



1-4 Players



45-90 mins



Ages 12 & Up



# PLANET FULCRUM

## RULEBOOK





**Planet Fulcrum. A strange and mysterious world at the epicenter of our universe, eternally seeking a worthy champion to wield its untold power. Like countless other would-be conquerors, you have been spirited here by unfathomable means, captive to the planet's irresistible call.**

You awake, lost and confused, to find your new home has endowed you with powerful new abilities. Abilities that increase in potency with each piece of Planet Fulcrum's territory under your control; Intensifying your power and aiding you on your quest for dominion.

However, your quest will not be an easy one. You are not alone, and others share your desire for power. Conflict is inevitable, but consider your actions with caution; Planet Fulcrum sees all and responds in kind. Those wicked of deed cannot walk with the righteous. But wickedness has its own rewards.

## CONTENTS

<b>Game overview</b>	<b>04</b>
Goal of the game	
Components	
<b>Game setup</b>	<b>05</b>
Before you begin	
<b>How it works</b>	<b>06</b>
Powers	
Character mat and Power cards	
Players' turns	
Move	
<b>Action</b>	<b>07</b>
How to level up Powers	
How to use Abilities	
<b>Morality</b>	<b>08</b>
Faction defection	
<b>Factions</b>	<b>09</b>
The Dark Paragon	
<b>Battle</b>	<b>10</b>
How to battle	
<b>End of game</b>	<b>11</b>
Single-player mode (AI opponent)	
<b>Quick reference guide</b>	<b>12</b>



## OVERVIEW

Players control territories, develop their character, and battle rivals for dominance. Each action will affect your **Morality tracker** which in turn, determines your faction alignment. Master each aspect to achieve victory.

### COLLECT CUBES

During the game, you'll move around the board collecting Fulcra, coalesced cubes of the planet's raw power. Exchange these for planetary territory and level increases for your Power cards.

### CONTROL TERRITORY/ABILITIES

The more territory you control, the stronger your bond with Planet Fulcrum and the more abilities you command. But be prepared to defend your gains from those who would steal it from you.

### INCREASE YOUR POWER

Character mats will house your Power cards. You will increase their level and potency by controlling territory within the matching region, then use them to battle your rivals.

### BATTLE RIVALS

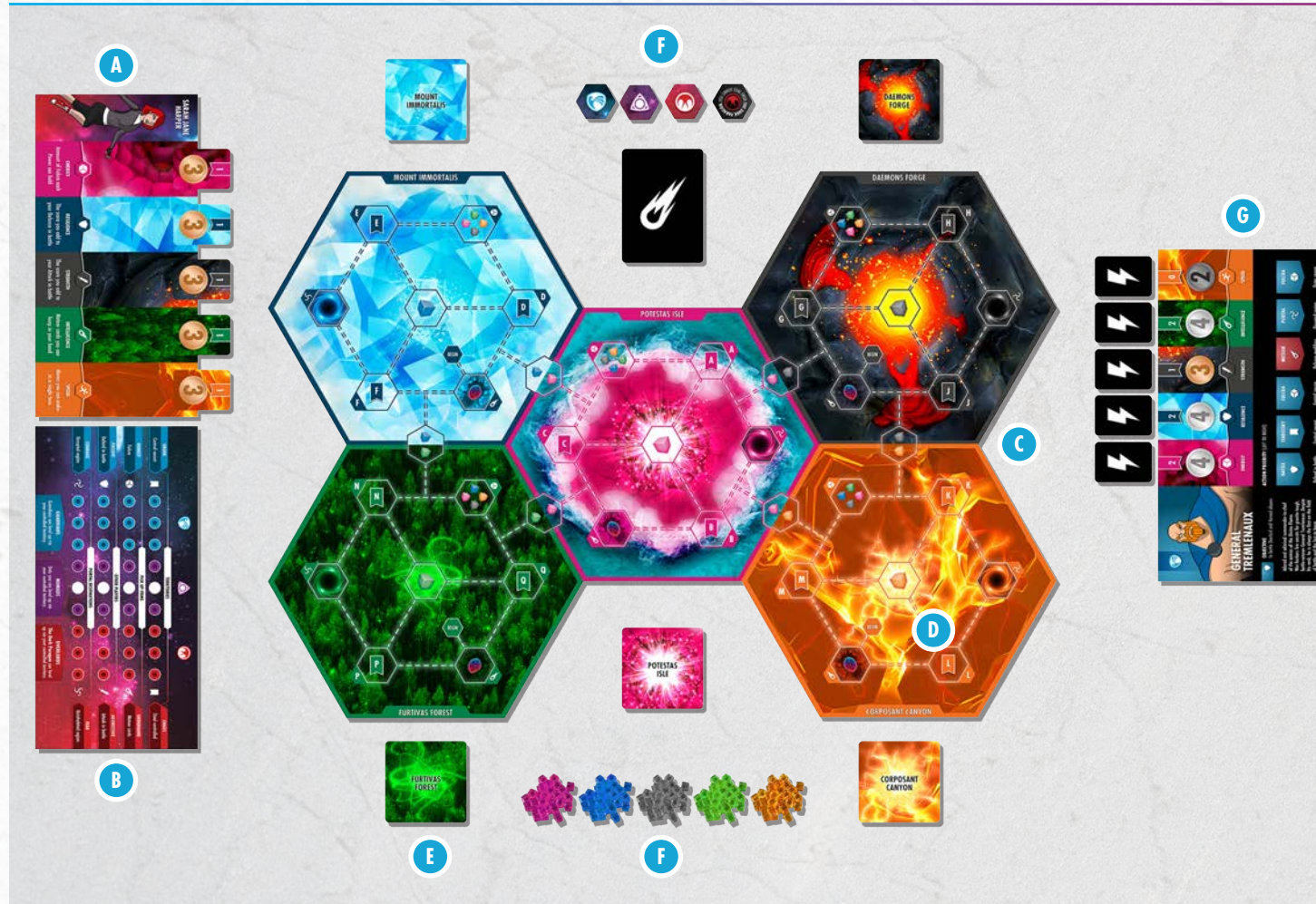
Battle your rivals in deck-driven combat. Use secret modifiers to gain the competitive edge and defeat your foes to reduce their power and with it, their territorial control.

