RULE BOOK

LIVING PLANET



CONTENT

Game Components

- 25 landscape hexagon tiles including 4 starting hexagon tiles without cataclysm
- 1 market board
- 1 leader board
- 4 player's help / screen
- 25 stock market cards
- 4 dice (Red, Blue, Yellow, Green)
- 4 Fate Control tokens
- 1 rulebook

Resource cubes *47 resource cubes total*

- 9 resource cubes in each of the following colors:
  - Black : Oil
  - Pink : Vibranium
  - Blue : Electricity
  - White : Iron
- 11 Green resource cubes : Mycelium

Currency *70 currency coins total*

- 20 x 1 MC (Mega-Credit) coins
- 30 x 5 MC coins
- 40 x 10 MC coins

Building tiles *48 building tiles total*

- 30 factory buildings, 6 of each factory :
  - Oil drill, (x6)
  - Mycelium plant, (x6)
  - Iron mine, (x6)
  - Vibranium mine, (x6)
  - Wind turbine (x6)



For each player and in four different colors :

- 5 scientist team miniatures (meeples)
- 2 motorized scientist team miniatures (truck meeple)
- 10 automation chips (small circular wooden cylinder)
- 1 base colony building tile matching the player's color
- 1 deck of 6 planet cards matching the player's color



SET UP

Game Objectives

In Living Planet, each player portrays one of the major Galactic Corporation exploiting the distant planet MYC.14.250. Each one of them eager to industrialize the planet and generate as much profit as possible before the planet self-destruction.

At the end of the game each player will earn victory points based on how much money they own and how many buildings and vehicles they control. See the scoring chapter.

Setting up the game

To setup the game proceed in order with each step described in this paragraph while getting help from the graphic example provided.

1 Players should commonly decide if they want to start the game with the 4 player starting tile A (mountain circus) or the desert 4-Player starting tile B. Place the chosen tile at the center of the table.

2 Each player choses a color and takes all the elements matching his color: 1 screen, 1 deck of 6 planet cards, 5 scientist team miniatures, 2 motorized scientist team miniatures, 10 automation chips, 1 base colony tile. Each player deploys his screen in front of him and places all his cards behind it in a face down pile. All the wooden pieces go in front of each player's screen, so that all other players can see. Players will place all their money and resources behind their screen, and only those.

3 Each player places his base colony tile on one square section of the starting hexagon (1), with an automation chip and a scientist team miniature on the colony.

4 Place the market board on one side of the playing area with a resource cube on the 5 MC column value of each line. Respect the color of each resource (see component list).

5 Place all the money coins above the market board to constitute the bank.

6 Place all the remaining resource cubes under the market. This is the resource bank.

7 Give 20 MC to each player, coming from the bank. Players hide their money at all time behind their screen. It's better to give one 10MC coin, one 5MC coin and five 1MC coins to each player.

8 Shuffle all stock market cards together and create a face down draw deck on the left of the market. The face up discard section of the stock market cards will be on the right side of the market.

9 Place the 4 Fate Control markers with the resource bank.

10 ake all 24 remaining hexagons and shuffle them together in a face down pile called the Hex Deck. Place it somewhere on the table close to the map.

11 Sort all buildings by type or even better, leave them in the tray inside the box sorted by type, so that players can select the one they need when they do the construct action. There are 12 different types of buildings, so you should end up with 12 piles of different buildings (different artwork). This is called the bank of buildings.

12 The last player who ate mushrooms is the first player. He takes the leader board and the 4 dice and places those in front of him in such a way that all the players can see it.

13 The first turn can start.

Number of players

Two to four players can play living Planet.
See the special rules section for games involving less than 4 players at the end of this booklet.

