



12 PATROLS

SCOTT ALLEN CZYSZ

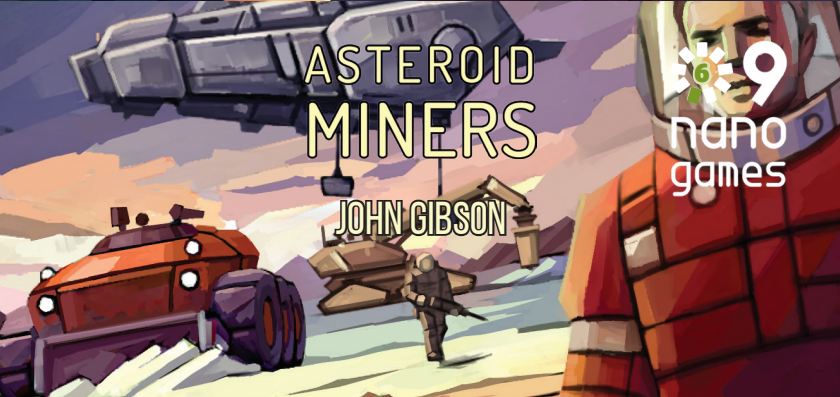
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ALBAN VIARD

CLINGIQ

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ASTEROID MINERS

JOHN GIBSON

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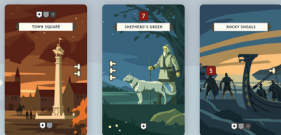
12

PATROLS

SCOTT ALLEN GATZ

Components

3 new Region cards



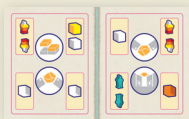
Setup

Add the 3 extra cards to your 9 base game cards. Draw only 9 cards, and play per the base-game rules with these 9 drawn cards.

CLINGIO

Components

Cards



1 new double-sided Action card



2 new double-sided Floor cards

Setup

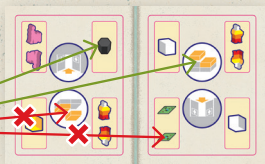
- **Action cards:** Replace any 1 Action card from the base game with the new Action card.
- **Floor cards:** Replace 1–2 Floor cards from the base game with the same number of new Floor cards.

Anatomy of the Cards

New Action Card

The Action icons are not the same upside down. You only use the icons that are printed in the right orientation.

Two new icons, pillar and garden, allow you to build the depicted component. You only use the icons in the top half of the card.



Example:

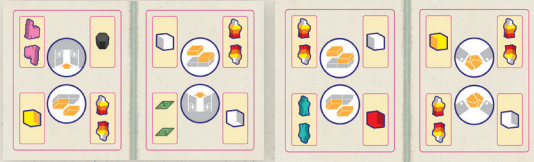
This Action card is placed like this in front of you.

- The actions available to you (from left to right) are the Admit Patients action and the Build action.
- You have access to the Pillar icon. If you want to use the Garden icon, you must rotate the card.

Action: Build



If you choose the Build action when a pillar or garden is available to you (i.e. not covered, and part of your three selected sections), you can build the extra component. It is a bonus build; it does not reduce the usual capacity of the Build action. The cost is determined by how far to the right its box is among your actions: \$1 for the 1st, \$2 for the 2nd... up to \$6 for the 6th.



Example:

You will admit patients, build, and then admit patients again. During the Build action, you could also build the pillar for \$2, because it is in the 2nd box from left to right.

Action: Admit Patients and Move

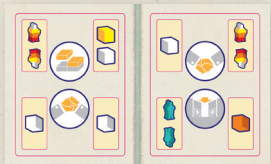


If you keep the double patient box visible and have enough entrances to reach it from left to right, you automatically admit 2 patients (one yellow and one white) in one shot!

You must have enough parking for both; you cannot admit only one of them! These patients are a couple. So if you don't have 2 free parking spaces, neither of them comes into your clinic!

You also must have enough treatment rooms + operating rooms in your clinic to be able to admit them!

If you choose to not admit the pair for some reasons, you lose 2 popularity.

