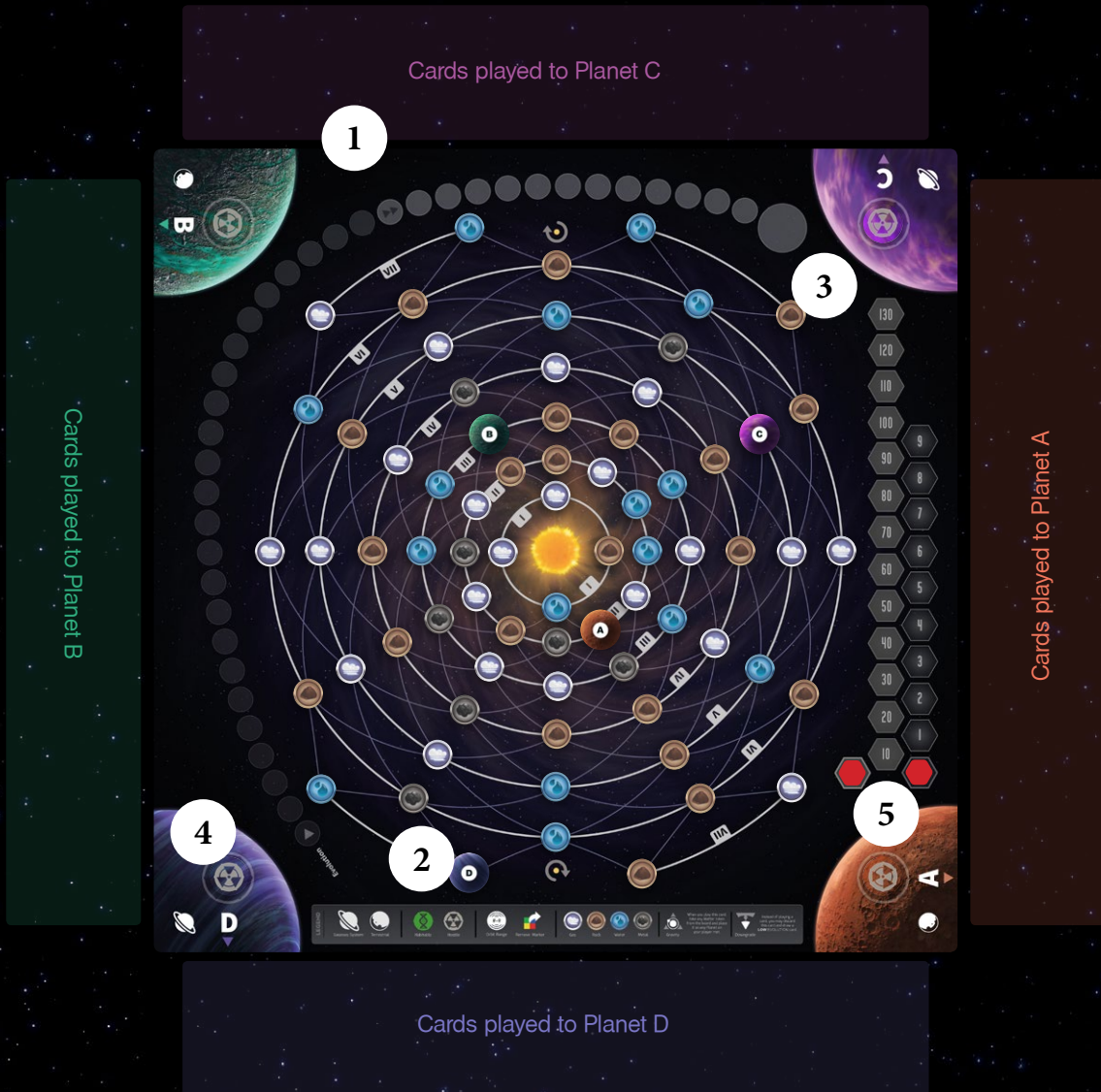


PLANETARIUM

Rules

SET-UP



❶ Place the game board in the middle of the table, leaving space around it for a row of cards to be placed on each side:

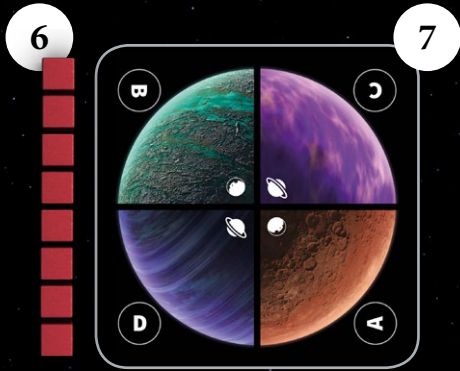
❷ Place the four Planet tokens on the A, B, C and D spaces on the board.

❸ Turn the Matter tokens face down, mix them up, and place one on each white dot on the board. Turn all the Matter tokens face up.

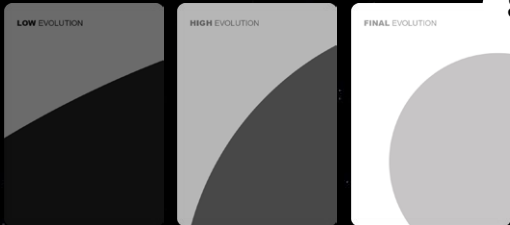
❹ Place the Habitable/Hostile tokens, Hostile side up, in the circles on each of the four corner planet images.

❺ For each player, place two hexagon-shaped scoring markers on the zeroes on the score track (one for the units and one for the tens).

❻ Give each player eight cube-shaped markers in a color that matches their scoring marker.

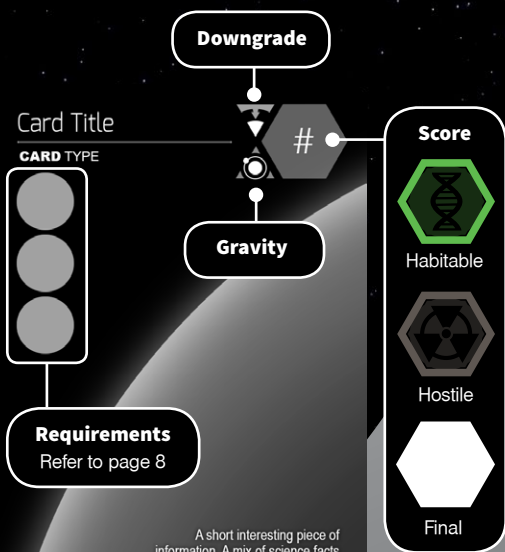


7 Give each player a player mat.



8 Shuffle each set of cards separately and place them in three stacks within reach.

Each player draws two Low Evolution, two High Evolution and two Final Evolution cards. They then must discard one of the Final Evolution cards (form a discard pile beside the stack of cards).



A short interesting piece of information. A mix of science facts and intriguing speculations that relate to the theme of the card.



1 Game board



4 Planet tokens



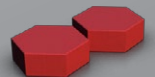
68 Matter tokens
(22 Gas, 22 Rock, 16 Water, 8 Metal)