The leader role

In a clockwise order, players will alternate taking the leader role for each turn. The leader will have important choices to make at the beginning of the turn, but most of all, his task will be to clearly announce the sequence to assure that his turn sequence follows the proper order. He also gives the rhythm of the game by calling in the players when it's their time to act or to produce resources. If the Leader doesn't take his role seriously the game might really be slowed down…
To help him sequence the game, the leader is granted the leader board with the 4 colored dice in front of him at the beginning of each turn. How to use it will be explained very soon in the game turn sequence…

Game length

The game is played in 12 turns. At the end of the 12th turn the planet explodes.
Each turn follows a game turn sequence that must be respected step by step.
When step 5 is done, go back to step 1 and repeat this process 12 times.

TURN STRUCTURE

Turn sequence

1 – Planet card selection (All players simultaneously)
2 – Leader's actions (Leader only)
3 – Leader board sequence from left to right (Leader calls for play)
    A - Productions (All players)
    B - Actions (Active player only)
    C - Cataclysms (All affected players)
4 – Planet exhaustion (Leader only)
5 – Pass the leader board and 4 dice to the player on your left

Each of those 5 steps will be described in details below.

1 – Planet card selection



This step is simultaneous, all players acting at the same time.
Each player takes in hand all the planet cards he has available behind his screen.
If a player has no card behind his screen at that moment, he takes back his six planet cards in front of his screen back in hand.
From those cards in hand each player chooses one card that he places face down in front of his screen.
When every player has placed a face down card in front of his screen, proceed to step 2.

2 - Leader's actions

One after the other and in any order, each player reveals the planet card he played and announces clearly the die value and color on the card played. The leader sets the same color die with the upper face showing the value announced and proceeds with the next player, until all players have revealed their cards including the leader himself. Once this is done the value of the 4 dice has been set, now the leader has to decide what the order of play will be.

***Exemple** : To do that he places the four dice on the four dice icons, first row of the leader board. If he places the blue die on the dice icon in the column #1, that means that Blue will play first. If he places the red die on column #4 then Red will play last. When the Leader has placed the 4 dice on the 4 icons proceed to step 3.*

All planet cards revealed remain in one face up pile in front of each player's screen.
All players can always see only what is the last Planet card played by each player.
Planet cards that are unused so far remain behind the player's screen.

Planet Card special effects

Each planet card has a special effect described in the text on each of those cards. This special effect is triggered each turn only for the card played by the leader. Do not trigger the effect of planet cards played by players other than the leader.
The list of all the special effects from the planet cards is given in detail after the scoring section.

The leader role

Each time a die reaches a new icon, the Leader announces loud and clear what is happening now.

For example when the Blue die displaying a 2 Value is moved down to the Production icon, the Leader should say: "Production for everybody with a building value of 2"

LWhen the same dice reaches the Action icon the Leader should announce: "Blue it's your turn to perform two actions".

And finally when it reaches the Cataclysm icon he should announce cataclysms on any hexagon with 2 Blue die icon.
Then he should proceed to the 2nd column, advance and announce the same way.

3 - Leader board sequence

Starting with the first column and advancing column by column from left to right, the Leader is going to move down each die until all 4 dice are aligned on the bottom row (Line C – Cataclyms).



So first, the die in the top row of the first column will go down one row to the multicolored production icon. When all players have completed their production (because the icon is multicolored), then the Leader moves down the cube one row and reaches the Action icon. As mentioned before, if it's the Blue die standing in the first column then it's time for Blue to perform his two actions.

When he is done, the Leader will move the blue die one row down and reach the Cataclysm icon. If cataclysms are triggered and when they are resolved, then the Leader proceeds to the die on the second column and brings it all the way down, row by row, following the same procedure.

When all four dice are each on a cataclysm icon, proceed to 4.



A - Productions

When a die reaches a production icon, the Leader should announce loud and clear the value of the die, which gives the production value for all players. The color of the die on the production icon is of no importance at that moment, only the value indicated by the die matters.



Mycelium Plant

Starting from the Leader player and going clockwise, each player will resolve his production, until all players did.