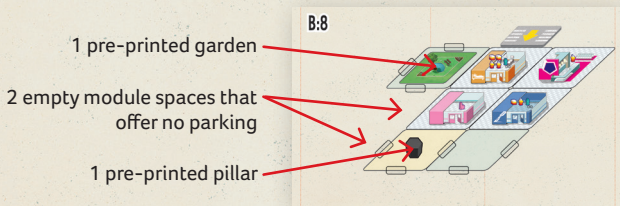


New Floor Cards

The new Floor cards are more difficult to play for several reasons:

- The floors offer fewer modules.
- They have less parking.
- They have more empty spaces, which requires more pillars to build above.

If this is your ground floor, and you upgrade it, you have only 8 parking spaces!



ASTEROID MINERS

JOHN GIBSON

ASTEROID MINERS: THE INTERSTELLAR FOUNDRY
In this expansion, you and your crew of fellow Belters are charged with helping to construct the asteroid belt's first space station. You will supply The Interstellar Foundry with the raw materials needed to forge the high-tech components for the space station's construction. This expansion adds a new dimension to mining the asteroids of The Belt. It also introduces a "push your luck" mechanism that allows a player to catch up with their opponent if they fall behind in the construction, but they could lose all their gains if their luck does not hold.

Note: This is a 2-player expansion; there are no solo rules for it.

Components

2 Alpha Station Player cards



1 The Interstellar Foundry card



2 natural Smelter 6-sided dice
1 orange Control Station 6-sided die



1 purple Construction Tracking wooden cube
1 red purple Construction Tracking wooden cube
1 green Overtime Tracking wooden cube

Goal of the Game

This expansion is not a standalone game: It is to be added to the Asteroid Miners base game. In addition to the goals of the base game, the Interstellar Foundry expansion adds another source of funding. Try to make more money than your opponent while constructing the asteroid belt's first space station: Alpha Station. This expansion can be played with either the Regular or Advanced rules of Asteroid Miners.

Setup

1. Place the Player-1 and Player-2 Alpha Station Player cards beside each other between you.
2. Take the Interstellar Foundry card and place it next to the Alpha Station Player Boards.
3. Each player takes their Construction Tracking cube in their player color and places it on the starting space of their Alpha Station Player card.
4. Place the green Overtime Tracking cube above Alpha Station.
5. Place the 2 natural Smelter dice and the orange Control Station die within reach.

Player 1
Construction
Tracking Cube

Overtime
Tracking Cube

Player 2
Construction
Tracking Cube



Player 1 Card

Player 2 Card



The Interstellar Foundry
Card

3 dice shared between
both players



Playing the Game

The Interstellar Foundry adds a new phase to the game, before Mining Equipment Upgrade. Now your turn comprises the following phases:

1. Event
2. Drill
3. Modify Dice
4. Excavation
5. Bid for Tender
6. Market
- 6½. **Interstellar Foundry**
7. Mining Equipment Upgrade
8. Cleanup

Phase 6½: Interstellar Foundry

After you sell your metals to the Metal Market (Phase 6: Market), you can now use the minerals you excavated this turn to forge new components in the Interstellar Foundry. You can still do this even if you didn't access the Metal Market in Phase 6—you can do it even if you only excavated Clay and Rock on your turn—but it does require that you have fully excavated a stratum of the asteroid this turn (Phase 4: Excavation). Your mining company is a subsidiary of a larger corporation that also has a manufacturing company, which is forging the new components to construct the space station.

The Interstellar Foundry Card

The Interstellar Foundry card includes the following areas:

- **The Smelter:** The smelter is where the minerals you excavated this turn (or on a previous turn) are combined to forge new high-tech components that will be used to construct Alpha Station. Roll both of the natural Smelter dice. You may reroll one or both of them up to two times. Then place them on these two spaces.
- **Component Guide:** There are 8 Components, each composed of a different pair of minerals. To build each component, you must roll the correct pair of materials on the Smelter dice:
 - Component 1: Clay + Rock
 - Component 2: Clay + Iron
 - Component 3: Rock + Nickel (only the winner of the Bid for Tender this turn builds this)
 - Component 4: Iron + Nickel
 - Component 5: Iron + Platinum
 - Component 6: Nickel + Rhodium (only the winner of the Bid for Tender this turn builds this)
 - Component 7: Nickel + Platinum (only the winner of the Bid for Tender this turn builds this)
 - Component 8: Platinum + Rhodium



