

Space Miner (Playtest .6) - by James Hron

Space Miner is an intergalactic story of you, a space miner, trying to make enough money to survive the challenging and gritty space mining business.

Setup

To play Space Miner, you will need the following.

- Space Miner Rules
- Asteroid Cards
- Space Miner Score Sheet
- Pencil
- At least 7 six sided dice

Goal of the Game

The goal of the game is to accumulate as many credits as possible. You get credits by mining different types of ore. You can lose mining while traveling to different asteroids, or by upgrading your ship. The game ends after five turns of play.

Setup

Cut out the asteroid cards at the back of the rules, and shuffle. This becomes the asteroid deck.

Grab your dice, a pencil, and the Space Miner Score Sheet, and you are ready to go!

How to Play Space Miner—Scanning and Navigation

A full game of Space Miner takes place over 5 turns. Each turn is split into four phases: Scanning, Navigation, Mining, and Upgrading. Each phase is described in detail below.

Scanning

Before you can begin mining, you must first scan the depths of space for asteroids! In the back of the rules, you will find 3 pages of asteroid cards. Cut these out and shuffle the cards to create an Asteroid Deck.

To Scan for asteroids, draw the three top cards of the Asteroid deck, and place them in a horizontal row. These are the asteroids you may visit this turn.

Choosing the first asteroid card in the row is free. Choosing the second asteroid in the row costs 1 credit, as adjusting the inertia of your ship in space will take some fuel. Choosing the third asteroid in the row costs 2 credits. You may choose any of the three asteroids, record any credits lost on your Space Miner Score Sheet, and discard the other asteroid cards.

If you wish, you may rescan by discarding all 3 cards, and drawing the next 3 cards in the same manner. You may rescan as many times as you wish per turn, but each time you rescan it costs 1 additional credit. Record any cost on your Space Miner Score Sheet. Once an asteroid has been chosen, you may navigate to it!

Navigation

Once you have chosen an asteroid to visit, you must navigate to it! On the asteroid card is a distance number. Your goal is to roll a number of dice and create combinations to match (or get as close as possible) that distance number.

To start, roll five dice. This is your Navigation Roll. The value of each rolled die represents an amount of distance your ship can travel. *For example, if you rolled a 1, 2, 4, 5, and 5, your ship can travel a total distance of 17.*

You may reroll any number of dice in the Navigation Roll up to two times.

Instead of using a die roll to represent distance your ship can travel, you may use different combinations of dice can provide navigation bonuses. These are listed below.

Two of a kind = +15 Distance

Three in a row (1, 2, 3, for example) = +20 Distance

Three of a kind = +25 Distance

Four of a kind = +30 Distance

Five of a kind = Distance of Your Choice

Using the same example above, the two fives could be combined for +15 distance, changing the total to 22 (+15 from the fives, +4, +2, +1 = 22).

Dice can only be used once—to create a combination, or for its shown value. Once you have found the distance your ship has traveled, compare it to the distance on the asteroid card. If the distances are the same—congratulations, you navigated perfectly! If not, you lose credits equal to the difference between your Navigation Roll and the asteroid distance, due to the burning of extra fuel.

How to Play Space Miner—Mining and Upgrading

Mining

After the navigation phase, you have arrived at your asteroid!

On each asteroid card, there are up to 3 different types of ore—Brown Ore, Red Ore, and Gold Ore. Brown Ore can be sold for 1 credit. Red Ore can be sold for 3 credits. Gold Ore can be sold for 7 credits. Each type of ore is represented by a number on the asteroid card.

To mine ore, roll 6 dice (your ship starts with 6 mining lasers).

Manipulate the values on the dice, using any basic mathematical process (subtraction, addition, multiplication, division), to match the number of the ore shown on the asteroid. For each matched ore number on the asteroid card, you get 1 ore of that type. Each type of ore may be gathered more than once. You may only use each die once.

For example, a ship with six mining lasers might roll a 3, 5, 1, 1, 2, and 2.