Factory Building production

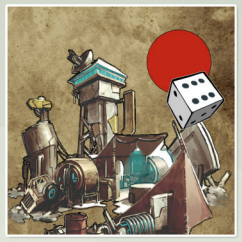
To produce a resource you need to have a functional factory building showing the same production die number on it. If you do, then you take one resource of the type produced by this factory from the resource bank. If the resource bank has ran out of this type of resource, then the player receives nothing, but the stock market value of this resource goes up 1MC on the market board (see the market board paragraph).

If a player has more than one functional factory building with the same production number as the one announced by the Leader, then this player has to decide which building produces.

A building is functional when it has an automation chip or an unwounded scientist miniature (motorized or not) on it, or both.
A building is not functional when it has nothing on it, or just a wounded scientist miniature.

If a building with the corresponding production number is occupied by an unwounded scientist miniature (motorized or not) and without an automation chip, then the controlling player can decide to repair the automation instead of taking the corresponding resource. If he takes this decision, he places one of his automation chip on this building. This counts has his production for this phase.

Base Colony production



Your starting building tile is your base colony. It doesn't really produces resources, it's more like a space-port attracting and receiving new scientists, workers and their equipment.

When a "6" in production is announced by the Leader, if your base colony is empty of any scientist miniature you can spend one Mycelium resource from behind your screen (green cube) to enter a new scientist miniature and place it onto your base colony. Or, you can spend one oil resource (black cube) to enter a motorized scientist miniature instead.

If you entered a miniature on your base colony this is considered as your one production for this production phase.

B - Actions

When a die reaches the Action icon the Leader is calling for the player controlling this die color to perform up to two actions. This player will be named the Active Player. The active player cannot perform two times the same action. He can do less than two actions if he wants to.

IMPORTANT : For explanation purposes the value indicated by the Active Player die will be labeled X.



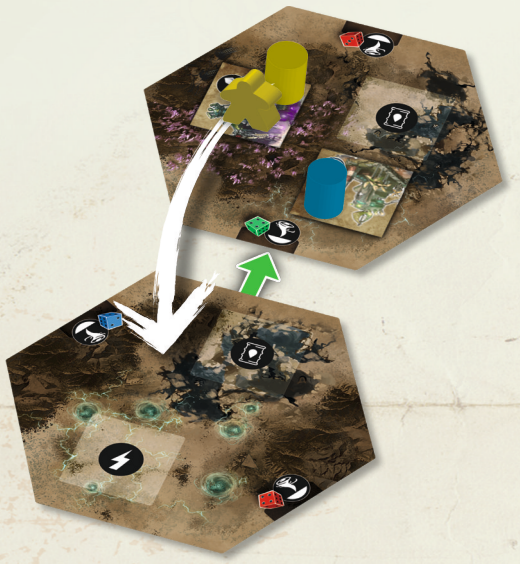
1 - Subventions

The Player takes X MC from the bank and places this money behind his screen.

2 - Explorer

The Active player draws X hexagons from the Hex Deck. He consults them and choses one hexagon that he can place on the map following the exploration rules:

- The Hexagon must either touch one side of the starting hexagon or a minimum of two sides of any other hexagons.
- The newly placed hexagon must puzzle match with all other hexagons it is touching, meaning mountain must connect to mountain and desert to desert.



The Active Player must be able to reach the newly placed hexagon with one of his miniatures. To do so, a scientist miniature can move only from an adjacent hexagon to the newly placed one, or a motorized scientist miniature can move up to X hexagons to reach the newly placed one. Only one miniature must be moved onto the new hexagon. If no miniature can reach the new hexagon legally then this new hexagon cannot be placed. A wounded scientist cannot explore.

If no exploration is possible with the hexagons the Active Player drew, or if he doesn't wish to explore any of the hexagons he drew, then his exploration has failed.

Place all unused hexagons at the bottom of the Hex Deck in any order.

3 - Move



The Active Player can move as many of the miniatures he controls as he wishes as long as the total number of hexagons they move onto doesn't exceed the X value of his die.
Each scientist miniature can only move one hexagon, meaning from the hex they are standing on to any adjacent one. A wounded scientist cannot move.

