

2491

PLANETSHIP



RULE BOOK



mebo

2491 PLANETSHIP

INTRODUCTION

2 to 5 players - 60 to 90 minutes

Not long ago, planet Earth and all other inhabited worlds completely consumed all of their natural resources. Their struggle to survive led to the construction of Planetships, world-sized titans populated by a variety of races and

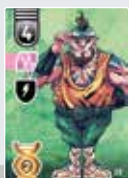
species. These ships needed one resource above all others: DNA. The recent collapse of Planetship Alpha has created a tempting opportunity for all other Planetships to acquire DNA from the dying remains of the original vessel.

[To know more about this story visit our website.](#)



Mauti

These tentacled, hybrid beings are infused at birth with different types of DNA.



Gr' Tratki

This small, six-eyed species' round males and slim females are known for having multiple offspring.



N' Endan

Tall, with three legs, four arms, a triangular head, and an almost-invisible mouth.



Humans

You know these guys. They are responsible for the best and the worst events that are currently taking place.



O'Centi

These tiny robots can combine with each other, producing evolved shapes that are able to perform complex tasks.



Boolou

Gigantic, green-skinned humanoids with bulging teeth and raw brute strength.

In this game, you command a Planetship that has arrived at the scene of Planetship Alpha's destruction. You are not alone, though, as other Planetships have also come to claim the spoils.

You will have 4 days (rounds) before the remains of Planetship Alpha disappear completely. In that time you must gather as much DNA (victory points) as possible to evolve your Planetship and guarantee its survival.

To do so, you must send your operatives (Character cards) to the wreckage to find and retrieve the survivors (Reward cards) that have the most valuable DNA for your Planetship (Mission cards).

Use your probes to discover information about the survivors or to identify incoming enemy operatives. Strategically choose where, when, and how to best deploy your operatives. The rescue of survivors is key for a successful mission.



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Thank you to all play testers.

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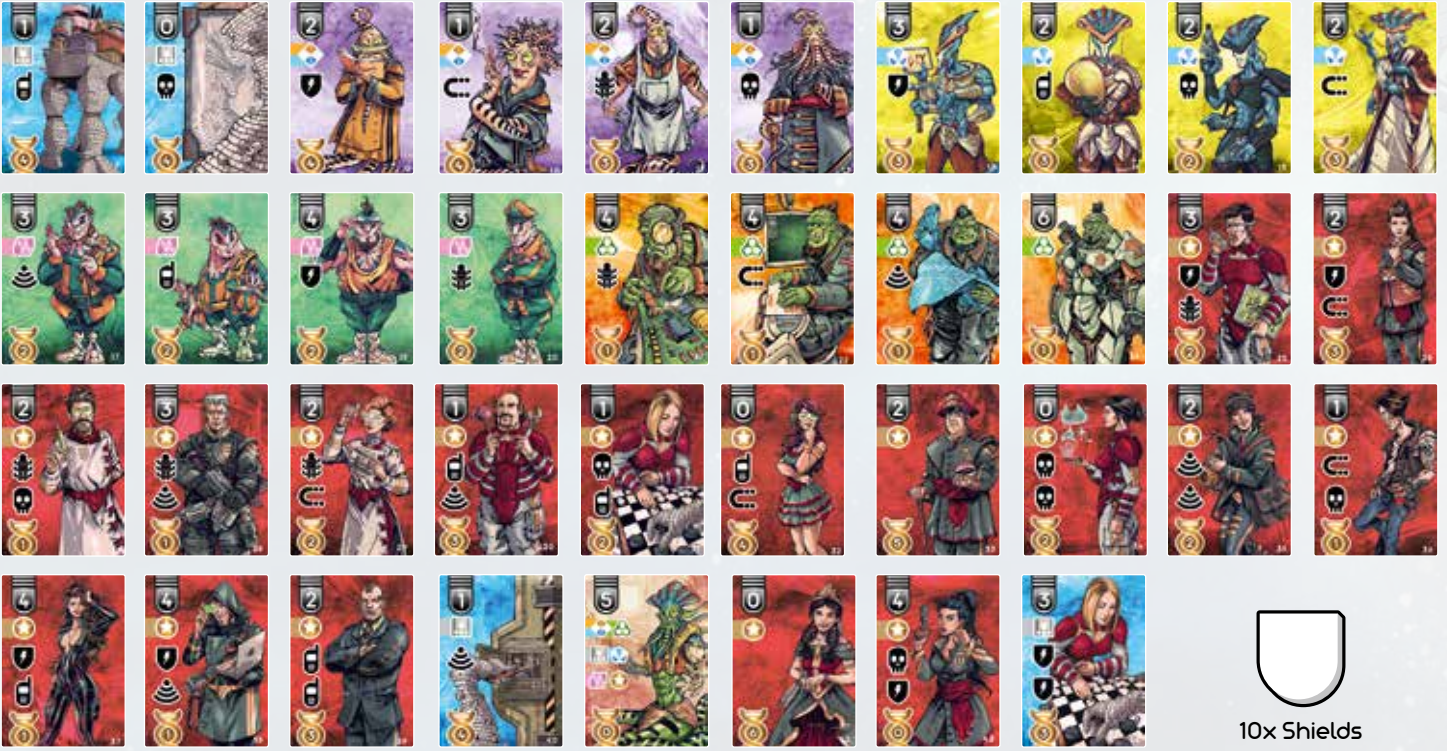
COMPONENTS

This rulebook
2x Rules reference

This DNA icon shows how many victory points (VP) each character or mission card is worth.



