BEYOND HUMANITY

# ASTROMINERS

PLAYER'S MANUAL

# DESCRIPTION

In "Beyond Humanity: Astrominers", players manage competing groups of space miners extracting minerals from the asteroid belt. The challenge comes in planning how to manage your personnel and resources through a variety of missions to extract minerals and outmaneuver the competition. Build the wealth of your Corporation, and fuel financial and material success. Be careful to not be left behind, for to the victor go the spoils.

According to current scientific knowledge of potential mining missions in space, players will acquire seven resources: water, xenon, plasteel, tungsten, nickel, palladium, and gold; on three different types of asteroids: S, C and M-type.

Beyond Humanity: Astrominers is designed for 2 to 4 players. There is a separate expansion for 5–6 people, which is not included with the basic game.

# CONTENTS OF THE BOX

Game board

Manual

4 colored sets of 7 dice each

x 210
Resource tokens

First Player Marker

x 50
Mission cards deck

x 50
Order cards deck

x 8
Mining Barges minis

x 14
Achievement mini-deck

x 8
Technologies mini-deck

x 8
Bulletins mini-deck

x 6
Expeditions mini-deck

There may be more elements in the box, if you have bought some game expansions.

x 14
Challenge mini-deck

x 4
Exchange mini-deck

## GAME GOAL

The goal of the game is to collect more Victory Points than your opponents. Players complete missions to acquire resources and fulfill Orders that provide Victory Points.
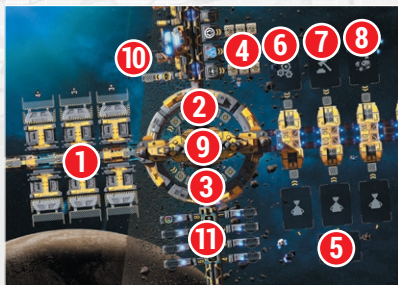
Victory Points are also earned for completed Missions, earned Achievements, completed Executive cards, and surplus resources.

## DEFINITIONS

- **Subroutine** – worker type (symbol on dice), autonomous mining robot
- **Miner** – worker type (symbol on dice), astronaut qualified for drilling
- **Surveyor** – worker type (symbol on dice), astronaut who supervises the extraction
- **Geologist** – worker type (symbol on dice), astronaut scientist
- **Action** – player's execution of one of the actions in the action phase: playing dice or a Mission card
- **Round** – standard game time unit, consists of several phases: opening, roll, action (until all players have used up their available actions), settlement of Missions and Orders

- **Socket** – a small designated area on the game board and Mission cards to place worker dice.
- **Field** – a designated area on the game board to place cards or decks.
- **Plasteel Storage, Xenon Containers, Water Tanks** – a set of sockets on the board for acquiring basic resources.
- **Refinery** – a set of sockets on the board for acquiring Order cards
- **Assignments** – a set of sockets on the board for acquiring Mission cards
- **Barges / Mining Barges** – space vessel minis, which are stands for Mission cards
- **Docks** – fields on the game board for placing Mining Barges

## GAME BOARD, SYMBOLS AND MARKINGS

**The game board:**



1. **Docks** – fields to place Mining Barges with Mission cards
2. **Refinery** – sockets to acquire Orders cards
3. **Assignments** – sockets to acquire Mission cards
4. **Water Tanks, Xenon Containers, Plasteel Storage**
5. **Achievement** cards field
6. **Technology** mini-deck (Executive cards) field
7. **Bulletins** mini-deck (Executive cards) field
8. **Expeditions** mini-deck (Executive cards) field
9. **Resource Exchange Card** field
10. The **First Player's** socket
11. **Round** track

### Worker symbols (on the dice)

 /  Miner   /  Subroutine   Surveyor   Geologist

### Resource symbols and tokens

 Plasteel   Water   Xenon   Gold   Tungsten   Nickel   Palladium   Any resource

### Other symbols:

 Worker dice socket   First Player   Victory Points   Discard any card from hand   Buy the Order card   Take the Order card   Take the Mission card

1. Lay out the **game board**.

2. Prepare each deck of **Mission and Order cards**:
   - Remove cards from either deck, marked on the back with values that exceed the current number of players (2+, 3+, etc.), and return them to the box.
   - Shuffle both decks separately and lay them face down, separately, forming two piles next to the board (they can be placed on either side of the board according to the Assignment and Refinery field markings). From each pile, place 4 cards face up next to the piles.

