CHRISTOPHE BOELINGER

PLANET AQUARIUS

Aquarius was the first mostly aquatic planet discovered in the Living Planet's system. Here, the planet's surface is constantly ravaged by tidal waves, whirlpools and violent storms. Vibrium can be harvested in the ocean's reefs, a dangerous activity considering how dangerous the elements are around them. Scientists and architects have erected steel walls to try and protect their harvesting installations, until they began using Vibrium walls as they were far more resistant and effective.

At the same time, explorers are starting to build a mighty fleet to better explore this aquatic planet. These ships are designed to take advantage of the planet's strong winds, while being backed-up with an oil-powered engine to help provide greater maneuverability when needed.

So far, the exploration of this new world is going smoothly, but who knows what the planet has in store for humanity. What will happen once it starts to fight back at these invaders, with all its collective cataclysmic power?

THE LIVING GALAXY

The story of the Living galaxy will be unveiled at release :)

GAME COMPONENTS

1. 28 Buildings:
- 6 Seaborne Windmill
- 6 Oil Platform
- 6 Vibrium Reef Extractor
- 6 Hydro-electric Generator
- 4 Seaport

2. 20 Hexagon tiles
3. 12 Ships
4. 5 Extra Oil resources
5. 5 Extra Electricity resources

... and this Rule book.

THE DISCOVERY OF NEW PLANETS

In Living Planet, each scenario recounts the story of the discovery of a new planet in the Living Galaxy.

Each scenario explains the initial setup, which resources are available in the resource pool, how much money is in the bank, how many turns it will last, and what special rules are applicable.

PLANET AQUARIUS
BASE SCENARIO

SCENARIO SETUP

Each player starts with:
- 1 Screen
- 1 Seaport with an Automation chip on it
- 1 Ship
- 20 MC
- 1 Oil resource

Take the only safe Island hexagon tile (without any cataclysm on it) and place it at the center of the table. Seaports have different dice values on their different sides. The Leader chooses their Seaport first, then proceed with the other players in a clockwise order.

Each player places their Seaport with an Automation chip matching their color on any empty square space of this island. In a 2 or 3-player game, some square spaces will remain empty on this island. In this case, players cannot build any building on this island other than the Seaport they are starting with. Each player places their Ship in the sea section of this same hexagon.

Each player takes their screen and puts 20 MC and one Oil resource behind it.

The bank should hold all the money available from the base game, and the resource pool should group all resources from the base game plus the 5 additional Oil resources and the 5 additional Electricity resources from the Aquarius expansion.

All buildings from the base game and all the new ones from the Aquarius expansion are available in the bank of buildings.

All resources start at the price of 5 MC on the stock market.

Randomly select the first player who takes all the hexagons from the base game and selects one hexagon with Mycelium and places it face down in front of them. Then the pile of Hexagons go to the player on their left who does the same, and so on until each player has chosen one hexagon tile with Mycelium on it. In a 2-player game, each player chooses two hexagons with Mycelium, one at a time.

Take the 19 remaining hexagons from Planet Aquarius (all hexagons from Aquarius contain water areas) then add the Mycelium hexagons selected by the players (four in a 2 or 4-player game; three in case of a 3-player game). Shuffle them together face down and create the Hex Deck for this game.

The game may start. The scenario is played in 12 turns.

PLANET TERRA-H2O
ADVANCED SCENARIO

SCENARIO SETUP

This scenario places the corporations in the discovery of a planet partially made of water.
Players will start on solid land and hunt for water areas… or maybe not!

Each player starts with:
- 1 Screen
- 1 Spaceport with an Automation chip on it
- 1 Scientist
- 20 MC
- 1 Oil resource

Take the corresponding Landing Zone from the base game appropriate for the number of players and place it at the center of the table.

Each player places their Spaceport with an Automation chip matching their color on any empty square space of this Landing Zone.

Each player takes their screen and puts 20 MC and one Oil resource behind it. The bank should hold all the money available from the basic game, and the resource pool should regroup all resources from the base game plus the 5 additional Oil resources and the 5 additional electricity resources coming with the Aquarius expansion.

All buildings from the base game and the new ones from the Aquarius expansion are available in the bank of buildings.

All resources start at the price of 5 MC on the Stock Market.

Mix all the remaining hexagons from the base game and planet Aquarius to create the Hex Deck. You should have 43 hexagons in the Hex Deck.

The game may start. The scenario is played in 12 turns.

Victory Conditions

Players score Victory Points as usual at the end of the game.
Extra scoring: The player who controls the most Ships at the end of the game earns +5VP. If two or more players are tied for the highest number of Ships controlled, then each of them earns +5VP.

