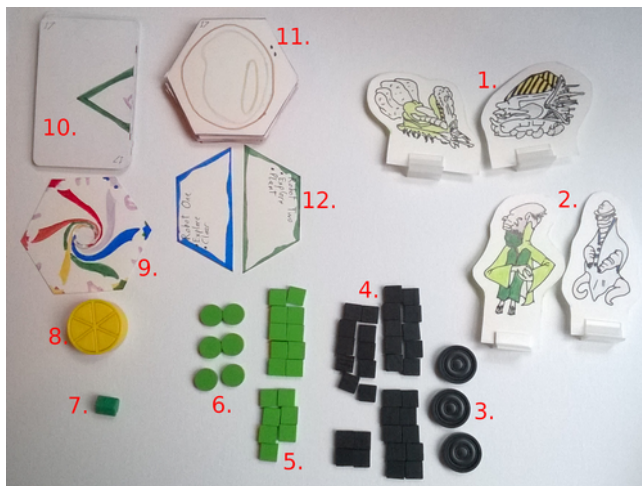




Planet

You have arrived at the world you selected to terraform as a home. However, the orbital scans have been unsuccessful due to interference in the transmission of data. You must explore the terrain yourself at the same time as converting this world into somewhere habitable.

Components



1. 2x Robots (*Planter-bot* and *Cleaner-bot*)
2. 2x Technicians (*Farm-tech* and *Enviro-tech*)
3. 3x Pollution Source tokens
4. 34x Pollution tokens
5. 17x Greenery tokens
6. 6x Farmland tokens
7. 1x Farmhouse
8. 1x Signal Gauge with 6x Signal Fragments
9. 1x Structure Base
10. 17x Numbered Cards
11. 17x Terrain Tiles
12. 2x Landing Sites

Setup

Shuffle *Terrain Tiles* keeping them face down (numbered side down).

Shuffle *Numbered Cards* and place these face down (numbered side down) near the board.

Sit on opposite sides of the table.

Terrain Tiles are placed face down (the side without any numbers). Place one *Terrain Tile* in the centre of the table. Add *Terrain Tiles* around this central point forming a rosette. Put a *Landing Site* on the side of the rosette facing you and one on the side facing the other player. Add all other *Terrain Tiles* evenly to the other two sides. Place appropriate *Robot* on each *Landing Site*.



Stages

Stage 1

Each *Robot* must move into a new *Terrain Tile* as its first action in a round. If an unexplored *Terrain Tile* can be moved to this must be chosen over an explored *Terrain Tile*. After moving each Robot performs its *Special Action*, where possible. The order this happens in is as follows:

Cleaner-bot is always the *First Player*.

Cleaner-bot moves.

Cleaner-bot explores the *Terrain Tile* it has just moved to (the tile is flipped over).

Actions indicated by the *Terrain Tile* are performed.

Cleaner-bot uses its *Special action*.

It is now *Planter-bot*'s turn.

At the end of each round a *Numbered Card* is turned face up for each *Pollution Source* present on the board indicating where *Pollution* should be placed.

Terrain Tiles always have two dots on them. 12 of the tiles have a dot on opposite edges. The rest have two dots on the same edge. The dots indicate where *Pollution* is discovered. Place *Pollution* tokens on the tiles around the newly explored *Terrain Tile* as indicated. Token placement wraps (where possible, not on *Landing Sites*). Player movement does not wrap.

The *Special Action* of *Cleaner-bot* is to remove a *Pollution* token from the *Terrain Tile* it has moved to. The *Special Action* of *Planter-bot* is to add a *Greenery* token to the *Terrain Tile* it has moved to. *Planter-bot* may not place *Greenery* on a *Terrain Tile* that contains *Pollution*.

Cleaner-bot may move into any *Terrain Tile* except those containing a *Pollution Source*. *Planter-bot* may not move into a *Terrain Tile* containing two *Pollution* or a *Pollution Source*. The two *Robots* are large and may not move into the same *Terrain Tile* as one-another.

On a *Terrain Tile* containing both *Greenery* and *Pollution* tokens if another *Greenery* token is added to that *Terrain Tile* a *Pollution* is also removed from it and vice versa.

When the *Numbered Card* is turned face up at the end of the round its number will indicate which *Terrain Tile* should have another *Pollution* placed on it. If the number corresponds to an as yet unexplored *Terrain Tile* (you can't see that number on the board yet) no *Pollution* is placed. In Stage 1 if the number corresponds to a *Terrain Tile* containing a *Pollution Source*, no *Pollution* is placed. In Stage 1 if the number corresponds to a *Terrain Tile* containing *Farmland*, *Pollution* may be placed if there is one or fewer *Pollution* already present (it may not cause the *Pollution* to rise above two and the *Farmland* remains unharmed).