Each motorized scientist miniature can move up to X hexagons.
Moving on the same hex, from a building to another one, or from the outside into a building, also costs one movement point out of the X available to you.



You can move onto a building only if it has an automation chip matching your color or if it is abandoned (meaning it has no automation chip or miniature on it). In the last case you are taking control of this building.
There can only be one miniature per building, no matter the type. Automation chips are not considered as miniatures.
The number of miniatures standing on a hexagon outside of any building is not limited.

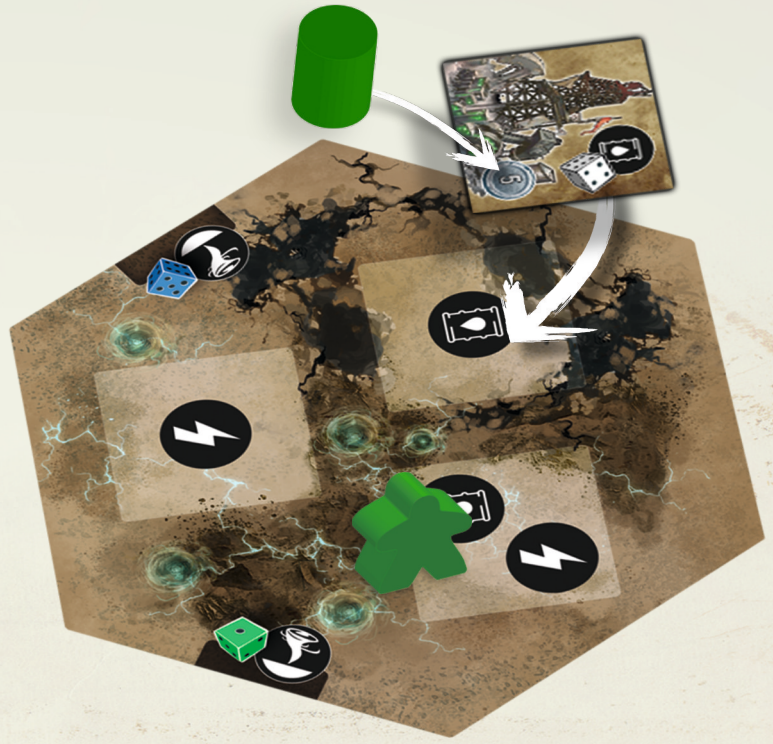
> Example: your X value is 5. You could move two scientists one hex each, and your motorized scientist up to three hex, or move your motorized scientist up to 5 hex, or move five different scientist one hex each.

4 - Construct

The Active Player can construct one of the available buildings in the bank of buildings as long as he can pay the cost for it and place it legally on a hexagon where one of his unwounded scientist miniatures is present and can construct it. Constructing a building is totally independent of the X value of your die.

