

RULEBOOK

MAXIMUS

YOUR ARTIFICIAL OPPONENT

—DANDORUM—

MAXIMUS is an artificial intelligence developed by the Galactic Government. It was created to replace Harvester captains. The Government believes that Maximus can spend resources in a more rational way and build Structures quicker and more efficiently than humans.

You have two choices: step aside and acknowledge the computer's supremacy or stand up and prove that the human mind is superior in every way.

MAXIMUS solo mode is compatible with the **PANDORUM: DISCOVERY** add-on.

GAME CONTENTS



MAXIMUS BOARD



6 SOLO CARDS



RULEBOOK

Maximus control manual that you are holding right now

PREPARING FOR THE GAME

1 Prepare for a two-player game according to the basic rules, treating Maximus as a regular player.

EXCEPTIONS:

- » Pyrrhum is not used in solo mode, so return it to the box.
- » Place the Maximus board above Maximus' Harvester instead of a Satellite.
- » The Project Market must always have 5 different cards, not 4.
- » Place  and  (of two other player colors) on the spaces of the Maximus board according to the selected level of difficulty:

GAME DIFFICULTY	QUANTITY OF BASES	QUANTITY OF MODULES
LIEUTENANT	2	20
CAPTAIN	6	16
ADMIRAL	12	10

Place  and  as shown in the picture below.

2 Shuffle the solo cards and place them face down near the Maximus board.

YOU ARE READY TO GO!



EXAMPLE OF A STARTING ARRANGEMENT

GOAL OF THE GAME

You must have more  than Maximus at the end of the game.

GAMEPLAY

To simplify explanations, we will use the words “you” and “Maximus” instead of “player’s Harvester” and “Maximus’ Harvester”, respectively.

You take the first turn according to the basic rules, and then Maximus takes its turn. After that, it is your turn again, and so on.

You must watch out for Maximus, because:

- » It never takes additional cards, so it always carries out “Movement” and “Construction” actions on its turn.
- » It can move over Volcanoes, but cannot stop on them.
- » It ignores the construction conditions on the cards.
- » It has 22 Structures, so the game duration is limited to this number of turns.

MOVEMENT

GOLDEN RULE OF MOVEMENT

Maximus moves towards you along a straight line of hexes and stops at the first empty hex closest to you.



However, there are situations like this:

- 1 There are no empty hexes in the straight line leading to you.



ALL HEXES ARE OCCUPIED BY
VOLCANOES, STRUCTURES,
AND A LANDING PAD

2 Maximus is on the same hex as your Harvester. This situation may occur if you moved your Harvester to Maximus' space on your turn.

NOTE: If you stop on Maximus' Structure, you must pay 1  if it is a  and 2  if it is a , the same as with a regular player.

3 You cannot find a straight line from Maximus to you.

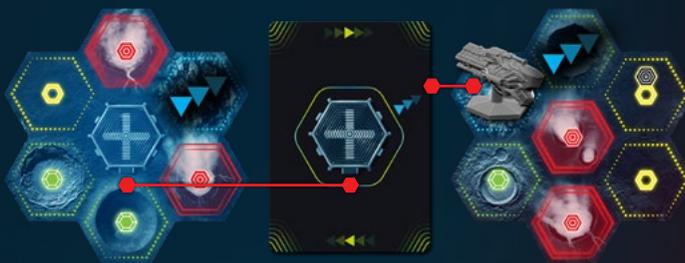


FOR EXAMPLE,
THERE IS NO STRAIGHT
LINE OF HEXES HERE

YOU MUST USE THE SOLO CARDS TO RESOLVE ALL OF THE SITUATIONS ABOVE

Turn over the top solo card and place it near the deck. The solo card tells you the movement direction for Maximus (  ). If this direction is unavailable, select another direction using the left and right arrows at the top and bottom of the card (   ). Continue until you find an available direction.

THE CENTER OF THE SOLO CARD INDICATES THE ORIENTATION OF THE CARD RELATIVE TO THE CENTER OF THE GAME BOARD: YOU CAN SEE THE STEPS OF THE LANDING PAD. PLACE THE SOLO CARD SO THAT THE STEPS ON THE SOLO CARD AND THE STEPS ON THE LANDING PAD IN THE CENTER OF THE GAME BOARD ARE FACING THE SAME DIRECTION



After you have the movement direction for Maximus, determine which hex it will stop at. This will be the hex closest to you in the straight line selected earlier. The closest hex is the one with the fewest hexes between Maximus' stopping point and you. If there are several such hexes, Maximus will choose the one closest to where it began its movement.



EXAMPLE: ACCORDING TO THE SOLO CARD, MAXIMUS WILL MOVE IN THE GIVEN DIRECTION. IT HAS TWO CHOICES OF WHERE TO STOP. BOTH ARE THE SAME DISTANCE FROM YOU. MAXIMUS WILL SELECT THE HEX HIGHLIGHTED IN GREEN, BECAUSE THIS HEX IS CLOSER TO WHERE IT BEGAN

In a stalemate situation, where all directions are unavailable for movement, Maximus will move to the empty hex closest to itself. The closest hex is the one the fewest hexes away from Maximus' current position. If there are several hexes at the same distance, use the solo card (the one you have already turned up; otherwise, turn up a solo card) to determine the target hex the same way you determine a direction.



EXAMPLE: MAXIMUS IS IN A STALEMATE SITUATION. ALL STRAIGHT LINES ARE OCCUPIED. ACCORDING TO THE SOLO CARD, THE DIRECTION «RIGHT-UP» AND THEN «LEFT» BY THE ARROWS LEADS TO HEX NO. 2

If the solo card deck has been exhausted, take all the solo cards already used and reshuffle them, forming a new deck.

