

Belt-R-Bust Rules

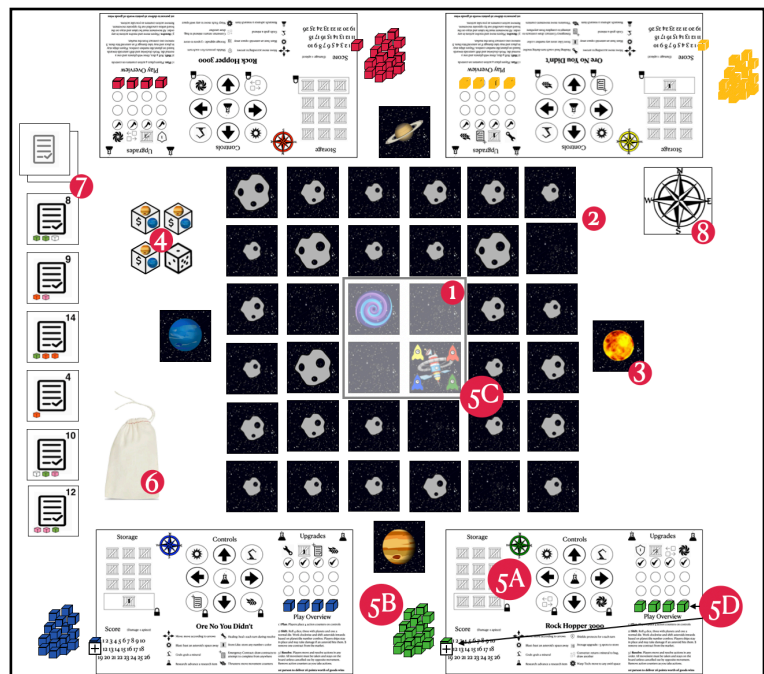
Overview: *It's your first day on the job in Belt-R-Bust Inc., the 22nd largest asteroid mining company in the galaxy. (You have to start somewhere right?) Here, the boss believes in trial by fire. Each player will be programming actions on their ship's dashboard and attempting to navigate a constantly shifting asteroid belt. The first player to blast asteroids, bring back ore, and complete 26 credits worth of contracts will be allowed to keep their new job! Everyone else is sent packing...possibly through an air lock. Oh, and one last thing—don't hit too many asteroids along the way because each ding will cost you your hard-earned credits. Good luck!*

Components:

- 34 asteroid tiles of varying sizes (16 small, 11 medium, 5 large)
- 8 double sided starter tiles (space station, worm hole, Saturn, Jupiter, Uranus, the Sun, 2 empty space tiles, and one first player marker)
- 4 dice (1 normal d6 and 3 planet dice)
- 4 ships in different colors
- 4 double-sided player boards (control panels)
- 4 sets of 20 action cubes (yellow, light green, red, and blue)
- 20 contract cards
- 48 resource cubes in 4 different colors (pink, dark green, orange, and white)
- 1 cloth bag
- 1 compass tile

Set-up:

1. Shuffle and place the space station, worm hole, and 2 empty space tiles into a 2X2 grid.
2. Shuffle the remaining 32 asteroid tiles asteroid side up. Flip over a number of them (4 players, 4 tiles; 3 players, 6 tiles; 2 players, 8 tiles) to face down and then re-shuffle to combine. Now, deal out around the starting 2X2 square to form a larger 6X6 square.
3. Shuffle and place the planet tiles around the 4 sides of this asteroid board.
4. Set dice to the side of the asteroid board
5. Players choose colors. (A) Take the corresponding control panel. (Players will choose one side to play on. Player boards are double sided—Rock Hopper 3000 and Ore No You Didn't—each with different upgrades.) (B) Take colored action cubes. (C) Set their matching colored space ship on the space station. (D) Players set action cubes at the bottom of each of the four upgrade tracks, one on the 0 of their score tracker, and the rest of the cubes off to the side of their board.
6. Place all ore cubes in the bag, mix thoroughly, and set to the side.
7. Shuffle the 20 contract cards and deal 6 out face up next to the asteroid board. Set the rest in a draw pile to the side.
8. Whoever last looked up at the night sky goes first. They place the captain marker in front of themselves.



Example set-up for 4 players. Yellow goes first.

Play Summary:

Rounds: Each round is broken into three sequential phases: **Plan**, **Shift**, and **Resolve**.

Next Round: Pass the compass tile to the next player clockwise; start a new round.

Game End: When one player makes or exceeds 26 points. Finish the current round.