3. Lay out the **Achievement cards and Executive cards**:
   - Out of the 7 Achievement cards available in the game, draw 3 and place them face up on the appropriate fields on the game board and place the rest as Achievement deck (face down) on the designated field.
   - Shuffle each of the Executive mini-decks (Expeditions, Technologies and Bulletins) separately and lay them face up on the appropriate fields on the board.

4. Draw a **Resources Exchange card** from the 4 cards, and place it in the middle of the board.

5. Put the **Resource tokens** (in a container or a pile) in an easily accessible place, this will be "**the bank**".

6. **Choose player colors** and distribute the barges (2 for each player) and dice (7 for each player).
   In a game for **more than 4 players** (expansion), each player should play with **only 6 dice** in their pool (one die with Subroutines and Miners icons should stay in the box).

7. Give **1 Resource of each of the 7 types** to each player.

8. Determine the **First Player** before the first round: take 1 dice from each player and draw one of them at random. Alternatively, the last person to watch a movie or read a book set in space, can be the First Player.

9. Place **1 Resource marker on fields 1–7 of the Round Track**, a different Resource on each field, either randomly or in the order shown in the "Resource Symbols and Tokens" figure above.

10. Shuffle the **Challenge cards** deck, draw a number of cards equal to **the number of players plus five** cards and place them face up on the table. Return the remaining cards to the box.



*Initial table setup for 4 players*

> The number of available Docks, Refinery and Assignment sockets/fields depends on the number of players on the board. Fields and Docks marked with a number exceeding the number of players (3+, 4+, etc.) are excluded for the entire game.

The game has 8 rounds. Each Round consists of several phases:

### 1. Preparing the table for a new Round:

To determine the first player for the new Round (except the first Round) check to see who placed a die on the First Player socket in the previous Round. If no one has done so, the First Player from the previous Round retains that status.

Collect the dice placed on the board in the previous Round, except those on active (incomplete) Missions.

### 2. Roll the dice and modify the results:

All players simultaneously roll all of their available dice.

The result of the roll determines their dice pool, i.e. the workers dice available to each player in the current Round: Miners, Subroutines, Geologists and Surveyors.

Immediately after the roll, each player may make one re-roll, i.e. they may once again roll any number of dice from their just rolled pool.

Additionally, at any time during the round, a player may change the results on their dice for the cost of one dice. By discarding one of the dice from the remaining pool in this Round, they may choose any other symbol on one die or may re-roll any number of dice. Any number of dice may be used and discarded in this way, at any time during the Round (this is not considered an Action).



A die with a double Miner/Subroutine symbol can be placed on any socket marked with a matching single symbol and provides double the Resource gain. A field with both Miner/Subroutine symbols indicates the possibility to play either of the two worker dice.

## 3. Action Phase:

Players take one Action each (starting with the current First Player, and going clockwise from there) until all players' Actions are exhausted, i.e. until they have exhausted their dice and/or decided to "pass".
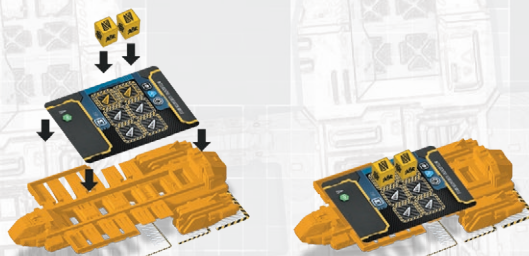
As a single action, each player may perform one of three basic actions:

1.  Playing one worker dice on an available socket:

    •   Playing a Miner or Subroutine dice on a free socket of one of the basic Resources (Plasteel Storage, Xenon Containers, Water Tanks), as indicated, and taking the corresponding Resource from the bank in the amount corresponding to the number of symbols on the dice (one or two). The first field in each of these areas provides one additional resource.
    •   Playing the Surveyor's dice on the first free socket of the Assignments and taking a Mission card in your hand; one of the exposed ones or a face-down card from the top of the deck (the taken card should be immediately replaced with a new card from the top of the deck).
    •   Playing the Geologist dice on the first free socket of the Refinery and picking up an Order card in your hand; one of the exposed cards or a face-down card from the top of the deck (the picked up card must be immediately replaced with a new card from the top of the deck).
    •   Playing one of your dice on a free socket on the active Mission card (yours or another player's) according to the socket symbols.
    •   Playing any of your dice on the First Player's socket to become the First Player at the beginning of the next Round.
    •   Playing any of your dice on the free socket next to an Achievement card or one of the Executive cards to take and use that card immediately.
    •   Playing any of your dice on the free socket on an already possessed Technology or Bulletin card and taking the card or Resource indicated on it.



