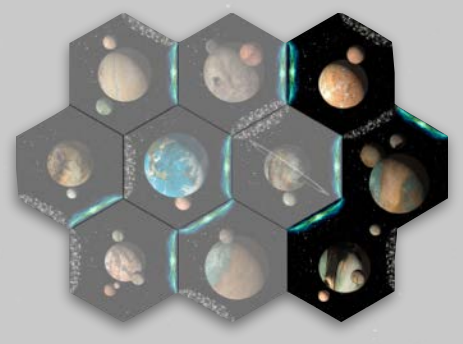


Shuffle them and randomly lay out the first 7 tile in the pattern shown here (a center tile and 6 others surrounding it). The particular planets and the orientation of the tiles is not important. In fact they should be different every time you play.

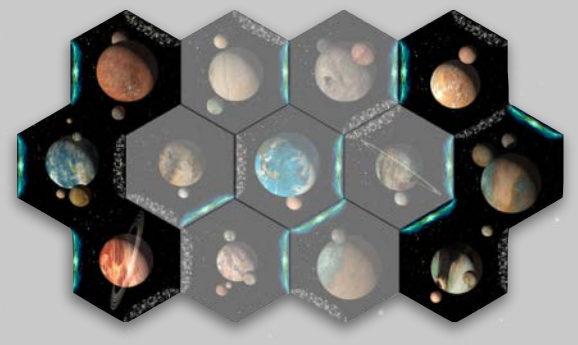
Then add 3 tiles for each additional player.
Tiles can be placed anywhere as long as two edges are in contact with an existing tile.

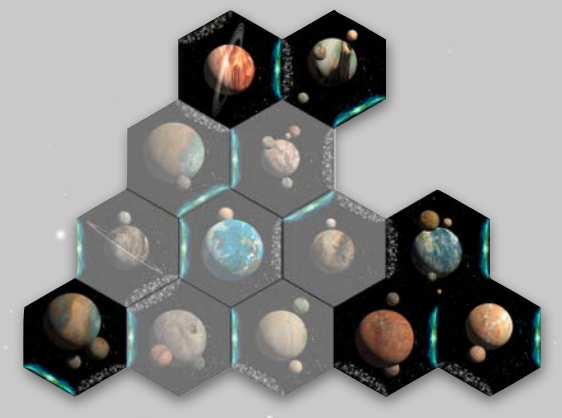
Two of several different layouts for a 3 player board are shown here.





Two of the many different layouts for a 4 player board are shown here.





4. Initial Setup (cont.)

Step 6:

Determine a Player to go first. *(Determine this in whichever way you like.)*

- Then play continues clockwise around the table.

Step 7:

Each player randomly draws a Character card.

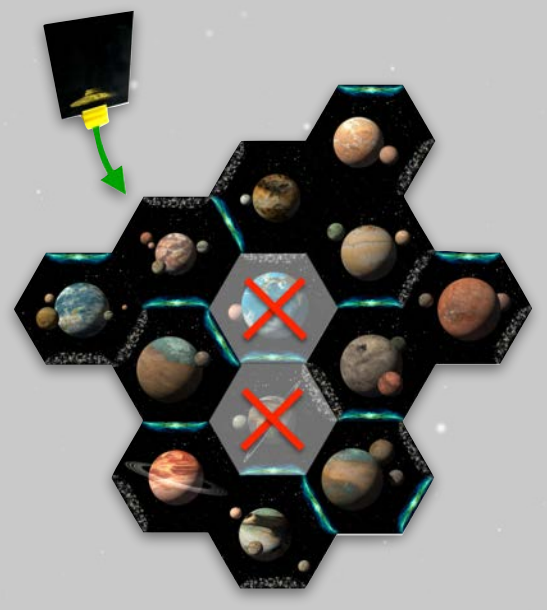
- Keep it hidden until all players have chosen their Station tile. You don't want to give away your advantage while others are choosing their tile.

Step 8:

Each player in turn chooses a tile and places the Base section of their Station and 3 drones on it.

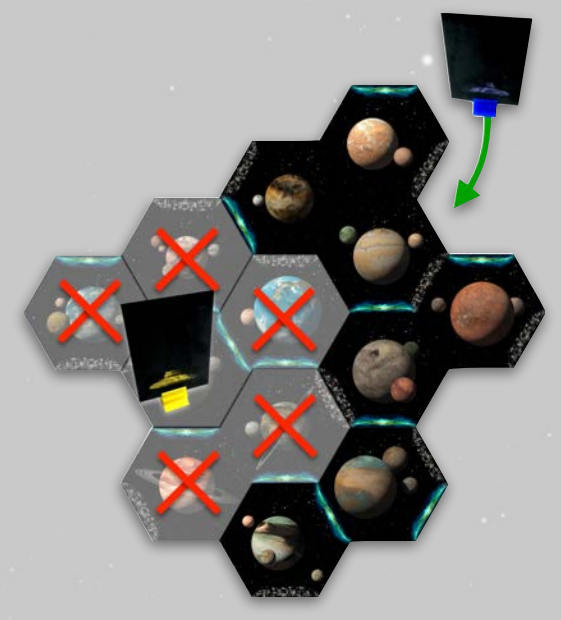
- Station can be placed only on the outer tiles.
- Keep one tile open between Stations, *if possible.* Due to the layout of the tiles and where others have chosen to place their Stations there are times when you can build on a tile next to another player *(see the placement of the 4th player in the following example)*.

Example: In this tile layout, the *first player* chooses any tile that is on the outside edge.

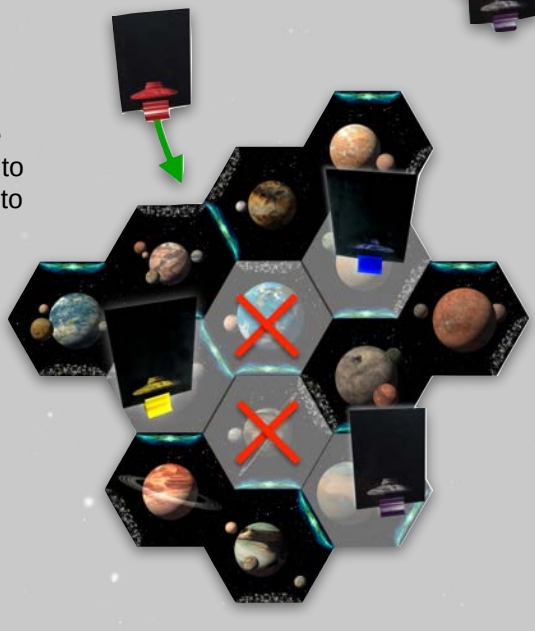


4. Initial Setup (cont.)

The *second player* and then the *third player* can choose any tile that is on the outside edge and is also separated by at least one tile.



