

PLANET 78

- 1 X Space Center
- 4 X Spawn tiles
- 4 X Needs tiles
- 4 X Bridge tiles
- Deck of action cards
- Deck of natural disasters.

Objective:

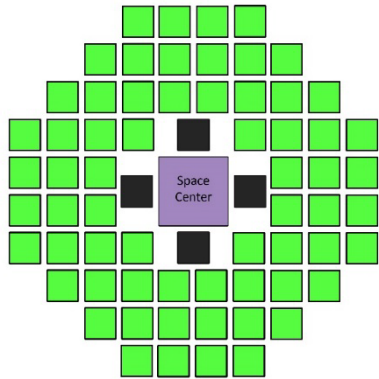
You have arrived on a new planet; you need to start collecting resources and “Needs” to survive on this planet. Deposit the resources to the space center to build a new space shuttle. Beware as nature is going to answer back as you deplete it of its resources. Keep an eye on the pollution level and prepare to escape before it reaches death zone. Make sure you and your friends work together, all players need to reach space center to take off. DON'T LEAVE ANYONE BEHIND.

Contents:

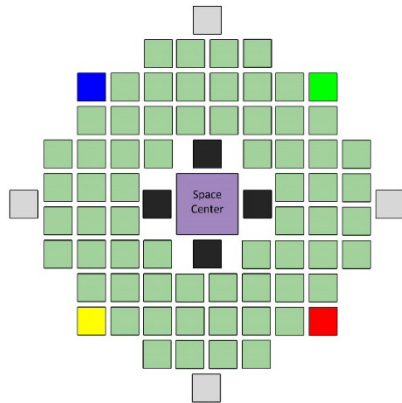
- 64 X Resource tiles
 - 14 X Forest tiles – gives wood
 - 14 X Farm tiles – gives food
 - 14 X Cave tiles – gives metal
 - 14 X City tiles – gives logistics
 - 8 X Water tiles – gives water

Setting up:

- To setup the land shuffle the resource tiles and place them upside down, place the Space center in the middle of the land in this manner:

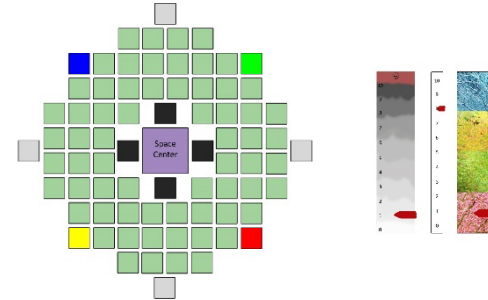


- Now place the spawn tiles and the “needs” tiles as shown:



- Place the pollution and season meter to the side of the board and keep the action cards deck upside down. Start with pollution level at 2

and season change after every 8 turns. Variable starts are explained in the “Variance” section.



Picking your role:

There are a total of 8 unique roles with their own unique abilities. To pick a role you can either decide among your group and pick roles or you can leave it upto luck and randomly pick out a role one by one.

Your turn:

First collect the resource of the tile you are currently on.

For each turn you get 3 actions which is used when you move, use action card, pick up needs, use your role’s ability.

- Movement:
 - You can move either horizontally or vertically by 1 tile per action.

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- You can use multiple actions to move more than 1 tile. Example if you move 2 tiles you use 2 actions and you are left with only 1 more action for the turn.
 - Role's with ability to move diagonally can move diagonally also. It also consumes 1 action.
 - Collect the resource of the tile that you end on. Moving across many tiles will not give you all the resources.
- Action card:
- You can get action cards by trading a set of similar resources i.e. 2 resources of the same type.
 - You can use only 1 action card per turn so choose wisely.
 - Using action cards consumes 1 action.
 - Using the Revive card does not consume 1 action.
- Picking up needs:
- When you pick up a "Need" it consumes 2 action.
 - After picking up a "Need" you can move 1 tile for free.
- Using your role's ability:
- If you use your ability it will consume 4 action points at once. You cannot do

anything after using your ability including trading for the turn.