2.  Playing a Mission card (launching the Mission): The player chooses one Mission card from their hand and puts it on their Mining Barge and places it into a free Dock on the board, paying its cost in Resources as indicated on the card. At the time of launch, the player may place any number of dice from their pool on the card sockets marked with an extra border and yellow color; compatible symbols only (more information in the "Missions" chapter). Note the limit of Docks on the board and that only 2 Mining Barges are available per player.



3.  Discarding one dice until the end of the Round and exchanging one Resource token owned for any one other from the bank.

Instead of performing an Action, a player may also "pass" and stop performing actions until the end of the Round. In this situation, it is not possible to perform any Action in the same Round, so "waiting" one or more Action turns is not allowed.

## 4. Completing Missions:

After all players have exhausted their actions (exhausted their dice and/or passed), the action phase is considered complete.

At this point, the Round Bonus is accounted for. The player who has the most dice placed on missions (their own and someone else's together), takes 4 tokens of the Resource indicated on the Round Track as appropriate for that round (1 token from the Round Field and 3 from the bank). If two players have the same number of dice on Missions, they both get 2 each. And if 3 or more players have the same number of dice, each gets 1 resource. In round 8, the players choose which Resource markers that are taken in this way (all the same or various).

Next, check which Missions have been completely filled with worker dice. These are considered completed and are accounted for according to the order of players in that Round.

Each participant in the Mission being carried out (each die) gets the Resources it provides, delivered to the corresponding player. Each symbol on the dice gives one set of Resources (some of the Missions provide more than one Resource token per symbol) marked on the Mission card: **single symbol – one set, double symbols – two sets.** Mining Barge and dice from this mission go back to the players who took part in the Mission. A Mission card after its completion goes to the player whose Mining Barge it was on. The player places it face down next to them (completed cards pile). At the final counting of Victory Points, each completed Mission card is worth 1 Victory Point.

The Resource reward for a completed Mission is taken first by the Barge owner and then by the other players according to the order of players in that Round.

If a Mission card/Barge is not completed (filled) in this Round, it moves out one position in the Dock. The dice placed on it remain in place for the next Round. If a Mission has not been completed in 2 consecutive Rounds, it has failed and is out of the game. Place the Mission card at the bottom of the Mission deck, and return the Mining Barge and dice from that Mission to their respective players. Failed Missions will not provide anyone with either Resources or Victory Points at the end of the game.

Expeditions (see the Executive Cards section) are settled similarly to Missions, taking one of the Mission or Order cards (of your choice) for each die: the owner of the Barge first, then the other players in clockwise order. If the Expedition is not completed, the card is discarded from the game.

## 5. Completing Orders:

Each player may now complete one Order card from their hand, in Player order.

To do so, pay the resources indicated on the Order card and possibly, if the card requires it, discard another card from your hand (Mission or Order) by placing it at the bottom of the deck it came from (it may not be a card from the completed card pile). This must be done openly, in a way that is visible to other players.

The player then puts the Order card into their pool of completed cards. From that point on, the player may perform the additional action described on that card. **It can be performed any time in the game, even in the same round.**

## ROUND TRACK

The Round Track is used to count completed Game Rounds and to mark bonuses for participating in Missions.

During setup, 1 Resource marker is placed on the Track fields: a different Resource on each field, either randomly or according to the order in Figure X (at the top of page 4).

Each round's bonus for Missions is settled in the Missions settlement phase: check which player has the most dice placed on Missions (his own and others' together). That player takes 4 pieces of the Resource indicated on the Round Track as appropriate for that round (1 piece from the round field and 3 from the bank). In case two players have the same number of dice in missions, they both get 2 each, and in case more players each get 1. This is also shown iconographically in a simplified way in the middle of the Track.

In round 8 any Resource markers are taken in this way, same or different – at the choice of the players who take them.

> The number of empty spaces on the Rounds track allows you to control the number of Rounds remaining in the game.

# RESOURCES

There are 7 Resources in the game:
- 3 Basic Resources: **Xenon, Water, Plasteel** – basic Resources can be collected from the appropriate places on the board (Plasteel Stores, Xenon Tanks, Water Reservoirs) and from Missions.
- 4 Rare Resources: **Gold, Tungsten, Nickel, Palladium** – Rare Resources can be obtained by sending out Missions or by obtaining the appropriate Technology. You will need them to buy Order cards with Victory Points as well as to play/acquire certain cards.