If a tile would receive a third *Pollution* token all *Pollution* tokens are removed and a *Pollution Source* is added to that tile. *Greenery* tokens function in a similar way but are replaced with a *Farmland*. In Stage 1 *Farmland* is unharmed when it receives *Pollution*.

When either three *Pollution Sources* are on the board or all *Terrain Tiles* are explored this ends Stage 1 of the game.

At the end of Stage 1 any unexplored *Terrain Tiles* are flipped face up (explored), retaining any tokens they have on them. If there is more than one *Pollution* token on a *Terrain Tile* remove excess *Pollution* until all *Terrain Tiles* have a maximum of one *Pollution* on them (*Pollution Sources* remain). A *Farmhouse* is now placed on a *Terrain Tile* containing *Farmland* and without *Pollution*. If there is no *Farmland* without *Pollution* it may be placed on a *Terrain Tile* containing *Greenery* and without *Pollution*. If there is none of this the *Farmhouse* may be placed on an empty *Terrain Tile*. If none of these exist the *Farmhouse* may be placed anywhere except on a *Pollution Source* containing *Terrain Tile*. The *Farmhouse* removes all *Pollution* from its *Terrain Tile* and that tile can never receive *Pollution*. Gather the *Numbered Cards* and shuffle them as at the beginning of the game.

Stage 2

Robots are retired and replaced with *Technicians*. Their abilities remain the same, but the *Technicians* are able to occupy the same *Terrain Tile*. These are placed back at the *Landing Sites*. Remove the *Robots* from play.

At the beginning of each round in Stage 2, while there are still *Signal Fragments* available to place, a *Numbered Card* is drawn. This card indicates the *Terrain Tile* where a signal has been detected. Place a *Signal Fragment* there.

The players take their turns as before. This time there are two additional options to their Special Action. They may still only move and use one action. The new options are:

Use the *Farmhouse Ability*

or

Pick up a *Signal Fragment*

At the end of the round, if all of the *Signal Fragments* have been placed, a *Numbered Card* is drawn for each *Pollution Source* present, as before. The rules governing how that works in this Stage (Stage 2) will be covered shortly.

If a player moves to the *Farmhouse* or onto *Farmland* they may use the *Farmhouse Ability*. The *Farmhouse Ability* allows the placement of one *Greenery* token on to each *Terrain Tile* in a line passing through the tile they are standing on. This lets players place *Greenery* onto *Terrain Tiles* containing *Pollution Sources*.

If a player moves onto a *Terrain Tile* containing a *Signal Fragment* and that tile contains no *Pollution* they may choose to pick up that *Signal Fragment* as their action. Picked up *Signal*

Fragments are stored in the *Signal Gauge*. Any as yet unplaced ones should be loose at the side of the board.

As before, if a third *Greenery* would be placed on a *Terrain Tile* it instead becomes *Farmland* (and a third *Pollution* would cause a *Pollution Source* if one is available to place, there may be no more than three of these). In Stage 2 *Farmland* is vulnerable to *Pollution*. If a second *Pollution* token is placed on a *Farmland's Terrain Tile* the *Farmland* is removed and replaced with two *Greenery* tokens. As it is possible to place *Greenery* on *Pollution Sources* (using the *Farmhouse Ability*) in this Stage, when a third *Greenery* would be placed on a *Pollution Source* containing *Terrain Tile* they cancel each other out and that tile becomes completely empty of all of them.

When the *Numbered Cards* begin being drawn for *Pollution* at the end of the round (triggered when there are no more *Signal Fragments* to place so you have stopped drawing cards for that at the beginning of the round) they indicate where to place a single *Pollution* token each except when the *Terrain Tile* they indicate is the *Farmhouse* or a *Pollution Source*. In the case of the *Farmhouse* no *Pollution* may be placed there. In the case of a *Pollution Source* containing *Terrain Tile* number being drawn this causes two effects immediately. The first is that every tile around that *Terrain Tile* receives one *Pollution* each where possible (wraps). The second is that all *Numbered Cards* already drawn are shuffled back into the deck.

This Stage ends when all *Signal Fragments* have been collected by the players.

Stage 3

Players receive the Structure Base. Analyse the Signal to learn how to build it.

This Stage is not possible without the person having put the game together reading the Spoilers.* Thankyou for sacrificing your own reveal feelings to help others have a good experience.

Credits

Team Solo Mode (Global Game Jam 2018)
Maker / Artist / Designer: Miranda Jean Walsh (aka Fluffgar)

With thanks to
Consulting Designer: Patrick Morrison

*Spoilers

The *Signal Fragments* have hidden numbers. These indicate which *Numbered Cards* can be used to build the Structure in conjunction with the *Structure Base*. The cards all have similar patterns on their face up sides, but only these particular variants of that pattern will fit properly.