PLANET AQUARIUS
NEW GAME RULES

NEW TERRAIN TYPE - WATER

The square spaces or "construction sites" can now be fully in the water, or half over land and half over water.

WATER AND MOVEMENT

Scientists and Motorized Scientists cannot enter or cross water areas unless a friendly Ship transports them (see Ships transporting other units).

Ships can only move into water zones and can never enter deserts, mountains or any building.

WATER SQUARE SPACES

On water square spaces, players cannot construct buildings that are not designed to be built on water, such as any buildings from the Living Planet base game.Therefore, only Seaborne Windmills, Oil Platforms and Vibrium Reef Extractors can be built on water spaces.

HALF WATER SQUARE SPACES

On half water square spaces without any resource icon, only Seaports, Spaceports, Protective buildings and Stock Market buildings can be constructed.

On half water square spaces with an Electricity icon, a player can build these same buildings and Hydro-Electric Generators (but no Wind Turbines).

EXPLORING WATER HEXAGONS

When exploring, you must match water between the hexagon tiles already discovered, in the same way that you have to match the desert zones and mountain zones when exploring with the base game.

SHIPS

SHIP CONSTRUCTION

When any production die shows the same value as indicated on a Seaport, the controlling player can pay one Iron resource to the resource pool and place a new Ship in the water area on the same hexagon as the Seaport. Only one Ship can be constructed per production die. This construction can be done even if the Seaport is occupied by a unit. Any number of Ships may be present in the same hexagon water area. However, a player may never control more than three Ships on the planet.

VICTORY POINTS PER SHIP

Players earn **+1VP per Ship** they control at the end of the game.

SHIP MOVEMENT

The ships used on Aquarius are built with sails as well as engines and propellers. Therefore, they can move using either oil or the wind.

During the active player's action phase, if they choose the Move action, they can pay one Oil to move from one to three Ships they control. When using Oil, the Ships move the same way as Motorized Scientists; it can move up to X hexagons, where X is the value of the active player's die. If more than one Ship is being moved, or a combination of Ships, Scientists and/or Motorized Scientists, the total number of hexagons that those units move cannot exceed the X value of your die.

Ships can only move onto water zones and can never enter deserts, mountains or any building. There is no limit to the number of Ships that can be on the same hexagon, whether they belong to the same player or to different ones.

Ship transporting other units

A Scientist or Motorized Scientist can embark into a Ship of the same color and be transported to another shore (even when wounded).Embarking the unit inside the Ship is free, but it can only be done when the ship is activated for movement (Movement action or cataclysm effect).

The unit to be embarked has to be located in the same hexagon as the transporting Ship. Take the unit to be embarked and place it next to the transporting Ship and touching it. Moving the Ship while transporting a unit doesn't cost any extra Movement Points (MP). Disembarking a unit on solid ground or on a building in the same hexagon is also free and must also be done during a movement Action. The unit is then free to move by itself if the controlling player still has some Movement Points available. Units can disembark from Ships on any empty building whether this building is on land, totally on sea or on a mixed land/sea square space.

A Ship can also remain in the water while transporting a friendly unit. Leave both units physically touching each other. If the Ship suffers from a cataclysm and is destroyed, the embarked unit is also destroyed in the process.
There is no benefit in transferring an embarked unit from one Ship to another.

(See examples of ship movement and transportation pp. 9 & 10-11)

EXAMPLE 1

During their Action phase, Red decides to perform a Move action and use their ships. Red's die shows a 3, which grants him 3 MP.

Red spends one Oil to move their ships.

1. *Red's ship in the closed sea loads the Scientist from the Vibrium Reef Extractor for 0 MP.*
2. *Then the same ship unloads this Scientist in the desert of the same hexagon for 0 MP.*
3. *One Scientist moves onto the Oil Drill of the left hexagon for 1 MP.*
4. *The other Scientist moves to the center hexagon and remains in the desert for 1 MP.*
5. *Red's ship in the center hexagon loads the Scientist in the desert for 0 MP.*
6. *The Red Scientist then disembarks on the abandoned Vibrium Reef Extractor for 0MP.*
7. *Red used 2 out of the 3 MP available, deciding to stop his Move action here.*

EXPLORING WITH SHIPS

Ships explore in the same way as Motorized Scientists do. This means that they can move as many hexagons as the X value of the die to reach the new hexagon discovered. Of course, Ships have to respect all movement rules described above when exploring. During the exploration, if the new hexagon is placed adjacent to the Ship, no Oil is to be paid. If the Ship explores further away than an adjacent hexagon, then 1 Oil must be paid to reach that newly discovered land.