38x Character cards



24x Ship tokens
6 red + 6 blue + 4 yellow
+ 4 green + 4 pink



24x Probe tokens
6 red + 6 blue + 4 yellow
+ 4 green + 4 pink



1x First player card



1x Round marker



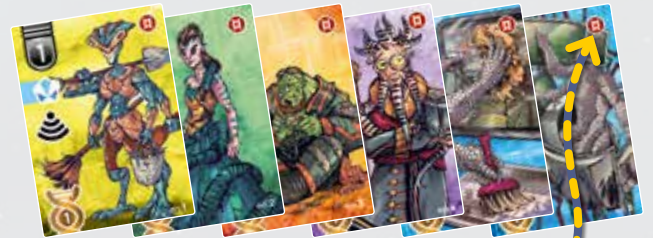
10x Zones
Numbered from 0 to 9.



13x Mission cards



5x Card stands
Each stand has a differently-colored player symbol that matches the components below.



30x Starting Character cards
These cards also have different colored symbols, one for each set of 6 starting cards.



These are the different player colors/symbols, matching the card stands and starting Characters.

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GAME OVERVIEW

This page summarizes the general idea of the game and how it is played. Detailed rules are explained on the following pages.

#1

Each player begins with 6 Character cards and a number of Ships (dependent on player-count) in their color.

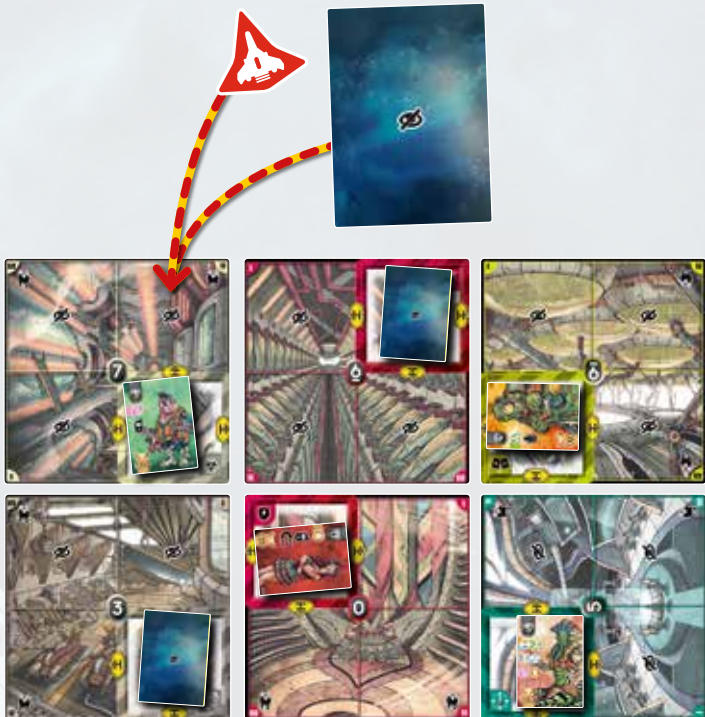
[see page 5](#)



#2

Players take turns clockwise, starting with the first player. On a turn, the active player will play one of their Character cards, along with one of their Ships, into an unoccupied Zone space.

[see page 8](#)



Note: the number of Zones in play will depend on the number of players.

#3

Each Zone contains a Reward card. Once the players have placed all of their Ships, resolve each Zone. The player with the highest total strength in a Zone wins that Zone's Reward card.

[see page 9](#)



#4

After all Zones have been resolved, players must discard down to 6 cards.

[see page 10](#)



#5

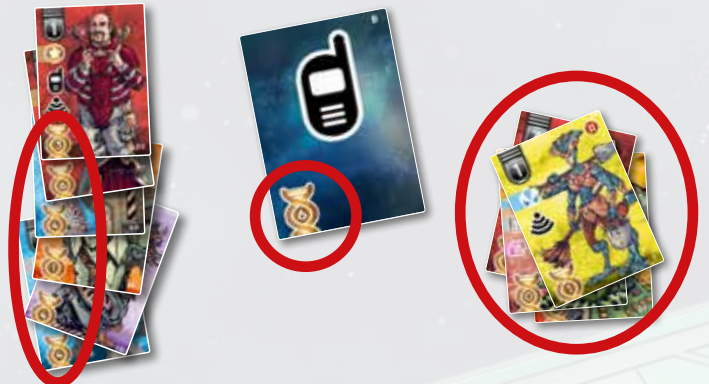
At the end of 4 rounds, the game ends and players score VPs:

[see page 10](#)

from cards
in hand

and
accomplished
Missions,

plus 1VP for each
discarded card.