The *fourth player* also chooses a tile that is on the outside edge, however since all tiles are adjacent to the other player's Station tiles, he* does not have to leave an open tile between his Station and other players.



Step 9:

First player now starts his turn.

*In this guide, the players will be variously referred to as "he or "she."

5. Turn Overview

Phase 1: Move

In this initial phase of the turn you will move drones out onto the board to either seek out new planets to mine or strengthen existing operations.

Try to anticipate what the other players are planning. You may need to move a drone onto their planets to disrupt their mining. Or perhaps you need to reinforce vulnerable areas in case of an attack.

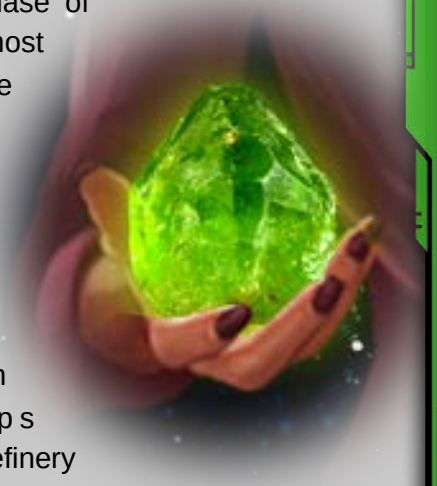
Phase 2: Battle or Build

In the second phase of the turn you need to choose to either battle or to build. Weigh the decision carefully. If you suspect another player is about to build up his Station, it may be time to invade and try to put a drone on his Station tile in order to stop construction. Does another player have enough Traxium to build? Paying attention will help you to decide when to hold of an invasion and build instead.

Don't start to construct your Station too early, you will lower your chances of successfully increasing production. On the other hand, building refineries will get you more Traxium, but should you have built a Force Field instead?

Remember, the goal is to build your Mining Station, not to control the entire board. So don't get sidetracked with constant battles, while another player quietly builds his Station.

Phase 3: Mining



The final phase of the turn is the most important. It's the time when you collect what you've come to this sector to obtain, Traxium Crystals. You've set your drones in place, perhaps you've setup a refinery or two. What will your efforts yield this turn? The cautious miner will play it safe and simply take the default amount. Slow and steady may work for him. But why play it safe? Push your drones to the limit and play the odds, you could double your yield of crystals with a quick roll of the dice and speed your way to victory. But of course, there is a risk that a few drones will burn out and you could lose the entire shipment!

The decision is yours. If you weigh your options and plan your strategy carefully you may just become the next Sector Prime.

6. Turn: Phase 1

Phase 1: *Explore*

At the start of your turn remove any of your men left on an opponent's Station tile.

Roll Station die

The number you roll is the number of Movement Points that you have to use.

If you aren't happy with the number rolled, you can buy a re-roll for 3 crystals.

Move your drones

Refer to the image below to see how the obstacles on each tile will affect your movements.

You don't need to use all the Movement Points that you roll, but if you do have any remaining, once you move to Phase 2 you can no longer use them.

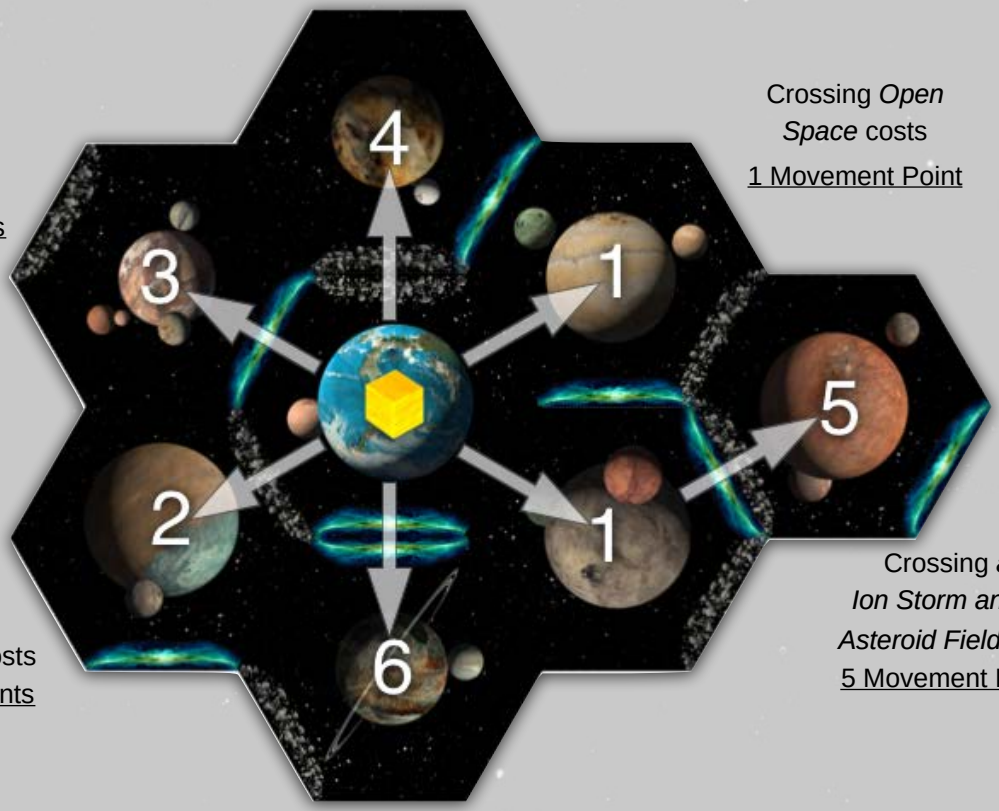
There is a maximum of 10 drones per player, per tile. This refers to mining drones only, the Fabricator does not count toward the maximum number.

As you can see in the chart below, Open Space is nullified on the edge of a tile which is adjacent to an Ion Storm or an Asteroid Field.

Crossing *two Asteroid Fields* costs 4 Movement Points

Crossing an *Ion Storm* costs 3 Movement Points

Crossing *Open Space* costs 1 Movement Point



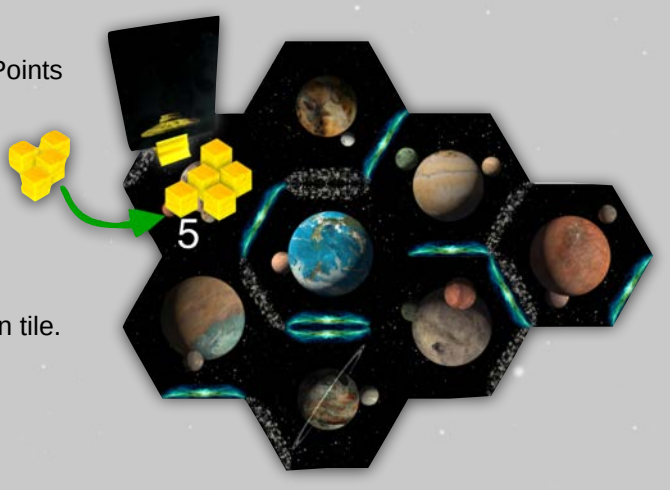
Crossing an *Asteroid Field* costs 2 Movement Points