4 Habitable/Hostile tokens
(Hostile side shown)



4 player mats



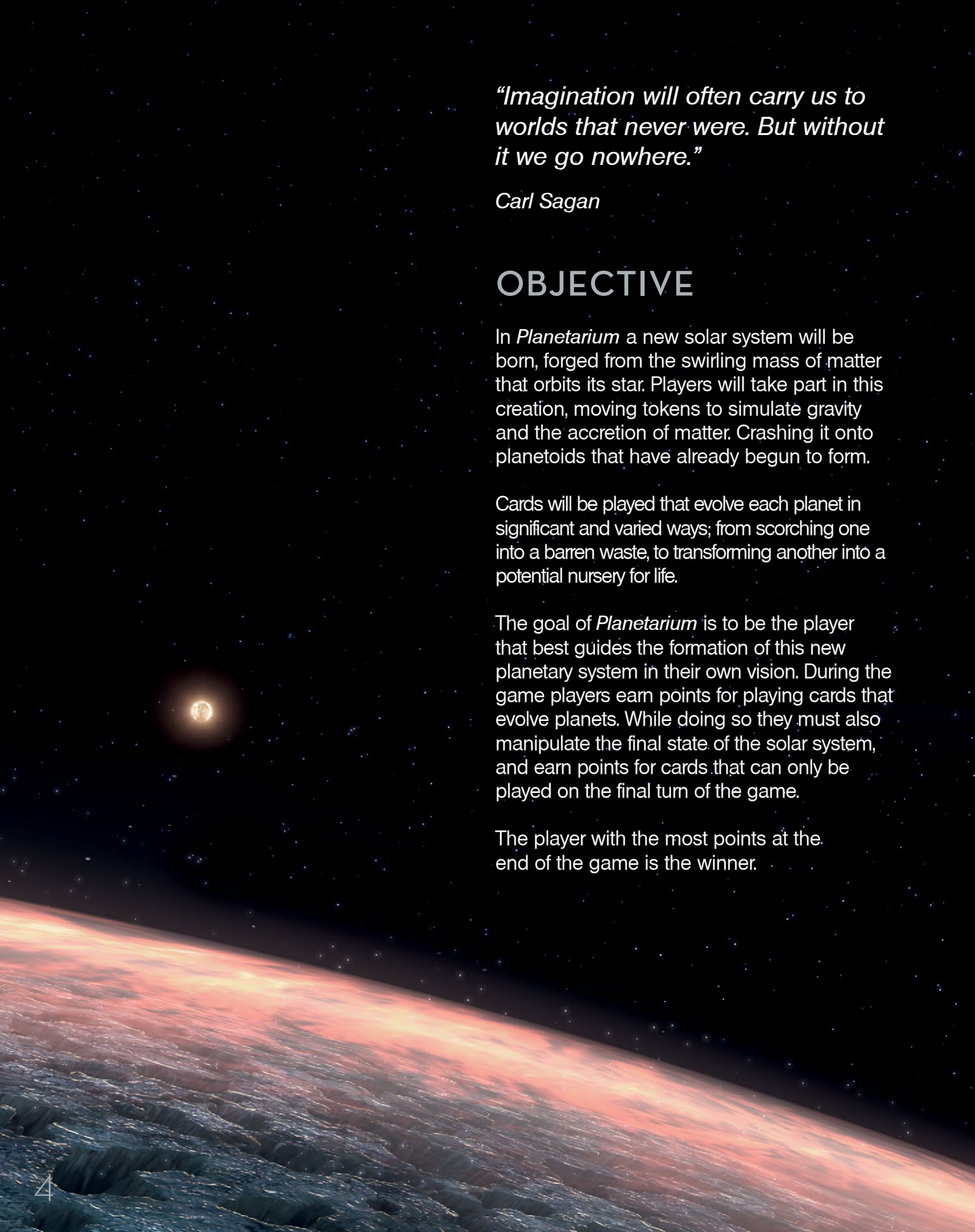
8 scoring markers
(2 per player color)



32 player markers
(8 per player color)



52 Evolution Cards
(18 Low, 18 High, 16 Final)



“Imagination will often carry us to worlds that never were. But without it we go nowhere.”

Carl Sagan

OBJECTIVE

In *Planetarium* a new solar system will be born, forged from the swirling mass of matter that orbits its star. Players will take part in this creation, moving tokens to simulate gravity and the accretion of matter. Crashing it onto planetoids that have already begun to form.

Cards will be played that evolve each planet in significant and varied ways; from scorching one into a barren waste, to transforming another into a potential nursery for life.

