



≡PANDORUM≡

DISCOVERY EXPANSION

RULEBOOK

ABOUT THIS EXPANSION

This add-on consists of two modules:

- 1 **EVENTS.** Anything can happen on a distant planet, located hundreds of light years away from the Earth.
- 2 **MONOLITHS.** Mysterious monoliths have appeared on the surface, apparently left by an ancient civilization. The player who discovers a monolith has the chance to learn ancient technologies.

Modules can be used separately or together. Both modules are compatible with the Maximus solo mode.

COMPONENTS FOR THE MONOLITHS MODULE



MONOLITH CARDS - 8 PCS.



MONOLITH MARKERS - 6 PCS.

COMPONENTS FOR THE EVENTS MODULE



EVENT CARDS - 15 PCS.




EVENT CARD BOARD



SPECIAL
TOKENS - 25 PCS.


MONOLITHS

SETUP

- 1 Prepare the game following the basic rules.
- 2 Shuffle all of the Monolith cards together and place them near the game board, face down.
- 3 Place one Monolith marker on each  hex of the game board.

GAMEPLAY

Monolith markers are placed on the game board in a way that prevents any player from reaching them in the first turn. The first player to reach a hex with a Monolith marker on it removes this marker from the game board (return it to the box) and takes the top card from the Monolith deck.

If the card has the  on it, the player must use its effect at once, i.e., immediately after paying for the move but before construction.

In all other cases, the player places the Monolith card in front of them and can use its effects later, during the same or a later turn – the player can use the card's effect at any time during their turn.

After the effect is resolved, put the Monolith card back in the box.



DESCRIPTION OF MONOLITH CARDS

WITH IMMEDIATE EFFECTS

- 1 Take one random Project card from the hands of each of the other players. Keep one of these cards and return the rest to the box. If any player (or all of them) has no cards in their hand, this card has no effect on them.
- 2 After finishing this turn, take another turn following the normal rules.
- 3 Take 3 Project cards from the top of the deck.
- 4 Take 3 Project cards from the top of the deck and place them in any slot(s) of your Harvester. You may distribute these cards between the slots however you choose.
- 5 Take 1 random Satellite not in play and put it on top of the Satellite that is already on your Harvester. Now you will have two targets for your slot 3 cards.

DESCRIPTION OF REGULAR MONOLITH CARDS

- 6 Remove a Structure from your Harvester's hex and return it to the supply.
- 7 Discard all of the cards from the Project Market (to the box) and replenish it according to the normal rules.
- 8 Return any 2 Project cards from your Harvester (any slots) to your hand.

EVENTS

SETUP

- 1 Prepare the game following the basic rules.
- 2 Place the Event card board near the main game board.
- 3 Shuffle the Event cards and place them on the left part of the Event card board.
- 4 If you are playing the game with the Monoliths module, place the monolith cards onto the right side of the Event card board.
- 5 Place all the special tokens near the Event card board.



GAMEPLAY

There is a notice on the board that explains how you should play the Event cards.

The first Event card must be turned over and played as soon as one of the players completes the construction of the first Structure in the game.


The second Event card must be turned over and played as soon as the last player without any Structures on the board completes the construction of their first Structure.


In both cases, the Event card is not turned over until the end of that player's turn.


EVENT CARD LAYOUT


THE TEXT AT THE TOP OF THE CARD IS AN IMMEDIATE EFFECT THAT THE ACTIVE PLAYER MUST RESOLVE AT ONCE



THE CENTER SHOWS A PASSIVE EFFECT: PLACE THE NUMBER OF  SHOWN IN THE BOX TO THE RIGHT

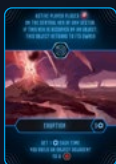
THE BOTTOM TEXT IS AN ON-GOING EFFECT THAT IS ACTIVATED DURING THE NEXT PLAYER'S TURN AND REMAINS IN EFFECT AS LONG AS THERE ARE  IN THE BOX NEAR THE EVENT CARD


Each time a player meets the conditions of the Event card, they take the  indicated.

When a player takes the last , the Event ends and the card is returned to the box. At the end of their turn, the active player must turn over a new Event card and resolve the immediate and passive effects. The on-going effect of the new Event does not apply to this player this turn.

DESCRIPTION OF THE EVENT CARDS


ERUPTION




IMMEDIATE EFFECT: place the eruption token  on the central hex of this sector. If it is occupied by a Structure (owned by any player), the Structure is removed and returned to the supply. If the central hex is the Landing pad, do not place the eruption token.

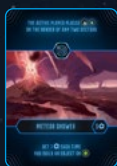


SECTOR CENTER


PASSIVE EFFECT: place 5  near this card.


ON-GOING EFFECT: get 1  for each Volcano each time you build a Structure next to it.



The eruption token remains on the game board until the end of the game. The eruption token is treated like a regular Volcano.