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GAME SETUP

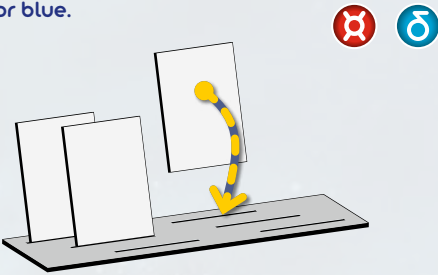
#1

Provide each player with 1 card stand, 6 starting Character cards, 4 Probe tokens and 4 Ships in their chosen color.

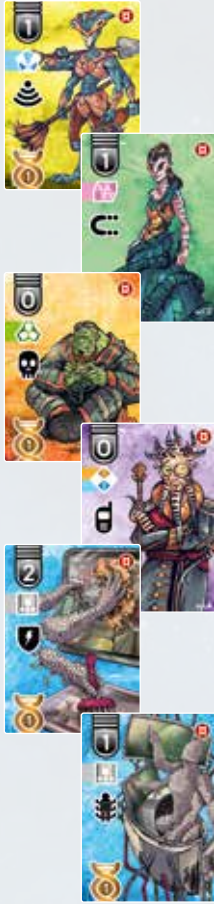


Return any unused components to the box.

In a 2-player game, players receive 6 Ships and 6 Probes each; players only play as red or blue.



Each player places their cards in their stand.



#2

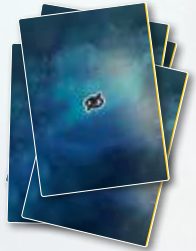
Shuffle the Mission cards and select 4 at random. Place these near the center of the table, face-up. Return the others to the box.

In a 5-player game, add a 5th Mission card.



#3

Shuffle all Character cards (excluding starting Characters) and place them in a face-down deck near the Mission cards. Whenever it becomes necessary to draw new cards (e.g., placing cards on Reward spaces), players will draw from this deck.



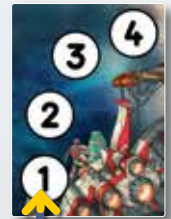
#4

Place the Shields within easy reach for everyone.



#5

Place the round marker on the "1" space of the first-player card. Give that card to the player who has most recently been on a ship.



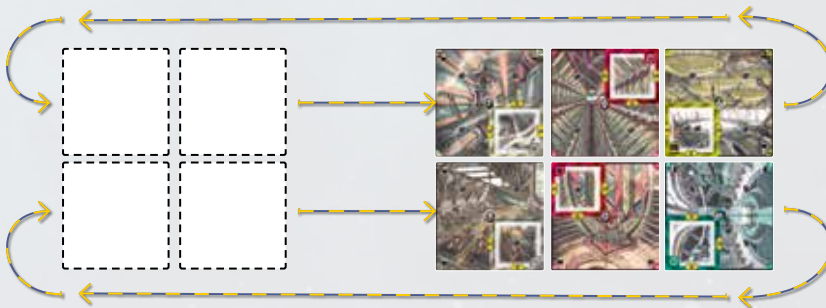
#5

Form Planetship Alpha in the center of the table. The size of the grid will depend on the number of players in your game.

1. Randomly place 6 Zones to form a 2x3, face-up grid; Zones should be placed with random orientations.

2. To the left of the grid, set aside 4 face-down Zones as a reserve.

With 2 or 3 players:



3.

At the beginning of rounds 2-4, remove the 2 rightmost Zones from the grid; place them face-down on the leftmost side of the reserve.

4.

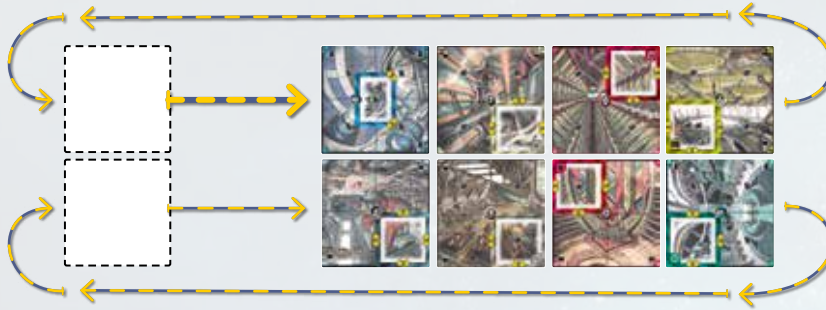
Then, turn the 2 rightmost Zones from the reserve face-up; add these to the left side of the Zone grid.

