

In-situ resource utilization (ISRU) is the mining and use of space resources.

ISRU is an asteroid mining game for 3-4 players lasting 45-75 minutes.

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It was only a matter of time before somebody figured out how to snatch up them resources that were floating about. Just don't be fooled into think'n they figured how to do safe like. Risk comes with reward though, least til MegaCorp buys up the rights... Best strike while the iron's hot, welcome to the asteroids!

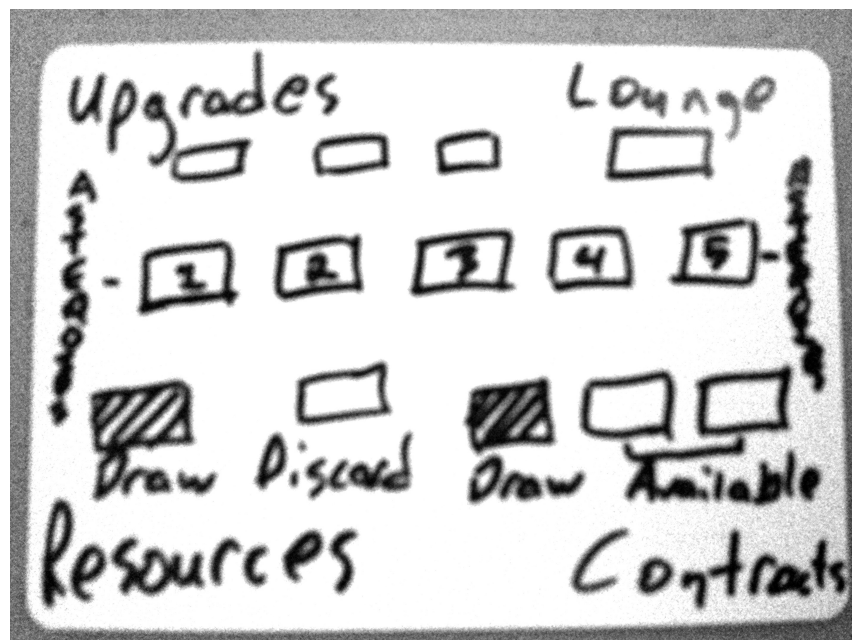
Overview

Balance mining, upgrading, and fulfilling contracts to earn the most points before contracts run out!

Game Flow

- **Shared Setup**
- **Each Player Setup**
- **Rounds**
 - **Actions:** Players take turns placing crew disks to take actions.
 - **Asteroids:** Take a chance to gain resources.
 - **Contracts:** Trade resources for points.
 - **Pass:** Avoid risk or expense but get no more actions for the round.
 - **Upgrades:** Trade resources for improved capabilities.
 - **Refresh:** Retrieve crew disks, reveal new contracts, and pass first player rocket.
- **Game End**
- **Scoring**

Shared Setup



- Gather upgrades in piles by type (*A armor, Crew, Mining*).

- Set aside one of each starting resource (*Copper, Silver, Gold, Platinum*).
- Shuffle remaining resources and form a draw pile near the asteroids.
- Shuffle contracts to form a draw pile.
- Deal the initial two available contracts face up.
- Arrange the asteroids by their number from lowest to highest.

Each Player Setup

- Take all crew disks of the same color.
- Keep two crew disks and set aside the rest near the upgrade piles.
- Place two *Crew* cards in front of you to indicate how many crew disks you may use each round.
- Place one *Mining* card in front of you to indicate how many resources to draw when mining.
- The person who has spent the least time on Earth may take the first player rocket.
- Take a starting resource: first player gets *Copper*, second *Silver*, third *Gold* and fourth *Platinum*.

Rounds

Actions

Starting with the player holding the first player rocket, players take turns playing actions or passing. To play an action, place a crew disk on an empty action circle and follow the instructions for that location. To pass, place your remaining crew disks on the *Lounge* location. After taking an action or passing, the next player in clockwise order with remaining crew disks will take their turn. When all crew disks have been placed, the round ends and you **Refresh** to prepare for the next round.

Refresh

- All players collect their used crew tokens as well as any claimed upgrades.
- Pass the first player rocket to the next player in clockwise order.
- The new first player reveals two new contract cards, if no contracts can be drawn, the game ends.
- Place these contracts face up, on top of previous contracts (or where previous contracts had been).

Game End

If no contracts remain during **Refresh**, the game ends and scoring begins.

Scoring

Players add the values of their fulfilled contracts and remaining resources together and then subtract reserved contracts to get their final score. The player with the highest score is the winner. In the event of a tie, play again in a new asteroid field!

Final Score = *resources + fulfilled contracts - reserved contracts*

Actions

Asteroids

Getting yourself out to the frontier may have been a struggle, but out in the asteroids it gets real sketchy. Insurance comes to the rescue when disaster strikes and believe me, it will. They'll tow your ship's bits in to get patched up, but not your cargo... So keep your eyes open, but don't be too scared to chase them big scores.