Crossing *an Ion Storm and an Asteroid Field* costs 5 Movement Points

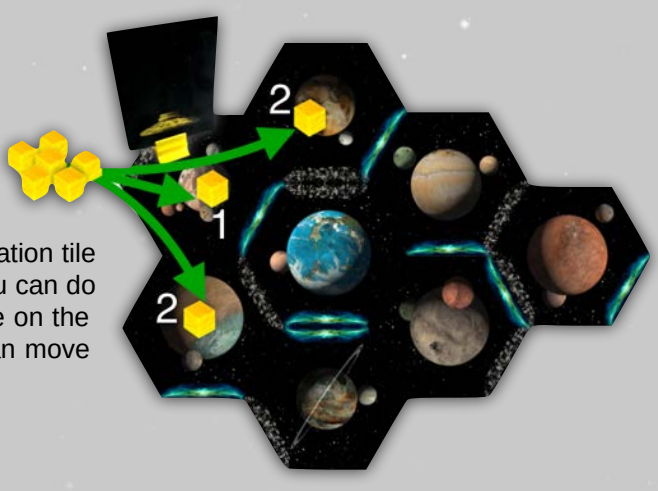
Crossing *two Ion Storms* costs 6 Movement Points

6. Turn: Phase 1 (cont.)

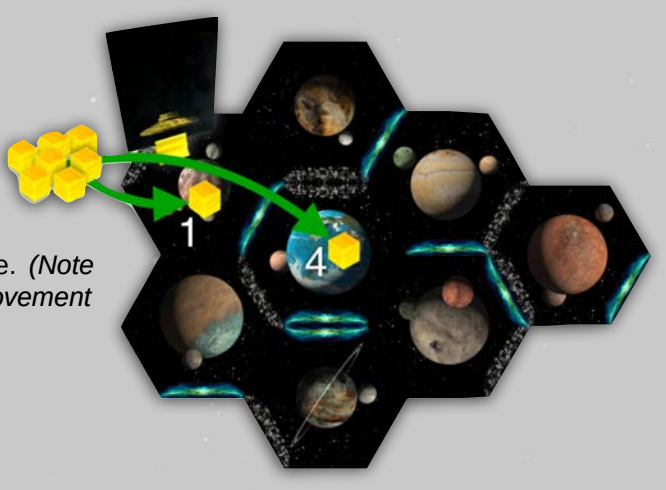
Example:
You roll a (5) and you now have 5 Movement Points to use in any combination you want.



Option 1:
You can move 5 of your drones onto your Station tile.



Option 2:
Or you can move one drone through your Station tile and then onto the adjacent tile to the left. You can do the same with another drone going to the tile on the right. With your final Movement Point you can move one drone onto your Station tile.



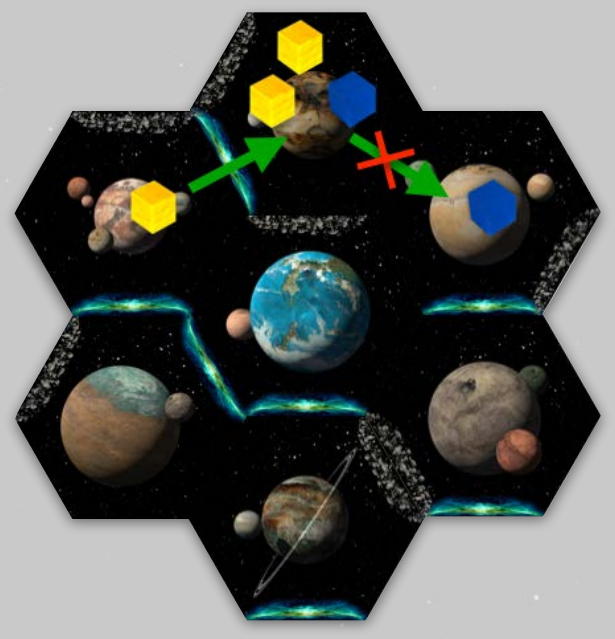
Option 3:
Alternatively, you can move one drone onto your Station tile. Then move another drone through your Station tile onto the center tile. *(Note that crossing an Ion Storm costs 3 Movement Points.)*

6. Turn: Phase 1 (cont.)

Drones are programmed with two base protocols:

1) Mine crystals.

2) Defend the mining claim.



This explains why that when even one drone of another player enters an occupied tile the drones switch to their secondary protocol of defense and can no longer mine.

You may move drones into, but not out of a disputed tile. Once you enter a tile with drones from another player, it becomes disputed and neither can leave the tile until one of the player's drones have been removed through a battle.

7. Turn: Phase 2

Phase 2: Battle OR Build

You can choose to either initiate a *battle* with another player to try and remove his drones from a tile.

OR

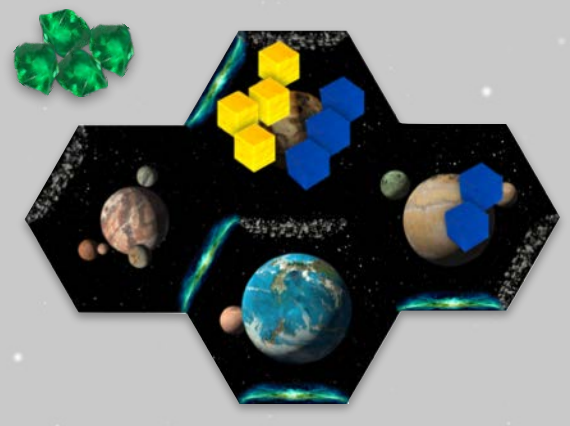
You can *build* new items in order to expand your mining operation.

You cannot do both on the same turn

If you choose to Battle:

You must *already* be on a disputed tile, one with at least one other player. If 2 or 3 players have drones on the tile, you need to battle with them separately. You, as the attacker, must have 1 crystal for *each of your drones on the tile*, unless you are on your Station tile. Battles originating on your Station tile do not require crystals, in other words, no crystals will be given to defender if you lose.

Example: In the image below, Yellow player will need 4 crystals in order to initiate a battle with Blue player. The crystals should be placed in view on the table.



Next, the two players in the battle each roll their Station die. They then:

- Add 1 to their roll for each of their drones in the battle.
- Add 1 to their roll for each Station section they have built.

The loser then removes half of his drones, rounding down if an odd number. If he only had one drone, it is lost. If there is a tie, the defender wins.

Additionally, if the *attacker* lost the roll, he must give the defender 1 crystal for each of his drones that were removed.

You may continue to battle as long as you have drones on the tile.

