

# Prospector – Up to the stars

This is the name of our new card game..

The original idea of Klaus Großpietsch has been developed by Werner Falkhof (THETA) and Harald Topf (CSPP) and illustrated by Klaus Großpietsch (BRAIN).

The old dream of flying towards the stars that the mankind has had ever since, seems now, at the beginning of a new age, to be possible to realize, and use the prosperity may be realized. So let us dream and play the future: Let's start and go to the stars!

## Objective of the game

As on earth resources are rare, innovative traders try to make their way as prospectors and explorers travelling around throughout the universe. They buy, fit out and board rockets, space stations and last not least space mills to be the number # 1 of up to seven rich prospectors.

It is not enough to find raw materials – you have to bring them back to earth and to sell them successfully. But this is only possible if there is a "window", i. e. it is possible to trace an uninterrupted orbital line from the raw material world back to earth, so that the rockets don't burn out. Robot shuttles on the planets and asteroids are carrying the resources to the orbiting ships/stations at a rendezvous point. From there a transfer to earth is only possible when a window is open. There is a maximum of 7 orbits for each planet/asteroid.

And as if this were not enough trouble, you have also to take account of the other players – all aiming the same as you!

## Game Components

The game and the board (available as from the spring 2003) is divided as follows:

- Near Earth with the inner planets Mercury, Venus, Earth and Mars,
- Medium range with Asteroids, Jupiter, Saturn and Space 1
- Outer range with Space 2, Uranus, Neptune and Pluto.

An asteroid or planet (i. e. a card) may have one or more of the resources biomass, energy, ore and water. Additionally, there are up to 7 coloured orbital lines for movement of space crafts along and between these lines and several rendezvous points for transactions.

The Game is available in two versions:

- Card game with 110 cards; 91 playing cards, 7 coloured cards with 18 playing pieces each (to cut before playing) and 11 rules and additional cards.
- Card game as mentioned above but with an additional board, more detailed rules and a description of the solar system supplied by the DLR. (available in 2003).

There are 7 cards per world (planets and asteroids), 7 space 1 and 7 space 2 cards and 7 joker cards (playable as planets or asteroids). All other cards are for rules or playing pieces.

Instead of using the counters you can take also dice (three per player, each player another colour; you may order these in a set of 36 at CSPP, Alfred-Bucherer-Str. 63, D-53115 Bonn). Each dice with a „1“ is a space ship, with a „2“ a space station and with a „3-6“ a factory with different load.

Additional rules „living“ (s. attachment): To survive a turn in space any crew requires a special amount of biomass, energy, fuel and water. This amount grows with the crew.

## Preparation

Before starting and dealing with the cards, the card decks are sorted by planets and letters from A to M and shuffled separately. Each one of the 7 Joker cards (letter N) is shuffled into the decks from A to G. The shuffled decks are now arranged one after another beginning to the left with deck A (Mercury; playing with the board, you place the decks at the free positions on top of the relevant world). Any prospector draws now one card from each deck from A to D. (from Mercury to Mars).

## Starting the game

The prospector owning the card with the highest value on Earth (C7 greater as C6, ..., greater as C1) starts. He (or she) places this card to the Earth position (just under deck C) and finishes his first phase 1. He may draw his new 4.th card from any deck between A and M and continue with his phase 2-

## Gameturn with 4 Phases

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| Phase 1 | Play or drop the card and receive a new card (always 4 cards at hand)   |
| Phase 2 | Build a new or reorganize elder space ships (place dice or counters); phase 2L (optional rule living, see attachment) |
| Phase 3 | Move one or all spacecrafts (move dice or counters)   |
| Phase 4 | Count output (and write down on paper)  |

**Phase 1:** In this phase the prospector places a card onto or next to an already laying card; i. e. existing Earth (C) only, there may be placed another Earth card, a Venus (B, left to Earth) or a Mars (D, right to Earth) or a Joker (M, anywhere) card. Are there already spacecraft of other players on this card, it may only be replaced by another card if the coloured orbital line under the foreign spacecraft is also on the new card. An own spacecraft is no problem as it may move within phase 3. If a Joker has been played, all cards under this card are remixed into the relevant deck (e. g. a Joker has been played over three already laying Martian cards, these three Martian cards are shuffled into deck D). For his placed card, the player receives another card (his 4.th card) from any deck. (Alternatively, the player may show and drop a card under the relevant deck and draw a new 4.th card, but he is not allowed to play a card this turn at all).

