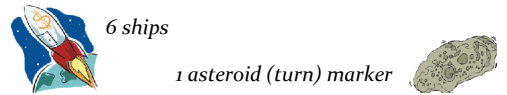
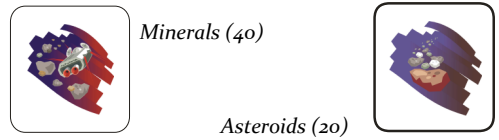
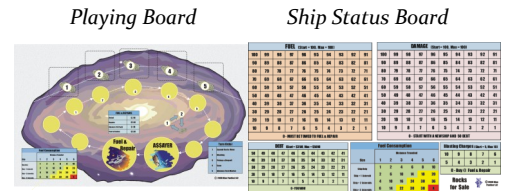


# Rocks for \$ale

By David Whitcher

Welcome to the highly competitive industry of asteroid mining. You say you don't want to get your hands dirty? That's ok - just rope'em and tow'em. Many are full of precious metals like Gold, Silver and Uranium. They go for a premium on earth and you could become rich. But first you better pay off your ship!

In Rocks for Sale you will compete with other ship captains to get the biggest and best asteroids. The first to pay off their ship is the winner. Of course there is never a space patrol around when you need one, so watch out for skullduggery and keep an eye on your scanners.



Draw Piles

Refuel	\$2 M
Repairs	\$5 M
Blasters (10 Pack)	\$1 M
Tow to Station	\$5 M

Ship Size	Distance Traveled					
	1	2	3	4	5	6
Ship Only	1	2	4	6	8	10
Ship + 1 Asteroid	2	6	10	14	18	20
Ship + 2 Asteroids	4	10	16	24	30	36
Ship + 3 Asteroids	6	14	22	30	38	X

1	Expend Fuel & Move
2	Blasting
3	Pickup & Dropoff
4	Scan
5	Advance Turn Marker

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## Setup

Lay out the board with the two decks (asteroids and minerals) in separate piles face down to the left end of the board. Shuffle well. From the asteroid size deck fill the five asteroid belt locations at the top of the board so that the size is shown, this represents the number of mineral cards that the asteroid is worth. Place a number of mineral cards under each asteroid card equal to its size. Place the asteroid replenishment marker on the asteroid space on the board. All players start on the "Fuel & Repair" Station. Assemble the Ship Status Board. Each player chooses a ship color and corresponding set of markers (yellow player use clear markers), placing one marker on each track on the Ship Status Board as follows:

<b>Debt: 35</b>	<b>Damage: 100</b>	<b>Fuel: 100</b>	<b>Blasting Charges: 5</b>
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## Goal

The object is to be the first to pay off your debt. Once everyone has named his or her ship, the asteroid mining is ready to begin. The owner of the game chooses another player to go first and play progresses clockwise with each player taking a turn until a winner has been determined.

## How to Play

A player's turn consists of the following actions in order.

- *Determine speed and move (optional)*
- *Blasting (optional)*
- *Pick up or drop off minerals from asteroids (optional)*
- *Scan asteroid (optional)*
- *Asteroid advancement (required)*

Turn Order	
1	<b>Expend Fuel &amp; Move</b>
2	<b>Blasting</b>
3	<b>Pickup &amp; Dropoff</b>
4	<b>Scan</b>
5	<b>Advance Turn Marker</b>

### Determine Speed and Move

A player is not required to move on their turn. If you choose to move determine your speed from 1 to 6 and pay the fuel cost as listed on the Fuel Consumption Chart based on the size of the object(s) they are towing. Move your marker on the fuel chart down an appropriate number of spaces.

*Example: If a ship is towing one mineral wants to move 3 spaces on its turn it must spend 10 units of fuel. If a ship towing three minerals wants to move 4 spaces, it must spend 30 units of fuel. A ship towing three minerals cannot move six spaces.*

Any time you are in the "yellow" zone of the fuel consumption chart, you are "pushing your engines". You may NOT push your engines two turns in a row. Thus you may "go yellow" only every other turn.

Fuel Consumption						
Size	Distance Traveled					
	1	2	3	4	5	6
<b>Ship Only</b>	1	2	4	6	8	10
<b>Ship + 1 Mineral</b>	2	6	10	14	18	20
<b>Ship + 2 Minerals</b>	4	10	16	24	30	36
<b>Ship + 3 Minerals</b>	6	14	22	30	38	X

Record your fuel consumption on the fuel chart, then move your ship clockwise following the trajectory track the number of spaces paid for. If a player has spent the fuel to move and changes their mind to move less or not at all the fuel cost is not refunded. A ship that is towing any number of minerals may not enter the same space as another ship that is also towing, you must stop on the spot before or go past a player who is towing if you are also towing. If your ship is not towing any minerals, it may end its turn in a space occupied by any number of other ships towing minerals. In other words, if you're already towing minerals, you need to stop in an empty space or a space without a ship towing minerals - if you're not towing minerals, you can stop on any space on the board.