- **The Control Station:** The Control Station allows you to manipulate the 2 minerals that go into the Smelter to forge the desired Component. Roll the orange Control Station die up to three times, then place it on this space.
- **Control Station Modify Dice Guide:** The result on the orange Control Station die determines how you can modify the Smelter dice, and how much you will get paid for succeeding with that value:
 1. ± 1 pip to a single die (\$1M).
 2. ± 2 pips to a single die (\$1M).
 3. ± 1 pip to each die (\$1M).
 4. ± 2 pips to each die (\$1M).
 5. If the total value of the Smelter dice is equal to the total value of the dice required for the Component you want, you can still buy it (\$2M).
 6. Flip one or both Smelter dice to the opposite face [i.e. 1 flips to 6, 2 flips to 5, 3 flips to 4, and vice versa] (\$2M).
- **No Modification Die Used:** If you can obtain the minerals required for a component without using the orange Control Station die, then you earn \$4M.

The Alpha Station Player Cards

Each Alpha Station Player card includes the following areas:

- **Expansion Designation:** E1 indicates that this is Expansion 1 for Asteroid Miners.
- **Player Side Designation:** P1/P2 indicates who plays on which card.
 - [P1]: Player 1
 - [P2]: Player 2
- **Construction Tracking Cube Starting Square:** At the beginning of the game, your Construction Tracking cube goes on this space.
- **Component:** This track indicates which component you need to build next. You will advance your Construction Tracking cube down the track each time you successfully create the next row's required component. Each space's label matches the Component types on the Component Guide.



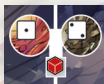
- **Regular Component / Winner of Bid for Tender Component:** Sometimes there are two spaces side by side, separated by a slash. If you win the Bid for Tender, you must build the component on the right (*in the example highlighted in the illustration above, C6*). If not, you must build the component on the left (*in the example above, C5*).

How It All Works

If you fully excavated a stratum of the asteroid in Phase 4: Excavation that contained the materials you need for the next component on your Alpha Station Construction track, you will try to smelt the materials required for that component. Regardless of whether you did anything in Phase 6: Market; you can perform Phase 6½: Interstellar Foundry. If you haven't yet mined the materials you need for this component, you must skip this phase. *For example, Asteroid 2 starts with a rock-rock stratum, and no station components require double rock; so you would skip this phase after that stratum. However, rock will then be available to you for the rest of Asteroid 2....*

Detailed Example:

1. **Phase 4: Excavation.** Player 1 has just fully excavated the first stratum of Asteroid 1, receiving a Clay (☐) and a Rock (☐).



Player 1 fully activates the first section of Asteroid Level I: Clay (☐) and Rock (☐).

2. **Phase 6: Market.** Because the Metal Market does not accept clay or rock, Player 1 skips this phase.



The Player 1 Alpha Station card starts with the red Construction Tracking cube in the starting space.

3. **Phase 6½: Interstellar Foundry.** Player 1's red Construction Tracking cube is still in the starting space at the top of their Alpha Station Construction track. So, the first component of the space station P1 needs to construct is Component 1 [C1].

4. Player 1 rolls the 2 natural Smelter dice up to 3 times trying to match the 2 materials needed to forge the component (1 & 2). After 3 rolls, Player 1 ends up with a 6 and 1.



5. Had Player 1 succeeded in getting the numbers of the 2 materials needed to forge the component (1 & 2), there would be no need to roll the orange Control Station die. They would simply move the Construction Tracking cube down to cover the space of the next component, and then take a \$4M bonus to their funding because they did not use the orange die.
6. Because Player 1 did not succeed in getting both required numbers, P1 can roll the orange Control Station die up to 3 times to try to get a Modify Dice ability that would get the Smelter dice to the desired values. After another suspenseful 3 rolls (of the orange die this time), trying to get a 2 to apply +2 to the 6 to make it a 2, Player 1 ends up with a 3 on the orange die: ± 1 to each die. Rats. Wait, no, aha! $6 + 1 = 1$, and $1 + 1 = 2$, thus getting the required clay and rock smelting for Component 1. Succeeding with a 3 on the orange die earns P1 \$1M, and they advance the Construction Tracking cube to [C1].



Note: The components must be built in a specific order; you can never skip a row of the Construction track.

Overtime Option

If you fall behind your opponent in constructing Alpha Station, you can use a “push your luck” catchup option called Overtime (there is an exception to this rule, which will be explained later):

- If you fall behind by two or more components, you can push your luck by continuing to forge new components in the same turn, after completing the first component. The manufacturer has a warehouse holding all the materials you mined in previous turns, so if you’ve mined it, you can use it to build components.



