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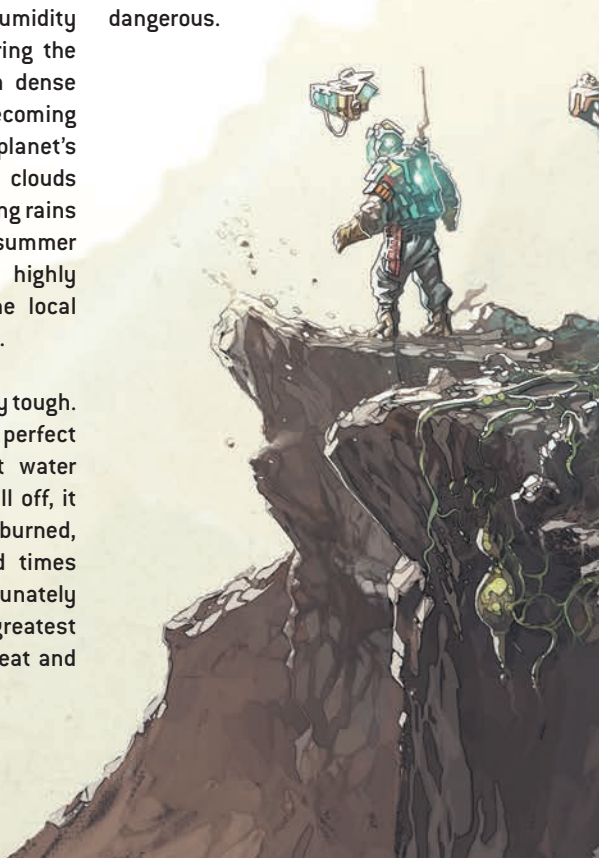
PLANET ARBORIA

Planet Arboria is the closest planet to the sun in the Living Planet's system. Its rotation around the sun is extremely fast, so seasons change much faster than they did back on Earth. The planet is regularly subject to torrential downpours which easily cause frequent and devastating floods. But fortunately, those same rains also help extinguish the wildfires that tend to spread during the short but burning hot summer seasons. The weather is constantly switching between violent tropical rains lasting a few days, and short periods of extreme heat. This cycle occurs when all the humidity from the ground evaporates during the hot seasons, which generates a dense and impenetrable fog, then becoming giant clouds looming over the planet's surface. Those thick layers of clouds eventually turn into the devastating rains responsible for the cataclysmic summer floods. And because of these highly accelerated season changes, the local flora grows at an exponential rate.

The wood from Arboria is incredibly tough. Its density is so light that it has perfect buoyancy, its ability to deflect water is above average, and to top it all off, it gives off incredible power when burned, more than almost one hundred times any wood from Earth. Unfortunately its combustibility is often its greatest weakness; in times of extreme heat and dryness, it can quickly catch fire.

Thanks to this incredible wood, the forests have developed their own natural defenses against floods but remain very susceptible to wildfires. These wildfires can make entire forests disappear in a few days, leaving behind nothing but ashes. However, in just a few months an entirely new lush forest will rise from those ashes.

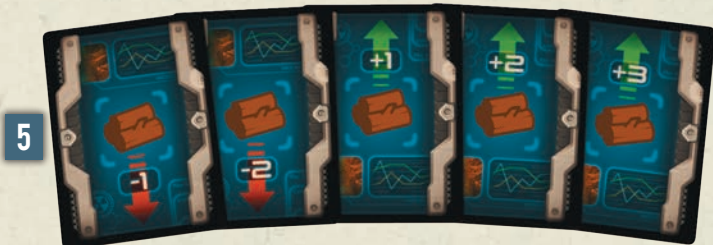
Not all areas on the planet are to this level of fertility, but the ones that are definitely become the most attractive for their resources while also being the most dangerous.



THE LIVING GALAXY

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

GAME COMPONENTS



1. 8 Hexagon tiles including the Volcano and 7 hexagons with the Oxygen icon.
 2. 8 Wood resources
 3. 1 Add-on Stock Market track for Wood to attach to the Stock Market board
 4. 1 Wood Stock Market indicator (cube)
 5. 5 Stock Market cards with Wood
 6. 8 Wildfire tokens (triangles)
 7. 8 Tokens with a value of 1 Victory Point (VP)
 8. 6 Tokens with a value of 2 Victory Points (VP)
 9. 14 Buildings divided into:
 - 6 Sawmill
 - 4 Hydraulic Safety Station
 - 4 Arbori-Mycelia Plant
- ... And this rulebook.

NEW RESOURCE FROM PLANET ARBORIA: WOOD



This Planet expansion provides 8 resources of Wood as well as a new Stock Market Track including the Wood resource and 5 Market cards dedicated to Wood.

When using the Planet Arboria expansion, fix this new Stock Market track to the Stock Market board. Place the Wood Stock Market indicator at 5 MC at the beginning of the game, unless mentioned otherwise by the scenario played. Also add the 5 Stock Market cards with Wood to the deck of Stock Market cards and shuffle this deck.