### TRACK YOUR ACTIONS

On Planet Fulcrum you don't choose your faction. Your actions do. Each affects your Morality tracker, which in turn determines your faction alignment. Act righteously and be elevated into the ranks of the Guardians; evil deeds will see you slide into the clutches of the Overlords, or achieve balance and be welcomed as a Nomad.

## GOAL OF THE GAME

Accrue points by controlling territory, levelling up your powers, and collecting items. The game ends when every territory is under player control. The player with the highest points total is the victor.



## SETUP

### A CHARACTER MAT & MICRO DECK (EACH PLAYER)

There are 4 mats that each represent a character in the game. Players must take 1 mat and 1 micro-deck and divide it into 5 groups that are defined by the powers: Strength, Resilience, Intelligence, Speed, and Energy. Within each group, remove the level 3 card and place the remaining cards face down in 5 piles on the matching area of the mat. Then place each of the level 3 cards on top of their related pile, face up.

### B MORALITY TRACKER (EACH PLAYER)

Each player will need a Morality tracker and 4 white tracker markers. Take a tracker and place it on the table, just in front of you. Then take 4 tracker markers and place these in each of the 4 rows, on the middle (purple) circle within the Nomad section.

### C MAP HEXES

Place the 5 map hexes in the middle of the table. Use Potestas Isle as the centre hex.

### D TERRITORY CHITS

Each map hex has 3 territories labelled with a letter. Take the 15 territory chits and place them over their matching spaces.

### E ABILITY CARDS

Each map hex has 3 ability cards that you must shuffle and place face-down alongside their matching location.

### F PICK UP ITEMS

Place the Meteor deck, with the Meteor icon face up, along with the Fulcra and Faction chits off to the side of the board. Shuffle the Meteor deck before each new game.

### G SINGLE PLAYER MODE (AI OPPONENT)

For 1 player games you will need to set up 3 AI opponents. Using the remaining Character mats, turn them over to reveal the Character AI, then take a micro-deck and split these into 5 separate groups (as per player setup) and place them face-down on the table, above the matching Power on the AI.

To learn how to use the AI see page 11.