Loading and unloading a Scientist while exploring is forbidden, but if a unit is already embarked by the Ship then it remains with this Ship.

WHAT CAN SHIPS BUILD?

Ships can construct any building that can be constructed totally or partially on water. It has to be constructed on the same hexagon and water area that they

EXAMPLE 2

During his Action phase, Green decides to move his ships with a die value of 4. Green spends one Oil to move his ships. Green has a potential of 4 MP to distribute amongst any of his units.

1. *Green's Motorized Scientist in the desert moves 1 hexagon for 1 MP to enter the Hydro-Electric Generator.*
2. *Green' ship loads the Scientist from the Wind Turbine located in the mountain for 0 MP.*
3. *Then it moves one hexagon carrying the Scientist for 1 MP.*
4. *Then it unloads the Scientist on the Oil Platform for 0 MP.*

are in. Ships cannot build any building on a construction site totally on land. Only Ships can build on square spaces totally on water. Thus, only Ships can build Seaborne Windmills, Oil Platforms or Vibrium Reef Extractors.

On half sea / half land square spaces, Ships can build anything a Scientist unit is able to build.

When constructing with a Ship, the Active Player must place one of their Automation chips on the new building. If there is no chip left in their reserve, they cannot construct at all.

SHIPS FIXING AUTOMATION ON BUILDINGS

As a free action, a Ship can fix the automation of any building in the same hexagon and water area for 5 MC as long as the building is constructed over water, partially or in full. The same Ship can restore automation on more than one building during the same action phase as long as those buildings are in the same hexagon and water area, and that the controlling player can pay the total price to restore all those automations.

SHIPS AND CATACLYSMS

Because Ships are always standing in water areas and never enter buildings, they never benefit from the protection offered by Protective buildings.

Ships do not have a wounded state, like the Motorized Scientists. If they suffer the effect of a cataclysm, they are destroyed. Remove the Ship from the map and return it to its owner's reserve.

5. *Then it moves back to its initial hexagon for 1 MP.*

6. *Then it loads the Scientist from the oil platform for 0 MP. This ship has used 2 out of the 4 MP available.*

7. *Green's second Ship loads the Motorized Scientist in the same hexagon for 0 MP.*

8. *Then it moves 1 hexagon for 1 MP.*

9. *Then it unloads the Motorized Scientist in the mountains.*

10. *Green has used the 4 MP available.*

CATACLYSMS FROM AQUARIUS

There are two new types of cataclysms brought by Aquarius: the Tidal Waves and the Whirlpool.
The tornadoes are the same as the tornadoes from the base game but they affect the Ships in a different way. All the special rules concerning cataclysms are described in the following chapters. Earthquakes and geysers operate normally as described in the base game rules.

TORNADOES

When a Tornado cataclysm is triggered on a hexagon with Ships, all Ships can use the wind to move to an adjacent water hexagon without paying Oil. Those movements happen during the cataclysm Phase. The same Ship could move multiple times in the same turn as long as it gets pushed by different Tornadoes, in different hexagons, whether it is during the same Cataclysm phase or not. Units can embark or disembark during this movement.
If a controlling player does not want to move their Ship, they must use 1 Oil per Ship to prevent them from moving. All Ships that fight the storm using Oil will survive the tornado. If their controlling Player didn't move the Ship and didn't use the Oil, the Ship suffers the effect of the Tornado. Those movements are done in clockwise order starting with the Leader and continue until all Ships are moved or their controller has paid 1 Oil to stay in the hexagon.
Then, a Tornado hits all Units and buildings built in the hexagon whether they are built on land, on the sea or partly on both. The effects of a tornado are the same as in the Living Planet base game, the only difference being the way it affects Ships at sea (as described above). Players controlling a Protection building against Tornadoes may use it to protect buildings built on water the same way as other buildings.

During the Cataclysm phase, if the Yellow die or the Green die shows a 5, a Tornado hits the top right hexagon. Yellow can move their Ship into any of the two adjacent hexagons with water or spend 1 Oil to remain where it is and survive the Tornado.

During the Cataclysm phase, if the Red die shows a 2 or the Green die shows a 3, Yellow has to take the same decision individually for each of their Ships in the hexagon. If both ships are to remain and resist the storm, Yellow must pay 2 Oil.

If a Tornado hits the top left hexagon, no Ship is affected.