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With 4 players

1. Randomly place 8 Zones to form a 2x4, face-up grid; Zones should be placed with random orientations.

2. To the left of the grid, set aside 2 face-down Zones as a reserve.



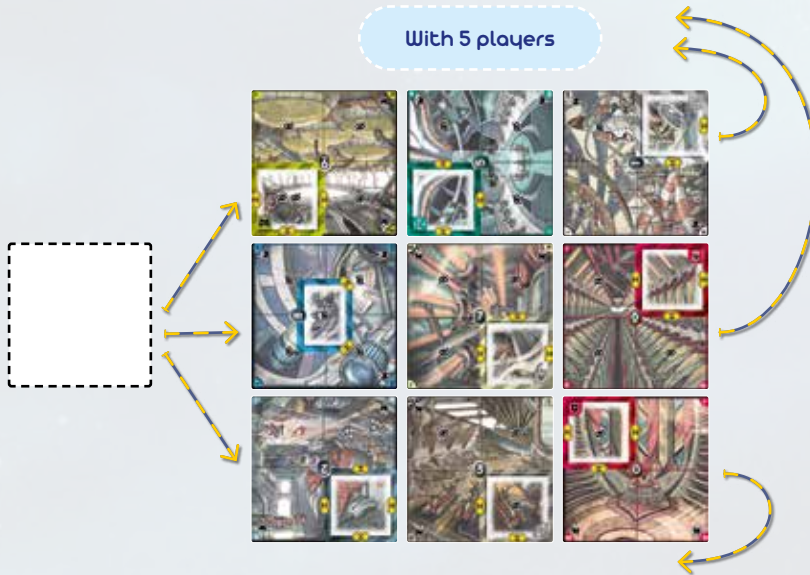
3. At the beginning of rounds 2-4, remove the 2 rightmost Zones from the grid; place them face-down on the leftmost side of the reserve.

4. Then, turn the 2 rightmost Zones from the reserve face-up; add these to the left side of the Zone grid.

With 5 players

1. Randomly place 9 Zones to form a 3x3, face-up grid; Zones should be placed with random orientations.

2. To the left of the grid, set aside 1 face-down Zone as a reserve.



3. At the beginning of rounds 2-4, remove the 3 rightmost Zones from the grid, face-down. Randomly choose 1 of these to set aside, then add the other 2 to the reserve.

4. Then, shuffle the 3 Zones from the reserve and turn face-up and add them to the left side of the grid. The set-aside Zone becomes the new reserve.

ZONES

Each Zone is composed of:
3-4 spaces, 1 reward space, and various icons.

REWARD SPACE

Reward Character cards are placed in Reward spaces. Reward spaces are always surrounded by a frame.

Each Zone has a special rule, as indicated by an icon in the corner of the Reward space. [see pages 14-15](#)

SPACE

There are 3 spaces in this Zone. Each space may hold one (and only one) Character card.

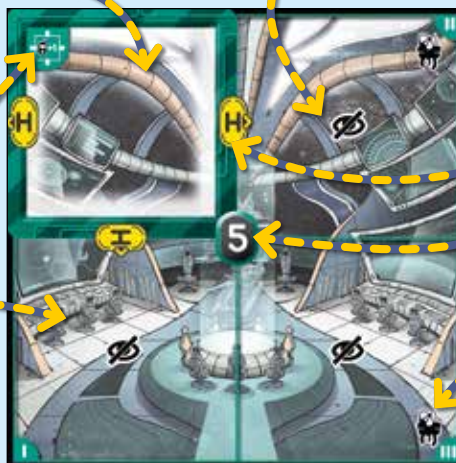
If a space shows a  icon, any Character cards placed here must be placed face-down.

Roman numerals indicate the order in which the spaces in this Zone will be resolved (starting with "I").

Space Dock icon. [see page 7](#)

The number in the center of each Zone indicates the order in which the Zones will be resolved. [see page 9](#)

PROBE - when a player places a Character here, they may immediately place a Probe token on any space in this Zone or an adjacent one. [see page 7](#)

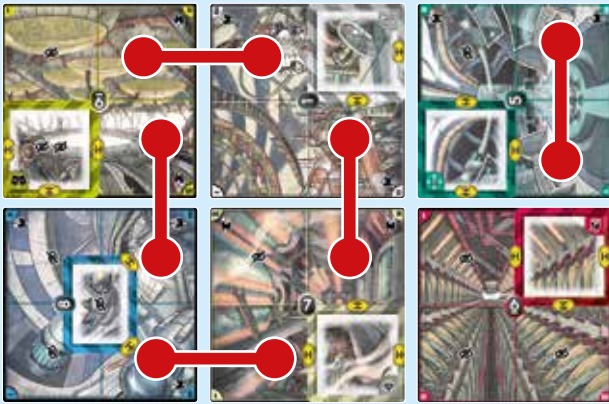


ZONE GRID

The grid formed by Zone cards is composed of SPACES and REWARD SPACES.
The combination of these Zones and spaces has the following rules:

ADJACENT SPACES

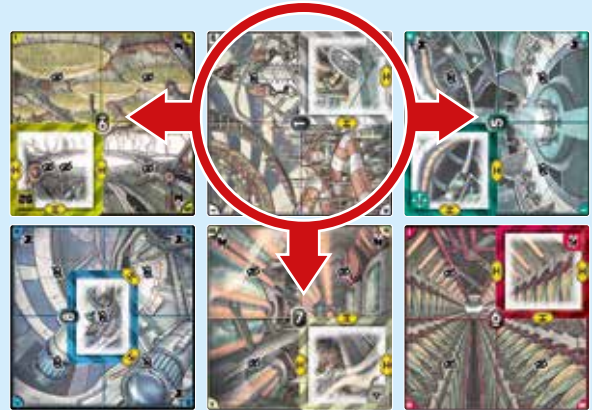
Adjacent spaces are those that are orthogonal to each other in the grid (excluding Reward spaces and diagonals). It is possible for spaces in different Zones to be adjacent.