When a Resource is depleted in the bank, players stop acquiring it with their actions or Missions (which they can still carry out normally) until that Resource reappears in the bank due to players spending it. **Players cannot later claim uncollected resources.**

Be sure to use x5 markers to make accounting easier for other players.

## Resources exchange:

Any time a player makes any payment, that player may pay any 4 Resources instead of any 1 they do not have. The Exchange card in the middle of the board reminds players of this. According to this card, one of the Resources (depending on the card drawn) can be exchanged at a preferential rate of 3:1 both ways, i.e. by paying any 3 Resources from the player's own Resources instead of one designated Resource, or any 3 designated Resources instead of one other Resource. This is the **Promoted Resource**.

You can also perform the exchange action and, in exchange for discarding one dice from the pool (in this Round),

exchange any 1 Resource for 1 other Resource from the bank (as described in the "Course of Play – Action Phase" section).



*Resources Exchange card*
1. *Marking standard exchange – each player can pay any 4 Resources (same or different) instead of one other Resource.*
2. *Marking of the first special exchange – one Promoted Resource (in this example Tungsten) can be paid with any three others.*
3. *Marking of the second special exchange – three Promoted Resources (in this example Tungsten) can be paid instead of one other.*
The **Promoted Resource** on the Resources Exchange Card only needs 3 markers to provide a Victory Point at the end of the game. As opposed to 4 markers, for all other Resources.

> **Note: exchanging Resources between players is not allowed in the game.**

# MISSIONS

The game uses a deck of Mission cards as the main method to acquire rare resources. Players draw Mission cards into their hand and then complete them by paying the Mission cost, placing that Mission card on the Mining Barge, placing the Barge into an available Dock, and gradually filling its fields with worker dice.

The number of Mission cards available for the entirety of a given game is determined according to the number of players, discarding from the deck any cards marked with numbers exceeding the current number of players (3+/4+).

Four cards are revealed by placing them next to the deck for the duration of the game. Players can draw Mission cards into their hand by placing a Surveyor die on a free field of the Assignments area, or through the effects of certain Executive cards. The player drawing a Mission card chooses one of the face-up cards (in which case its space must be immediately filled with a new card from the top of the deck) or the face-down card from the top of the deck.



*A Mission card:*
1. *Title of the card (mission type or destination asteroid).*
2. *Resource cost to pay for launching the Mission.*
3. *Worker dice sockets, with symbols of the required dice.*
4. *Symbol of asteroid type.*
5. *Resources earned after completing the mission. The player(/s) will receive the Resources corresponding to the workers symbols.*

To start a Mission as one of their actions (action phase only), the player places a Mission card from their hand on their Barge which then goes on to a free Dock, and pays the cost indicated on the Mission card. At this point, they may also use their dice pool to fill in any number of sockets on that card with an extra border and a yellow color, matching the worker symbols. Once this is done, all unfilled fields (yellow and white) become available to all players and

worker die can be placed on them as part of any player's actions. Players cannot have more than 2 active Missions at a time. However, the total number of active Missions of all players at any given time is limited by the number of available Docks (as marked on the board).

A mission is considered complete when all sockets are filled (see "Game Procedure – 4. Completing Mission").

## ORDERS

Order cards are a prime source of Victory Points. Order cards are first drawn by placing a Geologist die on the Refinery field. At the end of each Round, one Order card can be purchased from your hand by paying the cost indicated on it. This provides the Victory Points indicated on the card.

The number of Order cards available for the entirety of a given game is determined according to the number of players by discarding from the deck cards marked with numbers greater than the current number of players.
Four cards are revealed by placing them next to the deck for the duration of the game. Players can draw Order cards from their hand by placing a Geologist dice on a free field in the Refinery area or through the effects of certain Executive cards. The player taking an Order card chooses one of the face-up cards (in which case it must be immediately replenished with a card from the top of the deck) or a face-down card from the top of the deck.

Orders are fulfilled during the designated phase of the Round – see "Game Procedure – 5. Completing Orders".