- Track your progress using the green Overtime cube instead.
- You still cannot smelt materials you haven't yet extracted (cumulatively) from the current asteroid. This means you cannot make components that depend on minerals you have yet to excavate from the current asteroid.



- If, at any point during Overtime, you fail to make the next component, then you lose all the components you hastily made that turn. You will not collect any funding for this Foundry phase.
- After the Interstellar Foundry phase is complete, the active player can then move on to the Mining Equipment Upgrade phase.

Example: *Player 2 has fallen behind Player 1 in constructing Alpha Station. Player 1 has completed 3 components of the space station, whereas Player 2 is stuck with only 1. On their turn, Player 2 is successful in forging Component 2. At this point, they could safely stop their turn, hoping to make strides in later turns. But Player 2 decides to “push their luck” and use Overtime to try to catch up. So they take the green Overtime cube and place it on [C2] (even the normal progress is at risk), and they leave their purple Construction Tracking cube where it is. They attempt to complete the 3rd component—another [C2]—so they can catch up with Player 1. If they succeed, they can move the green cube to the 3rd space of the track. If Player 2 has already completed the second excavation section of Asteroid 2, they could keep on going. But if they have not gotten that far then they must stop Overtime. They replace the green Overtime Cube with their purple Construction Tracking Cube, collect the funding for both Components, and finish their Foundry phase. But if they failed in forging the C2 for the 3rd level, not only do they fail to make the 3rd level, but they also lose the 2nd level that they gambled when they decided to “push their luck” and go into Overtime—they will not collect any funding for the Interstellar Foundry phase this turn. They remove the green cube from their Alpha Station player card, and their purple cube remains where it is.*

Exception to the Overtime Option

The Overtime Option is not applicable in the following scenario:

If one player manages to fully excavate the last section of either Asteroid 1 or 2, but the other player does not, then that asteroid is removed and the next asteroid is set up. In that scenario, one of the players never mined the materials required to create components [C2]/[C3] or [C5]/[C6], which would normally mean they could never catch up on space station construction. In that specific case, the player who was unable to fully excavate the last section of the previous asteroid would move their Construction Tracking cube down to [C2]/[C3] or [C5]/[C6] **without collecting any funding** for components they skipped. This allows the player who missed the last section of either Asteroid 1 or 2 to still be competitive when constructing the space station (the parent corporation got the components elsewhere).

After you have completed Phase 6½: Interstellar Foundry, you remove the 2 natural Smelter dice and the orange Control Station die from the Interstellar Foundry Card and set them aside.

Changes to the Advanced Version

In the base game, if Player 1 reaches \$0M, then P1 automatically loses because no Drill components cost \$0M (P1 must always pay \$1/\$2M/\$3M/\$4M for their Drill Components). But with this expansion, if you have reached \$0 on your funding track, you might still scrape up some funding in time by contributing to the construction of Alpha Station in Phase 6½: Interstellar Foundry.

Situations

Player 1 has reached \$0M on their funding track...

- ...but they have fully excavated a stratum, and they have the chance to complete the next component for Alpha Station
- ...at the beginning of their turn, but they are behind in building Alpha Station components from previous turns, so as a special exception, they can skip phases 2 through 6 and go directly to the Interstellar Foundry phase.

If Player 1 meets either of these two conditions, then they will not automatically lose even though they have reached \$0M. As long as the player has an outstanding component they can build because they had excavated the required minerals in a **previous turn**, then they can continue playing by skipping phase 2 through 6 and going directly to the Interstellar Foundry phase. This is a special exception for only this situation, for this player, in the Advanced game.

The player will automatically lose if the following situation occurs:

- Player 1 starts their turn with \$0M funding, and they are not behind in the construction of Alpha Station. They can no longer continue since there is no way for them to obtain funding in future turns.

Solitaire Rules for the Expansion

You can play the Interstellar Foundry Expansion solo, as well. You will start as Player 1, and you will also make Player 2's construction choices as optimally as possible. So after Player 2 has fully excavated a section (and possibly used the Metal Market), you would roll the Smelter dice and possibly the Control die for Player 2 as though you were that player. All other Expansion rules remain the same.



AVStudioGames
9C Rue Aloxe Corton
21200 Chorey-Les-Beaune
France
avstudiogames.com



**Capstone
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