Some examples of adjacent spaces.

ADJACENT ZONES

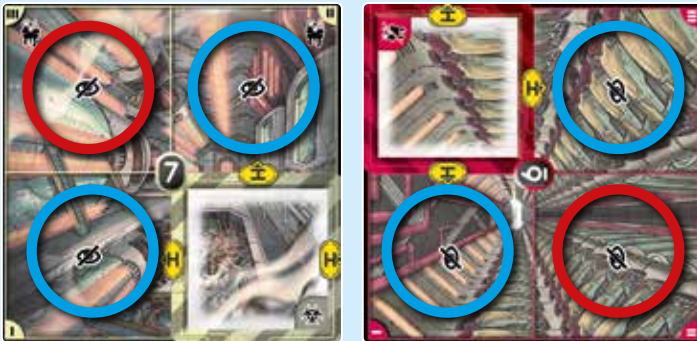
All Zones that are orthogonal (i.e., not diagonal) to each other are considered adjacent.



Zone 1 is adjacent to Zones 5, 7, and 9.



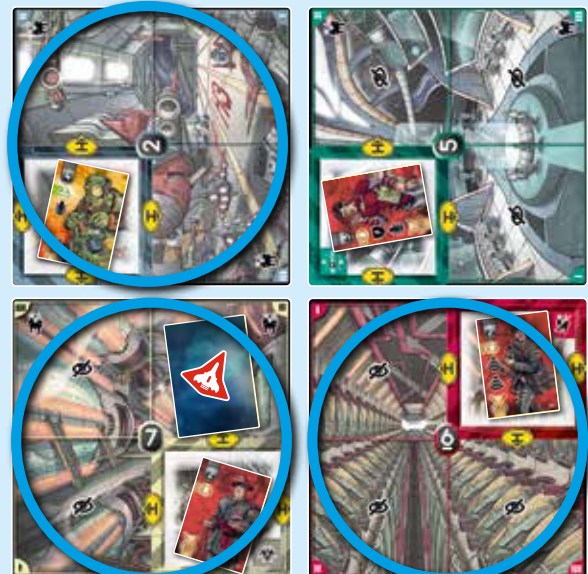
SPACE DOCK - This icon appears on Reward space frames. The small arrows point to spaces in which Space Docks are located. If a Space Dock space is unoccupied, the active player may play one of their characters there. If a space does not have a Space Dock, the active player may only place a character there **if at least one of their characters is in an adjacent space.**



In this example, Zones 6 and 7 are adjacent. The blue circles indicate spaces where the active player could directly place a character. The red circles indicate spaces where the active player could place a character **ONLY** if they already had another character in an adjacent space.



PROBE - when a player places a Character on a Space with a Probe icon, that player may immediately place one Probe token on any space in this Zone or an adjacent one (including Reward spaces). There are no limits to the number of Probes that can be placed on the same space. During the game, a player may secretly look at any face-down cards on spaces where their Probes are located (including face-down Reward cards). Probe tokens may be placed on unoccupied spaces.



In this example the red player placed a character on space 11 of Zone 7. That player may now place one of their probes in any space or Reward space in Zones 2, 6, or 7.

CHARACTER CARDS

Character's strength.

Race icon; there are 6 races.

VP provided by this Character if it is in your hand at the end of the game.



This icon indicates that this is one of the red player's starting Characters. There are 5 possible colors.

Ability icons; some Characters have more than one ability icon. see pages 11-13.

Card number.

START OF ROUND

#1 - Place Zones as described on pages 4-5.

Remember that Zones are placed according to game round and number of players.

#2 - Place Reward cards in Reward spaces. Draw cards from the top of the Character deck and place them randomly in the appropriate Reward spaces. Reward cards are normally placed face-up, unless the Reward space shows a $\$$ icon, in which case they are placed face-down.



#3 - Play begins with the first player and moves clockwise.



The player with the first-player card begins the round.

PLAYER'S TURN

#1 - On a player's turn, they **MUST** choose a Character card from their hand and play it, along with a Ship, either face-up on an unoccupied Space Dock space, OR on an unoccupied space adjacent to one of their Characters. If the chosen Space has a $\$$ icon, place the card face-down instead. Play then passes clockwise to the next player, continuing in this manner until all players have placed their Ships.

#2 - Once all players have played their Ships, the round ends. Go to "End of Round." see page 9



In this example, the red player has placed a Character and ship in space III of Zone 7.

Two important notes:

- Because this space shows a $\$$ icon, the chosen Character must be placed face-down.
- Unlike spaces I and II, this space has no Space Dock $\$$ icon. The red player is only allowed to place a card in space III because he has an adjacent Character card.

ROUND END

A round ends once all players have played their Ship tokens. At the end of each round, all Zones are resolved in numerical order.

#1 - Resolving a zone.

Resolving a Zone includes revealing all cards on that Zone, triggering Character abilities, and giving its Reward card to the player with the greatest strength in that Zone.

