Planeteers

3-5

20-45

8+

MISSION BRIEFING

Planeteers, you are about to be dropped onto an alien planet. Using the **Gadgets** provided, your mission is to race across the planet, collecting as much **Treasure** as you can along the way. The first **Planeteer** to cross the savage planet may claim the special **Treasure** at the finish!

HOW TO WIN!

In **Planeteers**, the game ends when the first player reaches the finish. The winner is the player who has collected the most **Treasure** when the game ends.

GAME CONTENTS

Discovery Cards

Gameboard

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6 Sided Die

Character Standees

Treasure Tokens

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PRE-GAME SETUP

1 Shuffle the **Gadget** and **Discovery** card decks seperately, then place them on their respective draw piles marked on the gameboard.

2 Draw the top 5 **Discovery** cards and place them face down on the 5 **Discovery** slots marked on the gameboard.

3 Place a '1 value' **Treasure** token on each of the **Discovery** cards. Place a '5 value' **Treasure** token on the finish. The rest of the **Treasure** tokens can be placed in an easy to reach pile for later use.

4 Each player should choose a character standee and place it in the start area.
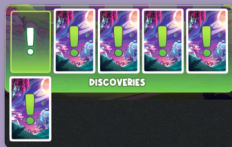
5 Deal 3 **Gadgets** to each player. It is fine to look at them, but don't reveal them to others!

The youngest player always takes the first turn and then play proceeds in a clockwise direction.

**The game is now ready to begin!**

TURNS

A turn is composed of several parts:

1 Play **Gadgets** and 'free move' in **any** order:

- Play some, all, or none of your **Gadgets** from your hand. Used **Gadgets** are placed on the board's discard pile.

- Move forward 1 space as a free move. You can play **Gadgets** either side of your free move (eg. **Gadget** > Move > **Gadget**).

2 Top up until you have 3 **Gadgets**

Pick up **Gadgets** until you have at least 3 in your hand. There is no limit to the number of Gadgets you can have in your hand. If there are no **Gadgets** to draw, simply shuffle the discard pile.

3 End your turn, play passes onto the next player in a clockwise direction!

GADGETS

When playing a **Gadget**, just do what it says on the card then discard it!

A **Gadget** with an infinity icon on it means it can be *played at any time*, even if it is not your turn!
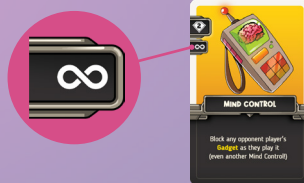
THE GAMEBOARD

Players use both free moves and **Gadgets** to proceed forward along the gameboard, following the winding path of 'spaces' from start to finish.

1 'move' allows a player to move their character 1 space along the gameboard in the direction shown by the little black arrows on the white line that links the spaces.

If a space has an 'effect', it is *always triggered at the moment a player lands on it, even if it is not that player's turn*. Starting a turn on a space does not trigger its effect. If you are told to move 2+ spaces in a single movement, you will only trigger the effect from the space you finish on.

This is a **Discovery** space. Landing here always triggers the corresponding **Discovery** card, show by a green line linking it to a card vertically below it.

If a **Discovery** has not been landed on before, the first player to land on it must bank its **Treasure**, flip it over, read it out loud for all to hear and do what it says. From that moment on, the card remains revealed and any player that lands on it must do what it says (unless a **Statis Gadget** is played).

If a **Discovery** has a hand icon on it, it means it can only be played once per turn, no matter how many times players land on it. It will become usable again on the next player's turn.

This is a **Gadget Drop** space. When a player lands here, they draw a **Gadget** card. Hooray!

This is a checkpoint space, it acts as a trading post where **Gadgets** can be swapped for **Treasure**.

TREASURE

Players must collect as much **Treasure** as possible. Collected **Treasure** is placed in a pile in front of the player who collected it.

1 When landing on checkpoints, **Gadgets** can be traded for amount of **Treasure** indicated on the card. After landing on a checkpoint, simply discard as many **Gadgets** as you like and claim their combined **Treasure** value from the **Treasure** token pile, before continuing your turn.

2 The first player to land on each **Discovery** or the finish, may claim the **Treasure** placed there when the game was set up.

3 Various **Discoveries** award **Treasure** (or cause it to be stolen!)

END OF GAME

When a player has crossed the finish and claimed the Treasure; add up the total value of each player's Treasure. The winner is the player that has the most!

If two or more players are tied, the player who is the closest to the finish is the winner. If there is still a tie, all tied players win!

EASY MODE

For a faster and simpler game, you can use these 'easy mode' rules that remove all Treasure from the game. The winner in easy mode is simply the first player to reach the Finish. This is recommended with younger players!

Before setting up the game, remove the following components and place them back in the game box. The game is then played as before, minus all Treasure and Treasure related Discoveries.

- Remove all the Treasure tokens

- Remove all the Discovery cards that have a Treasure icon in the top right corner

CREDITS

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