Pandorum

RULEBOOK

⊣PANDORUM⊢

The distant future: Humanity spread beyond the Solar System a long time ago.
States are no longer the sources of power. They have been replaced by the Galactic Government.
It is the regulator that distributes the money, mineral, and intellectual resources among
the institutions of human civilization, including medicine, education, logistics, and more.

The Galactic Government has realized that the population and its needs are growing
faster than they can be satisfied. So, it establishes grants and sponsorships for explorers
to find and colonize new planets. The monetary awards are so big that a new currency, the "quid,"
is introduced. The corporations and organizations involved in the harvesting of resources
from space bodies quickly grow and become powerful.

The era for developing new galaxies has begun. The planet Pandorum and its satellite Pyrrhum,
the latest world to be discovered, awaits!

The players' goal is to become the richest person in the Galaxy by accumulating more quids than the other players by the end of the game. Quid is the galactic currency, shown on all game components by the symbol **Q**.

You can earn quids by playing cards and building Structures.
There are two types of Structures you can build: **Bases** and **Modules**.

To build Structures, you must use your Harvester, a mobile construction platform.
You are the captain of your own Harvester, competing against the other captains to claim the most valuable regions of Pandorum — and earn the most quids!

THE GAME BOARD consists of 7 double-sided tiles.

When you set up the game, you will create an entirely new board by combining these tiles in different ways.

Each tile is divided into hexes. Each hex shows a certain type of terrain:

BARREN LAND   CRATER   MOUNTAIN   VOLCANO

THE TILES SHOW PANDORUM AS A HARVESTER CAPTAIN WOULD SEE IT ON THEIR DISPLAY

ONE OF 7 TILES

110 PROJECT CARDS

You will use the cards to move your Harvester and build Structures

PYRRHUM

This is Pandorum's natural satellite. It is another area available for colonization, but it's very hard to reach

PYRRHUM

5 HARVESTER BOARDS

Your player board shows your Harvester. Each Harvester is made up of two parts: the bow and the main body. You will combine these parts when you set up the game.

One side of each board is suitable for games with two or three players, the other side is for games with four players.

IT WILL TAKE YOU 25 GAMES TO TRY OUT ALL OF THE COMBINATIONS!

FIGURES

48 MODULES
12 of each color

24 BASES
6 of each color

4 HARVESTERS

6 SATELLITES
that will be attached to the top of your Harvester to help you earn more quids

QUID TOKENS

Quids are the Galactic currency and the victory points in the game

VALUE 10
20 pieces

VALUE 5
20 pieces

VALUE 1
30 pieces

THE GALACTIC GOVERNMENT WILL SEND YOU A PRIVATE GOAL VIA THE ARTIFICIAL SATELLITES IN ORBIT – AND IT'S READY TO PAY FOR IT

17 VOLCANOES

3D Volcanoes to help you get better oriented on the game board
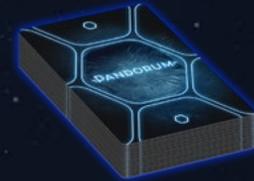
ACHIEVEMENT LIST

Mark your successes after every game and share them on social networks!

PREPARING FOR THE GAME

THE PROJECT CARDS

1 Separate the Extraction cards (🗲) from the others. Shuffle the Extraction cards and deal 3 to each player, face down. Return the remaining Extraction cards to the box.

THE EXTRACTION
SYMBOL ON THE CARDS

2 Shuffle the rest of the Project cards (the non-Extraction ones) together and place the resulting deck face down.

3 Deal each player 1 Project card from the deck. Thus, each player starts the game holding four cards: 3 Extraction cards and 1 random card. Do not show your cards to the other players.

4 Turn over cards from the deck until you have **4 different** cards (by name) face up next to the deck. This is called the Project Market. Return any duplicate cards to the deck and reshuffle it.

HARVESTER PADS

5 Randomly deal the Harvester boards to the players. Each player gets one bow part and one main body part. Arrange your Harvester boards with the side marked 👥 | 👥👥 up if two or three players are playing the game, or with the side marked 👥👥👥👥 up if four players are playing.

