

ANTEROS



GAME STORY

With the resources on earth dwindling, humans have taken to the stars to mine for precious metals. An enormous asteroid field has been discovered that contains trillions of dollars of materials. Compete against your fellow players to establish drills, mine for resources, and fulfill lucrative contracts. But the asteroid field is a dangerous place, and disaster can strike before you are able to amass your wealth! Do you have what it takes to make your fortune in the stars?

GAME OBJECTIVE

Each player assumes the role of a pilot in space. Action cards are played each round to either deploy drills or mine resources. Points are earned by fulfilling contracts for mined resources, or having control of an asteroid at game end by having the most drills.

COMPONENTS

- 16 Asteroid Tiles
- 4 Blank Space Ship Tiles
- 4 Player Mats
- 160 Drills
- 36 Action Cards
- 18 Open Contract Cards
- 4 Space Ships
- 16 Asteroid Scoring Tokens
- 16 Ore Tokens (4 Each of Iron, Cobalt, Gold & Platinum)

GAME SETUP

1. Randomly place the 16 Asteroid Tiles face down in a 4X4 grid to form the Asteroid Field.
2. Flip over the Asteroid Tiles one by one and randomly assign an Asteroid Scoring Token to each. All Asteroid Tiles must face the same direction.
3. Shuffle the Open Contract Cards and select 5 cards. The remaining 13 cards will not be used this game and may be placed back in the box. Arrange the 5 Open Contract Cards to one side of the Asteroid Field.
4. Pull the 6 special Action Cards labeled Claim, Remote Deploy & Steal from the Action Card Deck. Shuffle the Action Card Deck and then shuffle the 6 special Action Cards into the bottom half of the deck. Place the Action Card Deck to one side of the Asteroid Field. Deal two action cards to each player off the top of the deck.
5. Each player takes a Player Mat, Space Ship and Drills in the color of their choice.
6. Each player takes 1 Ore Token of each type and places it on the 0 resource space of their Player Mat.
7. Starting with the last player and working back to first, each player replaces one of the 4 center Asteroid Tiles with a Spaceship Tile, and places their Space Ship on the tile in the direction they are facing. The Asteroid Tile is placed beside their Player Mat.

GAME SETUP





TURN ORDER

1. PUSH AN ASTEROID INTO THE FIELD
2. PLAY AN ACTION CARD TO DEPLOY DRILLS OR MINE RESOURCES
3. IF POSSIBLE, CLAIM A CONTRACT
4. DRAW AN ACTION CARD

SALVAGED DRILLS

RESOURCES

0	1	2	3	4	5	6	7	8	9	10
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SCORING
 = 1VP
 = 1VP
 = 2VP
 = 3VP



COURSE OF PLAY

Each turn you will do the following actions in order:

1. Slide the Asteroid Tile that is in your possession onto the Asteroid Field, and take the Asteroid Tile that is pushed outside the field into your possession.
2. Play an Action Card to Deploy Drills or Mine for Resources.
3. Claim an Open Contract if Possible.
4. Draw an Action Card.

SLIDE AN ASTEROID ONTO THE FIELD

Take the Asteroid Tile that is in your possession and slide it onto the Asteroid Field from any direction. The Asteroid Tile that is pushed off of the field is then taken into your possession and placed beside your Player Mat.

If there are any drills on the outer exposed edge of the Asteroid Tile that is pushed out of the field, 1 drill must be removed and is placed in the Salvaged Drills section of your Player Mat. A drill must be removed even if the only drills on the exposed edge are your own. These salvaged drills are worth points at the end of the game.

- You may not slide an Asteroid Tile onto the Field in a direction that would push your Space Ship or an opponents Space Ship out of the Field.
- The Asteroid Tile slid onto the field must face the same direction as all the other tiles.

In the example below, the blue player slides an Asteroid tile onto the field from the left edge. One of the red player's drills on the Asteroid Tile that is pushed out of the field would be removed since they are on the exposed outer edge. The blue players drill is safe since it is not on the exposed edge of the tile.



