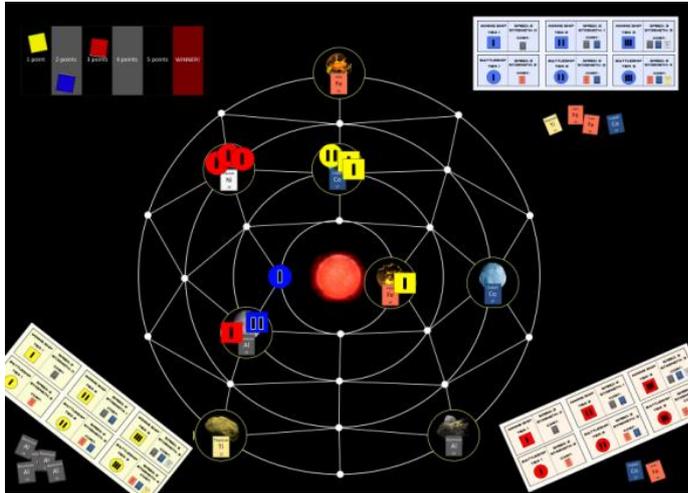# Time Miners

A Sci-fi Board Game by Martin Kolacek

Story

A devastating inter-star war was raging in its twentieth year. Most of the resources had been depleted and most inhabited worlds turned to dust by the vilest faction, the "Inhabitants".

Yet a hope arose with founding of a time storage device the Inhabitants' opposition. With that, space ships were able manipulate time around them. Four factions that owned the technology set up for a distant young star system to mine its resources and to build battleships in a sub-time.

But the Inhabitants followed them so the four factions got stuck in the star system, unable to leave. They had to stop the time entirely until they have enough ships to repel the attack.

Yet, possessing such a powerful technology, the four factions became distrustful towards the others. It was only matter of sub-time until first of them shoot at each other.

Content

What do you need to play the game

Print the following images on hard papers, format A4:
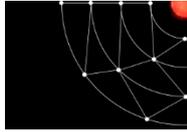
All 4 parts of the Game Board

1x the add-ons sheet. Cut all the coloured cells out.

2x the sheet with chemical elements. Cut all the pieces out. If you expect a higher number of Players, print the sheet more times.

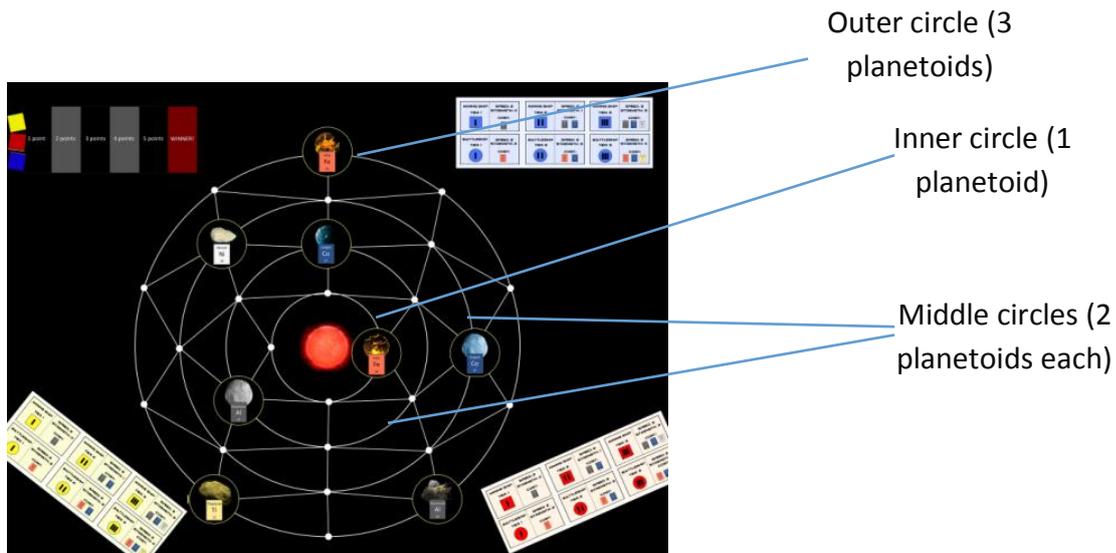**2x the sheet containing the Goals.** Cut all the pieces out.

1x the sheet with Planets and the Points Counter

1x the sheet with Ship stats

Start of the Game

Outer circle (3 planetoids)

Inner circle (1 planetoid)

Middle circles (2 planetoids each)

-The players randomly place Planetoids on their orbits. They can choose any point they want as long as:

   -The most inner circle contains 1 planetoid

   -Each of the 2 middle circles contain 2 planetoids

   -The outer circle contains 3 planetoids

-Each Player receives 1 basic Solar Ship and locates it in the middle of the Board, on the 'Star' tile.