The 8 remaining Wood resources are added to the resource pool at the beginning of the game. The Wood resource from Arboria cannot be exhausted during the Planet Exhaustion phase as the climatic conditions help the wood to regenerate constantly.

OXYGEN POCKETS ON ARBORIA

Due to the presence of trees and nature, pockets of oxygen have been found on Arboria. These areas are very valuable to humanity as the Scientists can finally remove their helmets and breathe natural air for the first time in many years! Each hexagon with pockets of oxygen bears the O₂ icon.



EXPLORING OXYGEN HEXAGONS

Each time the Active Player successfully explores a hexagon with the O₂ icon on it, they immediately take a 1VP token that they place behind their screen. This token is worth 1VP at the end of the game.

CONTROLLING HEXAGONS WITH OXYGEN AT THE END OF THE GAME

The number of stars next to the Oxygen icon on each hexagon from Arboria indicates the number of Victory Points earned by the controller(s) of this hexagon at the end of the game.

When the game ends, in each of Arboria's hexagon on the map, check which player controls the majority of buildings on this hexagon; the player who controls the majority of buildings gains the VP indicated by the number of stars next to the Oxygen icon.

If more than one player are tied for majority, all tied players gain the VP indicated.

Reminder: a building is controlled if it has on it either an Automation chip, an active Unit, or both.

Special Case: Players do not gain any VP for controlling hexagons with Oxygen if those hexagons were explored during the last turn before the game ends.

PLANET ARBORIA

BASE SCENARIO

SCENARIO SETUP

Use the starting hexagon from the base game corresponding to the number of players. Shuffle the 23 remaining hexagons from the base game and randomly remove 8 of them. Then, replace these removed hexagons with the 8 hexagons from the Arboria expansion and shuffle them together into a new Hex Deck.



Each player starts in the same way as the base game, with Wood resource instead of Mycelium. So everyone starts with one Scientist and one Spaceport with Automation chip placed on the Landing Zone. Each player then takes a screen, 20 MC and a Wood resource to start with.

The scenario plays in 8 turns for a 2 or 4-player short game, and in 9 turns for a 3-player short game.

A normal game plays in 12 turns no matter the number of players involved.



PLANET ARBORIA

NEW GAME RULES

NEW CATAclysms


WILDFIRE

When a Wildfire cataclysm is triggered on a hexagon, or when a Wildfire spreads onto a hexagon pushed by a Tornado cataclysm (see below), all buildings and units in the hexagon suffer from it unless a nearby Hydraulic Safety Station immediately extinguishes the Wildfire (see the corresponding Building description).



If more than one player wishes to stop the Wildfire and is able, they proceed in clockwise order starting from the Leader. Once a player has passed his turn by refusing to extinguish the Wildfire, they cannot change their decision, even if nobody else wishes to extinguish the Wildfire.

If the Wildfire isn't extinguished, immediately proceed with the following steps:

1. Place a Wildfire token on the hexagon hit by this cataclysm. 
2. Any active unit in the hexagon can immediately move to an unoccupied building not controlled by an opponent, in the same hexagon or in any adjacent hexagon not under Wildfire. If the player chooses an adjacent hexagon, the escaping unit can also remain outside of any building. Proceed to these moves in clockwise order, starting from the Leader.
3. Any unit unable to escape the fire is eliminated and goes back to the player's reserve.
4. Each building in the hexagon suffers damage as described in the base game. That includes the fact that the controlling player can decide to wound a unit that just moved inside the building instead of removing the Automation chip or destroying the building if there is no Automation chip on it.

Ships (from Planet Aquarius) are not affected by Wildfire since they are always in the water.

The ongoing effect of Wildfire tokens

When a Wildfire token remains on a hexagon, no unit can move into this hexagon (except Ships) and units inside buildings cannot move out of their buildings until the Wildfire token is removed from the hexagon.

Every building in a hexagon under Wildfire loses its ability except the Hydraulic Safety Stations. That means that Factory buildings do not produce anymore, Protective and Stock Market buildings are ineffective as well.

Automation on buildings can be fixed while a wildfire is raging. Healing a wounded Scientist with Mycelium is also possible.

Hydraulic Safety Stations can remove Wildfire tokens as described in the paragraph concerning those buildings.

There can only be one Wildfire token per hexagon. If another one should be added, it is not placed, simply trigger the effects of a Wildfire cataclysm one more time. Do not cumulate Wildfire tokens on the same hexagon.

Tornadoes spreading the wildfire

If a hexagon with a wildfire token is hit by a tornado cataclysm, after all the effects of the Tornado have been applied, the player controlling the dice which triggered the Tornado **MUST** spread the Wildfire to an adjacent hexagon of his choice. He must target an adjacent hexagon without a Wildfire token. If none are available, then nothing happens.

Once the hexagon is chosen, any player with a Hydraulic Safety Station in range can decide to extinguish the Wildfire. If nobody extinguishes the Wildfire, place a Wildfire token on it and follow the 4 steps described above. During a 2 or 3-player game, if nobody controls the color of the dice triggering the Tornado, the Leader chooses which hexagon the Wildfire spreads to.