The goal of *Planetarium* is to be the player that best guides the formation of this new planetary system in their own vision. During the game players earn points for playing cards that evolve planets. While doing so they must also manipulate the final state of the solar system, and earn points for cards that can only be played on the final turn of the game.

The player with the most points at the end of the game is the winner.

THE BASICS

STARTING THE GAME

After setting the game up, players take turns until the game ends (see page 10). The player that discarded the highest scoring Final Evolution card during set-up takes the first turn. Then, play proceeds in a clockwise direction. If there is a tie for the highest scoring Final card discarded, then the first player is decided randomly.

TURN SUMMARY

The basics of a turn are:

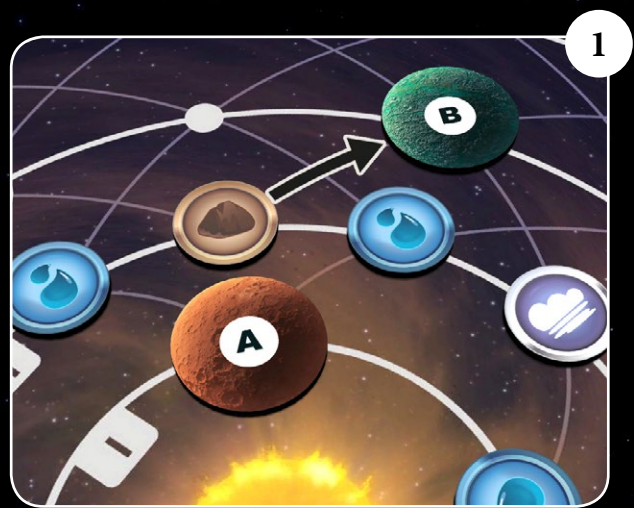
- 1 Move one token on the board (a Planet or a Matter token) one space.
- 2 If able to meet a card's requirements, you may play a Low or High Evolution card. Only one card can be played per turn.
- 3 If you played a card, you must draw either a Low Evolution card, a High Evolution card, or draw two Final Evolution cards and discard one of them.

PLAY A CARD?

On most turns, players won't be able to meet the requirements on a card, or may choose not to play a card, in which case they will simply move one token and pass the turn.

"I can calculate the motion of heavenly bodies, but not the madness of people."

Issac Newton



MAKING A MOVE

TOKEN MOVEMENT

There are some basic rules for moving tokens (both Planets and Matter):

- 1 Tokens always move in a **clockwise** direction around the board/star.
- 2 Tokens move along the lines on the board from ● to ●. They can move along the thicker circular orbits or the thinner lines that connect them.
- 3 Tokens may only move **one** space (until the Evolution Track accelerates, see page 10).
- 4 Matter tokens cannot move through or over other Matter tokens.
- 5 Matter tokens can move onto the same space as a Planet token, or vice versa. **When this happens the Matter token is placed on the player's mat on the matching Planet space.**