(To see details on each Character ability, see pages 11-13.)

Zones are resolved in numerical order, according to the number in the center of each Zone. Start with the lowest-numbered Zone in play.



The number in the center of this Zone indicates the order in which it will be resolved.

When resolving a Zone, first turn over any face-down cards in that Zone (including Reward cards). Then, following the Roman numerals starting with "I" and counting upwards, players may resolve any of their Characters' abilities. If a character has several abilities, the player may use them in any order. Players are never required to use abilities.



These Roman numerals indicate the order in which Characters resolve their abilities.

#2 - Gaining Reward Cards

After resolving abilities within a Zone, each player adds together the total strength value of all of their Characters present in that Zone. The player with the highest total strength wins that Zone's Reward card and takes it into their hand.

IMPORTANT: do NOT retrieve any Character cards until all Zones have been resolved.

Zero-strength characters still count for strength values. If a Character with zero strength is the only one present in a Zone, whoever played that character gains that Zone's Reward. In case of tie, the player occupying the lowest-numbered space in the Zone wins the Reward.

If a Zone has no player cards on it as it is being resolved, place its Reward card face-down on the bottom of the Character deck.

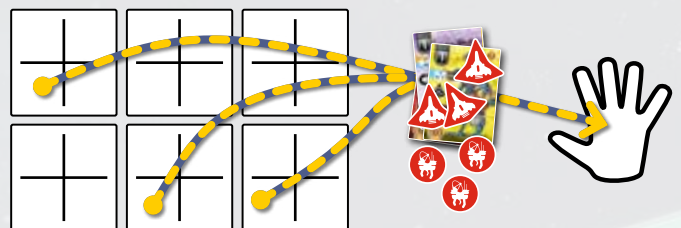


In this Zone, the red and green players are tied at 2 strength.

Green wins the Reward card because their Character is in the lower-numbered space.

#3 - Retrieve Characters, Ships and Probes.

Once ALL Zones have been resolved, players then return their played Character cards, Probes and Ships to their hands.



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#4 - Discard Cards

Each player with more than 6 cards in their hand **MUST** discard cards into a personal, face-down discard pile until they have only 6 cards in hand.

Players with 6 cards do nothing.

Then, once everyone has discarded down to 6 cards, all players turn their discard piles **face-up** in front of their respective card stands. These discard piles can be freely consulted by all players. At the end of the game, each discarded card is worth 1 VP (see below).



#5 - New first player and beginning of a new round

The first-player card moves one seat to the left. The new first player advances the round marker to the next space, and a new round begins.

See page 8; skip this step in the 4th round.



GAME END AND SCORING

The game ends after the 4th round.

Each player then gains VP for:

#1 - Discarded Cards.

Each player gains 1 VP for each card in their discard pile.

#2 - Cards in Hand.

Each player adds together the total VP value of all cards in their hand.

IMPORTANT: do not count discarded cards in this step.

#3 - Accomplished Missions.

For each face-up Mission a player achieved, they add that Mission's points to their final score (see page 15).

IMPORTANT: do not count discarded cards in this step.

The player with the most VP is the winner.

- In the event of a tie, the winner is the tied player who achieved the greatest number of Missions.
- If there is still a tie, the winner is the tied player with the most VP in hand.
- If there is still a tie after that, the tied player farthest away (clockwise) from the current first player is the winner.

In this example the red player scored a total of 29VP (7+13+9).



7 VP from his 7 discarded cards.

13 VP from the cards in hand.

9VP for accomplished Missions: 6VP for the shield Mission, for having the most shields among Character cards in hand, plus 3 VP for the Gr'tratki mission, because the red and yellow players tied at 2 icons each (see page 15 for details on scoring ties).

CHARACTER ABILITIES

Most Character cards have one or more icons that represent their abilities. Abilities are used at the end of a round, when resolving Zones. It is not mandatory to use abilities, and they may be used in any order. – see page 9.

Each Icon on a Character card may be used **once per round**.



Hacker

Choose an unshielded enemy Character in this Zone; return that Character and its Ship to its owner's hand.



1. In this example, Zone 6 is being resolved.

The red player's Character in space I has the Hacker ability. Because that Character is in space I, it triggers its abilities before those of Characters in spaces II and III.

The red player returns the Character on space III to the pink player.



2. Now, the green and the red players have equal strength in this Zone. Red will win, because they occupy the lower-numbered space.

Before determining who wins this Zone's Reward, the Character in space II has the chance to trigger its ability.



Scanner

Draw the top card of the Character deck and add it, face-up, to the Zone's Reward space. Then, choose a card from the Reward space to return to the bottom of the Character deck, face-down.

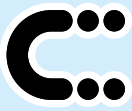
Continuing with the previous example, once space I has been resolved, it is time to resolve space II.

The green player decides to use their Character's Scanner ability, and adds the top card of the Character deck to Zone 6's Reward area. Green must then choose one Reward card to place on the bottom of the Character deck.

Red will win the card that is left behind, which might not be the one they really wanted.