## PRINT & PLAY COMPONENTS



### 1 METEOR DECK

13 Attack modifiers and 13 Defense modifiers.



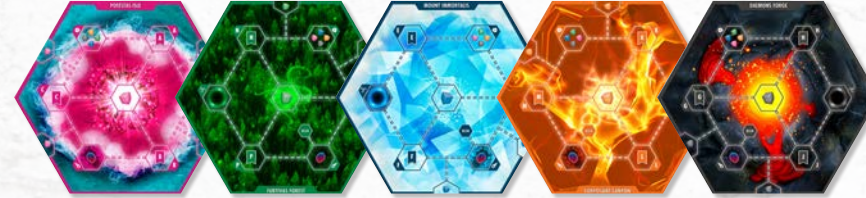
### 4 POWER MICRO-DECKS

5 Powers with 4 levels (20 cards per deck).



### 15 TERRITORY CHITS

3 for each region.



### 5 MAP HEXES

Each hex displaying 1 of the 5 regions of power.



### 4 MORALITY TRACKERS

1 Morality Tracker per player.



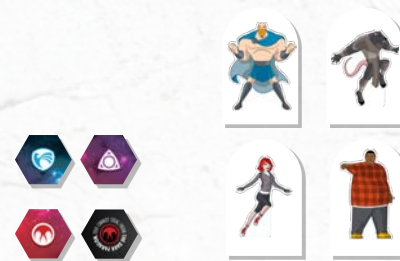
### 5 ABILITY DECKS

3 cards per deck.



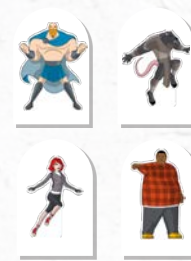
### 4 PLAYER MATS & 4 CHARACTER AI MATS

1 of each type per character.



### 60 FACTION CHITS

15 for each type.

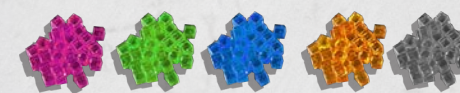


### 4 CHARACTER STANDEES

1 for each character mat.

## RECOMMENDED COMPONENTS

Print & Play alternatives available



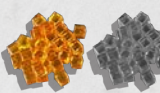
### 100 FULCRA CUBES

20 per region. (8mm clear plastic)



### 16 TRACKER MARKERS

4 for each player. (8mm white discs/rings)



### 4 STANDEE BASES

1 for each character standee. (25mm D)

## BEFORE YOU BEGIN

### 1. ESTABLISH TURN ORDER

Using 4 different colored cubes (excluding pink) allow each player to pick 1 cube at random. The player who picks the blue cube will go first. The player to their left will follow next, then clockwise around the table.

For AI Opponents: You may pick their cube after all real-life players have picked theirs.

### 2. FIND YOUR STARTING POINT ON THE BOARD

The cube in your possession represents your starting point on the board. Place your character standee on the "Begin" space within your starting region. This space represents where you crash landed.

E.g., If you picked the blue cube, you must place your standee within Mount Immortalis. Orange: Corposant Canyon. Black: Daemons Forge and green: Furtivus Forest.

### 3. COLLECT YOUR STARTING ITEMS

Pick up 2 more Fulcra of the same type already in your possession and place them all on top of your character mat in the matching area. Finally, each player draws 3 Meteor cards from the deck and keeps them secret.

For AI Opponents: Draw their cards but do not look at them.



## HOW IT WORKS

The map is made up of 5 regions of power. Each matches an Power indicated on your Character mat.

Each Power plays a vital role in your quest. By controlling territory within a region, you may increase the level of that Power and improve its effectiveness.

E.g., *Corposant Canyon* is associated with your Speed Power. The Speed Power level dictates how many moves you can make on the board in a single turn. By increasing the level from 3 to 4, you will be able to make 4 moves in a single turn.

## POWERS



### ENERGY

Amount of Fulcra each Power can hold.

REGION: Potestas Isle



### RESILIENCE

The score you add to your Defense in battle.

REGION: Mount Immortals



### STRENGTH

The score you add to your Attack in battle.

REGION: Daemons Forge



### INTELLIGENCE

Meteor cards you can keep in your hand.

REGION: Furtivas Forest



### SPEED

Moves you can make in a single turn.

REGION: Corposant Canyon

## CHARACTER MAT AND POWER CARDS

These represent your bond with the matching region and the power provides.

### A TERRITORY INDICATOR

- The amount of territory you can control within the region.
- The amount of territory you must control or access to level up your Power.

### B POWER LEVEL

- The Fulcra cost to level up.
- The pick up amount available.
- The action amount available.
- The base score you use in battle.