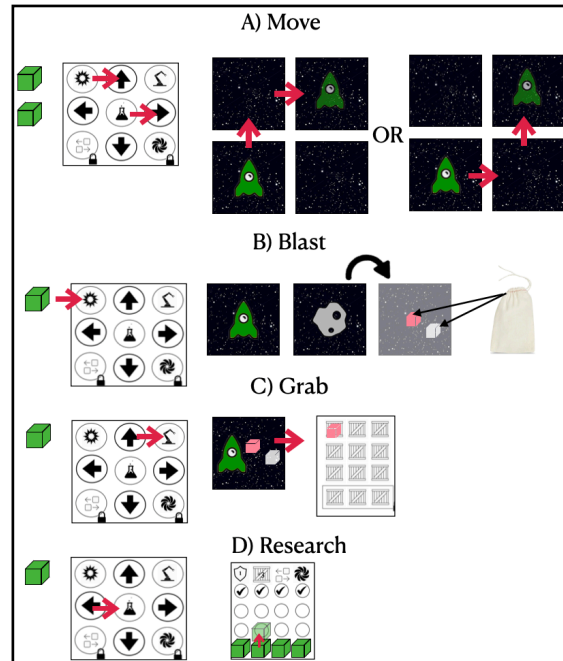
Winning: Player with the most points is the winner. If tied, most leftover ore is the winner.

Play Phases:

Plan:

Each player simultaneously places four action cubes apiece onto the various control buttons. The same action can be taken multiple times.

- A. **Move:** Allows you to move. Arrows move you up, down, left or right (relative to the player's orientation to the asteroid board). Each movement, moves your ship one space in that direction.
- B. **Blast:** Allows you to blast an asteroid exactly one space away in any direction. When you blast, you will flip over the asteroid and draw cubes from the bag equal to its size (number of craters on it: 1, 2, or 3)
- C. **Grab:** Allows you to grab ore from previously blasted asteroids. Each grab action allows you to grab one ore from a tile you are currently on.
- D. **Upgrade:** Allows you to advance a track to unlock special ongoing abilities during the game. After you have spent three upgrade actions, you unlock the special ability. The special ability, if applicable, goes into affect right away and can be used as you take the rest of your actions that turn. The two shuttles, *Rock Hopper 3000* and *Ore No You Didn't*, each have different upgrade abilities.



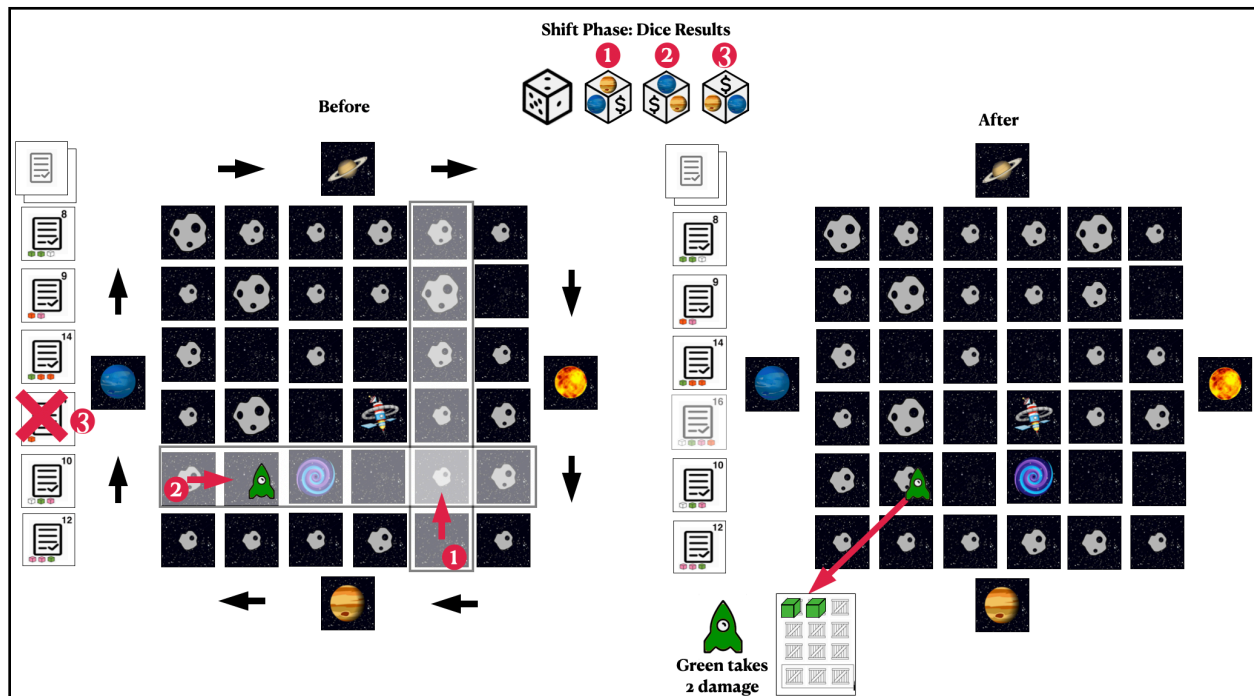
Example actions that happen in **Resolve Phase**.

Note: two buttons in the lower left and lower right of a player's board are "locked" until an upgrade unlocks these buttons. These buttons are different depending on your ship.