6 Shuffle the Satellites and deal one to each player, face down. Attach your Satellite to the top of your Harvester, as shown in the picture. You may examine your own Satellite at any time, but keep it secret from the others!

THE PLAYING BOARD

Take the central game board tile and place it in the middle of the table (random side up). Randomly place the other six tiles around the central tile (random side up).

Place Pyrrhum next to the board (random side up).

Assemble the Volcanoes and put them on the game board and on Pyrrhum, on every hex marked with the Volcano symbol. Return any unused Volcanoes to the box.

EXAMPLE OF A STARTING ARRANGEMENT

Center of the board

FIGURES

Each player chooses a color and takes the matching Harvester. Place your Harvester on the Landing Pad in the middle of the central tile of the game board.

Give each player Structures of their color according to the table below. Return any remaining Structures to the box.

PLAYERS	MODULES	BASES
2	12	6
3	8	4
4	6	3

MODULE   BASE

QUIDS

Place all the quid tokens nearby so everyone can reach them. This is called the "bank."

CHOOSE THE FIRST PLAYER IN ANY CONVENIENT WAY

GAMEPLAY

Players take turns, starting with the first player and going clockwise.

On your turn, you MUST either: TAKE MORE PROJECT CARDS or MOVE YOUR HARVESTER, as described below.

TAKE MORE PROJECT CARDS

If you choose this action, you must add 2 Project cards to your hand. You can draw cards of your choice from the Project Market or unseen from the deck in any combination, as long as you follow the MARKET RULES. You may repeat this action each turn without any limitation. There is no limit to the number of Project cards you can hold in your hand..

MARKET RULES

1. There must always be at least four DIFFERENT cards (by name) in the Project Market. If there are fewer, immediately add cards from the deck to the Project Market until there are again four different cards.

   For example, there are four different cards in the Project Market and you choose the "Take More Project Cards" action. You draw your first card from the Project Market, so you must turn over more cards until the 4th project name is revealed before taking your second card.

2. The Project Market can hold an unlimited number of cards.

   Apart from Rule No. 1, you may also add cards to the Project Market when you move your Harvester (see page 10).

ALL POSSIBLE COMBINATIONS FOR TAKING CARDS ON YOUR TURN:
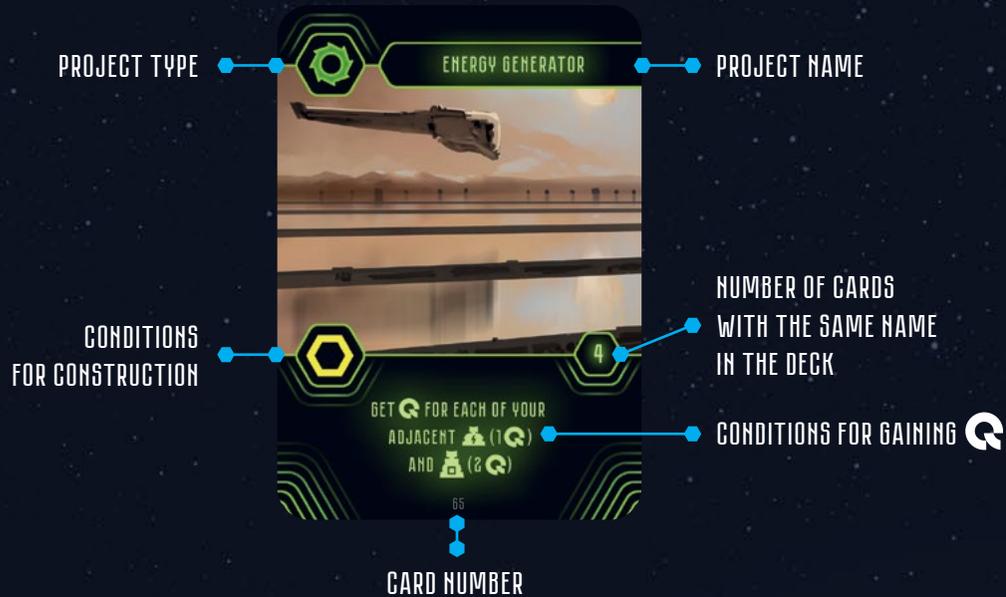
TAKE 2 CARDS FROM THE DECK

