

# ASTROVENTURE

## ROLL THE DICE! CONQUER SPACE!

Game developed by Thomas Rende for Cosmic Dice Games

AGES: 8 +    PLAYTIME: 30 - 45 MINUTES    2 - 6 PLAYERS

### OBJECTIVE:

The objective of the game is to collect as many celestial bodies as you can to earn victory points. The player with the most victory points conquers space and wins the game!



### COMPONENTS:

- 1 - 2-Piece Score Board
- 10 - Interchangeable System Boards
- 7 - Game Dice
- 15 ea. - Cubes in the following colors:  
red, blue, yellow, green, black, purple

### SETUP:

1. With the System Boards facing down, select one more board than the number of players.
2. Connect the System Boards, with the 2-piece Score Board on top, in the center of playing area.
3. Each player selects a color and places one cube on the START box. Players keep remaining cubes for their turns.

### THE ELEMENTS:



### THE DICE:

#### 1. STEAL DIE:

- The player uses this die, along with the elemental dice, to steal an occupied celestial body.

#### 2. ELEMENTAL DICE:

- Each die has single and double value elements on each side.
- Fire does not have a double value.

### CELESTIAL BODIES:

#### 1. THE STAR:

- The largest sized object and only one per system.
- Score three victory points when occupied.

#### 2. THE PLANET:

- Middle sized object with one to three per system.
- Score two victory points when occupied.

#### 3. THE MOON:

- Smallest sized object with one to six per system.
- Score one victory point when occupied.

### GAMEPLAY:

1. The youngest player goes first. Play continues clockwise.
2. Roll the elemental dice and the steal die.
3. If you match a combination to win a celestial body, you are done rolling.
4. If not, keep any dice you may need. Then re-roll the rest, up to two more times, to complete a celestial body combination.
5. If, after three rolls, you do not complete a combination, your turn is over.
6. If you complete a combination for an unoccupied celestial body, then place a cube on it and raise your score accordingly. See above for point values.
7. You do not need an exact amount of each element for a combination.

## STEALING:

### STEALING CAN OCCUR TWO WAYS!

1. Completing one of the two Steal Special Actions on bottom of the Score Board.
  - a. You can choose to roll for a Special Action instead of a celestial body on your turn.
  - b. If you complete a Steal Special Action:
    - Place one of your cubes on the white space in Special Action space.
    - Place one of your cubes on the occupied planet or moon you are stealing and remove your opponents cube.
    - Raise your score the 3 victory points for stealing the celestial body. You also gain the value of the celestial body you just stole.
    - Lower your opponent's score the value of the celestial body you just stole from them.
  - c. The two Steal Special Actions can only be completed once each.
2. You may use the Steal Die with your normal roll to steal an occupied celestial body.
  - a. In your three rolls you need to match the combination of the occupied celestial body and roll the word STEAL to steal the occupied celestial body.
  - b. If you complete the steal combination:
    - Place one of your cubes on the stolen celestial body and remove your opponent's cube.
    - Raise your score the value of the celestial body you just stole. Lower your opponent's score the value of the celestial body they just lost.

## EMPTYING:

1. During your normal roll you can complete one of the three Empty Special Actions.
  - If you complete the combination, place one of your cubes on the white space of the Empty Special Action you just completed.
  - Raise your score the 2 victory points.
  - Remove your opponent's cube from the chosen celestial body.
  - Lower your opponent's score accordingly.
2. The three Empty Special Actions can only be completed once each.

## COMPLETING A SYSTEM:

1. When a single player has their colored cubes on all the celestial bodies of a single System Board the card is COMPLETE and LOCKED. No celestial bodies can be stolen or emptied for the remainder of the game.
2. The player places one of their cubes on the top right hand corner of the System Board (on the value of this bonus).
3. The player raises their score the value of the completed System Board.

## ENDING THE GAME:

The game ends when the last celestial body is occupied by a player. The Special Actions **do not** need to be occupied to end the game.

## WINNING:

**THE WINNER** is the person with the most victory points when the final celestial body is occupied.



## ALTERNATE GAME RULES

### RACE TO 25

1. In the Setup phase you still have one more system than the number of players. In this version, you place that number of systems from the greatest system value (Kappa System) down in order.
2. All previous rules apply except "Completing a System".
3. Up to two different players can occupy the same celestial body.
4. The first person to score EXACTLY 25 POINTS WINS!!