### C POWER TYPE

- How the Power works



## PLAYERS' TURNS

A turn involves 3 phases:

### 1. MOVE

Move your character from 1 space to another on the board.

### 2. ACTION

Interact with the space you occupy or with a player in the same space.

### 3. MORALITY

Update your Morality tracker based on your previous action.

## 1. MOVE

TO MOVE, YOU MUST:

- Refer to your Speed Power for your available moves.
- Make a minimum of 1 move.
- Sliding from your current space to the next space is 1 move.
- Move in a single direction (no doubling back).
- Stop if you move into a space occupied by another player.

## SPACES ON THE BOARD

Before you move for the first time, you might want to know the actions available to you.

### A TERRITORIES

Spend Fulcra to control territory. Unlocking abilities and the potential to level up your Powers.

### B METEOR SITE

Pick up Meteor cards.

### C REGION

Each region contains similar spaces.

### D OUTER FULCRA

Pick up Fulcra associated with a different region only.

### E CENTRAL FULCRA

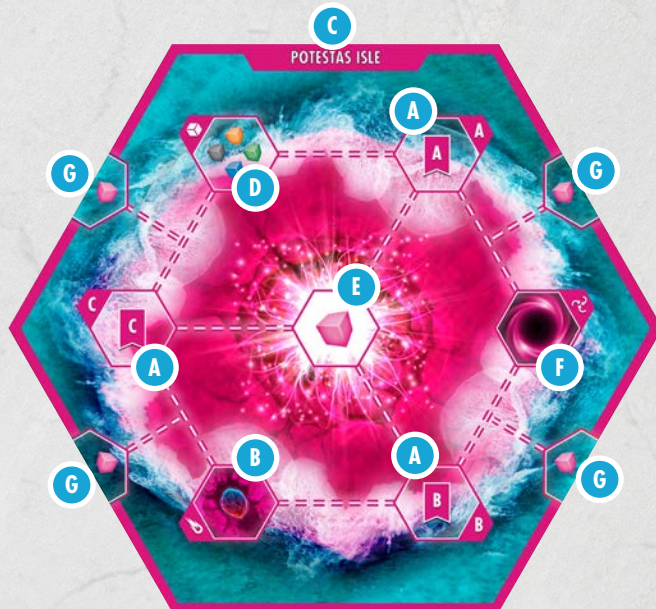
Pick up Fulcra specific to the region only and level up your Powers.

### F PORTAL

Jump directly to any other portal

### G REGIONAL BORDER

Move through regions, picking up 1 destination-matching Fulcra cube as you pass through.



## SPACE ACTIONS

### TERRITORY

Use the Power card that matches your location. Ensure your Power level allows you to acquire this territory.

#### CLAIM VACANT

Return Fulcra equal to your current Power level back to Planet Fulcrum. Take the territory chit on the map and draw the top card from the matching Ability deck. Place the Ability card face up next to your Character mat, then place the territory chit on the Ability card. Finally place your Faction chit over the claimed territory on the map.

#### STEAL CONTROLLED

Return Fulcra equal to the owner's current Power level back to Planet Fulcrum. Take the territory chit and associated Ability card from the former owner and place them next to your Character mat with the chit on top of the card. Finally, replace their Faction chit over the territory on the board with your own.

### PORTAL DESTINATIONS

You cannot use portal spaces occupied by other players.

#### OCCUPIED REGION

Move your standee to another portal in a region that has at least 1 other player.

#### UNINHABITED REGION

Move your standee to another portal in a region that is currently uninhabited.

### OTHER PLAYERS

If more than 1 player occupies the same space, you must choose which player to battle.

#### DEFEND IN BATTLE

When encountering other players on the board, you initiate battle but allow the other player to Attack.

See how to battle on page 10.

#### ATTACK IN BATTLE

When encountering other players on the board, you initiate battle and Attack the other player.

See how to battle on page 10.

### PICK UP ITEMS

Refer to your Energy Power for the amount of Fulcra you can retain.

Refer to your Intelligence Power for the amount of cards you can retain.

#### OUTER FULCRA

Pick up any combination of Fulcra from other regions except your current location. Use the current location Power level to determine the amount and place them on the matching spaces within the Character mat.

#### METEOR SITE

Pick up Meteor cards equal to your current Power level and keep them secret. Review your entire hand and discard the excess cards by returning them to the bottom of the deck.

#### CENTRAL FULCRA

Pick up Fulcra equal to your current Power level and place them on the Character mat.