TAKE 2 CARDS FROM THE PROJECT MARKET

TAKE 1 CARD FROM THE DECK, THEN 1 CARD FROM THE PROJECT MARKET

TAKE 1 CARD FROM THE PROJECT MARKET, THEN 1 CARD FROM THE DECK

PROJECT CARDS

CARD LAYOUT

PROJECT TYPE

PROJECT NAME

ENERGY GENERATOR

NUMBER OF CARDS
WITH THE SAME NAME
IN THE DECK

CONDITIONS
FOR CONSTRUCTION

CONDITIONS FOR GAINING Q

GET Q FOR EACH OF YOUR
ADJACENT 🏭 (1Q)
AND 🏠 (2Q)

65

CARD NUMBER

SOME CARDS USE THE TERM «ADJACENT,» WHICH MEANS:

⬡ HEXES ARE ADJACENT TO THE ⚡

⬡ HEXES ARE NOT ADJACENT TO THE ⚡

⬡ STRUCTURES ARE ADJACENT TO THE ⚡

⬡ STRUCTURES ARE NOT ADJACENT TO THE ⚡

GETTING Q

YOU GET Q BEFORE BUILDING
A STRUCTURE ON A HEX, SO THE NEWLY
BUILT STRUCTURE IS NOT COUNTED
FOR GETTING Q

GET Q FOR EACH OF YOUR
ADJACENT 🏭 (1Q)
AND 🏠 (2Q)

SYMBOLS ON THE CARDS

THIS COMBINATION OF SYMBOLS MEANS:
GET 1 QUID FOR EACH ADJACENT MODULE
AND 2 QUIDS FOR EACH ADJACENT BASE
THAT YOU OWN

MOVE YOUR HARVESTER

If you have no Project cards in your hand, you **cannot** move your Harvester.

To move your Harvester, you must discard a Project card from your hand to the Project Market, face up – this is called PAYING FOR MOVEMENT. After paying for movement, you can move your Harvester, following these rules:

PERMISSIVE MOVEMENT RULES

» A Harvester can move any number of hexes.

» A Harvester can move through hexes occupied by other Harvesters or Structures and may stop there.

» If your Harvester stops on a hex occupied by:
  – A Structure of your color or a Landing pad ⊕: Nothing happens.
  – Another player's Structure: You must pay the owner 1 ⟲ if it is a 🏛 or 2 ⟲ if it is a 🏛.

» If your Harvester stops on an empty hex, you **must** build a Structure there (see page 11).

MOVEMENT RESTRICTIONS

A HARVESTER CAN ONLY MOVE IN A STRAIGHT LINE OF HEXES

A HARVESTER CANNOT STOP ON A VOLCANO ⬡ OR CROSS OVER THEM

Pyrrhum is the planet's natural satellite. It is made up of hexes that can be used to build Structures just like the main board. But, moving a Harvester between the two bodies requires additional fuel.

In order to move your Harvester to Pyrrhum from the main board or to return, you must pay 1 additional Project card when you pay for movement. You can then move your Harvester to any hex on your destination board (that is not a ⬡). A Harvester may move on Pyrrhum following the normal rules.

CONSTRUCTION

If you move your Harvester to an empty hex (i.e., one with no Structure or Landing Pad ⊕), you **MUST** build a Structure there. If you cannot or do not want to build a Structure there, you cannot stop on that empty hex.

To build a Module ⛁, you must play 1 Project card from your hand. To build a Base ⛊, you must play 2 Project cards.

Cards played for construction are not added to the Project Market. Instead, they will be added to your Harvester (see page 12).

NOTE: Paying for movement and playing cards to build are different things. The cards you play for construction are in addition to any card(s) you paid for movement. Therefore, you need to have at least 3 cards in your hand in order to move and build a Base.

NOTE: You **cannot** build a Structure in a hex that is already occupied by another object. In other words, each hex can only accommodate one object.