TIDAL WAVES

When a Tidal wave cataclysm is triggered on a hex, all buildings constructed on water or on sand are affected by it, as described in the Living Planet base rules. Only buildings totally constructed in the mountains are immune to the Tidal Wave. Scientists and Motorized Scientists that are not inside buildings are safe from the Tidal wave only if there are mountains in this hexagon.

Ships can move out of the hexagon into an adjacent hexagon with water, by expending 1 Oil per Ship to move. In this case, they are safe from the Tidal Wave. Units can embark or disembark during this movement. If they do not move out of the hexagon they will suffer the effect of the Tidal Wave as any other unit does.

PROTECTED

NOT PROTECTED

Building defensive walls (Free action)

There are no protective buildings against Tidal Waves such as the ones existing to protect against Tornadoes, Earthquakes or Geysers. Instead, players can reinforce their buildings built on hexagons with Tidal Waves by constructing protective walls around the buildings. This is a free Action the player can take during the Action phase when they are the Active Player. It can be performed by a Ship in the same hexagon if the building is totally or partially built on water.

Defensive walls can also be constructed by an active Scientist or Motorized Scientist unit if this unit is staying in the building to protect.

To construct a defensive wall, the controlling player must spend 1 Iron or Vibrium resource that is placed next to the protected building, touching it.

An Iron wall totally protects the building from a Tidal wave, but only once. The wall is destroyed after the Tidal wave hits it. Remove the Iron resource from the board and put it back in the resource pool.

If the wall is built out of Vibrium, then the protection stays indefinitely, as long as the building remains in place.

There is no limit to how many protective walls may be built per turn, as long as the required resources to do so are paid. However, one building may only receive one protective wall. The same Ship can build multiple walls for different buildings located in the same hexagon as it and during the same Action phase.

If you want to change an Iron protective wall into a Vibrium protective wall you can do so as a free Action also. The Iron resource initially used for the wall goes back to the resource pool and is replaced by 1 Vibrium resource paid by the Player.

In this example, the red player has used an Iron resource as a protective wall, and the green player as used a Vibrium as a protective wall.

WHIRLPOOL

The Whirlpool is a special hexagon tile of open water, displaying 12 Cataclysm icons represented as colored dice inside the whirlpool. The icons are always located in a clear zone of 60° inside the Whirlpool hexagon, with two dice in each 60° zone.
When a die triggers a Cataclysm on the Whirlpool, all Ships standing in the hexagon adjacent to the triggering die are attracted to the Whirlpool unless the controlling players spend 1 Oil per Ship to resist being attracted to the Whirlpool. Each Ship for which its controller has spent 1 Oil can remain in the hexagon it was in and ignore the effect of the Whirlpool for this Cataclysm phase. All the Ships that did not pay 1 Oil to escape the Whirlpool's attraction are moved to the Whirlpool hex. No unit can embark or disembark at this time.

Ships that are already on the Whirlpool hexagon when the cataclysm is triggered are pulled down to the depth of the sea … and destroyed. The destroyed Ships are returned to their owner's reserve.

Once again, the controlling players can spend 1 Oil per Ship they want to rescue, and in this case the Ship remains on the Whirlpool hex.
Buildings on adjacent tiles are not affected by the Whirlpool cataclysm.

During a Cataclysm phase:

If any die displayed on the Whirlpool reaches the cataclysm icon on the leader board, the red ship on the Whirlpool is eliminated unless Red spends 1 Oil to resist the attraction. If he does, Red's ship remains on the Whirlpool hexagon.

The Oil must be spent each time any of the 12 die represented on the whirlpool reaches the cataclysm icon in order to save this ship.

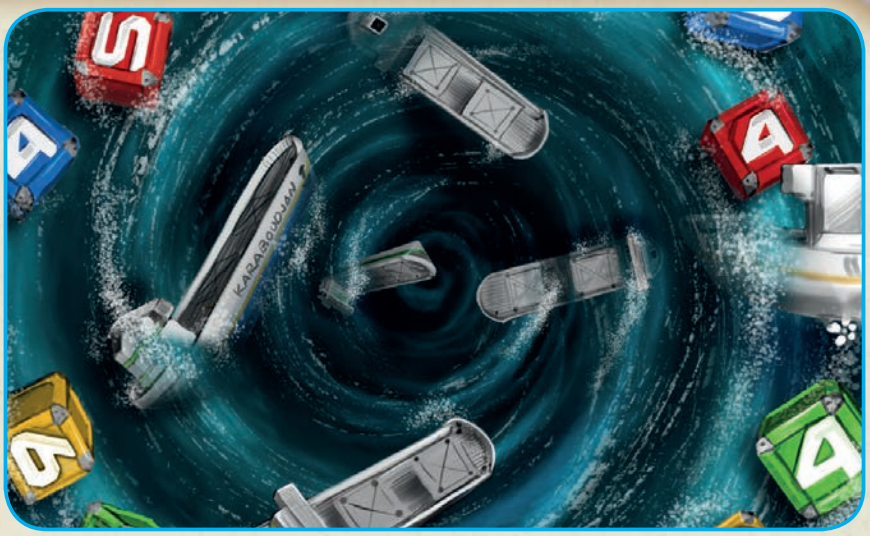
With a Yellow die value of 4 or a Green die value of 6 reaching the cataclysm icon, both Green and Yellow's ships are attracted to the Whirlpool, and must either pay one oil or be placed on the Whirlpool hexagon.

