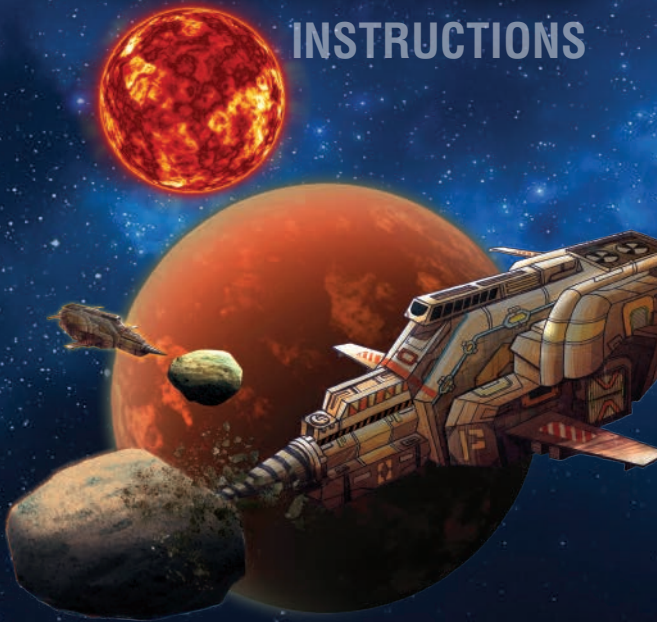


# PROSPECTICA™

CARD GAME

## INSTRUCTIONS



AGES  
8+



FAMILY

# PROSPECTICA™

CARD GAME

## Game Contents

- 1 Instruction Booklet
- 4 Starship Cards
- 12 Starship Upgrade Cards
- 12 Asteroid Cards
- 26 Pricing Contract Cards
- 54 Mineral Cards

## Gameplay Instructions

Game Introduction .....	3
Objective .....	3
Card Types .....	4-7
Playing the Game	
Beginning a Hand .....	8
Taking Your Turn .....	8
Discovering an Asteroid .....	8
Seeding an Asteroid .....	9
Mining an Asteroid .....	10
Upgrading Your Starship .....	10
Ending Your Turn .....	11
Scoring .....	11



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## Introduction

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Thinking back to your younger years, you remember reading books about Pick-Axe Pete, a gold and silver prospector of the old west back on Earth. His adventures thrilled you then, and this new opportunity before you to prospect in space rekindles those old feelings.

But your nostalgic reverie is interrupted by the harsh reality of the present. It's time to point your ship towards the unknown, hoping that a combination of skill, intuition, and a bit of luck will bring that big strike that will make you wealthy like the prospectors of old.

Your ship is basic, but worthy. Along the way, you may find opportunities to improve its capabilities, but you can only afford a couple of upgrades, so you'll need to choose wisely. You'll need to find the right asteroids, identify their mineral deposits, and then mine and sell them for the best prices you can get.

Down deep, you know you can outwit and outmaneuver your competition and get rich in the process, but you know it will take some luck along the way. It's like Pick-Axe Pete used to say, "Ya gotta play the cards yer dealt."

## Objective

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Your objective is to be the first person to reach a total score of 4000 points over the course of multiple hands of play. To end a hand, one player must fully deplete the minerals from one small, one medium, and one large asteroid.

**Players:** Two to four players may play. Two decks of Prospectica cards may be shuffled together to accommodate five to eight players.

**Teams:** Players may also play in teams by sitting across from each other. One player from each team is chosen to hold the cards in his or her play area, and all teammates share a single starship and set of asteroids.

## Card Types

### Starship

Starship cards contain a summary of the basic rules to follow during your turn. As you obtain upgrade cards, you may increase some stats to help you during the game. Here is a summary of each stat on your starship card:



### Storage

You may keep up to five cards of any type in your hand at the end of each turn. Storage upgrades allow you to hold more.

### Engine

You may draw one card per turn from either the discard or draw pile. Engine upgrades allow you to draw more cards.

### Drill

You may mine one mineral per price card from a seeded asteroid. Drill upgrades allow you to mine more minerals with a single price card.

### Asteroids

The deck contains asteroid cards with three sizes of asteroids: small, medium, and large. Small asteroids contain two minerals, medium asteroids contain three minerals, and large asteroids contain four minerals. You may play one of each size asteroid during each hand.



## Starship Upgrades

The deck contains three types of update cards that can enhance each of the stats on your starship card, as described in the Starship section.

You may play more than one of each card, but you may play no more than two upgrades of any kind at a time. You may also change the upgrades in play during your turn.



You must then “seed” the asteroid with minerals, after which you can mine the minerals and sell them. To end the hand, one player must play and seed one asteroid of each size and then mine their minerals to depletion.



## Card Types (cont.)

### Minerals

The deck contains six unique mineral cards:

Aluminum, Cobalt, Iron, Magnesium, Nickel, and Platinum.

After you play an asteroid card, you “seed” the asteroid by laying down a set of as many of any one kind of mineral as the asteroid size requires.

You may then mine and sell the mineral cards during this or subsequent turns.





## Price Contracts

The deck contains price contract cards with six different values, ranging from 20 credits to 120 credits.

When you mine the minerals from an asteroid, you do so by pairing them with a price contract card from your hand.

## Playing the Game

### Beginning a Hand

Remove the four starship cards from the deck and distribute one to each player. Set any extra starship cards aside for the remainder of the game. Choose one player to be the dealer, who shuffles the remaining cards and deals five cards face down to each player.

Place the remaining cards face down as a draw pile. Turn the top card face up in a separate discard pile next to the draw pile. Play begins with the player to the dealer's left, and continues clockwise thereafter.