Drones which are lost in a battle simply return to your supply and can be used again moved onto the board on a later turn.

Battles can continue all the way down to a single drone because even a lone drone can wreak havoc. *Never give up, there's always a chance!*

7. Turn: Phase 2 (cont.)

Example: In the image below, Yellow is beginning her attack of Blue.

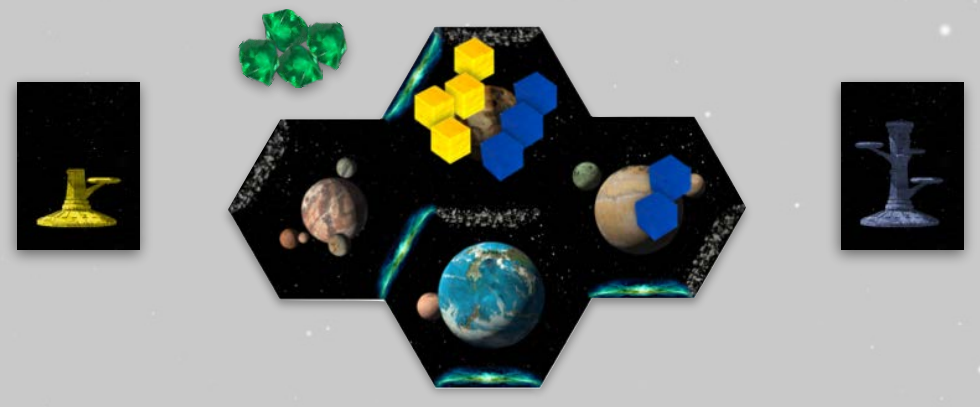
Yellow rolls a 7, then she adds 4 for the number of drones on the tile, and finally adds 1 since she has built Section 1 of her Station.

The TOTAL for Yellow is 12. (7+4+1=12)

Blue rolls a 6, then he adds 3 for the number of drones on the tile, and finally adds 2 since he has built Section 2 of his Station.

The TOTAL for Blue is 11. (6+3+2=11)

The winner is Yellow! Blue must now remove half of his drones, but since he has an odd number, he rounds down and removes 1 drone.



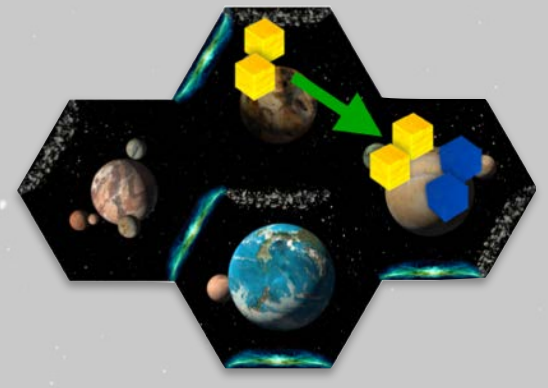
Battle Charge:

After a successful Battle clearing a tile of enemy drones, you receive 1 bonus Movement Point for every 2 of your drones left on the tile, you may then move to another tile (or tiles). This enables you to push deeper into another players territory or expand your control and defenses around your Station tile.

Any of your drones that are moved to an occupied tile, MUST battle at least once in each tile. You may battle charge again each time you successfully clear a tile. Continue to start as many different battles as you want, and as the attacker, you can stop at any time.

Example: Let's assume that Yellow had continued her attack and defeated Blue in the battle above. Since she has 4 drones left, she now receives 2 Movement Points.

If she chooses, she can move two drones onto the next tile. If she does, she must battle at least once.



7. Turn: Phase 2 (cont.)

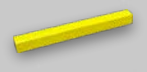
If you choose to Build:

You must have at least 5 drones and the Fabricator on an undisputed tile in order to build. Once construction is complete, they can be moved to another tile on a later turn.

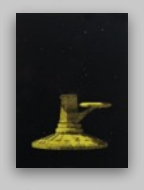
The Fabricator is moved in the same manner as the mining drones. However, the Fabricator has no value in battles and if it is left ever alone on a tile, it immediately returns to the owner's supply.

Construction Cost List:

Refinery costs 3 crystals to attempt. *(see pg. 17)*

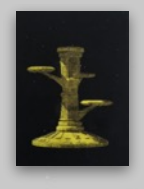


Force Field/Jump Bridge costs 5 crystals



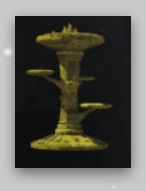
Station Section 1 costs 12 crystals

(switch to d10 Station die after construction)



Station Section 2 costs 15 crystals

(switch to d8 Station die after construction)



Station Section 3 costs 18 crystals

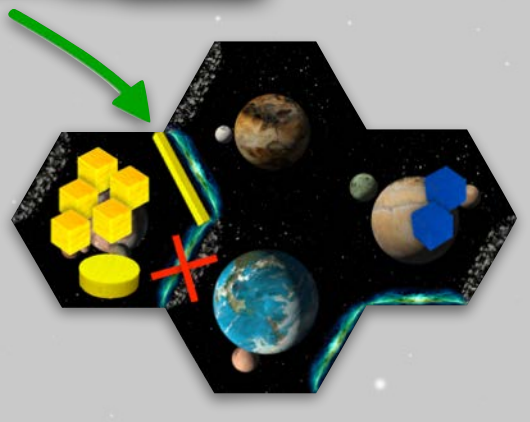
(You are the Sector Prime, you win!)

7. Turn: Phase 2 (cont.)

Force Field:

You CANNOT pass thru another player's Force Field and they cannot be destroyed.

A Force Field can be built *next to* but NOT *on* Asteroids or Ion Storms. This means that the edge of the tile that you wish to build on must be open space.

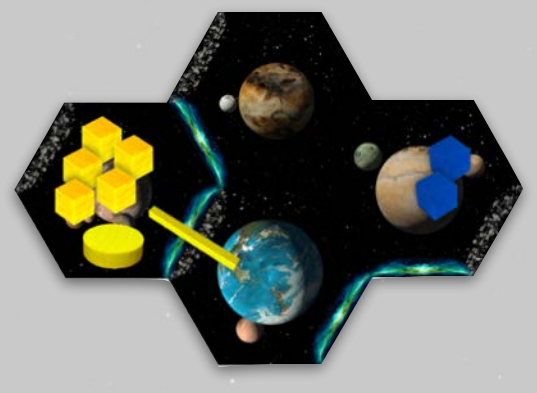


Jump Bridge:

A Jump Bridge allows you to cross Ion Storms as if it were open space. You CANNOT cross another player's Jump Bridge, but you can build your own next to it. Jump Bridges cannot be destroyed.

