

Trehgrannik



-PANDORUM-

RULEBOOK

GAME COMPONENTS



ABOUT THE GAME

The player's task is to correctly build the infrastructure of the planet. You will receive for how well you have placed projects. Each project (and) is built with the help of harvesters – mobile construction platforms.

The winner is the one who has the most by the end of the game.

SETUP

1. Separate all blue cards of production () from the deck. Shuffle them and give each player 3 cards. Put the rest of () cards in the box.
2. Shuffle the deck and put it face down. Give each player one card from the deck. Lay out 4 cards from the deck and place them face-up next to the deck. The cards of the projects lying next to the deck are the Market.

3. Randomly distribute harvester tablets to the players: both foreparts and main parts. Arrange the tablets with this side (|) if there are two or three players, and this side () when there are four players in the game.
4. Give the players projects (and) according to the table:

PLAYERS	MODULES	BASES
2	12	6
3	8	4
4	6	3

Put the rest of the projects in the box

5. The gameboard consists of 7 parts. Place the central part with the landing pad () in the center of the table. Randomly arrange the remaining parts of the gameboard around the central part, as shown in the picture below.



Example of gameboard setup

6. Place the harvester miniatures on the landing pad (.
7. Put all 1, 5 and 10 so that everyone can reach them. This is the Bank.
8. Choose the first player in any way you like.

GAMEPLAY

Players take turns, starting from the first player and then move clockwise. In his/her turn, a player can perform one of the two actions:

1. Adding cards.
2. Harvester movement and construction.

1. ADDING CARDS

Take two cards into your hand. You can take cards from the deck and from the market in any combination, following the rules of the market:

- › There should always be at least 4 cards in the market. If there are fewer cards, immediately add cards from the deck.
- › Cards with the same name (picture) are stacked and considered to be one card when adding cards to the market.
- › If you take your first card from the deck, you can look at it before you take the next one.

A player can have an unlimited number of cards in his/her hand.

2. HARVESTER MOVEMENT AND CONSTRUCTION

MOVEMENT

To make a move with his/her harvester, a player must lay out any card from his/her hand on the market face up - this is called a movement fee. After this, the player moves his/her harvester to any number of hexes in a straight line.

The harvester cannot stop on hexes  or cross them. Depending on where the player completed the move, he/she must perform one of the following actions:

- › An empty hex - a player **HAS TO** build a project on it (see «Construction»).
- › A hex with a project of this player or  - nothing happens. Nothing can be built on these hexes.

- › A hex with a project of the opponent - the player pays this opponent one , if he/she stopped at his/her , and two , if he/she stopped at a . You can stop on hexes with other people's projects, even if you have no  or not enough  to make a full payment. In this case, the player does not pay or pays whatever he/she has.

EXAMPLE OF HARVESTER MOVEMENT



CONSTRUCTION

Having stopped on an empty hex, a player **HAS TO** build a project on this hex.

If he/she cannot do this (there are no relevant cards in his/her hand), then a player cannot move to this hex.



To build a project, first of all you need to follow the construction conditions indicated on the card (or cards in case of constructing a ).



CONSTRUCTION IS ALLOWED ONLY ON INDICATED HEXES



CONSTRUCTION IS ALLOWED ON ANY OF THREE HEXES



CONSTRUCTION IS ALLOWED ON ANY OF THREE TYPES OF HEXES ON CONDITION THAT THE ADJACENT HEX IS 

Then, a player has a choice:

1. To build a . To do this, you need one card that meets the conditions of construction. Put  on the hex.
2. To build a . This will require two cards. Both cards must meet the conditions of construction. Put  on the hex.

IMPORTANT: when building , you cannot use cards with the same name (picture).



A player cannot build  if he/she has run out of  miniatures and cannot build  if there are no  miniatures. If the conditions are met, you can build projects that will not bring revenue. The cards played for construction are not sent to the market, they improve the harvester (see «Improving Harvesters»).

Having constructed a project, the player receives  from the bank according to the conditions of the card. In the case of  construction, the player receives  from both cards according to the conditions on each card. The profit depends on the projects themselves (see «Project properties»).

IMPORTANT: the constructed project does not bring  by itself. For example, the “Intranet Protection” card does not give  for that hex where it is built, even though it is in the chain of projects according to the card conditions.



A card with a project for construction



There is someone else's project. In case of a production card, a player doesn't get .

For a project that has just been built a player doesn't get .

A player gets one  for the indicated hex.

HARVESTERS

After you have completed the construction, the card (s) you have played should be put in one of the three slots of your harvester. If you built , then the two cards you played can be distributed among slots.

