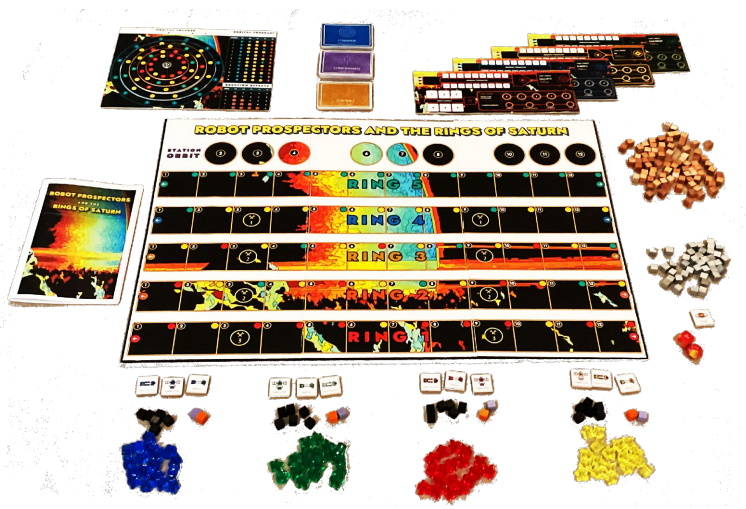
ROBOT PROSPECTORS AND THE RINGS OF SATURN

COMPETITIVE TABLETOP STRATEGY / RETRO SCIENCE FICTION



THE COMPANY SENT MACHINES.
THE MACHINES DEVELOPED PRIORITIES.

SHIFTING ORBITS
Rotating rings continually change routes, risk, and opportunity.

MULTIPLE RESOURCES
Players mine resources of different value and accessibility.

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

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

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

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
- 4 player mats
- 13 freighter, shuttle fabricator, and current player tokens
- 48 robot meeples
- 27 cards
- 142 wooden cubes for tracking resources, cargo, radiation and consciousness
- 1 d12, 2 d6
- 80 credit tokens

CONTACT
Will Daley
415.533.2965
braindodge.com
wadaley@willdaley.com