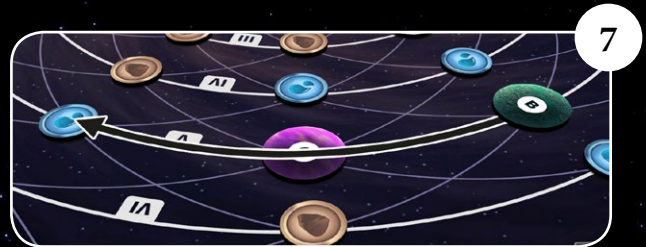
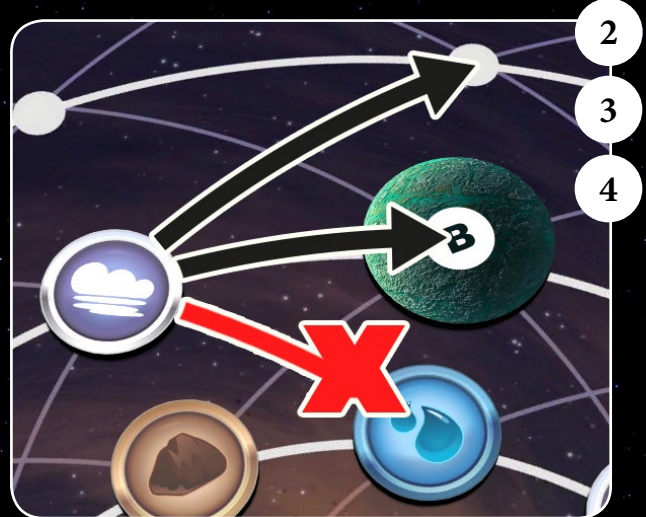
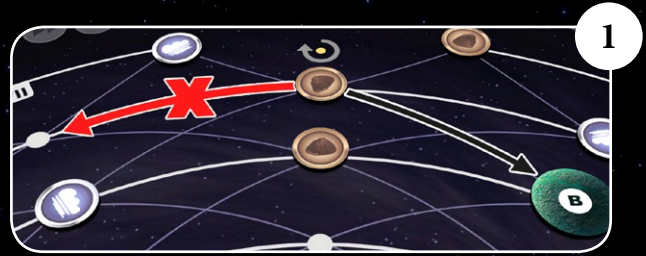
SPECIAL PLANET MOVES

Planet tokens have two exceptions to the above rules:

- 6 A Planet can "sweep out its orbit" by moving along a **thick circular orbit line** as far as desired, or until it moves onto the space of a Matter token.
- 7 A Planet can move through a space occupied by another Planet.

STORING TOKENS

Matter tokens gathered by colliding them with planets are stored on the player's mat until they are spent to play an Evolution card.



PLAYING A CARD

LOW, HIGH & FINAL

Only Low and High Evolution cards can be played during the majority of the game. **Final cards can only be played on the final turn a player takes in the game (see page 10).**

REQUIREMENTS

To play any card, the player must meet the requirements listed down the left edge of the card. Most cards have the requirement of paying Matter tokens of various kinds and amounts. **The tokens must be available on the player's mat, on the Planet that the card is to be played to.**

Some cards have other requirements. A full list of requirements is printed on page 8.

PAYING MATTER TOKENS

When a card is played that has a Matter requirement, the required Matter tokens must be moved from the player's mat to the next free space on the Evolution Track.

PLACING CARDS

Played cards are placed along the side of the board designated for the planet they are played on. As cards are played, a row of cards will grow along the edge of the board, showing the events that mark the planet's evolution.

When a player places a card, they also place one of their player markers on the card. These markers identify a card as being played by a specific player, and are a requirement for playing Final Evolution cards, see page 10.

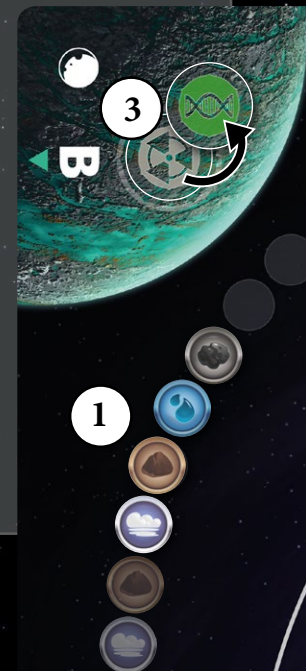
SCORING

The player scores the number of points in the hexagon in the top right corner of the card.

Example: Issac has collected the required Matter tokens on Planet B, so that he may play the *Magnetic Field* Evolution card, it requires one of each type of Matter. He chooses to play it.