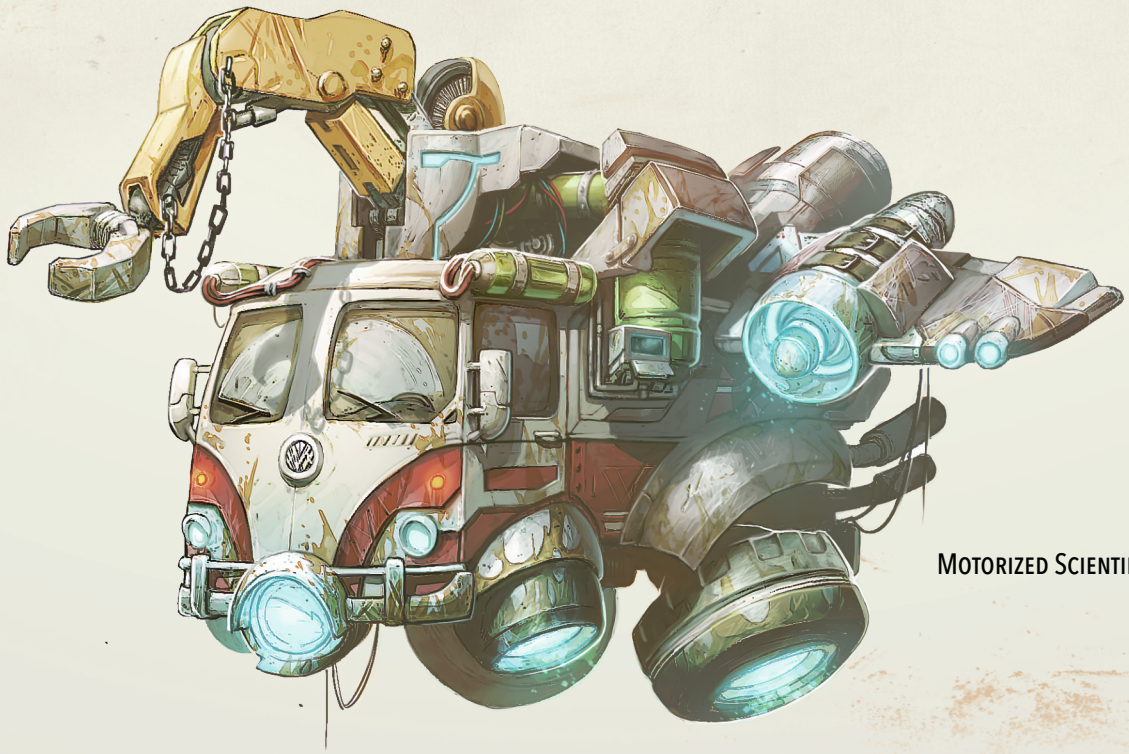
TAll factory buildings cost 5MC and must be built only on an empty square spot with the corresponding resource icon on a hexagon. All Protective Buildings cost 5MC and can be built on any empty square spot from a hexagon. If the square spot shows a resource, this one is wasted and won't be used.

Once a construction is legally achieved and paid for, the Active Player moves an unwounded scientist miniature (or motorized scientist) from the same hexagon and onto the newly constructed building and has to place an automation chip on this building unless he has no more chip in his reserve (in front of his screen). The automation chip is always placed on the cost value of the building, since this information becomes useless once the building is constructed.



Repair action

When one of your factory building suffered a cataclysm and it lost its automation chip, you can repair the automation system paying another time the 5MC required. One of your scientists must be located on the building to intent a repair action.



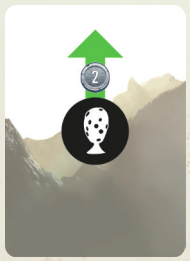
Motorized Scientific unit

5 - Trade



The Active Player draws X cards from the Market Cards draw deck. If the raw deck becomes empty, shuffle all market cards from the discard pile and create a new Draw deck. Then complete your hand until you draw X cards. The Active Player secretly consults the cards he drew and he selects one that will take effect. He puts all cards he drew in the discard pile, all cards facing up, but with the card he selected on top.