-Each Player receives 2 Goals. The Player reads them and doesn't show them to the other Players.

Movement

Each ship has its movement. It is the maximum number of points the ship can go. A ship can go from any point to any other which is connected with this one by an ecliptic or a sub-time vortex.
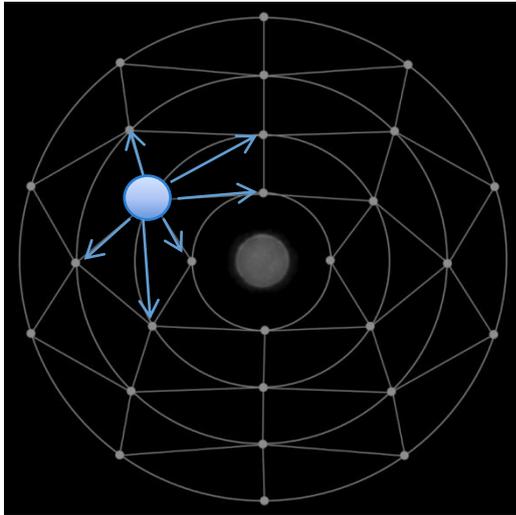

If the ship travels through a point with a Planet on (in case the tile is neither the starting, nor the finishing one), the Player can use the Planetary gravity field for acceleration which results in not spending any movement point going through the place.
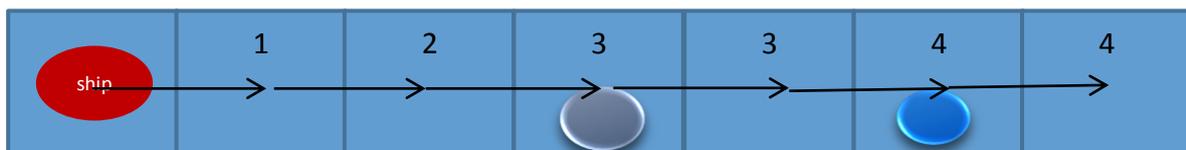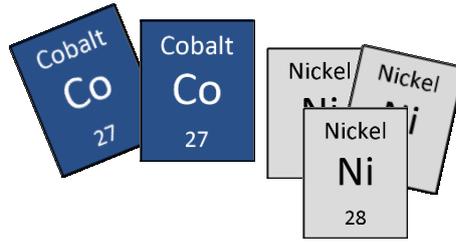
Time management

All players start the game with 1 free point of Time.

The player can move any planetoid they have a ship on forward or backward on its ecliptic, thus gaining or losing 1 point of Time.

Moving a planetoid backwards gives you 1 Time unit.

Moving forward costs 1 Time unit.
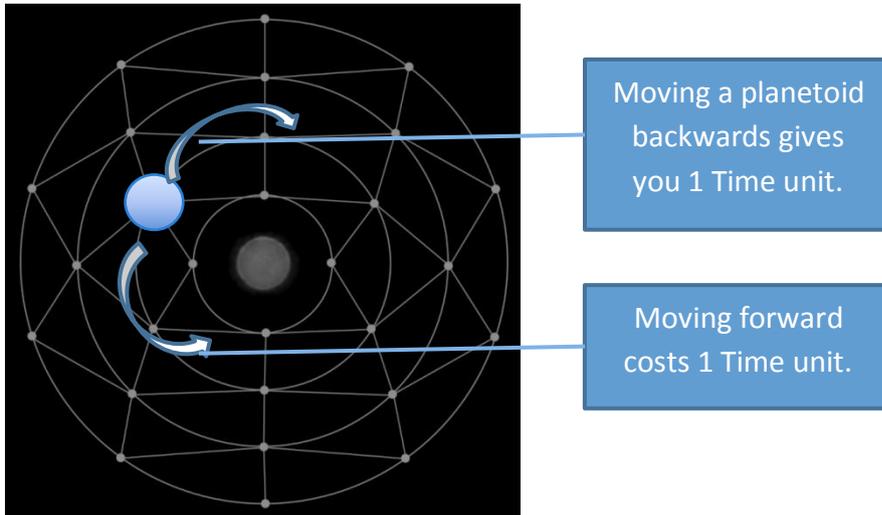
You can store any number of Time units to spend later.

Mining

When a Mining ship is located on a Planetoid it can mine 1 unit of the resource located on that Planetoid.

Mining spends 1 Time unit and moves the planet forward. (So, basically, if you want to mine a resource you'll need to move one Planetoid backwards with one ship and then move the other Planetoid (the one with the resource) forward.

When a Resource is mined, the Player will add it to their stock.

The player can cumulate as many Resources as they want. The stock is unlimited.

Ship Building

Each Ship piece contains information of which and how many Resources must be spent to build the Ship.