- 1 He moves a Gas, a Rock, a Water, and a Metal token from the Planet B space on his player mat to the next available spaces on the Evolution track.
- 2 He plays the *Magnetic Field* card into the next space along the Planet B edge of the board and places his red player marker on it. He scores 11 points, moving his player token up on the score track.
- 3 He checks the balance of Habitable to Hostile points on Planet B. *Magnetic Field* adds 11 Habitable points to the planet. There are now more Habitable points (11) than Hostile (10), so he flips the Habitable/Hostile token to Habitable.



CARD REQUIREMENTS



The planet must be a Gaseous System (as marked on the player mats and game board).



The planet must be Terrestrial (as marked on the player mats and game board).



The planet must be in an orbit that includes or lies between the numbers listed, see below.



The planet must be Habitable. The Habitable/Hostile token must be on the Habitable side.



The planet must be Hostile. The Habitable/Hostile token must be on the Hostile side.



The listed number of Matter tokens must be present on the player's mat (on the planet they intend to play the card to). When the card is played, these Matter tokens are placed on the next available spaces on the Evolution Track.



The player must remove one of their player markers that is already on a card on the Planet.

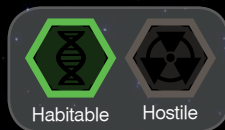


The orbits are marked 1-7 (in roman numerals). The four arms of the outermost orbits are all orbit 7.

HABITABLE OR HOSTILE?

Planets can either be Habitable or Hostile. This is indicated by the Habitable/Hostile token that is positioned in each planet's corner of the game board. The Habitable/Hostile tile begins the game Hostile side up.

After a card is scored, the players must check the Planet the card was played, to see if the Planet switches from Hostile to Habitable, or vice versa.



Compare the total points on Hostile cards and the total points on Habitable cards (that have been played on the specific Planet). If one total is higher, then place the Habitable/Hostile token that side up. If the totals are equal, leave the token as it is.

“It is unnatural in a large field to have only one shaft of wheat, and in the infinite Universe only one living world.”

Metrodorus of Chios

GRAVITY

The Gravity icon grants some cards a special power. When a card is played with a Gravity icon, the player may take one Matter token from anywhere on the board and place it on any Planet on their player mat.

DOWNGRADE

The Downgrade icon on a card means that instead of playing a card on your turn, you may discard this card and draw a Low Evolution card. You can only do this for one card per turn, and downgrading a card means that you cannot play another card this turn.

DRAWING CARDS

Whenever a player plays a card, they must draw a card from the Low Evolution or High Evolution deck; or draw two cards from the Final Evolution deck and take one into their hand, discarding the other.

DISCARD PILES

Final Evolution cards that are discarded are placed face-up in a discard pile. When the deck of Final Evolution cards run out, the discard pile is shuffled and forms a new deck.

Similarly, High Evolution cards discarded with a Downgrade icon are placed in a discard pile, and when the High Evolution deck runs out, are shuffled and form a new High Evolution deck.

If any deck of cards completely runs out, then those cards simply cannot be drawn anymore.

HAND SIZE

A player's hand size is always five cards. A player cannot have more or less than five cards in hand at the start or end of their turn.

Players are limited to four Final Evolution cards.

TIP FOR FIRST TIME PLAYERS

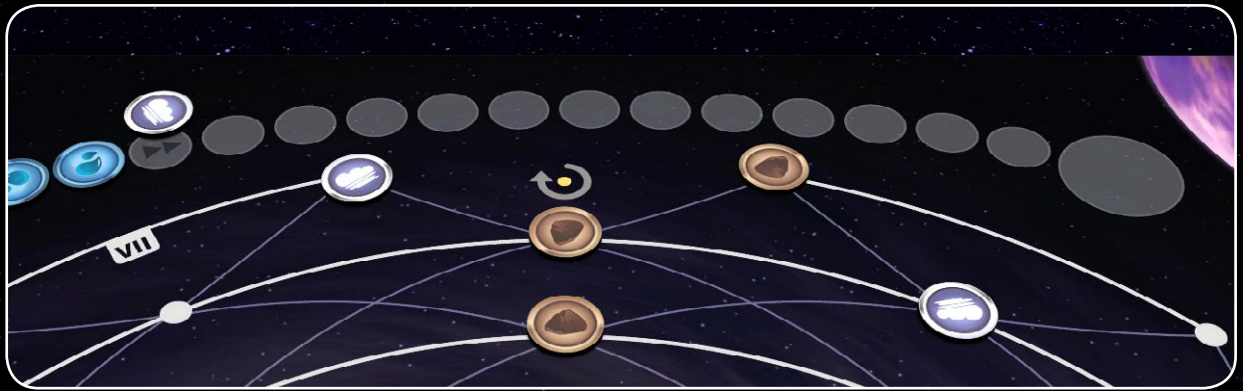
When to draw Final Evolution cards, and which to keep, can be an important and interesting decision in the game.