*Order card:*
1.  *The number of Victory Points the player receives after completing this card.*
2.  *Resources cost to complete the Order.*
3.  *Bonus one-time effect available to the player.*

### Bonus effect of Order cards:

Each Order card allows the player to perform a single bonus action in addition to Victory Points. Once an Order card is redeemed, the player may perform the action at a time of their choosing (in this, or any future Round).

The player places the redeemed Order card face up on their pile of completed cards, and only after using the action from

a given card, the player places the cards face down. Any number of executed Order cards may be used by any player in this manner in each Round.

The value of the Order card in Victory Points is included in the player's total at the end of the game, regardless of whether the bonus effect was used or not.

*Marking bonus effect on Order cards:*

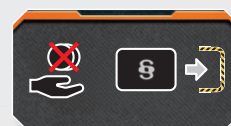 *Turn any die, setting it to the the Surveyor or Geologist symbol.*

 *Turn any die, setting it to the the single Subroutine symbol.*

 *Turn any die, setting it to the the single Miner symbol.*

 *During any payment you may reduce the charge by one Resource of your choice.*

 *You may start a Mission or Expedition without paying its initial cost.*

 *During the Buy Orders phase you can buy one extra Order card from your hand (same round or later).*

# ACHIEVEMENTS

Achievement cards provide additional Victory Points for completing the appropriate number of Missions on specific asteroids. The Mission cards contain information about the types of asteroids on which they are carried out (indicated on the cards as: S, C and M). Completing the appropriate number of Missions on specific combinations of asteroids allows you to earn Achievements, as required on their cards. Expeditions are marked with a "?" symbol, once completed, can substitute any Mission type.

At the beginning of the game the Achievement deck is shuffled, 3 cards are drawn and placed face up on the board and the 4 remaining cards are placed face down on the space next to it as an Achievement deck.

A player who completes the required set of asteroid types in the Missions completed so far may, as one of their actions, play any of their dice on the vacant socket next to the face-up Achievement card, discard their Achievement-required completed Missions on the bottom of the Mission deck (the Expedition cards are discarded in the box) to take that Achievement card and add it to their pool of completed cards. Its victory point value will be added to the player's achievement at the end of the game.



*Achievement card:*
1. *The title of the card (achieved award).*
2. *The number of Victory Points this card gives when exchanged.*
3. *The set of asteroid types on which Missions must be completed and exchanged to acquire this card.*

After taking an Achievement card, the vacant space on the board is replenished with a card from the top of the Achievement deck, if any remain.
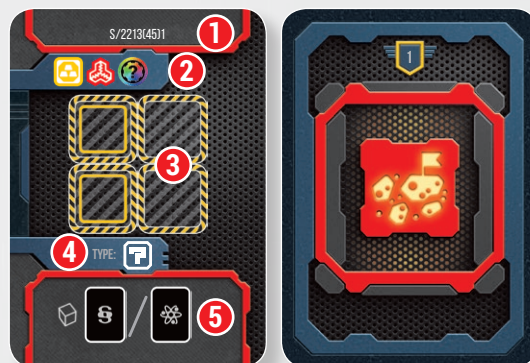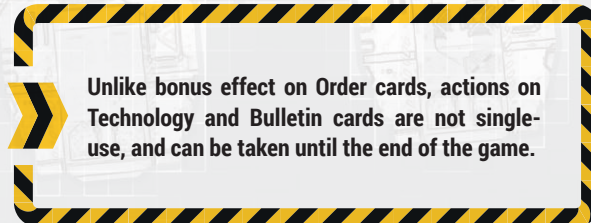
# EXECUTIVE CARDS

There is space on the board for 3 mini-decks of Executive cards: Technologies, Bulletins, and Expeditions.
Each of these mini decks is placed face up on its assigned space on the board. During the action phase, a player may play any one dice on the space next to that deck and draw one of the cards (if any are still available, of course). Executive cards are not drawn into the hand, but executed immediately, so in addition to playing the dice, the cost in Resources indicated on the card must be paid at the same time.

> **Unlike bonus effect on Order cards, actions on Technology and Bulletin cards are not single-use, and can be taken until the end of the game.**

## Expeditions:

Launching an Expedition card is done in the same way as a Mission: the card must be placed on a Barge and put into a free dock, then the sockets on it are filled with any dice, the sockets with a yellow frame can be filled when activated, and the rest are available to all players.

Resolving an Expedition is also similar to a Mission. Only instead of Resources, players take Mission or Order cards (first the owner of the Barge chooses, then the players in order). The completed Expedition card is placed in the completed card pile and provides 1 Victory Point at the end of the game.