PLAY AN ACTION CARD

After sliding an Asteroid Tile onto the field, you will play 1 Action Card to either deploy drills or mine for resources in the directions indicated. The star indicates the top of the Action Card and the actions are taken from your perspective to the asteroid field. You may do any combination of deploying drills or mining for resources. For each arrow on an Action Card pointing off the field or to an opponent's Space Ship, the action is forfeited.

DEPLOY DRILLS

Take a drill from your supply, and place it on an empty space on the Asteroid Tile in the direction indicated on the Action Card.

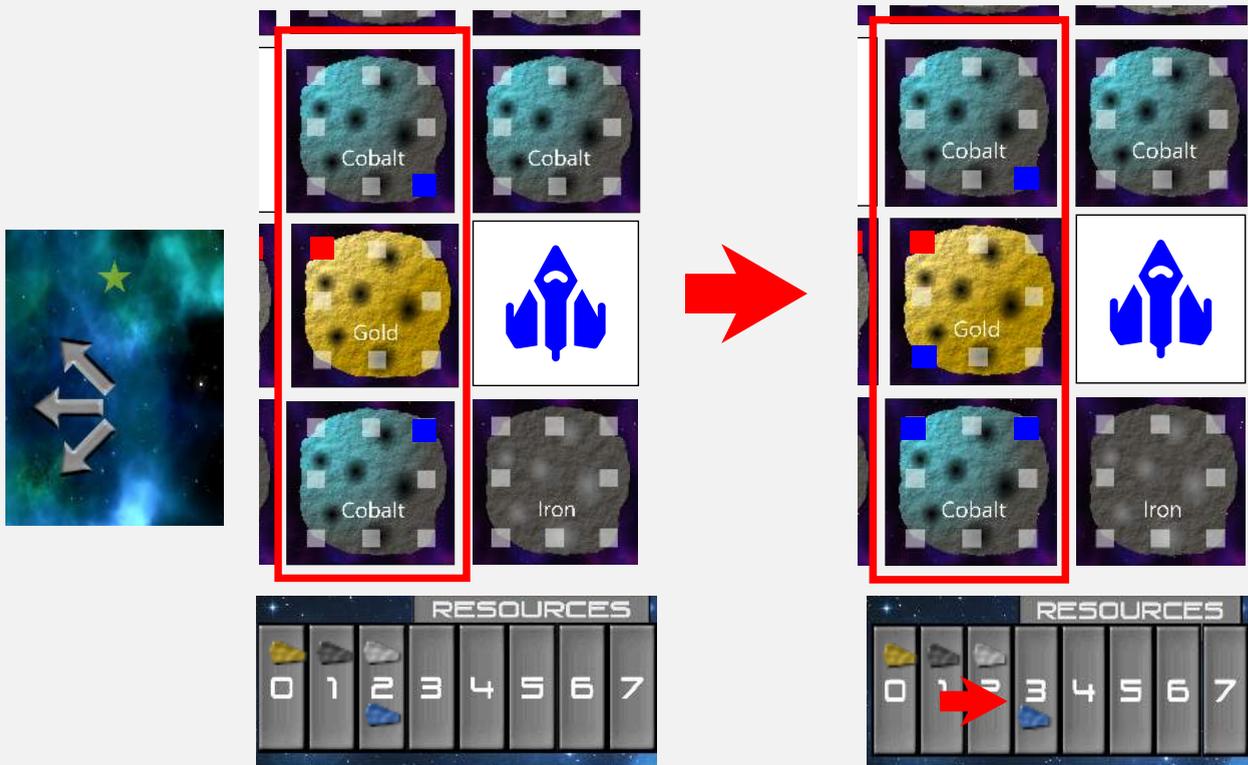
Whoever has the most drills on an Asteroid Tile at the end of the game gets the points indicated on that tile. If two players have the same number of drills, the tiebreaker is the player with the most drills on the corners.

MINE FOR RESOURCES

If you have 1 or more drills on an Asteroid Tile indicated by one of the arrows on the Action Card, you may choose to mine for resources instead of deploying a drill. Move the ore token up by 1 on the resource tracking section of your Player Mat.