The asteroid the ship has visited shows Brown Ore available at “2”, and Red Ore available at “8”.

The 3 and 5 can be added together to get an 8, which means the ship has gathered a single red ore. One of the 2s rolled can be used to gather a Brown Ore. The second 2 can be used to gather a second Brown Ore. Both 1s can be added to make 2, which will give the miner a third Brown Ore.

Alternatively, both 2s can be added to make 4. Both 1s can be added to make 2, when multiplied by 4, makes 8, giving the miner a second Red Ore (in addition to the one gained from 3+5).

Once all dice from the mining lasers have been used to gather ore, the mining phase is over. Mark the ore gathered on the Space Miner Score Sheet, and proceed to the upgrade phase.

Upgrade

On your Space Miner Scoring Sheet, add up all credits earned from the ore you mined. Then subtract any credits used during the navigation and scanning phases, giving you a credits subtotal. This leaves you with (hopefully) leftover credits to upgrade your ship!

With these credits, you may purchase any number of upgrades for your ship. Prices and description for each upgrade are listed below, and on your Space Miner Score Sheet. Each upgrade may be purchased only once. You may not make any purchases that will bring the amount of credits you have below 0 (it is important to note that, through scanning and navigating, your total credits may end up below 0, which means you may not purchase any upgrades this turn). Any leftover credits carry over to the “Leftover Credits” space next turn.

- 6c Mining Laser: Gain 1 additional die during the mining phase
- 2c Passive Scanners: Gain 1 free rescan each turn during the scanning phase
- 4c Improved Engines: Gain 1 additional die during the navigation phase
- 6c Brown Ore Contract: Brown Ore may be sold for 2 credits for the rest of the game
- 4c SmartMine™ Laser: Each turn you may flip one die to its opposite face during the mining phase (ex. Flip 6 to 1)
- 12c Persistent Laser: Each turn you may use a single die twice during the mining phase

Ending the Game

After five turns, the game of Space Miner is over. Add up all credits gained from asteroids AND half the credits used to purchase upgrades for your ship. This is your final score!

Playtesting Help

Thanks so much for playtesting Space Miner. It is my first and foremost hope that you had fun.

If you didn't (or even if you did), I would really appreciate feedback! Any amount of information will be very helpful! Feedback helps me adjust the game rules, how the rules are written, and other mechanical issues of the game. While I can't offer any specific rewards for your help in playtesting this game, I can offer your name in the final published rulebook for playtest credit, if you wish.

All questions, comments, and feedback can be sent to me at: hronjt@gmail.com

Thanks again!

Turn #	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5
Leftover Credits	0				
Scanning Costs	-	-	-	-	-
Navigation Costs	-	-	-	-	-
Brown Ore +1 per	+	+	+	+	+
Red Ore +3 per	+	+	+	+	+
Gold Ore +7 per	+	+	+	+	+
Credits Subtotal					
Upgrades Cost	-	-	-	-	-
Total Credits					
<u>Ship Upgrades</u> 5c <input type="checkbox"/> Mining Laser: +1 die during Mining 2c <input type="checkbox"/> Passive Scanners: 1 Free Rescan 4c <input type="checkbox"/> Improved Engines: +1 die during Navigation 3c <input type="checkbox"/> Brown Ore Contract: Brown Ore sold for 2c 4c <input type="checkbox"/> SmartMine Laser: Flip 1 mining die to opposite face 12c <input type="checkbox"/> Persistent Laser: Reuse one die roll while mining			<u>Navigation Combinations</u> Two of a kind = +15 Distance Three in a row = +20 Distance Three of a kind = +25 Distance Four of a kind = +30 Distance Five of a kind = Distance of Your Choice		<u>Final Score</u> Date: Player Name:

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Leftover Credits	0				
Scanning Costs	-	-	-	-	-
Navigation Costs	-	-	-	-	-
Brown Ore +1 per	+	+	+	+	+
Red Ore +3 per	+	+	+	+	+
Gold Ore +7 per	+	+	+	+	+
Credits Subtotal					
Upgrades Cost	-	-	-	-	-
Total Credits					
<u>Ship Upgrades</u> 5c <input type="checkbox"/> Mining Laser: +1 die during Mining 2c <input type="checkbox"/> Passive Scanners: 1 Free Rescan 4c <input type="checkbox"/> Improved Engines: +1 die during Navigation 3c <input type="checkbox"/> Brown Ore Contract: Brown Ore sold for 2c 4c <input type="checkbox"/> SmartMine Laser: Flip 1 mining die to opposite face 12c <input type="checkbox"/> Persistent Laser: Reuse one die roll while mining			<u>Navigation Combinations</u> Two of a kind = +15 Distance Three in a row = +20 Distance Three of a kind = +25 Distance Four of a kind = +30 Distance Five of a kind = Distance of Your Choice		<u>Final Score</u> Date: Player Name:

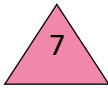
Asteroid Card



Distance = 20



Brown Ore



Red Ore

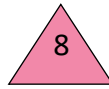
Asteroid Card



Distance = 21



Brown Ore



Red Ore

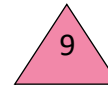
Asteroid Card



Distance = 22



Brown Ore



Red Ore

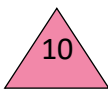
Asteroid Card



Distance = 23



Brown Ore



Red Ore

Asteroid Card



Distance = 24



Brown Ore



Gold Ore

Asteroid Card



Distance = 25



Brown Ore



Gold Ore

Asteroid Card



Distance = 26



Brown Ore



Gold Ore

Asteroid Card



Distance = 27



Brown Ore



Gold Ore

Asteroid Card



Distance = 28



Red Ore

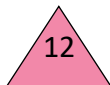


Gold Ore

Asteroid Card



Distance = 29



Red Ore



Gold Ore

Asteroid Card



Distance = 30



Red Ore



Gold Ore

Asteroid Card



Distance = 31



Red Ore



Gold Ore

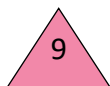
Asteroid Card



Distance = 32



Brown Ore



Red Ore



Gold Ore

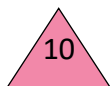
Asteroid Card



Distance = 33



Brown Ore



Red Ore



Gold Ore

Asteroid Card



Distance = 34



Brown Ore



Red Ore



Gold Ore

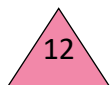
Asteroid Card



Distance = 35



Brown Ore



Red Ore



Gold Ore

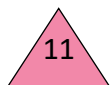
Asteroid Card



Distance = 36



Brown Ore



Red Ore



Gold Ore

Asteroid Card



Distance = 37



Brown Ore



Red Ore



Gold Ore

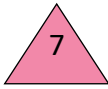
Asteroid Card



Distance = 38



Brown Ore



Red Ore



Gold Ore

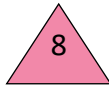
Asteroid Card



Distance = 39



Brown Ore



Red Ore



Gold Ore

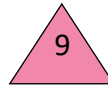
Asteroid Card



Distance = 40



Brown Ore



Red Ore



Gold Ore

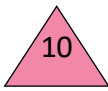
Asteroid Card



Distance = 41



Brown Ore



Red Ore



Gold Ore

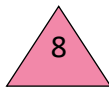
Asteroid Card



Distance = 42



Brown Ore



Red Ore



Gold Ore

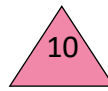
Asteroid Card



Distance = 43



Brown Ore



Red Ore



Gold Ore

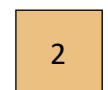
Asteroid Card



Distance = 44



Brown Ore



Brown Ore



Brown Ore

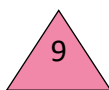
Asteroid Card



Distance = 45



Red Ore



Red Ore



Red Ore

Asteroid Card



Distance = 46



Gold Ore



Gold Ore



Gold Ore

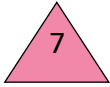
Asteroid Card



Distance = 26



Brown Ore



Red Ore



Gold Ore

Template Card