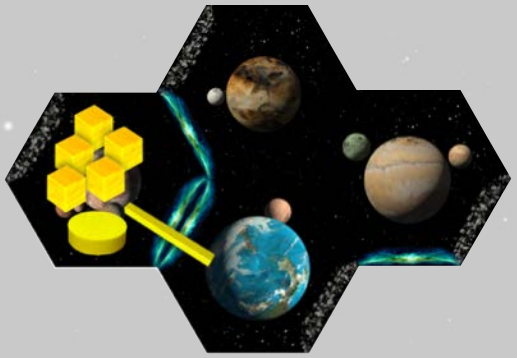
You cannot build a Jump Bridge across an Asteroid Field they are only effective on Ion Storms.

Example: In the image to the right, the Jump Bridge nullifies the Ion Storm, but travel thru the Asteroid Field is not affected. So moving between these two tiles now costs only 2 Movement Points instead of 5.

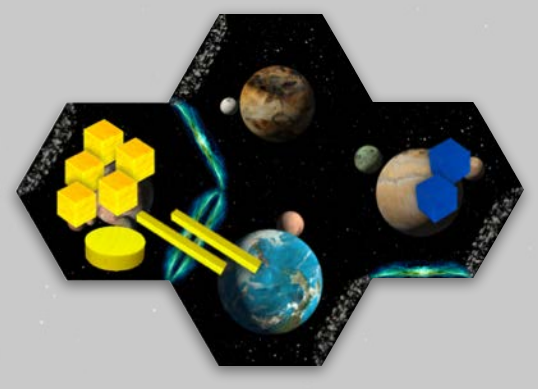


You will need 2 Jump Bridges to nullify a double Ion Storm.

Example: In the image below, one Jump Bridge nullifies the first Ion Storm, but travel through the second Ion Storm is not affected. Thus moving between these two tiles costs 3 Movement Points.



Example: In the image below, one Jump Bridge nullifies the first Ion Storm, and another Jump Bridge nullifies the second Ion Storm. This essentially creates Open Space between these tiles, thus moving between these two tiles costs only 1 Movement Point.



7. Turn: Phase 2 (cont.)

Refinery:

A Tile with a refinery doubles your Traxium crystal production. It also adds 1 to your roll when attempting to increase production.

When attempting to build a refinery, you **first** pay 3 crystals. You **then** roll your current Station die and Algorithm die.

You need a combined total of 10 or higher to successfully build the refinery. Because of varying planetary conditions, construction with occasionally fail. If your attempt was not successful, you may pay to try again.

Example: After paying your 3 crystals you roll a 12 and an 8 for a total of 20.

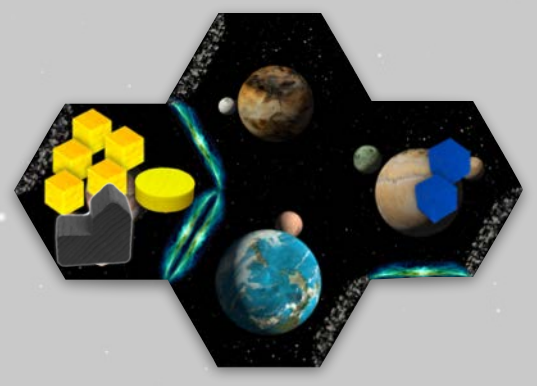
You successfully built a refinery!

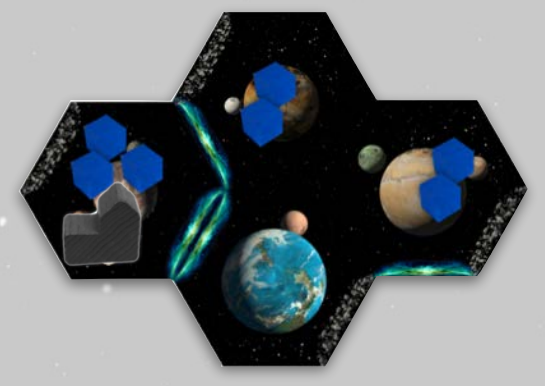
However, if you had rolled 6 and a 3 for a total of 9, construction would have failed. You can now pay 3 crystals if you'd like to try again.

You need to protect your refineries because they can be used by whichever player controls the tile.

If you capture a tile that contains a refinery in a battle, the refinery becomes yours. It stays on the tile and cannot be moved.

Example: In the images below Yellow first built the refinery, but later lost it in a battle with Blue.





8. Turn: Phase 3

Phase 3: Mining

You can choose **Standard Production** and simply collect the default amount of Traxium crystals.

OR

Choose to attempt **Increased Production** and receive double the amount of Traxium crystals.

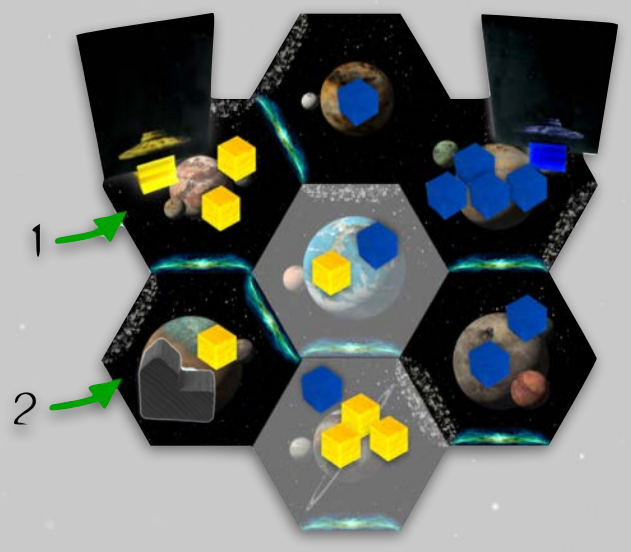
You cannot do both on the same turn.

If you choose Standard Production:

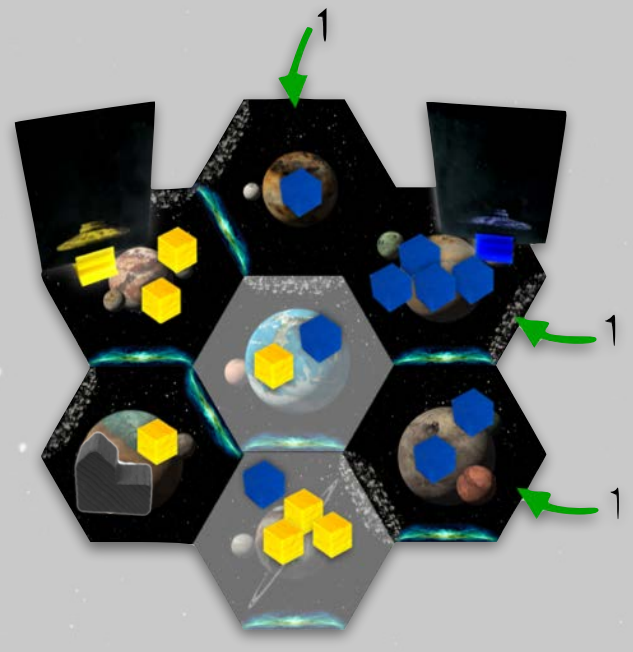
Collect 1 crystal for each tile that you control. Then add 1 crystal for each refinery on those tiles. *The number of drones on a tile has no bearing on the number of crystals collected.*

Example: In the image to the right, if it is Yellow's turn she would collect 3 crystals. She controls 2 tiles, but the tile with a refinery produces 1 extra crystal.