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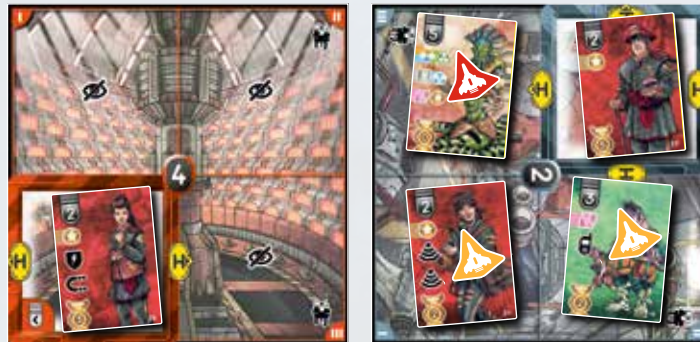


Tractor Beam

Choose an unshielded Character in an ADJACENT Zone. This Character may belong to any player, may be face-up or face-down (it cannot be a Reward character), and its Zone may be resolved or unresolved. Place the chosen Character face-up in an UNOCCUPIED space in the Zone that is currently being resolved. If there are no unoccupied spaces in that Zone, this ability cannot be used. The Character that was chosen by the Tractor Beam **CANNOT use any abilities this Round**.

1. In this example, we are resolving space 1 of Zone 2.

The yellow player seems to have secured the Reward for this Zone, but they also want to stop the red player from taking the Reward on Zone 4; yellow uses the Tractor Beam ability on red's Character in Zone 4.



2. The red player now has a Character in Zone 2 with 5 strength. Because of the Tractor Beam, this Character cannot trigger abilities.

Both players are tied at 5; yellow wins because they have a Character in the Zone's lowest-numbered space. Yellow has successfully prevented red from winning the reward in Zone 4.



Shield

Choose a Character in this Zone or an adjacent one and place a Shield token on top of it. This Character may belong to any player. A Shielded Character cannot be targeted by Hacker or Tractor Beam abilities.



In this example, we are resolving space 1 of Zone 2.

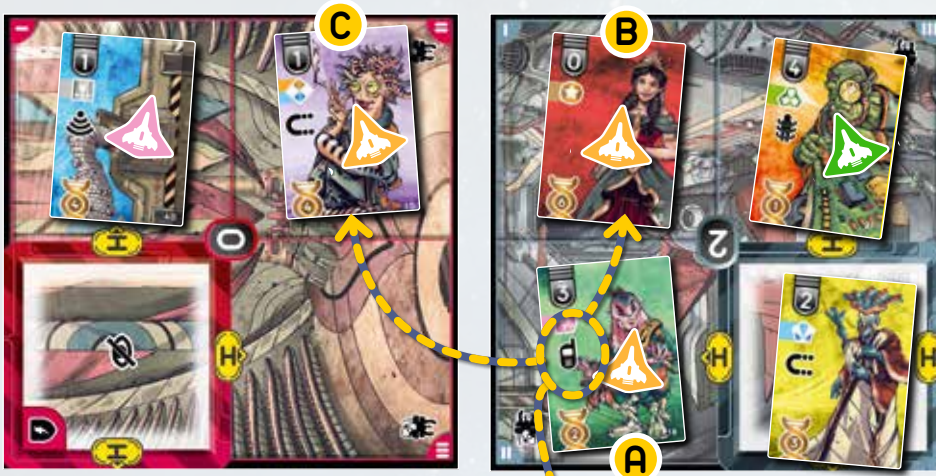
The yellow player used their Shield ability to place a Shield token on their Character in Zone 8; that Character cannot be Hacked or pulled with a Tractor Beam.





Team Radio

The character using this ability gains +1 strength for every other friendly Character (belonging to the same player) in this Zone and in adjacent Zones. This effect lasts until the Zone is resolved.



The yellow player is resolving their Character in space II of Zone 2.

A The yellow player triggers the Team Radio ability, gaining +3 strength:

B +1 from the friendly Character in Zone 2,

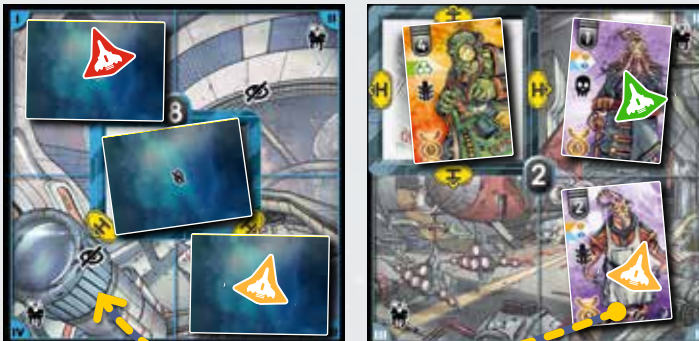
C and +1 each from the friendly Characters in Zones 0 and 1.

The Character's total strength is now 6, and will remain that way until Zone 2 has been resolved.



Teleport

Place this Character face-up into an unoccupied space of an adjacent Zone. After using the Teleport, this character **CANNOT** trigger abilities this Round.



In this example, we are resolving Zone 2.

The yellow player goes first, and decides to trigger their Character's Teleport before the green player is able to use their Hack ability.