When a ship runs out of fuel the controlling player may *either* pay another player to tow them back to the fuel station (on the other player's turn) or pay a fee to the fueling station to go the fueling station directly. A ship towing another ship picks up the ship in the same manner as they would a mineral. The towed ship counts as 1 mineral for fuel consumption. Players may set their own rates for rescues. Agreements made for rescues cannot be broken once the towing player moves.

Alternatively on their turn a player may pay the Fuel Station rescue rate of \$5 Mil to be towed the Fuel Station, the player's ship is moved to the Fuel Station and may purchase other services on their next turn. When this happens they must drop anything they are towing. These items are placed in the discard pile. The player can take no other actions this turn.

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## **BLASTING**

Blasting charges are legal for mining purposes and may be purchased at the fuel station for \$1 Mil for a set of ten. They are also dangerous and accidents do happen. Fortunately they seem to happen to other people's ships. A player can ...

- Blast off parts of an asteroid that hasn't been picked up in the same space as the blasting player's ship
- Blast off minerals that are being towed by an opponent's ship as you pass them (Announce your intention to blast during the Movement phase, but you execute the results during the blasting phase) **or** in the same space.
- Blow holes in the fuel tanks of opponents' ships as you pass them (Announce your intention to blast during the Movement phase, but you execute the results during the blasting phase) **or** in the same space.

An asteroid that has not been picked up is represented by an asteroid size card to show how many mineral cards its worth; 1, 2 or 3. Until picked up scanned mineral cards are placed face-down under the size card. You cannot use blasting charges in the space where you STARTED the turn unless you do not move for that turn.

### *Using Blasting Charges to reduce the size of an asteroid in the belt*

The player sets 2 charges on any adjacent asteroid and blasts off one piece of an asteroid to make it one size smaller, they then discard one of the mineral cards or take it in tow. If they don't take it in tow the entire asteroid and its corresponding mineral cards must be discarded.

### *Using Blasting Charges to blast off minerals being towed by an opponent's ship*

A player who occupies or passes through the space other player(s) occupy may also use blasting charges to remove one or more of the minerals that the other ship(s) are towing. This can also be done in the space where movement ends. This use of blasting charges is announced during the movement phase, but executed during the blasting phase, after all movement has been completed.

The player who is blasting is known as the attacker. The attacker declares the number of charges they will attempt to set. For each charge there will be a "combat round". Each player has a maneuverability rating. For the attacker it is 5. For the defender, it is 5 minus the number of minerals in tow (if being towed, a ship counts as one mineral). For example, if towing two minerals, the defender would have a maneuverability of 5 minus 2 or 3.

After determining maneuverability, both players pick a number between 1 and their highest maneuverability, simultaneously and show that number of fingers; don't be rude. This is best done on a count of three. The attacker *always* has a choice of 1-5 fingers (regardless of the number of minerals they are towing). The defender will have a choice of 1 up to the maneuverability rating. *Example: if towing 2 minerals, the defender has the choice of showing 1-3 fingers.* Each time the attacker matches the defender's number the charge goes off successfully. For every 2 successful attacks one of the mineral cards can be taken (attacker's choice). If the attacker has space on their ship **AND** is in the same location on the board as the target they may pick it up. If the attacker is not in the same space as the defender, the mineral card is placed on the discard pile. Only the attacker (active player) can use blasting charges this way.

### *Using Blasting Charges to blast holes in fuel tanks:*

A player who occupies or passes through the space other player(s) occupy may also use blasting charges to blow holes in opponent(s)' fuel tanks. This can also be done in the space where movement ends. The player whose turn it is (attacker) declares the number of charges they are attempting to set and the player that they are targeting (defender). The player who is targeted now declares how many if any charges they are using in response. That's right, in this case, both the attacker and defender can use blasting charges and cause damage to each other. Resolve all of the moving player's (attacker) blasting charges first.

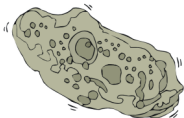
Then resolve the defending player's blasting charge last. *Note the defender becomes the attacker, and gets maneuverability 5, while the original attacker* (who is now the defender) has a maneuverability of 5 minus the number of minerals in tow.

The success of each charge is determined in the same manner as blasting minerals in tow. (maneuverability for the attacking player is 5, for the defending player is 5 minus number of minerals in tow). For each successful charge the target (defender) loses a unit of fuel + must record a point of damage on their ship on the damage chart. On each following turn a ship loses a unit of fuel immediately after movement for each point of damage they have recorded.