Note: *No one collects from the 2 tiles in the center since they are disputed.*



Example: In the image to the right, if it is Blue's turn he would also collect 3 crystals. He controls 3 tiles and has no refineries.



8. Turn: Phase 3 (cont.)

If you choose to attempt Increased Production:

Roll your Station die against the Algorithm die. Then add 1 to your roll for each tile that you control and then add 1 to your roll for each of your refineries on those tiles.

If your total is HIGHER than the Algorithm die, collect *double the amount* of crystals.

If your total is EQUAL to or LOWER than the Algorithm die, collect *no* crystals.

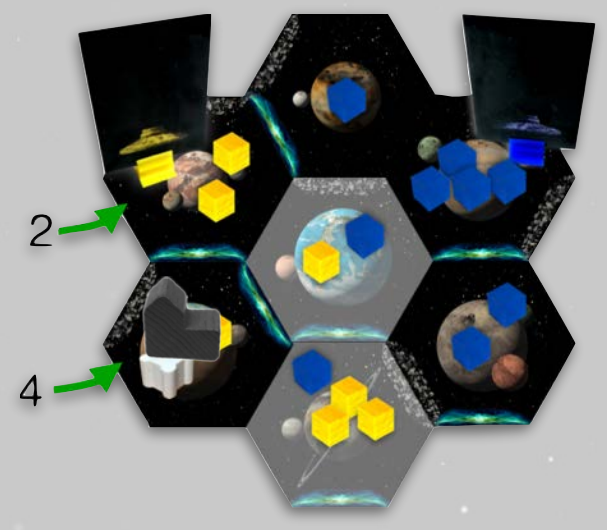
Increasing Production is a gamble because the drones sometimes malfunction under the increased load and the production of Traxium is lost.

Example: Using the previous example, it is Yellow's turn and she rolls to increase production.

She rolls an 8 on her Station die and a 10 on the Algorithm die. She then adds 2 for the tiles she controls and adds 1 more for the refinery.

Now her total is 11, she wins and collects 6 crystals!

Note: *You CANNOT hold more than 25 crystals at the end of your turn.* The crystals are unstable when kept in large quantities. Crystals in excess of 25 return back to the main supply.



9. Winning the game!

The first player to complete construction of their Station wins the game!

As soon as that is done the game is over and there are no more turns. Shuffle the tiles and Character cards and play again!

10. Character Cards

Character Cards:

These cards give each player specific abilities during the game. These abilities are based on the number of undisputed tiles that are controlled at the time it is used. This can change at any time during your turn or that of another player. The basic ability requires that you control at least 1 tile. The secondary ability requires that you control at least 3 tiles.

Your Station tile is not automatically under your control. It can be lost if another player leaves a drone on it. However, at the start of your turn any opposing drones are removed and control is always regained.

Player Card Distribution:

Default:

Before choosing a Station Tile, each player draws a card at random and keeps it hidden until all players have chosen.

Using this method encourages each player to look at the board differently and adjust his strategy.

Optional:

After choosing Station tiles, choose Player Cards in reverse order.

This will give the player who had last choice in location, the first choice of Character card. This is another way to keep the game balanced for all players.

11. Glossary

Algorithm Die

This die is used when you attempt construction of a Refinery and when you attempt to increase you production of Traxium. In each of these cases you will be pushing the drones beyond their standard processing ability and thus occasionally the process will fail.

Asteroid Field

Navigating the asteroids takes more calculations than traversing open space, thus slowing down the drones as the travel through.

On each tile there is one edge with an Asteroid Field. It costs 2 Movement Points to move across open space. *(see pg. 10.)*

Battle Charge

This unique ability allows you to move your drones during the second phase (*something normally impossible*). It will allow you to charge deep into a rival player's territory, something otherwise impossible.

After successfully clearing a tile you will receive 1 Movement Point for every two drones one that tile. You can use them to move those drones in any way you like, but if you enter a tile occupied by an opponent's drones, you must battle at least once. Thereafter you can stop if you wish.

Battle or Build Phase

This is the second phase of your turn. In it you must choose to either Build or to Battle. You *cannot* do both on the same turn.

If you choose to build you need to have the Fabricator and five drones on the same tile and it must be undisputed.

Should you choose to battle you will need one Traxium crystal of each drone on the tile, since all will be joining in the attack.

Character Card

To help you get an edge in this cut-throat business, each company will hire a specialist to direct their mining operations. Each of these individuals has their specific area of expertise to help you gain an advantage over your competition.

The base ability can be used as long as you have at least one tile under your control. The next ability becomes yours once you control 3three or more tiles. This can change at any point during yours or another player's turn. *(See Disputed/ Undisputed Tiles below.)*

Disputed Tile

A disputed tile is one with drones of more than one player. While in this state, no one can move out of that tile nor can they mine Traxium.

Fabricator

The fabricator is your robotic builder. He is needed in order to do any construction. He will utilize five mining drones ignorer to accomplish the building project.

He moves in the same manner as the mining drones, but can never be on a tile by himself. Thus at the end of a battle where all your drones were lost, the fabricator himself is removed as well. *(They are removed from the board, not from the game.)*

Force Field

The only way to keep rival drones from coming into your territory is to build one of these. They cannot be destroyed and they can only be crossed by the played who constructed it.

4x Game

A 4x game consists of 4 basic aspects of game play, *explore, expand, exterminate* and *exploit*. In Sector Prime these four elements are divided into the 3 phases of each turn.

In Phase 1 (the move phase) you *explore* and secure planets within the sector.

In Phase 2 (the battle or build phase) you will have to decide between either *exterminating* the competition who are preventing you from carrying out your mining operations or *expanding* your control by building refineries, jump bridges, force fields or the Mining Control Station.

In Phase 3 (the mine phase) you will *exploit* the Traxium crystals from the planets under your control.

Increase Production

You can attempt this during the mining phase by rolling your Station die against the Algorithm die. You will also add the number of tiles that you control and the number refineries on them to your Station die. If this combined total is higher than the number on the Algorithm die, you win. *(see Algorithm die above.)*

Ion Storm

These storms disrupt the drone's navigation systems and cause them to travel very slowly.

On each tile there is one edge with an Ion Storm. It costs 3 Movement Points to move across a single Ion Storm. *(see pg. 10.)*

Jump Bridge

These bridges are essentially shielded corridors which allow your drones to fly through an Ion Storm without being affected.