METEOR SHOWER

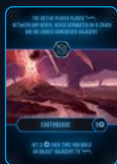
IMMEDIATE EFFECT: place the meteor shower token  on the border of any two sectors, covering one hex of each sector. You cannot place the meteor shower token on hexes with any objects in them.

PASSIVE EFFECT: place 5  near this card.


ON-GOING EFFECT: get 1  each time you build a Structure on a  hex.





The meteor shower token remains on the game board until the the end of the game.



EARTHQUAKE

IMMEDIATE EFFECT: the active player takes the crack token  and places it between any hexes. These hexes are no longer considered adjacent. But, Harvesters can cross over the crack normally.

PASSIVE EFFECT: place 8  near this card.

ON-GOING EFFECT: get 2  each time you build a Structure on a hex adjacent to the crack (any side).





The crack token remains on the game board until the end of the game.





MARKED
HEXES
ARE NOT
ADJACENT



ANCIENT CIVILIZATION


IMMEDIATE EFFECT: starting with the active player, run an open auction. Each player, including the active player, offers their  aloud. The player that offers the most  gets 1 Project card from the deck and places these  near this event card. The other players do not lose their .

PASSIVE EFFECT: place  near this card (according to the immediate effect):


ON-GOING EFFECT: get 1  each time you build a Structure on a  hex.





CONTAMINATION

IMMEDIATE EFFECT: each player takes 3 contamination tokens . The players place their contamination tokens on any hexes with their own Structures. These objects are now contaminated. If you have fewer than three Structures, discard the remaining contamination tokens into the box.

PASSIVE EFFECT: place 4  near this card.

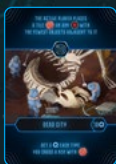
ON-GOING EFFECT: get 1  for each contaminated project each time you build a new Structure adjacent to it. Discard all contamination tokens from these contaminated objects into the box.

WHEN THE  RUN OUT, THE PLAYERS MUST:

1 Clean up the contamination: You must pay 1  for each contaminated Structure you own or remove it from the board. You may choose which Structures to pay for and which to remove.

2 Remove all contamination tokens from the board.

All contamination tokens and any contaminated Structures removed from the board are all returned to the box.



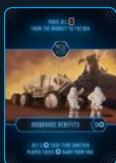
DEAD CITY

IMMEDIATE EFFECT: the active player must place the dead city token (🔴) on the Volcano of their choice with the fewest objects adjacent to it. Return the cardboard Volcano to the box.

PASSIVE EFFECT: place 10 🔁 near this card.

ON-GOING EFFECT: get 2 🔁 each time you cross the dead city token with your Harvester. You can cross this token but you cannot stop on it.

The dead city token remains on the game board until the end of the game. It is not considered to be a Volcano.



INSURANCE BENEFITS

IMMEDIATE EFFECT: discard all System cards (🔴) from the Project Market into the box and fill the market according to the normal rules, if needed.

PASSIVE EFFECT: place 10 🔁 near this card.

ON-GOING EFFECT: get 2 🔁 each time an opponent takes 🔴 from you.

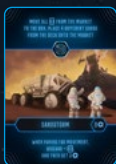


SABOTAGE

IMMEDIATE EFFECT: the player with the most Structures on the game board removes one of their Structures of their choice from the board. If there are several players with the most Structures, each of them must remove one.

PASSIVE EFFECT: place 6 🔁 near this card.

ON-GOING EFFECT: get 2 🔁 each time you build a Structure so that there are no other Structures adjacent to it.



SANDSTORM

IMMEDIATE EFFECT: remove all the Project cards from the Project Market to the box. Refill the market according to the normal rules.

PASSIVE EFFECT: place 8 near this card.

ON-GOING EFFECT: get 2 each time you pay for a movement. You must pay 1 additional card each time you move.



EXPANSION

IMMEDIATE EFFECT: starting with the active player, each player in turn places 1 from their supply on any empty hex of their choice, if they can. There is no cost for placing these .

PASSIVE EFFECT: place 5 near this card.

ON-GOING EFFECT: get 1 each time you receive less than 2 for construction.



NEW ENGINES

IMMEDIATE EFFECT: starting with the active player, each player in turn may pay 2 or 4 to place 1 or 2 engine tokens of their color, respectively, onto this Event card .


PASSIVE EFFECT: none.





ON-GOING EFFECT: you may discard one engine token of your color from this Event card to make one move with your Harvester. You do not pay for this move and you do not build anything. You cannot move your Harvester to an empty hex in this way. You may use this action twice in the same turn if you have two tokens of your color on this Event card. You may use this action in addition to your regular actions (including movement).



TRAINING

IMMEDIATE EFFECT: starting with the active player, each player in turn must return one Project card from any slot on their Harvester to their hand, if they can.

PASSIVE EFFECT: place 5  near this card.

ON-GOING EFFECT: when your harvester stops on a hex with your  on it, you can take 1  and place this  back in the supply to build a  in its place according to the basic rules.

≡PANDORUM≡