You may level up your Power here as long as you have access to the correct amount of Territory and Fulcra, as indicated on your current Power card.

#### HOW TO LEVEL UP POWERS

Return the Fulcra to Planet Fulcrum, then place the next level Power face up on top of the previous card. E.g., Player 1 wants to level up their Resilience Power of 3. They move to the Central Fulcra source and pick up Fulcra. As they have access to at least 1 territory, they may spend 3 Fulcra to level up to 4 Resilience.

NOTE: Landing on REGIONAL BORDER spaces do not affect your Morality tracker.

## 2. ACTION

YOU MUST:

- Take 1 action per turn.
- Use the Power/Fulcra that relates to your location (region).
- Interact in the space you occupy.
- Interact with other players if they occupy the same space.

All of the above apply unless your abilities say otherwise.

## TERRITORY ABILITIES

Every Territory in your possession comes with a unique ability. These abilities align to the same Power that the Territories' region provides.

There are 3 abilities available per region that will enhance your character on the map, in battle or while you wait for your next turn (downtime).

You must use your ability during the correct phase of play and notify other players that you are doing so. But before you use the ability, check that your current faction alignment allows you to use it.



### A FACTION REQUIREMENT

You must align to one of the displayed factions to use this ability.

### B PHASE OF USE

Use abilities either on the map, in battle, when waiting for your turn (downtime).

### C ABILITY DESCRIPTION

Explains what your ability does and how to use it.



### 3. MORALITY

The final phase of your turn requires you to adjust your Morality tracker, but before you do, let's run through how to understand it.

To complete this phase, find the action category that matches your recent action and do the following:

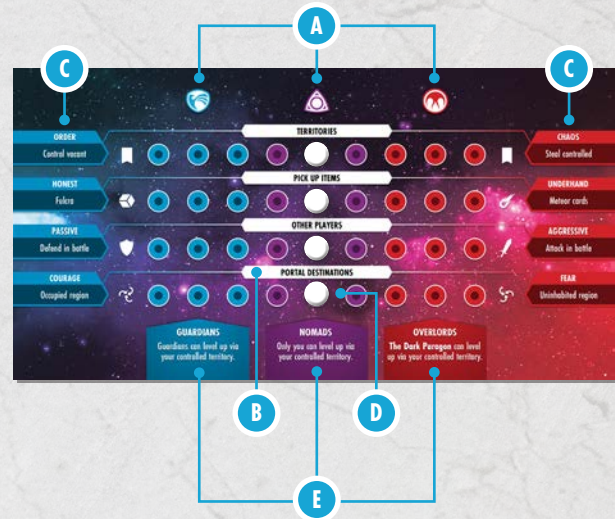
Slide the marker towards the action you just took. Move the same amount of spaces as the cost of your action.

The cost of action relates to the Power level used. Unless you steal territory, then the cost is the Fulcra you spent.

If your cost of action is higher than the amount available to adjust, slide your marker as far as it will go.

### THE MORALITY TRACKER

- A** **FACTION ALIGNMENT**  
These 3 colored columns indicate the faction types.
- B** **ACTION CATEGORIES**  
4 rows that each represent a category of an action you may take
- C** **ACTION TYPE**  
Under each category are 2 types of action that align to either light or dark morality.
- D** **MARKERS**  
Indicates where your current morality lies.
- E** **FACTION IDEALS**  
How you must interact with fellow faction members.

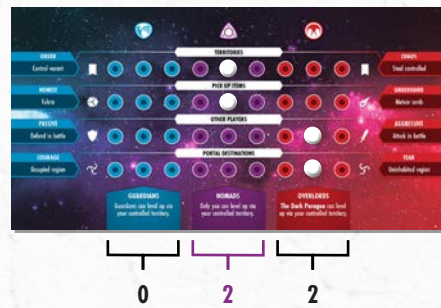


### FACTION DEFECTION

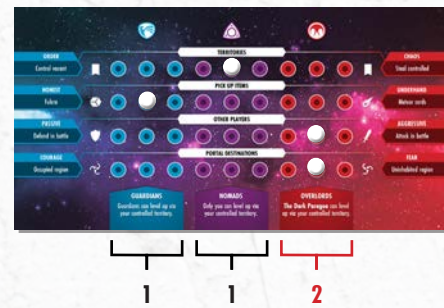
Finally, before you conclude your turn, review your tracker to see if you still represent the same faction. Here are 3 examples of how to read the morality tracker:



**Nomad allegiance**  
All markers align to the Nomads. Which is every players' starting morality.



**Still Nomad allegiance**  
This displays equal loyalty, it's not enough to defect, so you remain in your current faction.