### Taking Your Turn

At the beginning of your first turn you may draw one card from either the discard or draw pile. At the beginning of each subsequent turn, the number of cards you may draw is determined by your starship Engine stat plus any engine upgrade cards you had in play at the end of your prior turn. If the draw pile runs out, shuffle the discard pile to create new draw and discard piles just as you would when starting a new hand.

After you have drawn, you may perform any of the following actions multiple times before you end your turn:

- Discover an Asteroid
- Seed an Asteroid
- Mine an Asteroid
- Upgrade Your Starship

### Discovering an Asteroid

If you have an asteroid card in your hand, you may place it face up in front of you to denote your discovery. An asteroid card may be seeded and mined only by the player who discovers it. You may discover only one of each size asteroid.



### STARSHIP & UPGRADES



### ASTEROIDS



### MINERALS MINED & SOLD



## Sample Player's Layout

Figure 1 - A sample of the game table layout. This player has two upgrades to his or her Starship, allowing the player to draw one additional card each turn and to mine two minerals at a time. The player has fully depleted the Small Asteroid (note that the asteroid is turned sideways when it is depleted) and has mined some of the Medium Asteroid. This player's current score for the round is 400 ( $120 \times 2$  for the cobalt + 60 for one Nickel + 80 for the other Nickel + 20 for depleting the Small Asteroid = 400 total).

## Seeding an Asteroid

The number of minerals you need to seed an asteroid is printed on the asteroid card (for example, a large asteroid requires 4 mineral cards). You must seed the asteroid all at once, and all of the mineral cards used to seed any asteroid must be of the same type; you cannot mix minerals when seeding an asteroid.

If you have the proper number of matching minerals in your hand, you may place them atop your asteroid to seed it. You may seed an asteroid only once, you may not partially seed an asteroid, and you may not add minerals to it once it has been seeded. Once the minerals are depleted from an asteroid, it is no longer usable, but gives you bonus points at the end of the hand.

## Playing the Game (cont.)

### Mining an Asteroid

If you have played and seeded an asteroid card and mineral cards remain on the asteroid, you may choose to mine it during your turn if you have a price card in your hand.

You may mine from only one asteroid per price card, and the maximum number of minerals you may mine per price card is determined by the Drill stat on your starship card plus any drill ship upgrade cards you have in play (of course, you may not mine more minerals than the number that remain on the asteroid you select).

To mine an asteroid, reveal the price card you want to use, pick up the corresponding number of mineral cards from the asteroid and place them in front of you. Then place the price card on top of the mineral cards. The price will apply to all the minerals extracted. Once a mineral is sold in this way, you cannot change the price. If you have more price cards, you may mine this or other asteroids in the same turn.

When you mine the last mineral from an asteroid, turn the asteroid card 90 degrees to denote its depleted status. You collect bonus points for each depleted asteroid, as printed on the card.

### Upgrading Your Starship

If you hold one or more ship upgrade cards in your hand, you may upgrade your ship at any point in your turn, by laying the upgrade on the table next to your starship card. You may have only two upgrade cards in play at any time, but you can remove an upgrade card and replace it with another during your turn.



### Strategic Tip:

If you have a high-value price card, play your drill upgrades before you mine to get the price to apply to multiple minerals.

If you think one of your opponents may go out, it is to your advantage to finish mining asteroids in order to gain the bonus points awarded for depleting each asteroid. The larger the asteroid, the larger the bonus points obtained.

## Ending Your Turn

At the end of your turn, you must discard down to the hand size determined by the Storage stat on your starship card plus any storage upgrade cards you have played. For example, if you have one storage upgrade card in play, you may now keep up to six cards in your hand. If you must discard more than one card, you may stack your discards together and discard them without revealing the cards below.

You are not required to discard at the end of your turn if your hand size is small enough. When this happens, simply declare that you are finished with your turn, and the next player may begin his or her turn.



### Strategic Tip:

If you must discard more than one card, choosing the order in which they are discarded can be an effective strategy, particularly if you are discarding cards you suspect your opponent needs.

Place the entire stack face up on the discard pile without showing your opponents the lower cards. That way, your opponents can only find out what you discarded by drawing from the discard pile.

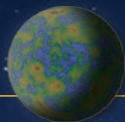
## Scoring

Once a player fully depletes the minerals from one small, one medium, and one large asteroid, the hand ends.

Each player then counts the value of the minerals they have sold and adds to that any bonus points for fully depleted asteroids. The score for this hand is then added to the player's total points from prior hands.

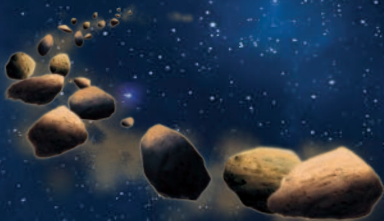
If no player has reached the 4000 point goal, shuffle all the cards (except the starship cards) and the player to the last dealer's left deals a new hand. When any player reaches 4000 points, the game ends. If more than one player reaches 4000 points on the same hand, the player with the higher point total is the winner of the game and wins the admiration of Pick-Axe Pete himself.

## Game Credits



Game Design: ..... Jim Stolis  
Card Artwork: ..... Crimson Studio - [www.crimzonstudio.com](http://www.crimzonstudio.com)  
Box Artwork: ..... Jim Stolis, Crimson Studio, Jeff Hughes  
Instructions: ..... Jim Stolis, Dave Link  
Layout/Design: ..... Jeff Hughes

Special thanks to the following people for inspiration, play-testing, and motivation.  
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