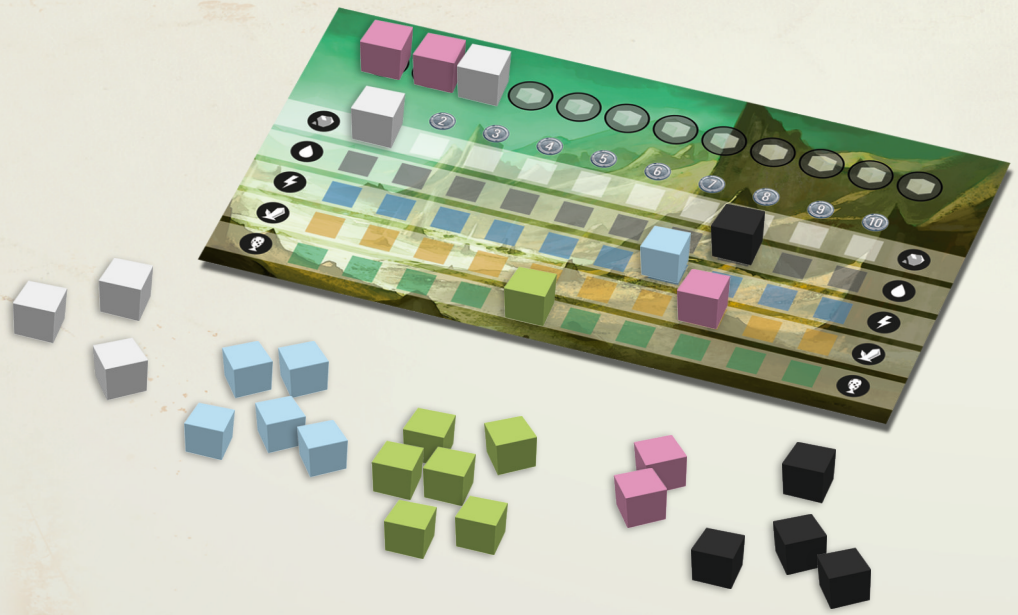
So all players only see the last card he selected on top of the discard pile, face-up, visible. This last card mentions a resource and how its price value evolves on the stock market.



If a green arrow goes up showing +1 to +3, the resource cube indicating the price value of this resource on the stock market track is raised by 1 to 3 MC, shifted to the right of the chart.



If a red arrow goes down showing -1 or -2, the resource cube indicating the price value of this resource on the stock market track is lowered by 1 or 2 MC, shifted to the left of the chart.



The price value of a resource on the stock market can never go below 1MC. If an effect should have it go lower, it stays at 1MC.

Stock Market crash

When the price value of a resource should exceed 10MC, then the price of this resource crashes on the stock market and the marker continues its progression passing from 10MC to 1MC.

So for example, if a resource value was 9MC on the stock market and a market card triggers a +3MC for this resource, then the new value for this resource on the stock market will be +2MC.

When a stock market crash happens on one resource, every player owning such type of resource behind their screen must sell all of them at the new price (see selling resources, below). This type of sales doesn't reduce the value of the resource on the stock market though as any sale usually does.

Once the Market card's effect has been applied and eventual sales performed due to a crash, the Active player can perform one transaction on the market. A transaction is either buying or selling a maximum of X resources of the same type.

Buying transaction

The Active Player can buy up to X resources of any one type as long as they are available in the resource bank and provided that you can pay X times their current value on the stock market. The money comes from behind the Active Player's screen and goes to the bank. The resources come from the resource bank and go behind the Active Player's screen.

For instance, if your die value is 5, and you want to buy 5 Mycelium at a market price of 4MC per unit, you will have to pay 5x4=20MC to the bank and take 5 Mycelium resources (Green cubes) from the resource bank.

Each time a player performs a buying transaction, no matter how many units were bought, the price of this resource goes up 1MC on the stock market track.

Selling transaction

The Active Player can sell up to X resources of any one type at their current value on the stock market. The resources sold come from behind the Active Player's screen and goes to the resource bank. The money received comes from the bank and goes behind the Active Player's screen.

Each time a player performs a selling transaction, no matter how many units were sold, the price of this resource goes down 1MC on the stock market track. This last effect doesn't apply when player are forced to sell following a stock market crash.

6 - Fate Control

The Active Player takes a Fate Control Token and places it in front of his screen. He can only do so if he doesn't already have a Fate Control token in front of his screen. So each player can only have one Fate Control token at any given time.
The Fate Control token can be used in any future turns, but not on the turn it was taken.
A Fate Control token can be used to change the value of your own colored die before it reaches any icon on the leader board. That means the player using it can choose a new value for his die either before it reaches production or actions or cataclysms. The new value of this die remains until the beginning the step 1 of the next turn.