WHEN YOU BUILD, YOU MUST PLAY 1 OR 2 PROJECT CARDS FROM YOUR HAND. THE TYPE OF TERRAIN WHERE YOU ARE BUILDING MUST MATCH THE CONDITIONS FOR CONSTRUCTION ON EACH CARD YOU PLAY.
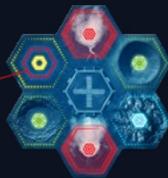
FOR EXAMPLE, YOU CAN ONLY PLAY A BARREN LAND PROJECT CARD TO BUILD ON BARREN LAND TERRAIN

YOU CAN SEE THE TYPES OF TERRAIN ON THE CARDS:

CONSTRUCTION IS ONLY POSSIBLE ON THE SPECIFIED TYPE OF HEX

CONSTRUCTION IS POSSIBLE ON ANY OF THE THREE HEX TYPES

CONSTRUCTION IS POSSIBLE ON ANY OF THE THREE HEX TYPES BUT ONLY IF AN ADJACENT HEX IS A ⬡

After playing the card(s), you get ◐ according to the text on the card(s). This happens **before** you place your Structure on the hex.

If you played 1 card for construction, place a ⛁ on the hex; if you played 2 cards, place a ⛊.

NOTE: When playing 2 (or more) cards, you cannot play cards with **identical names** (and images). You can only play more than 2 cards by using special effects.

GETTING Q

Progress cards you play for building Structures can give you Q. You can find the conditions you must meet to get Q at the bottom of the card. Players always get Q from the bank, unless the card says otherwise.

EXAMPLE: JOHN PLAYS A SULFUR EXTRACTION CARD. ACCORDING TO THE CARD, JOHN GETS 1 Q FOR EACH ADJACENT VOLCANO. SO, JOHN GETS 3 Q IN TOTAL AND PLACES HIS ⚒ ON THE HEX.

NOTE: You can play cards that bring you 0 Q. You may do it hoping for a bigger reward in the future, for example. At the beginning of the game, you will get from 0 to 4 Q each time you build, while by the end of the game you might get 12 Q or more in one turn.

For a detailed description of the conditions for getting Q from all cards, see page 16.

HARVESTERS

At the beginning of the game, you have a Harvester with three empty slots at the bottom. Each time you play a card to build a Structure, you will put that card face up in one of these slots. If you play 2 (or more) cards at once, you can distribute them into different slots or put them all in 1 slot.

You MUST place your cards in such a way that the other players can see the number and type of cards in each slot.

SLOT 1
Bow

SLOT 2
Main Body

SLOT 3
Cargo Bay

1. The bow of each Harvester has a different one-time effect that you can use multiple times during the game.

2. You have to have 3 cards in your bow slot in a game with two or three players, or 2 cards in a game with four players, in order to use the one-time effect.

3. When you use the one-time effect, you must discard the corresponding number of cards from your bow slot (i.e., in a three-player game, you must discard 3 cards from your bow slot to use the effect).

4. You may only use the one-time effect at the point in the game indicated by the description of the effect.

DESCRIPTIONS OF THE ONE-TIME EFFECTS

Each player has a unique combination of harvester bow and center at the beginning of the game. You can find the descriptions of all one-time effects below.

MANIPULATOR. DURING CONSTRUCTION, WHEN YOU PLAY 2 CARDS, YOU MAY PLACE A ⚡ INSTEAD OF 🏭

CRANE. DURING CONSTRUCTION, YOU MAY PLAY 3 CARDS AT THE SAME TIME. IF YOU DO, PLACE A 🏭

JUMP DRIVE. AFTER YOU PAY FOR MOVEMENT, YOU CAN MOVE YOUR HARVESTER TO ANY HEX, INCLUDING ON PYRRHUM (BUT EXCLUDING ⬡)

TERRAFORMING BEAM. DURING CONSTRUCTION, YOU CAN IGNORE THE CONSTRUCTION CONDITIONS ON THE CARD(S) YOU PLAYED AND BUILD A STRUCTURE ON ANY TYPE OF TERRAIN (EXCEPT ⬡)

GRAVITY SHOVEL. DURING CONSTRUCTION, YOU CAN USE 1 CARD FROM THE PROJECT MARKET OR THE DECK TO PLACE A ⚡, IGNORING THE CONSTRUCTION CONDITIONS ON THE CARD. YOU MAY ALSO ADD 1 CARD FROM YOUR HAND TO PLACE A 🏭 INSTEAD. YOU MUST COMPLY WITH THE CONSTRUCTION CONDITIONS GIVEN ON THE SECOND CARD

SLOT 2: MAIN BODY

The main body slot offers a **PERMANENT EFFECT** that works as soon as you accumulate 5 cards there in a two- or three-player game or 4 cards in a four-player game.