Each harvester has three slots for enhancement:



Forepart – this enhancement is single use. For this enhancement you need 3 cards for a game with two or three players and 2 cards when there are four players. After using the laid-out cards you need to put them in the box, they will not be used in the game again. And after that you can collect new cards in this slot so you'll be able to use this ability once again.

Center – this enhancement has a permanent effect, but it also costs more. 5 cards for a game with two or three players and 4 cards when there are four players. Cards for this enhancement are not discarded and remain until the end of the game.

Cargo – this slot is the same for all harvesters. Not an enhancement. Cards laid out here will bring Q according to the number of them at the end of the game - if you have more cards of the same color than all the players separately (see «Ending the game and determining the winner»).

IMPORTANT: cards laid out in the harvester enhancement slots cannot be moved to another slots later on.

ENHANCING HARVESTERS

SINGLE USE:



Allows to build A as B . All conditions for constructing B remain unchanged.



You can build B with 3 cards. All conditions for constructing B remain unchanged.



Allows to move your harvester to any hex of the gameboard (except H).



Allows to ignore the conditions of construction written on the card.

PERMANENT:



A player doesn't have to pay any more for moving his/her harvester.



While adding cards, a player takes three cards, instead of two, following the common rules.



While moving, a player's harvester can pass through H . Although it is still not allowed to stop at H .



Having paid for the move, a player takes one card from the market or from the deck following the common rules.

ENDING THE GAME AND DETERMINING THE WINNER

The game comes to an end when one of the players builds the last project. All other players make one more move. The game immediately stops and everybody start counting their Q .

- > Count Q which you earned during the game.
- > Count Q for the cards in the cargo slot of your harvester. For convenience, use the colors of the cards shown above the cargo area, starting with white (cards «Blocks»). Whoever has more cards of this color gets Q according to the number of these cards. If players have the same number of cards, they do not receive anything.



$$3 + 1 = 4 \text{ Q}$$



$$3 + 2 = 5 \text{ Q}$$

Example of counting Q for cargo slots in a game for two players.

CARDS WITH PROJECTS

TERMS:

- > **ADJACENT** is considered the hex which adjoins the hex that has construction on it. An adjacent project is a project that adjoins the hex that has construction on it.
- > A **STRAIGHT LINE** is a line that passes through a series of hexes.



EVERY CARD HAS THE FOLLOWING STRUCTURE:



PRODUCTION

Bring for every near-by hex of the indicated type.

IMPORTANT: are not given for hexes with projects. Also, are not given for a hex that has construction on it.



GENERATORS

Bring for your every adjacent project of yours.



LOGISTICS

Bring for your projects that are located on hexes indicated on the card or match the hex that has construction on it.



LABORATORIES

Medical and engineering laboratories bring in the same way as generator cards. The only difference is that they give for a certain project indicated on the card. The central laboratory brings for projects located on hexes adjacent to .



PROTECTION

INTRANET PROTECTION brings for your projects that are on a straight line in one direction from the place where you're building the project. The direction is chosen by the player. The line is interrupted by other players' projects, and . Empty hexes (without projects) do not interrupt the line.

DOMES PROTECTION brings for your projects that are located on hexes adjacent to . Dome protection should be built next to this or a group of . The group of are those that are adjacent to each other.

SEISMIC PROTECTION brings for every that is located between the place of construction and any other of your projects on a straight line. There should not be other players' projects and on the line. Empty hexes (without projects) do not interrupt the line.

EXTERNAL PROTECTION brings for projects that are located on the edge of the gameboard.



SYSTEMS

This is the only type of card that does not bring  from the bank, but takes it away from other players. Systems bring  in the same way as generator cards, but for other people's projects. Take away  from the player *or* players if the projects belong to several players.



BLOCKS

These cards can be played in two ways:

1. During construction they bring 2 .
2. Can be played with another card (when building  or enhancing a harvester): they double the amount of  received from the played card. The card for which the block can double  is indicated on the block card.

GAME OPTION

System cards introduce aggressive tactics against other players. If you do not want to use system cards, remove them from the deck.

The authors dedicate this game to their wives: Tatiana and Maria, who stayed with the children and gave us time to develop this project.

«Trehgrannik» authors thank: «Cosmodrome Games» team and first of all Mikhail Pakhomov for noticing our project, and Maxim Vereshchagin for his work on the project and belief in success; staff of Moscow and Petersburg offices of GBGD and notably Natalia Telezhkina, Ivan Lashin and Yuri Yamshchikov for active participation in testing; all bloggers who covered the project, especially Anna Yushina, Sergei Afanasyev, Pavel Medvedev, Andrei Ionov and Anatoly Kopylov for their previews and objective criticism; about the project and objective criticism; Evgeniy Bourne, Alexei Abramov, Denis Nabatov for their participation and warm words about the project.

Please forgive us if we've forgotten someone.