Shift:

Roll all 4 dice: a normal d6 and 3 planet dice. Each planet die has 4 planet faces (matching the planets around the board), one \$ face, and one blank face.

- When a blank face is rolled, nothing happens.
- When a \$ is rolled, the current first player chooses one contract card to discard.
- When planets are rolled: Working clockwise and starting at the top of the asteroid board, look for planets rolled that match the planets on the outer edge. For each planet that occurs, count spaces equal to the normal d6 on each of the planets rolled. On this row/ column, push all asteroids inwards, remove the tile that is pushed out, and place it in the now empty spot on the opposite side. If multiple of the same planet is rolled, shift that row multiple times.



Example **Shift Phase**.

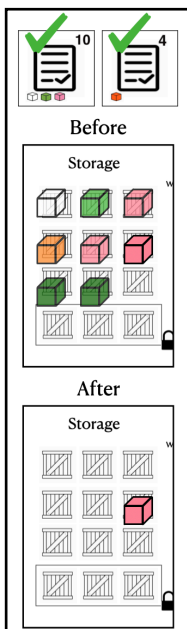
When the board shifts:

- Ships metaphorically “float” above the asteroid field and do not move with the tiles. (Pick up the ship and place it back on its previous position.) Ships do take damage equal to the asteroid’s size (1, 2, or 3) when an asteroid enters their space (see **Damage** on next page).
- While the asteroids “wrap” on the board, player ships and unclaimed ore do not. Any unclaimed ore that “falls off” is discarded and returned to the draw bag.

Resolve:

All actions/movement can be taken in any order:

- Actions: Starting with the first player, players resolve their actions in any order they choose. As you take actions that are not movement, remove them from the board. All actions must be taken and cannot be saved for later. If you cannot take an action, it is removed anyway.
- Movement: Unlike the other controls, action cubes placed on movement stay on the board. (An object in motion stays in motion.) Players can stop moving in one direction by playing an action cube on the opposite direction, in which case no movement occurs and both action cubes are removed. You must take all movement.
- Space station (free actions): When you return to the space station at any point in your turn, you may immediately turn in any number of collected ore to complete contracts. Discard the contract(s) and move your score cube up. You may also turn in any extra ore cubes for one point apiece. Then, you also must fix your ship and take negative points equal to the damage you took. Do not refresh contracts until you have taken all your space station actions. Also the boss doesn’t like lazy employees. You may not stay on the space station spot from turn to turn and must have used movement to try to get off of it.



Example: upon returning to the space station, dark green player completes two contracts earning 14 points; they also turn in a pink for a single point (and keep the other); finally they fix their two damage for -2. They score $10 + 4 + 1 - 2 = 13$ points.

Damage:

You will take damage in three ways:

- 1) When you move into a space with an unblasted asteroid
 - 2) When, during Shift phase, an asteroid moves into your space
 - 3) When you would move off the of the board, take damage for each excess movement
- When taking damage, take damage equal to the size of the asteroid (1 or small, 2 medium, 3 large). To take damage, use your extra action cubes and cover up one space in your hull. This damage will score you negative points (-1 per damage) when you return to the space station and block you from storing ore on that space.
 - When the board shifts causing multiple asteroids to hit you, only take damage for the first asteroid.
 - If you hull is full when you would need to take damage, discard an ore of your choice and replace with a damage.

Shuttles and Upgrades:

Rock Hopper 3000: this advanced aircraft is the pride of the fleet...or was...200 years ago. The controls are a bit finicky but she flies mostly straight and is almost airtight.



- Healing: when upgraded, each turn, during the resolve phase, heal one damage from your hull.



- Quantum Storage: when upgraded, pick one kind of good. Any number of that good can be placed in the unlocked space. You cannot swap type until you have turned in all of that good type at the space station.



- Goods Teleporter: when upgraded, this unlocks the bottom left button. When you place an action marker on here, you can draw a contract from the deck and attempt to complete it from anywhere (you don't have to be at the station.) If you cannot complete, discard the contract.



- Thrusters: when upgraded, this unlocks the bottom right button. When you resolve action markers on here, you can "thrust" to shift movement from one direction to another without having to cancel it out.

Ore No You Didn't: as long as you can get past the rust and the flaking paint and the cracked windows, she sure is a beauty. Great for worm hole jumping and long hauls.



- Shields: when upgraded, this automatically protects up from up to one damage from each asteroid. (Medium and large asteroids will still damage you.)



- Storage Upgrade: when upgraded, this unlocks 3 additional storage spaces that can be used for any goods or to hold damage.



- Converter: when upgraded, this unlocks the bottom left button. When you can place an action token to return one ore to the bag and then draw another.



- Warp Tech: when upgraded, this unlocks the bottom right button. When you spend one action token here, move to any revealed worm hole space on the asteroid board.
Note: up to 6 more worm holes will be revealed by flipping over asteroid tiles.