Once constructed, they cannot be destroyed and they can only be used by the player that built it. Remember that you will need to build one Jump Bridge for each Iona Storm that you are crossing.

11. Glossary (cont.)

Mining Control Station

This is the control center for mining operations in each new sector. By being the first player to complete construction of your Station you will have secured the mining rights for your company and achieved the title of *Sector Prime.*

Mining Drone

These robotic drones are your primary workers. You will use your Movement Points in order to move them onto the board and from tile to tile.

They are programmed with two base protocols: Mine & Battle. Thus when drones from a competitor enter your planet tile all drones will immediately be ready for battle and will be unable to mine. This also will prevent them from moving since they were not programmed to retreat.

Mining Phase

This is the third phase of the turn and the one where you can reap the rewards of your labor. You will receive 1 Traxium for each tile under your control. Then 1 more for each refinery on those tiles.

If you are looking to increase your profits quickly, you can roll for increased production. If you win you will receive double the standard amount. However, if you lose, you will get nothing. *(See Increase Production above.)*

Movement Point (MP)

In the 1st phase of each turn (the Move Phase) the player rolls her Station die. The number rolled is the number of Movement Points that she has to use. These point are used to move from one tile to the next. *(see pg. 10.)*

Move Phase

This is the first phase of your turn. Roll your Station die to determine how many Movement Points you have, then beginning moving your drones. Remember, it costs 1 Movement Point to enter the board and you can only enter onto your Station Tile. *(See Station Tile below)*

Planet Tile

Each tile represents a planetary system in this sector. These planets have been determined to be a source of Traxium and thus have attracted your company's attention.

Refinery

In order to step up production of Traxium, a refinery helps by processing the crystals before transport enabling you to essentially double your yield on the planet where it is built.

Defend it well because once it is built it cannot be moved and if another player takes control of the planet, he gains control of the refinery as well.

Screen

The screen is one of your computer screens in the Control Station. It gives you a quick reminder of the three phases of the turn as well as

Station Die

This die is the one that you roll during the various phases of your turn. Due to the extra computing power demanded by the station as it is enlarged, your processing power progressively diminishes.

As you construct the first section of your Mining Station you will change your die from a d12 (12 sided die) to a d10 (10 sided die).

Then upon construction of the second section you will switch to the d8 (8 sided die).

Station Tile

This is the planet tile where you will be building your Mining Station. All drones enter the board through this tile. This is the center of your activity, so protect it well. If even one enemy drone is on your Station tile you will be prevented from building your Station.

Traxium Crystal

These crystals are the primary source of energy in the galaxy and current supplies can barely keep up with the constantly increasing demand.

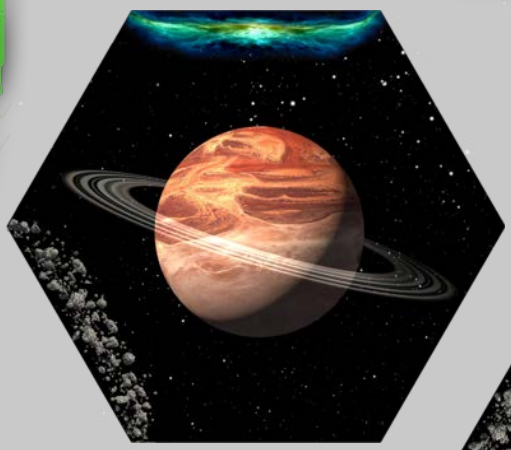
Turn Phases

Each turn is divided into 3 phases (or parts). You must follow the order: Move, Battle or Build, Mine. You *cannot* move a few drones, then build and the move some more.

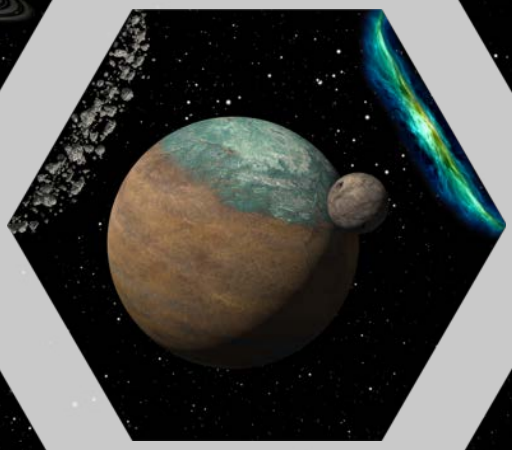
Undisputed Tile

An undisputed tile is one with drones of only one player. While in this state, that player can freely move out of that tile and they will be able to mine Traxium. It is considered a tile under their control.

12. Planet Names



Planet Name



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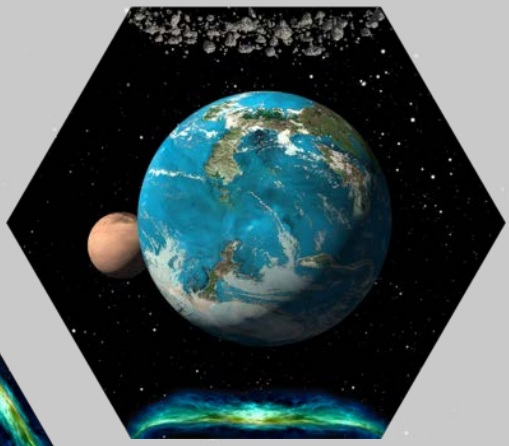

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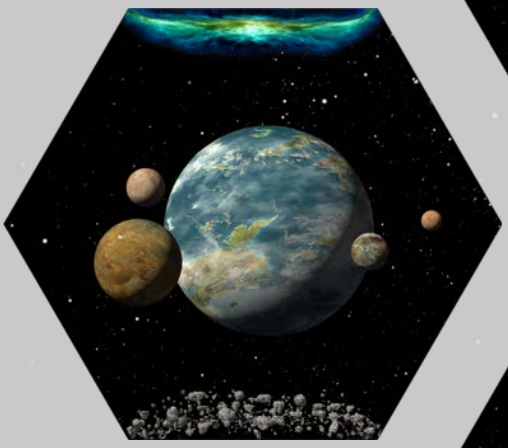

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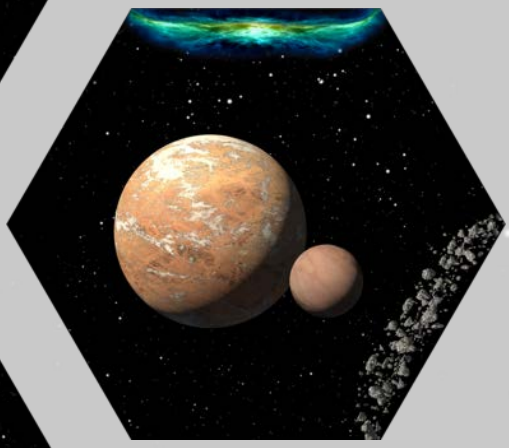