EXAMPLE

The blue player plays the Action Card below which affects the three highlighted Asteroid Tiles. They choose to deploy mines on the bottom two Asteroid Tiles and mine for resources from the top tile, moving their Cobalt ore marker up one on the resource tracker.



SPECIAL ACTION CARDS

There are 3 Special Action Cards in the game.

CLAIM

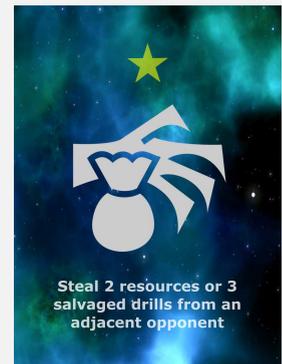
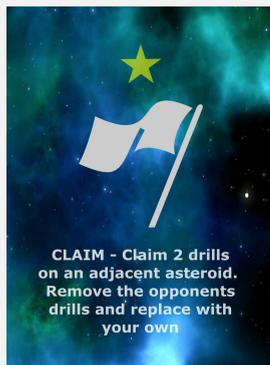
Claim 2 opponents' drills from 1 adjacent Asteroid Tile. The opponents' drills are returned to their supply and replaced with 2 drills from your supply.

REMOTE DEPLOY

Deploy 1 drill to each Asteroid Tile that is outside the field - the tiles in your and your opponents' possession. You may not mine for resources with this Action Card.

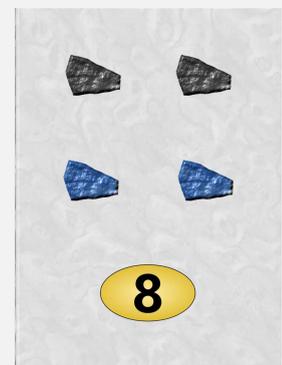
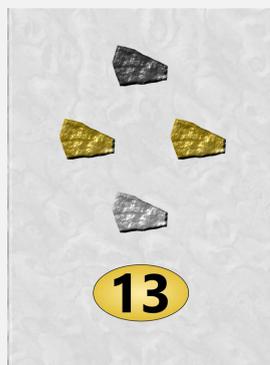
REMOTE DEPLOY

You may either steal 2 resources or 3 salvaged drills from 1 adjacent opponent.



CLAIM AN OPEN CONTRACT

After playing an Action Card, you may pay the necessary resources to claim 1 Open Contract Card. There are only 5 Open Contract Cards per game - they are not refreshed.



DRAW AN ACTION CARD

At the end of your turn, draw 1 Action Card from the top of the Action Card Deck. If there are no more Action Cards to draw, this signals the end of the game - see below.

OPTIONAL - DISCARD ACTION CARDS

At any point on your turn, you may pay 1 resource of any kind to discard your Action Cards to the bottom of the Action Card Deck and draw 2 new Action Cards.

END OF THE GAME

When there are no more Action Cards to draw, turns continue as normal, skipping the Draw an Action Card step until all players have played the Action Cards in their hand - all 36 Action Cards are played each game. The last turn of the game is when the final Action Card has been played.

END OF GAME SCORING

Determine the winner of the game by adding victory points for each player as follows:

- The player with the most drills on each Asteroid Tile gets the indicated points. If players are tied, then the player with most drills on the corners has control and gets the points. If players are still tied, then the points are divided evenly between the players, rounding down. For instance, if 3 players each have 1 drill on a corner and 1 drill not on a corner of a 7 point Asteroid Tile, each would get 2 points.
- Each Open Contract claimed by a player is worth the number of points on the bottom of the contract.
- Each Salvaged Drill is worth 1 point.
- Each left over resource is worth points:
 - Every 2 Iron Ore is worth 1 point
 - Every 1 Cobalt Ore is worth 1 point
 - Every 1 Gold Ore is worth 2 points
 - Every 1 Platinum Ore is worth 3 points

The player with the most points is the winner. If there is a tie, then the player with the most Open Contracts claimed is the winner. If there is still a tie, then the victory is shared.

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