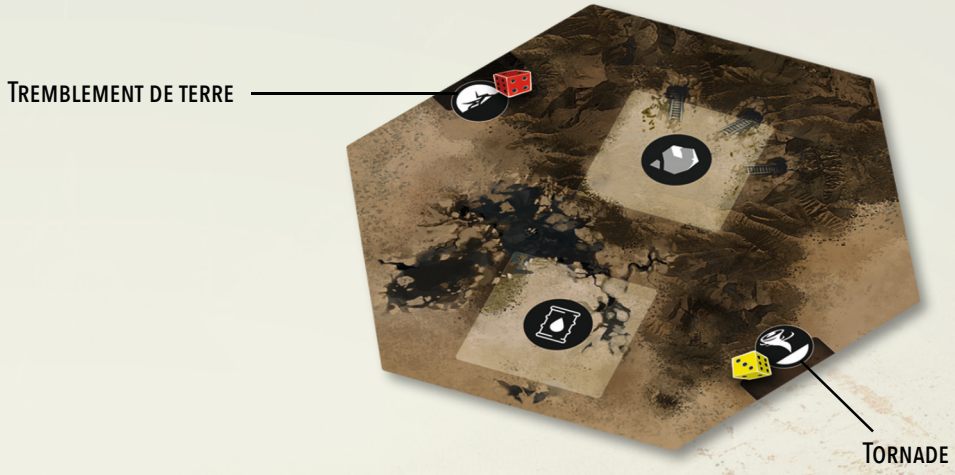
BONUS - USING MYCELIUM TO HEAL YOUR SCIENTISTS

This doesn't count as one of your two actions allowed during your action phase.
The Active Player can heal as many wounded scientist miniatures as he wishes by spending one Mycelium for each scientist he wishes to heal. A wounded scientist is a miniature that is laid down on its side. Each time you spend one mycelium resource from behind your screen you can raise back up a scientist miniature of your color. You cannot spend Mycelium to heal other player's scientists. You can heal your own scientists at any given time during your Action phase, either before or after or in between your two allowed actions.
Motorized scientist miniatures do not have a wounded state so they cannot be healed. Once a motorized scientist suffers from a cataclysm, it is removed from the game and goes back to its owner reserve.

C - Cataclysms

When a die reaches the Cataclysm icon the Leader announces loud and clear the color of the die and its value. Then players search altogether on all the hexagons composing the map where they can find dice icon of the same color and same value. If there is no such hexagon then nothing happens and the game proceeds to the next step.

If not, the player controlling the same color as the mentioned die has to trigger a minimum of one cataclysm on one hexagon. He can trigger all of them if there are many, or just some of them, up to his choice, but one cataclysm has to be triggered.



There are three different type of cataclysm:

- Tornadoes
- Geysers
- Earthquakes,

Each one of them represented by a different icon.



A Cataclysm affects all buildings and scientist miniatures in the hexagon, no matter their color. Miniatures outside of any building suffering from a cataclysm:

- A scientist miniature that is not staying on a building becomes wounded. Lay down the miniature to show its wounded state.
- A scientist miniature that is already wounded becomes dead. Remove the miniature from the board and it goes back to player's reserve in front of his screen.
- A Motorized scientist miniature doesn't have a wounded state, so if it suffers from a cataclysm it is immediately removed from the game and goes back to the player's reserve.

Buildings suffering from a cataclysm:

- If the building only has an automation chip, it loses the automation chip. This one goes back its owner's reserve. You will be able to repair it later, an opponent can do as well and take the building for themself.
- If the building only has a scientist miniature, it becomes wounded. Lay down the miniature to show its wounded state. If the miniature was already wounded then it becomes dead.
- If the building only has a motorized scientist miniature, it is destroyed and goes back to its owner's reserve.
- If the building has a scientist miniature and an automation chip, then the controlling player decides if he wants to remove the automation chip or wound the scientist (or remove the motorized scientist since motorized scientist do not have a wounded state).
- If the building is abandoned, meaning no chip and no miniature is on the building, then this one is destroyed and goes back to the bank of buildings.