**New Overlord allegiance**  
Now that a clear majority of markers sit within the Overlord faction section, you must defect.

Should your Morality tracker display a clear majority towards allegiance to another faction, you will defect before the next player takes their turn.

When you defect to a new faction, you must reset your Morality tracker by placing each of the 4 markers within your newly represented faction.

Finally, your controlled territory must reflect your new faction. Replace your old Faction chits with your new faction.

#### Guardians

Move the markers to the far left of the tracker, and use the Guardian faction chits.



#### Nomads

Move the markers to the middle of the tracker, and use the Nomad faction chits.



#### Overlords

Move the markers to the far right of the tracker, and use the appropriate Overlord faction chits.



### FACTIONS

Factions determine how all players use controlled territory when increasing their Powers, and what Attack and Defence modifiers are available to them for use in battle.



### GUARDIANS

Honest, noble, fair, and guided by light morality; Guardians play the role of protector, guarding against those who seek to corrupt the planet. The path of the Guardian is righteous and just, but individual power is sacrificed for the strength of the group.



### NOMADS

Ambiguous, enigmatic, alone with a balanced moral code; Nomads care not for the baubles and accolades which accompany victory. Nomads live only for the glory of battle. The path of the Nomad is one of loneliness and hardship but can bring unlimited glory.



### OVERLORDS

Savage, ruthless, cruel, and guided by dark morality; Overlords lust for supreme power and believe that gaining it will hold the universe in their grasp. Only the strongest rule, subjugating the weakest to nourish their will. The path of the Overlord offers great power but is vicious and unforgiving.



### THE DARK PARAGON

The Overlord with the highest Power total shall become The Dark Paragon

Always review who has this right at the end of the Dark Paragon's turn. Others must surpass the Dark Paragon's Power total to claim the mantle.

#### WHEN REPRESENTING THE GUARDIAN FACTION:



#### Fellow Guardians

Can level up via your controlled territory.



#### Nomads

Cannot level up via your controlled territory.



#### Overlords & The Dark Paragon

Cannot level up via your controlled territory.

E.g., If Guardian A controls 1 territory and Guardian B controls the other 2 territories within the same region, together they have access to 3 territories. This access provides both of them the opportunity to level up their Power to the maximum level 5.

#### WHEN REPRESENTING THE NOMAD FACTION:



#### Guardians

Cannot level up via your controlled territory.



#### Fellow Nomads

Cannot level up via your controlled territory.



#### Overlords & The Dark Paragon

Cannot level up via your controlled territory.

#### WHEN REPRESENTING THE OVERLORD FACTION:



#### Guardians

Cannot level up via your controlled territory.



#### Nomads

Cannot level up via your controlled territory.



#### Overlords & The Dark Paragon

Only The Dark Paragon can level up via your controlled territory.

E.g., As an Overlord, if you control 2 territories and The Dark Paragon controls 1 territory within the same region, only The Dark Paragon can access all 3 territories. You only have access to the 2 territories you control; Fellow Overlord minions cannot share access to territory.

#### WHEN ASSUMING THE ROLE OF THE DARK PARAGON:



#### Guardians

Cannot level up via your controlled territory.



#### Nomads

Cannot level up via your controlled territory.



#### Overlords

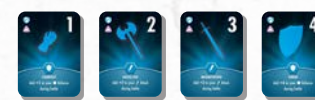
Cannot level up via your controlled territory.



The Dark Paragon's territory cannot be stolen and is indicated by using the flip-side of the Overlord faction chit.

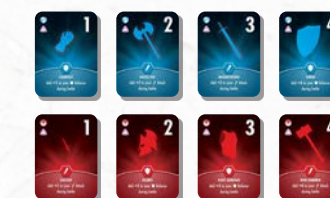
#### IN BATTLE

Guardians can only command modifiers of light morality.



#### IN BATTLE

Nomads can command both light morality and dark morality modifiers.



#### IN BATTLE

Overlords can only command modifiers of dark morality.



#### IN BATTLE

The Dark Paragon can only command modifiers of dark morality.