CONSTRUCTION

At the end of its move, Maximus will build a Structure. The Structures built by Maximus come from the Maximums board in order, from right to left, following the arrows on the Maximus board.

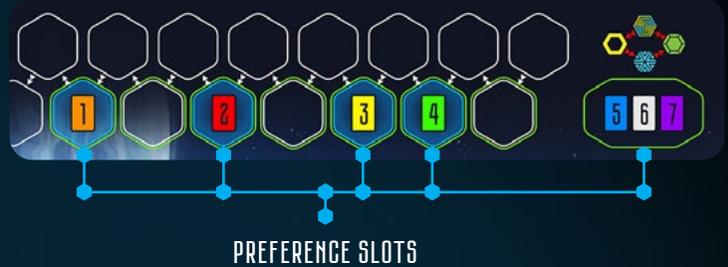
Depending on the Structure to be built (next in line), take one card (for ) or two cards (for ) from the Project Market. If  is being built, take one card, then add a new card from the deck to the market, and then take another card. Please see the rules for taking cards on the next page.



WHICH CARDS TO TAKE?

To get the answer to this question, refer to the Maximus board. It shows the types of cards that Maximus prefers. Preferences are arranged left to right. Further into the game, Maximus' preferences will change as the Structures it builds will reveal new preferences.

At the beginning of the game, Maximus prefers using Extraction cards to build Structures. If cards of this type are not available, Block cards are its next choice. If this type of card is also not available, Protection cards are its third choice. As soon as 4 Structures have been built, Maximus will turn to Generators for its first choice. So, Maximus' preferences will change in this way as new preference slots get opened.



GOLDEN RULE OF CONSTRUCTION

Maximus uses the card to build the Structure that best suits its preferences.

WHAT TO DO IF...

SITUATION 1: The first card (according to the preferences) is not in the Project Market.

SOLUTION: Maximus will take the next preferred card. If this type of card is also absent, it will take the next preferred card (following the order on the Maximus board) until the required card(s) is found.

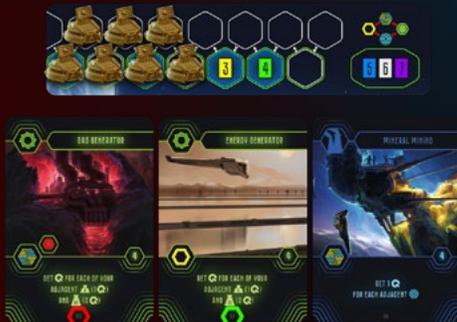
SITUATION 2: There are several cards in the market that are fit for construction and that suit the current preferences.

SOLUTION: Maximus will use the card with the highest number on it.



SITUATION 3: There are no cards in the Project Market that suit Maximus' preferences.

SOLUTION: Maximus will take a card(s) from the top of the deck and play it even if it doesn't respect its preferences.



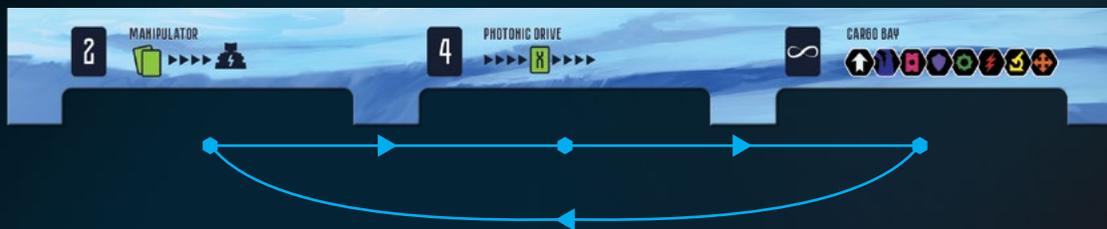
EXAMPLE: MAXIMUS' PREFERENCE IS FOR LABORATORY (YELLOW) CARDS.

NO CARDS OF THIS TYPE ARE AVAILABLE IN THE MARKET. THE NEXT PREFERRED TYPE IS GENERATOR (GREEN) CARDS, BUT THERE ARE TWO OF THEM. IN THIS SITUATION, MAXIMUS WILL TAKE THE CARD WITH THE HIGHER NUMBER. SO, MAXIMUS WILL BUILD THE ENERGY GENERATOR.



ADDING CARDS TO MAXIMUS' HARVESTER

Every card used by Maximus for construction is placed in the slots of its Harvester from left to right, going in a circle.



When building , the first card taken from the Project Market will be the one placed first into the first appropriate slot.

The first two slots for its Harvester do not give any advantages to Maximus. The cards in the 3rd slot will affect the final scoring of .

After a Structure has been built, give  to Maximus according to the conditions for getting  on the card, as if Maximus were a regular player.

END OF THE GAME AND DETERMINING THE WINNER

The game is over at the moment when Maximus builds its last Structure. Count  according to the basic rules. If you have more  than Maximus, you win. Otherwise, you are deprived of your rank and must leave the development of Pandorum in the hands of heartless machines.

WE BELIEVE IN YOU, CAPTAIN!

SPECIAL NOTES FOR PLAYING WITH PANDORUM: DISCOVERY

MONOLITHS MODULE

» Maximus takes Monoliths, but does not use them. Remove the Monoliths it takes and put them back into the box.

EVENTS MODULE

- » If Maximus' Structures are removed from the game board due to an event, they leave the game, and **DO NOT** return to the Maximus board.
- » All changes to the game board caused by an event affect Maximus' movements.
- » Maximus **DOES NOT** get  if it satisfies the conditions of event cards.