**Phase 2:** In phase 2 the player may construct a spaceship (dice with „1“) and place it on Earth in the case that there is a free orbital line. Additionally, he may combine two ships to a space station (dice with „2“) or three ships (or one and one station) to a factory (dice with a „3“) if these are together at a rendezvous point at the beginning of his turn. A player may destroy spacecraft on demand (and reconstruct them on Earth next turn).

**Phase 3:** In phase 3 the prospector may move any of his own spacecraft (counters or dice). Spaceships (dice with „1“) are moving along the same coloured orbital lines from world to world as long as the line isn't interrupted or change an orbit at the same world. The movement must not

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stop at a rendezvous point but this may have some advantages. Space stations (dice with “2”) and factories (dice with “3 to 6”) may change only orbital position within the same world. The movement must not stop at a rendezvous point but this may have some advantages.

**Phase 4:** In phase 4 the output is counted and noted on a piece of paper (you can find a sample on the backside of card Phase 3).

A spacecraft at a rendezvous point, which can trace an uninterrupted orbital line back to Earth, receives the amount of resources noted at the bottom of the card (a Joker receives always the amount of the replaced world!).

- Space ship receives the normal value,
- Space stations are doubled, factories are tripled (or otherwise counted, see next lines)
- Factories, not able to trace a line back to Earth but still at a rendezvous point are filling the container boxes. (a „3“ becomes a „4“, a „4“ a „5“ and a „5“ a „6“). Next time, when the factory is able to deliver goods to Earth, the number of the loads is counted and then the factory is turned back to the normal value „3“.

### The world values:

Mercury	6	Resources (6 Ore)
Venus	5	Resources (2 Biomass and 3 Water)
Earth	4	Resources (1 Ore, 1 Biomass, 1 Energy and 1 Water)
Mars	5	Resources (2 Ore and 3 Energy)
Asteroids	7	Resources (2 Ore, 2 Biomass, 2 Energy and 1 Water)
Jupiter	8	Resources (4 Biomass and 4 Energy)
Saturn	12	Resources (4 Ore, 4 Energy and 4 Water)
Uranus	14	Resources (7 Ore and 7 Energy)
Neptune	16	Resources (8 Ore and 8 Energy)
Pluto	20	Resources (20 Energy)

### Gameturn

The players move clockwise one after the other. After a complete turn, the player with the lowest collected amount of resources is the starting player of the next turn beginning with phase 1. (In case of even points water decides, then energy, then biomass and at last ore or a dice).

### Gameend

After 12 turns (or a previous defined time) the game ends and the player with highest income in most of the four resources wins. (In case of even points water decides, then energy, then biomass and at last ore).

### Additions

#### Easy starting

For a shorter game and for younger people, we prefer to play with the Earth card (without letter, backside of German game description) and without all other Earth cards. As there are now fewer inner worlds the players may take instead of the Earth cards a card from any deck. Also it is possible to play a card otherwise than normal (turn it bottom up) so there are much more possible combinations for the coloured lines to construct – or interrupt!

#### Alternative victory conditions

To reduce game length from about 90 to 40 minutes the prospector collecting first 250 resource points at all wins. The game becomes even more thrilling if you don't write down the income. Use instead of this coloured and numbered counters from a board game (e. g. the ashes board game with magenta, green, yellow or blue counters from 1 to 9, all with a white backside). The next turn starts with the lowest income only from the last turn – meaning after another turn the old counters are flipped to the white backside so that only the owning player really knows what his income is.

#### Variation: Living

On any world your crew receives the printed resources for free. But the resources not available there had to be traded (e. g. Biomass, Water and Energy at Mercury) for the crews. If you have some left on your table, it's easy, there are just subtracted there (1 per crew, 1 spaceship has one crew, a station 2, and a factory always three). Does the player have not enough resources, he may trade with other players (at a rate of 1 to 5 if there are spacecraft of the other player at rendezvous points over the same world (on different orbits of course) or at least with Earth at a rate of 5 for the desired resource (he had to subtract other resources instead of the requirement) A spacecraft low on crew is reconstructed to the lower class or destroyed.