## BATTLE

The object of battle is to outscore your rival to downgrade their Power. Lowering their Power will not only reduce its effectiveness, it will also force them to release any territory their new Power level cannot hold.

### PHASES OF BATTLE

There are 2 phases of battle: Attack and Defend. The player who initiated the battle will choose whether to Attack or Defend. The other player will play the opposite phase.

### BATTLE MODIFIERS

Modifiers are used to add points to your overall score and sit within the Meteor card deck. These are kept secret until used and there is no limit to the number of cards a player can play in a single turn of battle.

You may use as many modifiers during your turn as you like, providing they match the phase of battle you are playing (Attack or Defense) and align to your current faction.



Light morality



Both Light & Dark Morality



Dark morality

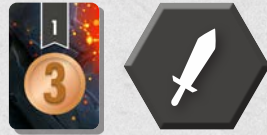
## POWERS USED DURING BATTLE



### 1. BASE POWER

The battle location determines the base Power that both players will use. In battle, this represents your starting score and the Power that is at stake.

*E.g., If battle takes place on Potestas Isle, the base Power is Energy.*



### 2. ATTACKING BUFFER

If you are Attacking, you must add your Strength Power level to your base Power score.

*Note: If the base Power is Strength (Daemons Forge), you double your Strength Power level.*



### 3. DEFENDING BUFFER

If you are Defending, you must add your Resilience Power level to your base Power score.

*Note: If the base Power is Resilience (Mount Immortalis), you double your Resilience Power level.*

## HOW TO BATTLE

Once a player has initiated battle and chosen their phase of play, the Attacker will go first.



### 1. ATTACK

Use the Power that matches your location (base score).

Add your Strength score to your base. If Strength is the base, you double its score.

Place any Attack modifiers you wish to use face-down on the table, so they are visible to the Defender.



### 2. DEFEND

Use the same base Power as the Attacker.

Add your Resilience score to your base. If Resilience is the base, you double its score.

Place any Defense modifiers you wish to use face-down on the table, so they are visible to the Attacker.

### 3. FINALLY

Both reveal your modifiers and calculate the final scores!

## BATTLE OUTCOME

### THE WINNER

Receive up to 3 Fulcra that matches the location of where battle took place.

### THE LOSER

Downgrade your base Power by 1 and place your new Power face up on top of the pile.

*E.g., If your current base Power is 4, you must downgrade to 3. Or if your Power level is 2, you remain at level 2.*

Return any territory you are no longer able to keep by removing your Faction chit from the Territory space and placing the Territory chit back in its place. Return the Ability card back to its deck and shuffle it.

Release any Fulcra or Meteor cards (if Intelligence is downgraded) you are no longer able to keep and return them back to the Planet.

### BOTH PLAYERS

Return any used modifiers to the Meteor card deck and shuffle it. Remain in the same space until their next turn.

### IN THE EVENT OF A TIE

Both players receive 1 Fulcra that matches the battle location.

## END OF GAME

The game ends when the last available territory becomes controlled. Each player must count up all the below assets in their possession and the player with the highest points total wins.

### REGIONS



Score 4 points if you hold all 3 territory chits from the same region.

### TERRITORIES



Score 2 points for each territory chit in your possession.

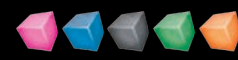
### POWER



Score points equal to the level number of each face-up card.

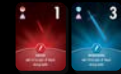
*E.g., Example above scores 15 (3 points each).*

### FULCRA



Score 1 point for each cube in your possession.

### METEOR CARDS



Score 1 point for each card in your possession.

### IN THE EVENT OF A TIE

Apply these tie-breakers one at a time, from top to bottom; only use the next item if an item failed to break the deadlock.

### The player with the most:

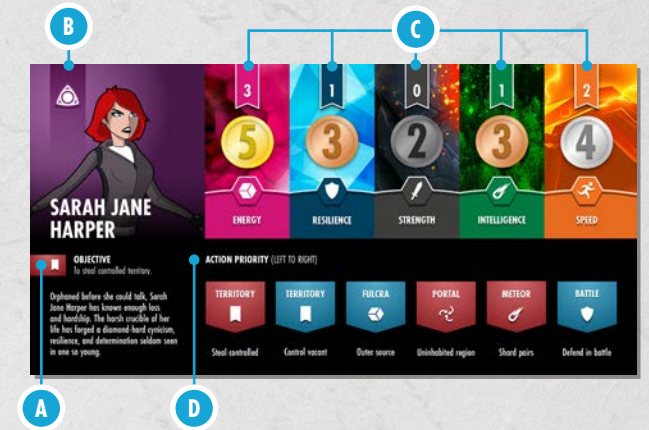
Regions controlled  
Territories controlled  
Level 5 Powers  
Fulcra  
Meteor cards

**will be declared the winner.**

## SINGLE PLAYER MODE (AI OPPONENT)

If you're playing alone or want to supplement a 2- or 3-player game, you'll need to use AI opponents. Start by familiarizing yourself with the mat layout.