Red's ship on the left will be attracted to the Whirlpool when Red 6 or Blue 5 triggers the cataclysm.

Yellow's ship on top will be attracted to the Whirlpool when Yellow 6 or Green 5 reaches the cataclysm icon.

A Blue 4 or Red 5 attracts no ship from outside the Whirlpool.

Same thing for a Yellow 5, Green 4, Red 4 and Blue 6 which points in a direction without any adjacent hexagon.



Exploring the Whirlpool

During an Exploration action, if you draw the Whirlpool hexagon, you MUST place it immediately, if possible.

The Whirlpool hexagon must touch as many hexagons as possible while matching adjacent tiles. If there are more than one location tied for the spot, then the Active Player may choose where to place the Whirlpool. In any case, the Active Player can always choose the orientation of the whirlpool hexagon. If the Whirlpool cannot be placed, it is discarded face down at the bottom of the Hex Deck and might come back again later in the game.

Placing the Whirlpool does not count as the hexagon explored by the Active Player for his exploring action. The active player still gets to perform his Exploration action as normal. After placing or discarding the Whirlpool, the player draws the top hexagon of the Hex Deck to replace the Whirlpool hex previously drawn. Then the Active Player can proceed with a normal Exploration action.

The Active Player does not move a Ship to the Whirlpool nor do they have to be able to reach the Whirlpool with one of their Ships to be able to place it. To place the Whirlpool, you do not have to respect the movement rules to access the newly placed Whirlpool hex. The player simply places it respecting the puzzle match and touching as many hexagons already explored as possible.

NEW BUILDINGS

SEAPORT

Cost: 10 MC **VP:** 2
A Seaport must be constructed on square spaces that are partly over water and land. Either a Ship, Scientist, or Motorized Scientist on the same hexagon can construct it.
When the die indicated on the Seaport comes out as a production die, the controlling player can decide to pay 1 Mycelium to place a new Scientist unit on the Seaport if it is empty. Alternatively, the controlling player can decide to construct a new Ship by spending 1 Iron. The Ship is always placed in the water and this can be done even if there is a unit on the Seaport. All resources paid this way go back to the resource pool. The Planet Card with the 3 value allows the Leader to place a Scientist on a Seaport in the same conditions as they would do it on a Spaceport.

SEABORNE WINDMILL

Cost: 5 MC **VP:** 2
A Seaborne Windmill can only be constructed by a Ship on square spaces fully over the water and with the appropriate Electricity icon. A Seaborne Windmill produces 1 Electricity each time the production die indicated on it comes up as production on the Leader board.

OIL PLATFORM

Cost: 5 MC **VP:** 1
An Oil Platform can only be constructed by a Ship on square spaces over the water and with the appropriate oil icon. An Oil platform produces 2 Oils each time the production die indicated on it comes up as production on the Leader board. Note that if a Pipeline (Industria expansion) connects this building to another one, the controller of the connected building still receives only 1 Oil when the production of the Oil Platform is triggered.

VIBRIUM REEF EXTRACTOR

Cost: 5 MC **VP:** 2
A Vibrium Reef Extractor can only be constructed by a Ship on square spaces over the water and with the appropriate Vibrium icon. A Vibrium Reef Extractor produces 1 Vibrium each time the production die indicated on it comes up as production on the Leader board.

HYDRO-ELECTRIC GENERATOR

Cost: 5 MC **VP:** 2
A Hydro-Electric Generator must be constructed on square spaces that are partly over water and land, and with the appropriate Electricity icon. A Ship, Scientist or Motorized Scientist on the same hexagon can construct it. A Hydro-Electric Generator produces 1 Electricity each time the production die indicated on it comes up as production on the Leader board.

Art by Ismaël, Bertrand Benoît, Irvin. For customer service enquiries, please visit ***www.asmodee.com***