DESCRIPTIONS OF THE PERMANENT EFFECTS

PHOTONIC DRIVE. YOU PAY 1 CARD LESS FOR MOVEMENT (THIS CAN REDUCE THE COST TO ZERO)

SOLAR PANEL. WHEN YOU TAKE MORE PROJECT CARDS, YOU TAKE 3 CARDS INSTEAD OF ONLY 2

REACTIVE ARMOR. YOU CAN CROSS VOLCANO HEXES, BUT YOU STILL CANNOT STOP ON THEM

ARCHIVER. AFTER YOU PAY FOR MOVEMENT, YOU MAY TAKE 1 CARD FROM THE PROJECT MARKET OR THE DECK

RECYCLING BAY. WHEN YOU PAY FOR MOVEMENT, PLACE 1 OF THE CARDS YOU PAID IN ONE OF YOUR HARVESTER SLOTS INSTEAD OF THE PROJECT MARKET

SLOT 3: CARGO BAY

Cards in your cargo bay provide no benefits during the game. However, they do bring you 🝖 at the end of the game. You earn 🝖 for **each card type** that you have **more of** than every other player. The amount of 🝖 you receive is equal to the number of cards of that type you have in your cargo bay. If multiple players tie for the most cards of a type, all of them get 🝖.

3 + 1 = 4 🝖

3 + 2 = 5 🝖

EXAMPLE OF SCORING 🝖
FOR CARGO BAYS
IN A TWO-PLAYER GAME

SATELLITES

Satellites offer a secret goal: You can get a reward by using Progress cards of a certain type when building and placing them in your cargo bay. At the end of the game, you receive 1 ⚛ for each card in your cargo bay that matches the card type on your Satellite, up to a maximum of 5 ⚛.

Do not show your Satellite to the other players! You can look at your own Satellite at any time.

EXAMPLE: TARGET ON SATELLITE –
RED CARDS ⚡.

AT THE END OF THE GAME,
THE PLAYER WILL GET 3 ⚛
FOR 3 ⚡ CARDS.

3 CARDS ⚡

THE END OF THE GAME AND DETERMINING THE WINNER

When one of the players runs out of Structures, each of the other players takes one final turn. Then the game ends and the ⚛ are counted.

» Count the ⚛ you got during the game (your ⚛ tokens).

» Get ⚛ for your Satellite (see example above).

» Get ⚛ for your cargo bay (see example on page 14).

The player who has the most ⚛ wins! If players tie for the most ⚛, the one with more Structures in their supply (not on the board) wins. If they are still equal, they share the victory.

Mark your achievements on the Achievement List and share them on social media with the #PANDORUM_UNLOCKED hashtag.

DETAILED DESCRIPTIONS OF THE PROJECT CARDS

When you read the rules for the first time, you may not need a detailed description of the cards. We recommend that you return to it just before starting your first game and refer to it if needed during play.

EXTRACTION

These award 🅠 for each hex of the type shown on the card that is adjacent to the hex you build in. You do not get any 🅠 for hexes occupied by Structures (regardless of who owns them).

ENTERTAINMENT

These award 🅠 for each adjacent Structure, owned by any player.

GENERATORS

These award 🅠 for each adjacent Structure that you own.

LABORATORIES

MEDICAL and ENGINEERING LABORATORIES award 🅠 the same way Generator cards do. The only difference is that you get 🅠 only for a certain type of Structure, as indicated on the card. The CENTRAL LABORATORY awards 🅠 for all of your Structures located adjacent to ⊕.

LOGISTICS

These award 🅠 for each of your Structures located on a hex that matches the terrain type indicated on the card.

NOTE: TRADE LOGISTICS and SMALL TRADE LOGISTICS cards award 🅠 for your Structures that are on hexes of the same type as the hex you are building on.