- Find the asteroid with the lowest number and place a crew disk on the next open circle.
- Roll the die, add your number of *Armor* cards and compare against the number:
- If your total is greater than the number:
 - You successfully mined! Draw resources equal to your number of *Mining* cards.
 - If the resources run out, shuffle discarded resources to form a new draw pile.
- If your total is less than or equal to the number:
 - You crashed! Discard your hand.
 - Place your remaining crew disk on the next open circles on the lowest number asteroids.

David got the platinum, so he will go first. He decides to mine and places one of his crew disks on the first asteroid space, which has the number 2. He rolls a 4, which beats the number. Since he has one mining upgrade, he draws one resource card and ends his turn.

Susan got gold and so she will go second. She also decides to mine and places one crew disk on the next asteroid space, which has the number 3. She rolls a 3, which does not beat the number. Armor would add one to her roll for each upgrade, but she has none. She crashes, placing her remaining crew disk on the next available spot and discarding her gold. This ends her turn and she will have to wait to reclaim her crew disks during Refresh before she will be able to take additional actions.

Contracts

Contracts get resources to people who'll pay good for 'em, but miss too many deliveries and you'll be outta business.

- When the game ends, face up contracts add to, and face down contracts subtract from your score.
- Take the chosen contract and place it in front of you with crew disk on top, either:
 - Face up: discard matching resources to fulfill the contract and increase your score.
 - Face down: reserve without fulfilling or discarding resources.
- Reserved contracts may be flipped face up and fulfilled on later turns by discarding the resources and placing a crew disk.

Morgan sees that one of the contracts is Three Silver worth 18 points. Although he does not have the resources yet he decides that it is early enough in the game to take the risk since it is worth so many points. He takes the contract in front of him face down and places a crew disk on it. He hopes that before the end of the game he will have the three silver required and be able to discard them and play a crew disk to flip the contract over and fulfill it for its full value.

Teresa sees that the Silver and Gold contract matches resources that she has drawn from earlier actions. She discards a Silver and a Gold to place the contract in front of her face up with a crew disk on it, gaining 8 points.

Lounge

If you can't stand the heat, sometimes you just as well avoid the fire.

- Passing allows you to avoid risky or expensive actions.
- Place all of your remaining crew disks onto the *Lounge* to indicate you are finished for this round.
- You will take no further actions this round, but will play as normal again in the following round.

Morgan has resources in hand which he hopes to use to fulfill his valuable Three Silver reserved contract. He sees that the asteroids are nearly full late in the round after several actions. Since he does not want to spend or risk these resources and does not want to take another unfulfilled contract, he instead passes his remaining actions by placing his crew disks on the Lounge and hoping that next turn his caution will pay off.

Upgrades

That hunk-a-junk might get you out and back, but you best visit the mechanics if you wanna be major league.

- There are several available upgrades, each providing a different bonus on subsequent turns.
 - *Armor*: Add one to your asteroids die roll for each armor upgrade card.
 - *Crew*: Use one crew disks each round for each crew upgrade card.
 - *Mining*: Draw one resource for each mining upgrade card when asteroids roll succeeds.
- Pay the cost on the upgrade card to place your crew disk on it.
- Costs are for the first, second, third, and forth upgrade of this type that you purchase.
- You may pay by discarding any combination of resources from your hand, but receive no change.
- Upgrades are collected in between rounds, coming into effect the turn after their purchase.
- If a pile of upgrades runs out, that upgrade will be unavailable for the rest of this game.

David decides to upgrade his ability Mining. Since he already has a starting mining upgrade he checks the second cost to see that it will cost two. He pays a silver from his hand and places a crew disk on the Mining pile. During Refresh he will move another Mining card in front of him and will draw one additional card when mining for the rest of the game.

Susan decides to play it safe after her crash and upgrade her Armor. Even though the first Armor only costs one, the lowest value resource she has is a silver. She pays this, forgoing any change, and places a crew disk on the Armor pile. During Refresh she will move another Armor card in front of her and will add one to her mining die rolls for the rest of the game.

Teresa also decides to upgrade, and since Armor and Mining are taken, Crew is her only option. Since she has two starting Crew, she checks the third cost to see that it is 4. She pays a gold and a copper together to cover the cost and places a crew disk on the Crew pile. During Refresh she will move another Crew card in front of her and also take an additional crew disk which she may use for the rest of the game.

Morgan will not be able to purchase any upgrades this turn, but hopes to do so next turn.

It's been fun, but all good things must end. You did a smidge too well, and MegaCorp got interested. They snatched up rights faster than a speeding asteroid. Thanks be, there's more asteroids, so maybe we'll see you again real soon.

Components: die; first player rocket, 4x4 crew disks (blue, green, orange, purple); 6x Asteroids (1-5); 24 Contracts 3x(CG, SS, CCC, SG, GG, CCCC, PP, SSS), 60x Resources (21x Copper, 17x Silver, 13x Gold, 9x Platinum); 33x Upgrades (15x Crew, 11x Mining, 7x Armor)