- A OBJECTIVE**  
Als primary objective in the game.
- B FACTION**  
Als allegiance and how they behave on the board.
- C POWER LEVELS**  
Als starting Power levels.
- D ACTION PRIORITY**  
Prioritized actions the AI will take (left to right).



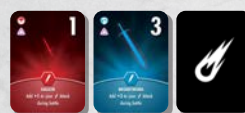
## HOW TO USE THE AI OPPONENT

**OBJECTIVE**  
To steal controlled territory.

### MOVEMENT

When taking their turn, Als will look to complete their objective, which reflects in their actions. Their movement is always the shortest route to their objective.

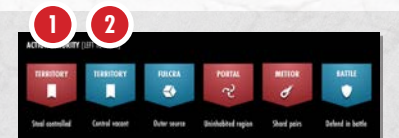
*E.g., Sarah Jane Harper's objective is to steal controlled territory. She will move towards an occupied territory if she has the Fulcra required to steal it. If she is unable to steal that territory or there is no territory to steal, she will head towards completing her second prioritized action, controlling vacant territory.*



### METEOR CARDS

When AI players pick up Meteor cards that exceed their allowance, you may sort their hand. Keep the cards that align to their Meteor action and discard the ones that do not. The collected cards are placed face down next to their mat. Then, when they either engage with a meteor site or take a turn in battle, you are allowed to view their cards.

*Note: Once the Als hand contains only cards that align to their Meteor action, Als will skip this action until they use 1 or more of their existing Meteor cards.*



### ACTIONS

Als will always look to complete an action so if their objective isn't available (1) they will attempt the next (2), and so on. If none of the 6 actions are available, the AI will move to a position that would allow them to achieve completing an action (chosen by priority) in their next turn.

*Note: Objectives such as battle or stealing territory target real-life players first and will prioritize the nearest player/territory.*



### BATTLE

When Als engage in battle, they will use all modifiers available to them. All victory/defeat/tie outcomes apply to the AI. Should the Als Power be downgraded in battle, they prioritize restoring that Power (leveling up) before returning to their primary objective or secondary actions, meaning they do not interact with any player or space other than the primary Fulcra source.

To indicate a downgraded Power for an AI, place the new Power level card face up, on top of its relative pile. Once the AI restores this Power, place the Power card face down on top of the pile.

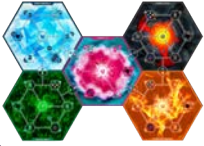
*Note: Als never surpass the Power level indicated.*



# QUICK REFERENCE GUIDE

## ON THE BOARD

When making a Move, be aware of your surroundings.



### REGIONS

There are 5 regions in total. Each region contains similar spaces.



### CENTRAL FULCRA

Pick up Fulcra specific to the region only. You can also level up Powers from here.



### OUTER FULCRA

Pick up Fulcra associated with a different region only.



### METEOR SITES

Pick up Meteor cards to add to or exchange your current hand.



### PORTALS

Jump directly to any other portal. You cannot use portal spaces occupied by other players.



### TERRITORIES

Spend Fulcra to control territory. The Fulcra cost is equal to the current Power level that matches the region.



### REGIONAL BORDERS

Move through regions, picking up 1 destination-matching Fulcra cube as you pass through.

## YOUR POWERS

When taking an Action, be mindful of your Powers.



### ENERGY

The maximum amount of Fulcra you can retain with each Power.



### STRENGTH

The score you add to your Attack in battle.



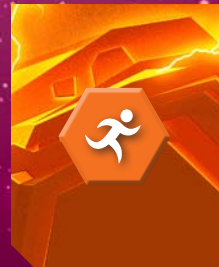
### RESILIENCE

The score you add to your Defense in battle.



### INTELLIGENCE

The amount of Meteor cards you can hold.



### SPEED

The number of moves you can make in a single turn.