EXAMPLE: You are building TRADE LOGISTICS on ⬡ terrain, which means all of your 🏭 on ⬡ hexes earn you 1 🅠 each, as described on the card.

PROTECTION

INTRANET PROTECTION awards 🔷 for each of your Structures that are in a straight line in one direction from the construction site. You choose the direction. The line must be free of other players' Structures, 🔴, and ➕. Empty hexes (without any objects) do not break the straight line.

EXAMPLE: ONLY THESE STRUCTURES WILL EARN YOU 🔷.

DOME PROTECTION earns you 🔷 for each of your Structures on hexes adjacent to a single Volcano 🔴 of your choice near the place where you are building. This can also be a group of Volcanoes (🔴🔴) formed by two or more Volcanoes adjacent to each other. A group of Volcanoes is treated as a single Volcano for this purpose.

EXAMPLE: YOU WANT TO BUILD HERE. YOU CAN CHOOSE: GET 🔷 FOR ONE 🔴 OR A GROUP OF TWO 🔴. EITHER WAY, YOU GET 1 🔷.

YOU WANT TO BUILD HERE. THERE ARE TWO ADJACENT 🔴 THAT ARE NOT ALSO ADJACENT TO EACH OTHER. DEPENDING ON WHICH 🔴 YOU CHOOSE, YOU WILL GET 1 🔷 (LOWER 🔴) OR 2 🔷 (UPPER 🔴)

SEISMIC PROTECTION awards 🔷 for each 🔴 located between the Structure you are building and any other Structure you own in a straight line. You choose the line. The line must be free of other players' Structures and ➕.

EXAMPLE: ONLY THESE 🔴 EARN YOU 🔷. YOU WILL GET 6 🔷 IN TOTAL.

PERIMETER DEFENCE awards ⬡ for each of your Structures located on the edge of the game board.

THE HIGHLIGHTED HEXES ON THE EDGES OF THE GAME BOARD ARE SUITABLE FOR CONSTRUCTION. YOUR STRUCTURES ON THESE HEXES WILL EARN YOU ⬡ IF YOU PLAY PERIMETER DEFENSE.

NOTE THAT PYRRHIUM DOES NOT BLOCK THE EDGES OF THE GAME BOARD, BUT HEXES ON PYRRHIUM ARE NOT «EDGE HEXES» AND DO NOT AWARD ⬡ FOR PERIMETER DEFENSE.

SYSTEMS

System cards take ⬡ away from other players for any Structures they own adjacent to the hex you are building in. Each player loses ⬡ individually for each Structure they own in that area.

EXAMPLE: THE BLUE PLAYER PLAYS A COMMUNICATION SUPPRESSION SYSTEM CARD AND TAKES A TOTAL OF 6 ⬡ FROM THE OTHER PLAYERS.

3 ⬡ FROM THE YELLOW PLAYER

2 ⬡ FROM THE GREEN PLAYER

1 ⬡ FROM THE RED PLAYER

BLOCKS

TThere are two types of Block cards, which are played in different ways:

White Block cards can be played in two ways: YOU CAN PLAY IT LIKE A REGULAR PROGRESS CARD to build a Structure, in which case you gain 2 ⬡, or YOU CAN PLAY IT IN ADDITION TO ANOTHER CARD to earn double ⬡ when building. You can only play a Block card this way if it shows the same terrain type as the other card you are playing to build. You are still limited to playing a maximum of 2 cards when you build.

EXAMPLE: You play a "Supply" Block card with a Sulfur Extraction card. You normally get 4 ⬡ for Sulfur Extraction, but the Supply copies it so you get 8 ⬡ in total.

Yellow Block cards are played like other Project cards. When you use one, instead of getting ⬡, you take 2 Project cards from the deck and place them in any slot of your Harvester of your choice. You can place both of them in one slot or split them up and put them in different slots.

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THE AUTHORS OF THE GAME DEDICATE THIS GAME TO THEIR WIVES:

Tatyana and Maria, who stayed with the kids and gave us time to develop the game.

THE AUTHOR'S TEAM OF TREHGRANNIK WOULD LIKE TO THANK:

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