The Resources can be spent for building Ships in the same Turn as when they have been mined.

The Player can build Ship on any Planet they have at least one Ship located on.

If the Player has no Ship located on a Planet, the new Ships are built on the Star tile.

A new Ship can make its first move in the next Turn after it has been built.

If any Player has lost all their Ships, they get a free Solar Ship with Strength 0, located on the Star tile. It will be resistant to any attacks until it leaves the tile.

Fight

If there are ships of more than 1 Player on the same tile, each of the players can (but doesn't have to) attack the other one. This doesn't happen when a ship is only passing through.
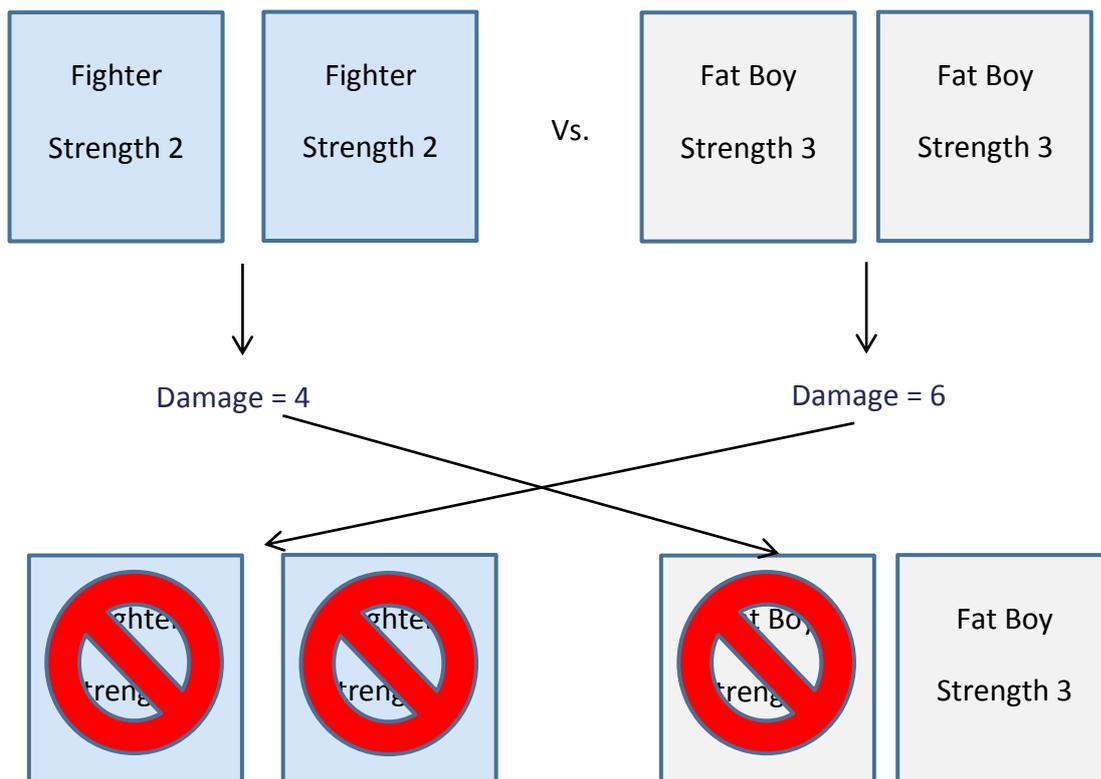
A Ship can attack just once a Turn. When it has attacked, it Turn ends, no matter how many Movement points remaining it has.

Each Player participating in the fight calculates Strength of all their ships located on the tile the battle takes place on.

The result is Damage the other Players' Ships take.

Each Player can remove opponents' Ships whose joint Strength is less or equal to the Damage taken.

Example:

| Fighter Strength 2 | Fighter Strength 2 | Vs. | Fat Boy Strength 3 | Fat Boy Strength 3 |

Damage = 4   Damage = 6

If an enemy ship has 0 Strength (The basic Mining ship) a free ship (not participating in a fight) is needed to destroy it. So, if you attack 3 Mining ships Tier 1 with a battleship only 1 Mining ship will be destroyed.

Goals

Your Goal:

Hold an Iron deposit for 2 turns, repel all intruders.
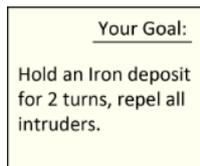
At the beginning of the game, the Player receives 3 Goal Cards.

Fulfilling the objective written on a Goal card brings 1 Point to the Player who has fulfilled it.

When a Goal has been fulfilled, the Card is put at the bottom of the Goal Cards' stack and the Player receives a new one from the top.

The Player, who has gathered 6 Points first, wins the game.

| 1 point | 2 points | 3 points | 4 points | 5 points | WINNER! |