4 – Planet exhaustion

This step simulates the fact that the planet is being exhausted of its mineral resources. Electricity and Mycelium cannot be exhausted because they are directly connected to the planet's cataclysms, and since the more the planet is exploited the more it generates cataclysms, wind, which generates electricity, and mycelium created by geysers, cannot be exhausted.
So, during this step, the Leader has to take one available resource from the resource bank and place it on the lowest numbered spot available of the Planet's exhaustion track. The Leader has to choose one resource amongst Oil, Vibranium or Iron.
The planet's exhaustion track is also used as turn track. When the 12th spot of the track receives a resource, it is the end of the game.

5 - Pass the leader board

The Leader passes the Leader board and the 4 dice to the player sitting to his left side and a new turn begins.

End of the Game

The game ends when during step 4, the 12th exhausted resource comes onto the planet's exhaustion track.
Then players proceed to the scoring step.

SCORING

At the end of the game each player scores Victory Points (VP) for each building he controls aand the amount of money behind his screen. Remaining resources behind your screen do not provide any VP.

- Each Factory Building is worth 2VP.
- Each Protective Building or Stock Market office is worth 1VP.
- Each Motorized scientist miniature on the map is worth 1VP.
- Each player also earns 1VP for each 5 Mega-Credit (MC) he owns behind his screen.

The player with the most VPs after the scoring step is the winner.
In case of a tie, the player with the most resources behind is screen is the winner.

If there is still a tie, the player with the most money wins the game.













E - ANNEXES

Planet cards special effect list

1 – The Leader can change the value of any die just before it reaches the cataclysm icon.

Although this card is revealed during step 2, the leader applies the effect right before any Phase C of step 3.

If the Leader didn't use this bonus effect before the end of Step 3, the effect is lost.

2 – The Leader MUST name a resource when his card is revealed during step 2. Until the end of turn, any player producing the named resource will produce twice the amount of this resource each time.

3 – Although this card is revealed during step 2, the Leader will apply the effect during is action phase (Phase B of step 3) when he will be the Active Player. He can use it at any time during his action phase.

If he doesn't use it during his action phase, this bonus effect is lost.

4 – Although this card is revealed during step 2, the Leader will apply the effect during his action phase when he is the Active Player, and only when performing a Trade action. When this bonus effect is used, the Leader gets a bonus of +2 to his die for this Trade action.

5 – The Leader MUST remove a resource from the resource bank when he reveals this card. The chosen resource doesn't go on the planet's exhaustion track, it goes back in the game box and it is definitely removed from the game.

6 – When this card is revealed, the Leader takes back in hand all the face-up planet cards in front of his screen. He secretly chooses one that comes back behind his screen. Then he places all other cards in a one face-up pile in front of his screen, with the #6 card value on top visible by all players. So he cannot choose to receive behind his screen the #6 card he just played. Other players shouldn't know which card he chose to get back. If the Leader played this card and there is no other card than the #6 face up in front of his screen, then he loses the special effect provided by the planet's card #6.

Playing less than 4 Players

When you are playing with less than 4 players you MUST still use the 4 dice and the 4 decks of planet cards. The one or two colors that are not chosen by the players are only represented by a face down deck of planet cards that are shuffled at the beginning of the game.

During step 2, when players reveal their chosen cards, reveal the first card of each deck belonging to a non-player. The Leader then sets the dice of each player as described in step 2, including the dice of non-players. Then the Leader has to select the order of play for the 4 colors of dice, including the non-player as described for a 4 players game.

During the Leader board sequence, when the Leader starts bringing down the column a die with a color belonging to a non-player, this die triggers the production for every player as described for a 4 players game.

When a non-player die reaches the Action phase, nothing happens, skip directly to the Cataclysm phase.

When a non-player die reaches the cataclysm phase, ALL the cataclysms present on the map corresponding to this die color and value are triggered.

When a non-player deck becomes empty, shuffle all cards from the corresponding face-up discard pile into a new draw deck for this non-player.