As Final cards can't be played until your final turn, yet take up space in your hand, if you draw too many too early it can make it a lot harder to play Low or High cards, and thus meet the requirements on the Final cards you have. However not having them early may make it harder to plan. To be safe, a good rule-of-thumb is to work to have two Final cards to play at the end of the game.

ENDING A TURN

After a token has been moved, and possibly a card played, play passes to the next player in clockwise order.

The game continues to pass from player to player. The final stages of the game are covered on page 10.



The end of the Evolution Track, showing a token being placed on the ►► acceleration space.

FINAL STAGES

ACCELERATION

As cards are played, Matter tokens are placed on the Evolution Track. When a token is placed on the ►► space, it triggers an acceleration in the development of the solar system. Matter tokens can now be moved one **or two** spaces.

Planets still follow the normal movement rules for Planets, moving one space, and with the special Planet movement rules, see page 6.


THE FINAL TURN

When a Matter token is placed on the final (larger circle) space of the Evolution track, the final turns of the game are triggered.

The player that placed the token may now play Final Evolution cards from their hand, ending their game. Then each other player in turn takes their final turn.

A final turn is the same as a normal turn, with the exception that after moving, and playing a card, a player may then play any number of Final Evolution cards to Planets (if they meet the cards' requirements). Matter tokens paid during the final turn are placed on the final space of the Evolution Track.

PLAYING FINAL CARDS

 **For every Final Evolution card you play to a Planet, you must already have a player marker on a card on that Planet.** When you play the Final card, remove one of these markers from a card on that Planet. Thus, you can only play a number of Final cards to a Planet equal to or less than cards you have already played to the Planet.

On your final turn you can play as many Final cards as you are able to play. Place them to the side of the Planet and score the points as indicated in the top right of the card.

Players to not draw cards on the final turn.

WINNING THE GAME

After each player has taken their final turn and played any Final cards, the player with the most points is the winner of the game! Ties are broken in the following order:

- ❶ The player with the most Matter tokens remaining on their player mat.
- ❷ The player with the most player markers remaining on cards.
- ❸ The player with the fewest cards in hand.



