

Rocks for Sale ©

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 them and tow them back. 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 concentrate on paying 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 cop around when you need one, watch out for skullduggery and keep an eye on your scanners.

The game includes:

Game board	1
Ship stand ups	6
Ship record sheets	6
Asteroid size cards	20 Marked 1, 2 & 3
Mineral cards	40

Putting it together

The entire game has been done in grayscale and designed to use a small amount of ink to keep the cost of producing your copy to a minimum. Besides this set of rules; RFS_Rules.PDF you should also have the following files

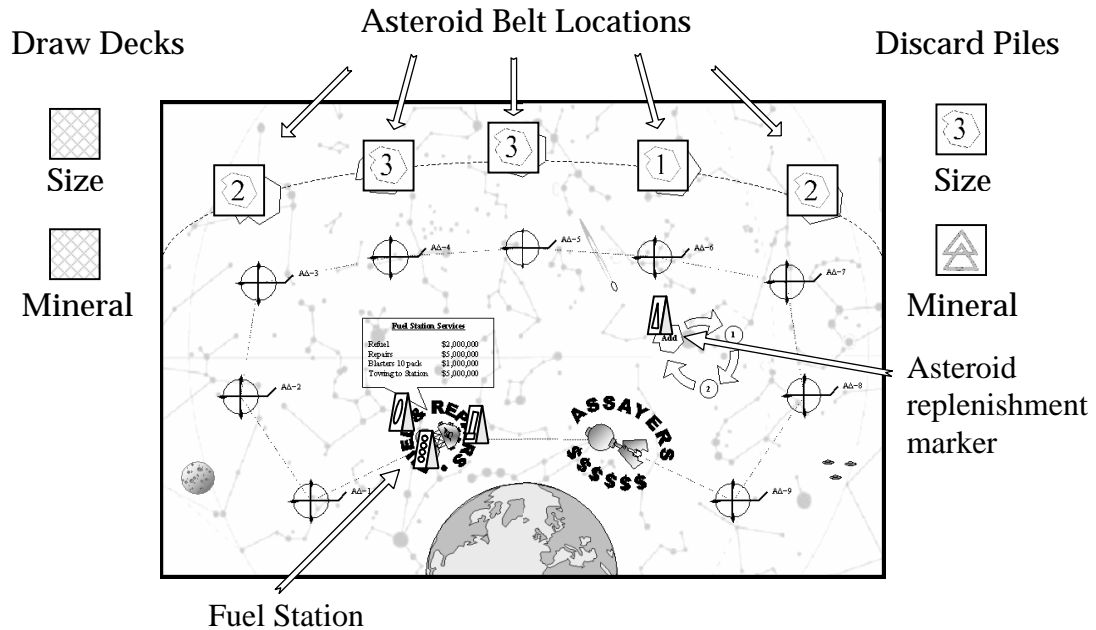
RFS_Board.PDF	2 pages	Board
RFS_Cards.PDF	6 Pages	Cards
RFS_Record.PDF	6 Pages	Ship record sheets
RFS_Ships.PDF	1 Page	Ship stand-ups

With the exception of these rules and the ship record sheets we recommend that the components be printed on card stock. The sturdier materials will not only make the components last longer it will make the matter of transparency less of an issue with the cards. Furthermore in RFS_Cards.PDF a card back page is included; printing this simple diamond pattern on the back of the cards prior to cutting them will distract the human eye from perceiving any image.

If you have any questions about these rules contact us at Service@PyroMythGames.com

Setting Up

Lay out the board with the two decks asteroids and minerals in separate piles face down to the left end of the board. Make sure both decks are shuffled 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. Use one of the extra ships as the asteroid replenishment marker starting it on the space marked Add.



Each player should take a ship and corresponding ships record sheet. Don't forget pencils for everyone. Players start at the fuel station with 100 units of fuel, 5 blasting charges and \$35 million in debt as noted on the ships record sheet. 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 this order.

- Determine speed and move.
- Blasting
- Pick up or drop off asteroid
- Scan asteroid
- Asteroid advancement