## Picking up and dropping off Minerals from an Asteroid

When a player is adjacent to an asteroid after the movement portion of his turn he may choose to pick up minerals. He then discards the asteroid size card and takes the mineral card(s) placing them face down in front of him. They are now considered to be on the player's ship. Ships have THREE spaces for minerals. If picking up all the minerals off an asteroid would cause a player's ship to have more than three minerals, the player has the choice of discarding minerals from their ship or the asteroid to the discard pile. A player may not look at a mineral card unless it has already been scanned (See Scanning) Once placed in front of a player, the mineral card may not be moved off the ship until it is discarded, delivered or destroyed. Do not look at these cards until you scan them.

## Mineral cards



**Rock (Worthless) 11 cards**



**Silver (3 Mil) 9 cards**



**Gold (5 Mil) 7 cards**



**Uranium (10 Mil) 4 Cards**

There are also 9 alien technologies that may be found. Two of the effects are marked with the word "immediate". The effect happens immediately upon scanning regardless of who scans it. ALL alien technology cards are turned faced up once scanned, regardless of who scanned the card. All cards (Except Lode Stone) do NOT occupy space on the ship once scanned.



**Fuel Booster:** Allows a player to get a little extra mileage out of a single burn making the fuel use half (round fractions down) for one turn. It does not allow a ship to run hot two turns in a row. (Discard after one use). Occupies one space on the ship (like a mineral) until used, then discarded immediately.



**Lode Stone:** If taken in tow this piece of an asteroid becomes attracted to your ship taking up a towing box until removed at the fuel station by purchasing repairs. Occupies one space on the ship until removed.



**Metal Munching Termites:** These little pests cause one point of damage per turn to your ship in the blasting phase. They may only be removed by purchasing repairs at the fuel station. Once scanned by any player, it must be turned face-up. Occupies one space on the ship (like a mineral) until scanned.



**Mind reading crystal:** You may use this to view any mineral card that another player scans. After they look at it they must show it to you. Occupies one space on the ship until scanned by any player.



**Nano Repair Bots:** Repairs 1 damage at the end of your turn at no cost. This happens after fuel loss. Occupies one space on the ship until scanned by any player



**Probability Enhancer:** Increases the chance of a ship in its proximity of taking damage. During combat the ship carrying this device, anything it is towing and any ship it is in combat with, effectively has its maneuverability decreased by one. (See: Blasting) Occupies one space on the ship until scanned by any player.



**Spatial Paradox:** IMMEDIATE. If scanned when part of an asteroid, the asteroid that it is part of and all its contents cease to exist. Discard them. If scanned when on a ship, all minerals on that ship cease to exist. Discard them. Occupies one space on the ship until scanned by any player.



**Time Flux:** IMMEDIATE. Time flashes ahead in an instant. Clear any cards in the asteroid belt then re-fill all five locations from the size deck. Occupies one space on the ship until scanned by any player.



**Warp module:** Opens a rift in space to pass through allowing you move to any space on the board as that player's movement for the turn, unfortunately it only works once and burns out. (Discard after use.) Occupies one space on the ship until scanned by any player.

## Getting Paid

When you end your movement at the Assayers Station reveal any mineral cards you are towing and subtract the value from their debt. If you did not scan the mineral cards yet, the Assayers station does it for you at no charge. You must resolve any alien technology cards BEFORE getting paid for minerals **The first player to get out of debt wins.**

DEBT runs from 50 to 0. You may never have more than 50 debt (any debts above 50 are forgiven), and if you have zero debt, you win. When a player pays for something, their debt goes up (for example, if you had 35 debt and paid 5 for repairs, your debt would now be 40). When a player gets paid for delivering minerals, debt goes down (for example, if you have 35 debt and deliver a uranium worth 10, your debt would be 25).

## Fuel Station

A player at the fuel station at the beginning of their turn may purchase on credit repairs, supplies and fuel as their entire turn. These costs are added to the player's debt.

Repairs cost \$5 Mil, Fuel \$2 Mil (fills up to 100 max), Blasting Charges \$1 Mil (fills up to 10 max). All costs are added to a player's debt before they leave the station.

<b>FUEL &amp; REPAIRS</b>	
<b>Refuel</b>	<b>\$ 2 M</b>
<b>Repairs</b>	<b>\$ 5 M</b>
<b>Blasters (10)</b>	<b>\$ 1 M</b>
<b>Tow to Station</b>	<b>\$ 5 M</b>

## Scanning

As your last action for the turn you may view one mineral card. This may be any of the cards that make up an asteroid in play. It may be one you or an opponent is towing or any in the asteroid belt. Take the card and look at it, keeping it hidden from the other players, then return it face-down, unless it is an Alien Technology card.

When an Alien Technology card is scanned and it is being towed by any ship, it is turned face up immediately. The alien technology cards become part of the player's ship and no longer take up a towing slot (except Lodestone: see rules). The two cards marked "Immediate" turned up even if not towed and regardless of who scans it.