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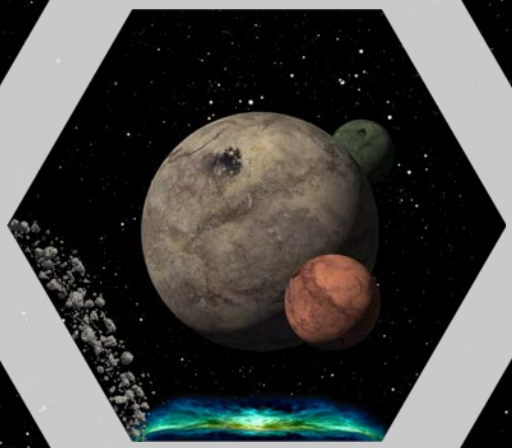

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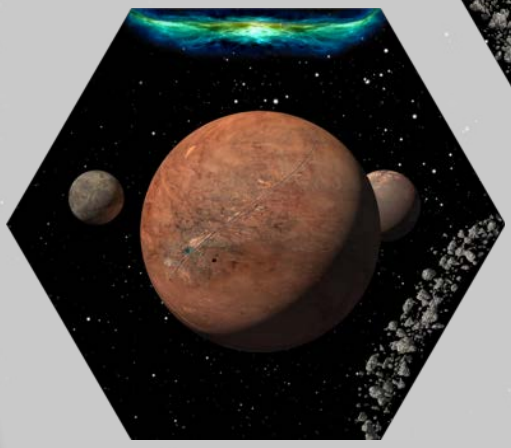

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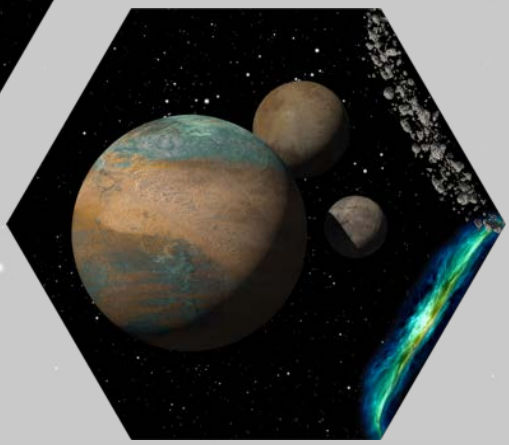
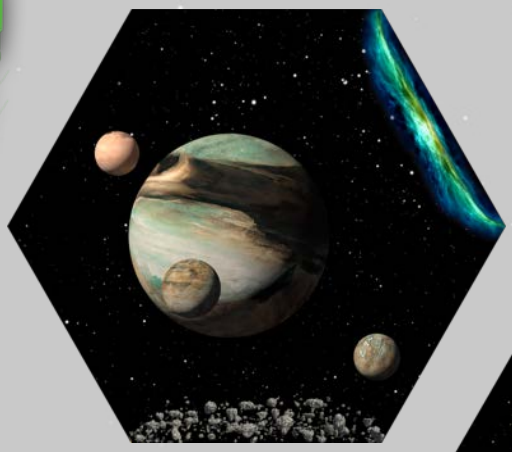


Planet Name

12. Planet Names (cont.)



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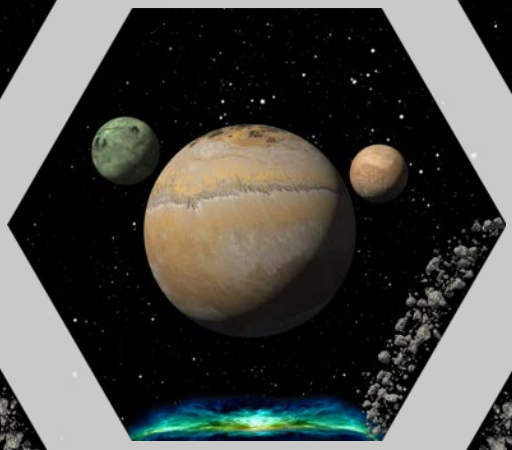

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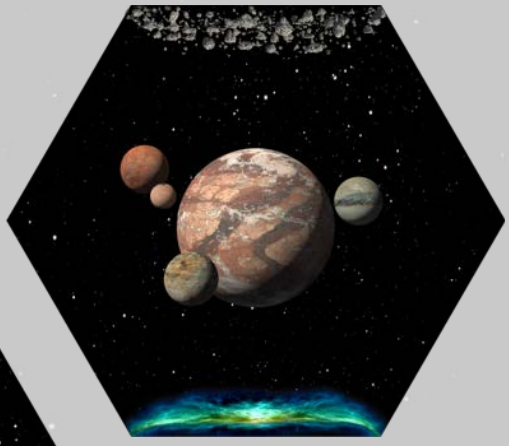

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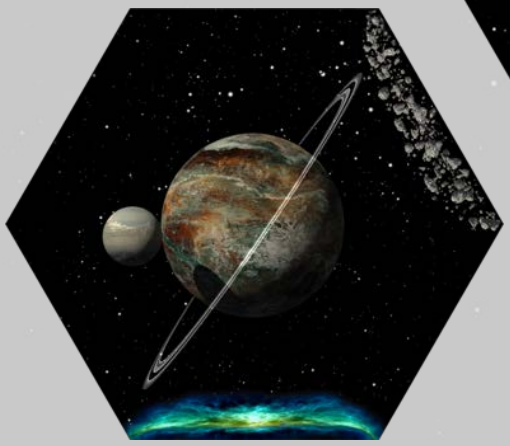

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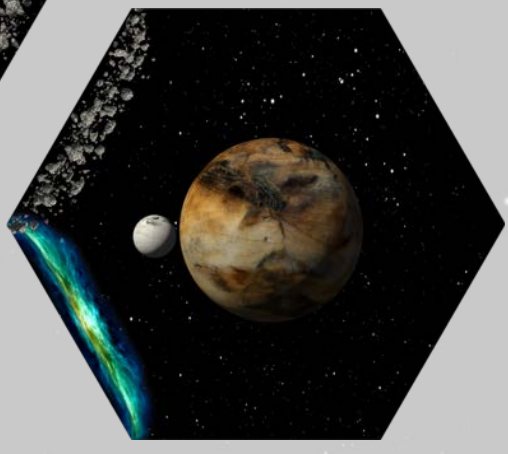

Planet Name

13. Kickstarter Supporters

Without the hundreds of individuals who pledged their support during our Kickstarter campaign, this game would not be on your table today. So we are listing their names below and again we say to all, “Thank you!”

LastName, FirstName

We look forward to seeing your name in the list!

13. Kickstarter Supporters (cont.)

LastName, FirstName