Additionally, Expedition cards can be used in place of a Mission card with any type of asteroid when collecting Achievements. In this case, the Expedition card is discarded to the box, out of the game.



*Expedition card:*
1. *Title of the card (destination asteroid name).*
2. *Resource cost to pay for completing the Expedition.*
3. *Worker dice sockets, any dice can be used.*
4. *An indication that it can be used as any asteroid type.*
5. *Mission/Order cards to be earned after completing the Expedition.*

## Technologies:

Technology cards are not taken to the hand or played from it, but are placed in front of the player on the table immediately after the player acquired them by putting their dice on the socket and paying the cost in Resources. From then on, the card provides an additional socket for use as an action, but only for the player holding the card. Placing any worker dice on a socket of the Technology card provides one token of a rare Resource as indicated on the card.

In addition, the Technology card provides additional Victory Points at the end of the game according to the value indicated on the top of the card.



*Technology card:*
1. *The number of Victory Points.*
2. *Resources to pay for completing the card.*
3. *A permanent socket to get a Resource by placing any dice; only available to the owner.*

## Bulletins

Bulletin cards are not taken to the hand or played from it, but are placed in front of the player on the table immediately after the player acquired them by putting their dice on the socket and paying the cost in resources. From then on, the card provides an additional socket for use as an action, but only for the player holding the card. Placing any worker dice on a socket on the Bulletin card allows the player to take one Mission or Order card into their hand (just like they would play the dice on Refinery or Assignments sockets).

In addition, the Bulletin card provides additional Victory Points at the end of the game according to the value indicated on the top of the card.



*Bulletin card:*
1. *The number of Victory Points.*
2. *Resource cost to pay for completing the card.*
3. *A permanent socket to get a Mission or Order Card by placing any dice; only available to the owner.*

# CHALLENGE CARDS

Unlike other cards, Challenge cards do not require using an action (placing a die) to acquire.

All Challenge cards are acquired immediately by the player that meets their requirements first. If two or more players are entitled to acquire the same card in the same moment, the card goes to the player, which is earlier in the Round order ("closer" to First Player). A player can acquire more than one Challenge card at a time.
All Challenge cards are placed in front of the player on the table immediately after the player acquired them.
Like the Order cards, these cards also provide a one-time effect. This effect is the same on all cards, and allows the player to reroll any number of dice in their pool.

In addition, the Challenge card provides additional Victory Points at the end of the game according to the value indicated on the top of the card.
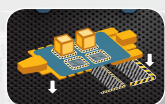
Acquired cards are no more available for other players.



*Challenge card:*
1. *The number of Victory Points.*
2. *Requirement to be met.*
3. *Bonus one-time effect (reroll).*

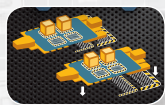Explanation of requirements on Challenge cards. A player acquires a Challenge card, whenever they (as a first):

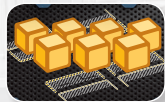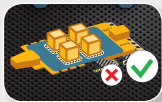| | | |
|---|---|---|
| have a Mission in a Dock | complete an "M" Mission | acquire a Bulletin card |
| have two Missions in the Docks at a time | complete their Mission with their dice only | acquire a Techno-logy card |
| have all their dice invested in the Docks | complete their Mission in just one Round | complete an Expedition |
| complete a "C" Mission | complete their Mission in two Rounds | buy more than one Order in one Round |
| complete an "S" Mission | acquire an Achie-vement card | |

## END OF GAME

The game ends after 8 Rounds have elapsed.

At the end of the last Round, all players tally the Victory Points they have earned:

- Orders, Achievements, Challenges, Technologies and Bulletins: according to the value indicated on the card
- Missions and Expeditions: 1 Victory Point each
- Surplus resources: 1 Victory Point for every 4 units of the same non-preferred raw material, and 1 Victory Point for every 3 units of a preferred raw material (according to the drawn Resource Exchange card).

The player with the highest number of Victory Points wins. If more players get the same number of Victory Points, you will enter the tiebreaker showdown. If two or more players have identical Victory Points for first place:
- The player with the most Victory Points from Order cards is the winner. If there is still a tie,
- The player with the most Victory Points from Mission and Achievement cards wins. If there is still a tie,
- The player with the most Victory Points from rare Resources wins. If there is still a tie,
- **PLAY ANOTHER GAME!!**

BEYOND HUMANITY

ASTROMINERS

| | |
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