Yellow chooses to place their Character in Space IV of the adjacent Zone 8, increasing their chances of gaining Zone 8's Reward.

ZONES

When placing a Character in a Zone, you must follow the general rules explained on pages 7 and 8. In addition, each Zone has its own special rules that must be followed:

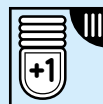
#0 - Senate

All Characters in this location are immune to Hacker and Tractor Beam abilities.




#1 - Leisure Area

A Character placed in space III of this Zone has +1 strength while in that space.



#2 - Hangar

This location has no Stealth icons .



#3 - Military Area

The first player to place a Character in this Zone may, after placing, rotate the Zone 90° or 180° in any direction.



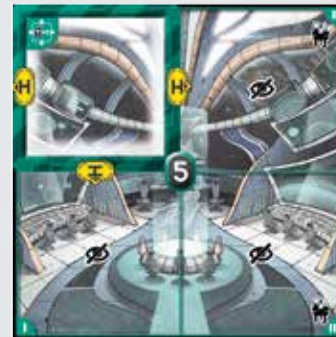
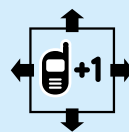
#4 - Prison

After resolving all abilities in this Zone, the player with the lowest combined Strength among their Characters in this Zone wins the Reward. Apply tiebreakers as normal.



#5 - Command Center

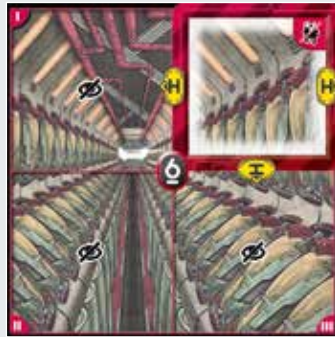
Characters in this Zone and adjacent Zones with AT LEAST one Team Radio icon gain +1 strength during this round, even if the Character is unable to use his abilities.



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#6 - Hibernation Chamber

Probes cannot be placed in any space of this Zone (including the Reward space).



#7 - Radioactive Area

A player that wins the Reward card in this Zone must remove one of their Characters in this Zone from the game (return it to the game box).



#8 - Observatory

This Zone has one extra space.



#9 - Harvests

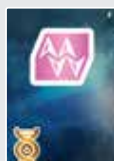
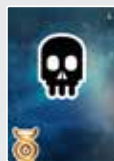
At the beginning of the round, place an additional Reward card in this Zone. The player that wins this Zone selects one of these Rewards to keep, then places the other on the bottom of the Character deck.



MISSION CARDS

Each Mission card represents an objective that players are trying to achieve at the end of the game, using the 6 cards in their hands. Points from Mission cards are awarded to the player that has the greatest number of Mission icons in their hand. In case of a tie, Mission VPs are divided evenly among tied players, rounded down. One Character can count for multiple objectives, and if a Character has multiple icons of the same type they all count for Mission scoring.

Important: Only consider cards in hand. Do not count discarded cards when scoring Mission cards.



To achieve this objective you have to have the highest combined Strength among your cards.

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Hacker

In this Zone return an unshielded Character and its Ship to its owner's hand.



Scanner

Draw the top card of the Character deck and add it to the Zone's Reward space, face-up. Then, choose a card from the Reward space to be placed on the bottom of the character deck, face-down.



Tractor Beam

Choose an unshielded Character in an ADJACENT Zone. Place the chosen Character face-up, into an UNOCCUPIED space in the Zone that is currently being resolved.



Shield

Place a shield on a Character in this Zone or adjacent. Shielded characters cannot be targeted by Hacker or Tractor Beam abilities.



Team Radio

The Character gains +1 strength for each other friendly Character in this Zone and any adjacent Zones.



Teleport

Place this character, face-up, into an unoccupied space of an adjacent Zone.

RULES SUMMARY - ABILITIES AND ZONES



#0 - Senate

All Characters in this Zone are immune to Hacker and Tractor Beam abilities.




#1 - Leisure Area

A character placed in space III of this Zone has +1 strength while in that space.



#2 - Hangar

This location has no .



#3 - Military Area

The first player to place a Character card in this location may, after placing, rotate the Zone 90° or 180° in any direction.



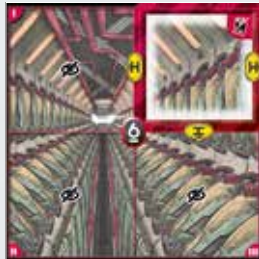
#4 - Prison

The player with lowest amount of combined Strength among their Characters in this Zone wins the Reward.



#5 - Command Center

Characters in this Zone and adjacent Zones that have AT LEAST one Team Radio icon gain +1 strength during this round.



#6 - Hibernation Chamber

Probes cannot be placed in any space of this Zone (including the Reward space).



#7 - Radioactive Area

A player that wins this Zone's Reward card must remove one of their Characters in this Zone from the game (return it to the game box).



#8 - Observatory

This Zone has one extra space.



#9 - Harvests

This Zone has 2 Reward cards. A player that wins the Reward for this Zone must choose one of these Rewards to keep; place the other on the bottom of the Character deck.