- You cannot use your ability if you have less than 4 actions remaining.
 - You can gain action points from action cards. Initially you won't be able to use your ability because you have 3 action points only.
- Trading:
- You can trade your resources with others in your turn only.
 - Trading 1 resource consumes 1 action. Think and trade.
- Space center:
- When depositing resources at the space center it will consume 1 action.

Remember you can do any of the above actions till you have actions remaining. You can also pass your turn if you do not want to use your actions.

If you don't want to use any actions, then you can buy 1 action card for all your actions.

You cannot move and then spend the remaining actions for a card. (Basically all your actions points should be remaining) *This change was needed because sometimes players decide not to spend any actions and they wanted more out of it.*

“Needs” Capturing Effects:

There are total of 4 Needs which trigger events when you pick them up. For each Need picked up the pollution level increases by 2 and reduces season change by 2 per turn. *(picking up needs have high consequences to make game intense)* Read “pollution and season” section to understand more.

You need to pick up all 4 Needs.

- Money – Picking up this will allow all players to carry 1 more action card.
- Food – The farm tiles will wither for the next 1 year. Players will not get resources from farm tiles, but you can still move on the tile. All players action point is increased by 1 for next 2 years.
- House – The player who picks up this Need can move Spawn tile of the player itself and one other player with any resource tile only. The forest tiles will vanish for 1 year and they will not generate any resources.
- Luxury – The player who picks up this Need will get the ability to take 1 resource of choice each turn. The cave tiles will collapse and will not generate any resources for 1 year.

Action Cards:

When starting the game all players can carry only 2 action cards this can be increased by certain action cards or picking up Need.

Action cards include positive buffs, negative buffs and natural disasters.

Positive buffs – You can get a card by spending 1 resource of any type.

Negative buffs – Pick up one card every Season. *(To bring negative buffs into play quicker)*

Natural Disasters – Pick up one card every year once pollution is above 6. If pollution goes below 6 then do not continue picking up a card every year.

Certain action cards can have effect for certain duration, keep this card in front of you facing upside. Keep it back in the pile after duration ends.

Pollution and Seasons:

Season

- The game has its own time, and it is monitored by the seasons. Once all seasons pass a year is completed.
- A season will change every 5 turns *(Simplify the game and forces players to move around frequently)*

- Each season has its effect on the resource tiles.
 - Summer season – Brings drought which stop resource generation of water tiles.
 - Spring season – Produces twice the amount of resources in farm.
 - Autumn season – Forest tiles stop generating resources.
 - Winter season – City tiles cannot be accessed. Players on the city tile cannot move. Resource is not generated.
- Effects are active only for the particular season.

Pollution

- The pollution meter has maximum scale of 10, if pollution increases above this level the game is over. All players are dead. Make sure it stays below 10.
- Pollution can be affected by action cards and picking up “Needs”.
- When the pollution reaches 7 the water levels rise and all adjacent tiles to water tile gets flooded.

Resources:

- Each player can hold maximum of 5 resources.
- The space center will accept resources in piles of 4 only i.e. 4 resource of same type is counted as 1 pile.

- You cannot accept resources from any source if you are holding 5 resources already.

Space Center:

- The space center requires 2 piles of each resource to be completed.
- Only 1 player can deposit resources at a time.
- Space center cannot be affected by any effects or floods.

Player lives:

- You can die by natural disasters. Once you are dead, you have 2 turns until other players can revive you.
- If you are not revived, you will spawn at your spawn tile.
- You have only 1 extra life. Play carefully.
- If you lose both your lives. The game is over.

Other situations:

- If you are stuck on a tile and all the surrounding tiles are inaccessible, then you cannot move until possible.

Losing conditions:

- If any player loses both lives
- Pollution meter crosses 10 marker.

Variance:

- You can start with higher difficulty. Start the game with higher pollution to begin with and quicker change in seasons.
- You can also choose to give each player 1 life to play with.
- The resource piles needed to complete the space shuttle can be increased to 3 or 4 according to the difficulty you want.