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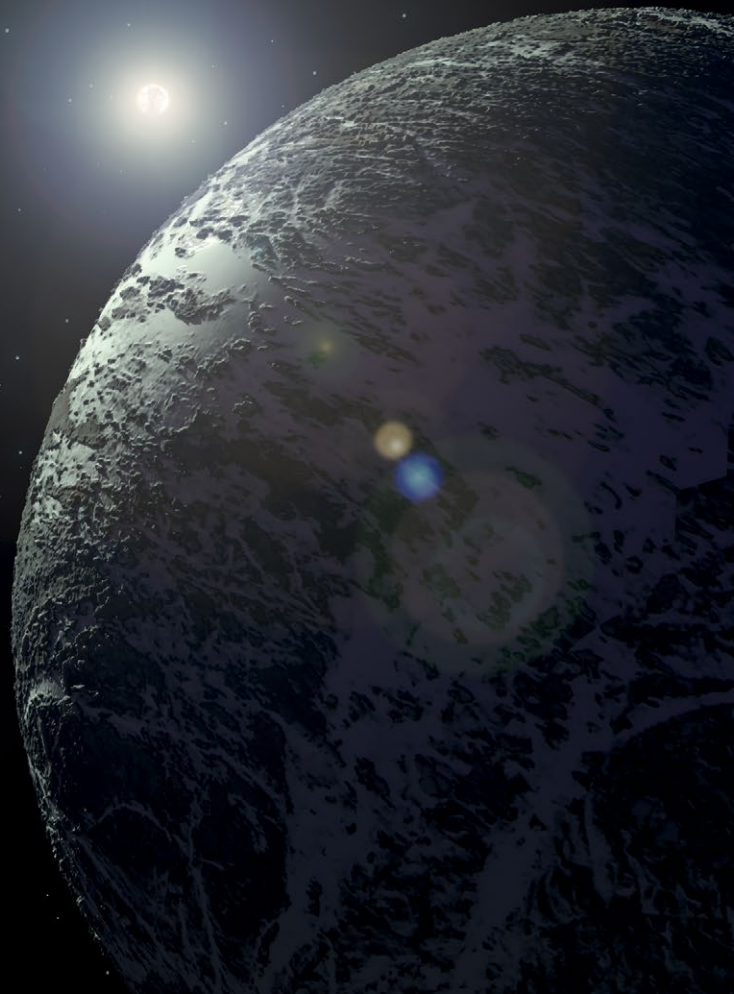
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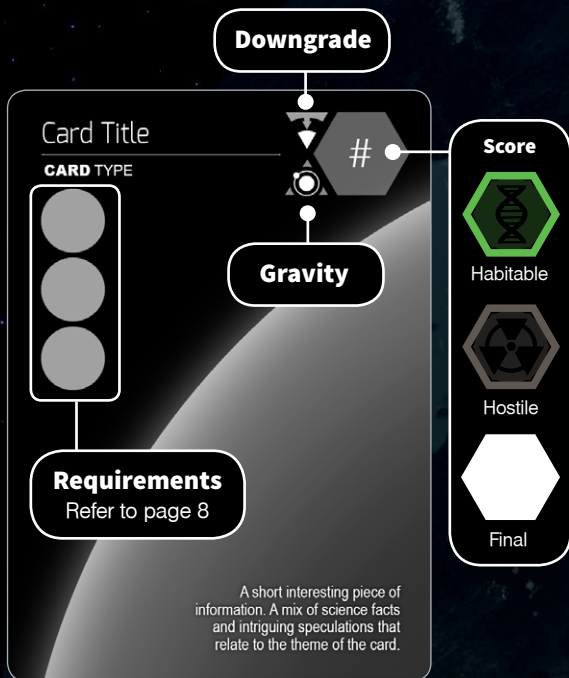
FAQ

What if I run out of player markers?

You may choose to remove one of your previously played markers, and place it on the newly played card. Or, you may play the card without a marker.



CARD SUMMARY





STARTING HANDS


Draw 2 **LOW** Evolution cards
 Draw 2 **HIGH** Evolution cards
 Draw 2 **FINAL** Evolution cards,
 keep one and discard one.


Hand limit: 5 Cards (with a maximum
 of 4 Final Evolution cards)


CARD REQUIREMENTS


 The planet must be a Gaseous System (as marked on the player mats and game board).


 The planet must be Terrestrial (as marked on the player mats and game board).

 The planet must be in an orbit that includes or lies between the numbers listed.

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 The player must remove one of their player markers that is already on a card on the Planet.



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The Downgrade icon on a card means that instead of playing a card on your turn, you may discard this card and draw a Low Evolution card. You can only do this for one card per turn, and downgrading a card means that you cannot play another card this turn.

ACCELERATION

When a Matter token is placed on the ►► space on the Evolution Track, thereafter Matter tokens may be moved one or two spaces. Planet tokens are not affected.