

# ROBOT PROSPECTORS AND THE RINGS OF SATURN

COMPETITIVE TABLETOP STRATEGY / RETRO SCIENCE FICTION

**THE COMPANY SENT MACHINES.  
THE MACHINES DEVELOPED PRIORITIES.**

## SHIFTING ORBITS

Rotating rings continually change routes, risk, and opportunity.

## ROBOT WORKFORCE

Twelve robots per player must mine, fight and persevere in an unforgiving environment.

## EMERGENT AGENCY

Radiation awakens each team's robot network and gives its robots objectives of their own.

## MULTIPLE RESOURCES

Players mine resources of different value and accessibility.

## PERIODIC ERUPTIONS

Eruptions cause damage to mining resources, deposit Saturnite in the rings and emit radiation.

## TWO ENDGAMES

A full freighter or total consciousness ends the mission. Points decide the winner.



2-4

60-120

14+



## COMPONENTS

- 1 main game board
- 1 orbital tracking tool
- 1 objectives mat
- 4 player mats
- 21 freighter, shuttle fabricator, metals, ore and current player tokens
- 48 robot meeples
- 27 cards
- 142 wooden cubes for tracking resources, cargo, radiation and consciousness
- 1 d12, 1 d6, 4d4
- 80 credit tokens

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