*The Red 3 die reaches the cataclysm icon triggering the Tornado on a hexagon with a Wildfire. Red **MUST** spread the Wildfire in one adjacent hexagon. There are 2 possibilities since the third hexagon already has a wildfire token. Red decides to spread the fire on the hexagon with the Arachnid by placing a wildfire token on this hexagon.*

FLOOD

When a Flood cataclysm is triggered on a hexagon, each building in the hexagon that is not totally in a mountain suffers from the cataclysm as described in the base game.



Each unit in this hexagon outside buildings also suffers from the cataclysm in the same way, unless it can find refuge in the mountains on the same hexagon. That means that if there are mountains in this hexagon, all units outside buildings are automatically safe. If there are no mountains on the hexagon, then those units outside automatically suffer from the Flood.

If a Flood cataclysm is triggered in a hexagon with a Wildfire token, immediately remove this token as the Flood extinguishes the fire.

Arboria Wood Platforms

The only way to protect the buildings from Floods is to construct huge floating platforms using the amazing buoyancy of the Wood from Arboria. The platform must be constructed at the same time as the building and cannot be constructed afterwards. The active player needs to spend one Wood resource that is placed next to the building they construct, to show that this building is protected from Floods. A platform can only be constructed in hexagons subject to Flood cataclysms.

The Wood resource remains next to the building as long as the building remains on the map. It is not removed after a Flood cataclysm as it is fully part of the building.



During a Cataclysm phase, the Red die shows a 1 and a Flood hits this hexagon. Only Yellow has built his building on a safe Wood Platform, thus this building and the Scientist inside are safe. Green's Scientist and Blue's building are safe because of the Mountain. Red's building loses its Automation chip and become abandoned. Note that if a fire token was on this tile, the Flood cataclysm would remove it.

THE VOLCANO HEXAGON

REVEALING THE VOLCANO

If during an exploration action the Active Player draws the Volcano hexagon, they must place it before performing their own exploration action. Placing the volcano doesn't count as this player's exploration. The Active Player does not have to have access to the Volcano hexagon with one of their units to be able to place it. However the Volcano must be placed so that it respects the landscape puzzle and adjacent to as many mountain sides as possible. If two or more locations are tied for the spot, the Active Player chooses where to place the volcano.

The Active Player chooses the orientation of the Volcano hexagon. If the Volcano hexagon cannot be placed, it is returned at the bottom of the Hex Deck. After the Volcano Hexagon has been placed or discarded, the Active Player draws a replacement hexagon from the Hex Deck and performs their exploration action.



EFFECTS OF THE VOLCANO

No unit can enter the volcano hexagon.

No building can be constructed on the volcano hexagon.

Volcanic Eruption

During the cataclysm phase, if the activated die is shown on the volcano hex, a volcanic eruption occurs. A lava flow runs onto the hexagon adjacent to the river of lava picturing the activated die (color and value).



All buildings and units in the hexagon ravaged by lava, except Ships and buildings fully in water (Aquarius expansion), suffer the effects of a cataclysm as described in the base game. The only way to stop the lava flow is to construct a lava dam.

CONSTRUCTING A LAVA DAM

The Active Player may construct a lava dam as a free action during their action phase provided they have an Active land Unit in the hexagon where they want to construct the lava dam. It doesn't matter if this Unit is inside a building or not.

A lava dam can only be constructed on the side of a hexagon touching one side of the Volcano Hexagon.

Ships from Planet Aquarius cannot construct lava dams.

You can construct the dam using Iron, Vibrium, or an alloy of both.

An Iron dam requires 1 Iron, a Vibrium dam requires 1 Vibrium, and an alloyed dam requires both 1 Iron and 1 Vibrium.

Only one dam can be constructed on each side of the volcano hex. Place the resource(s) on the edge of the volcano hexagon where the dam is constructed as if these resource(s) were blocking the lava river.

An Iron or Vibrium dam protects the adjacent hexagon from the next lava flow, however it is destroyed in the process. Remove the resource from the hexagon side and put it back in the resource pool.

An alloyed dam protects the hexagon adjacent to it from lava flows for the remainder of the game. It can never be destroyed.



During a cataclysm phase:

If the Blue 5 die or the Green 3 die reach the cataclysm icon, the volcano erupts and lava hits the top left hexagon. Since there is no lava dam protecting this hexagon, the Red scientist is wounded, the Oil Drill loses its Automation chip and Yellow has to decide if their Scientist is wounded or if the building loses the Automation chip.

If a Red 3 or Yellow 4 triggers the eruption, lava should hit the bottom left hexagon. But since a lava dam made of Vibrium and Iron was built, it protects the entire hexagon. The lava dam is not destroyed.

A Blue 3 or a Yellow 5 triggers the eruption that hits the bottom right hexagon protected by an Iron lava dam. This hexagon is also fully protected, but the dam is destroyed and the Iron resource removed from the hexagon.

A Green 4 or a Red 5 triggers the eruption that hits the top right hexagon protected by a Vibrium lava dam. This hexagon is also fully protected, but the dam is destroyed and the Vibrium resource is removed from the hexagon.



NEW BUILDINGS

SAWMILL

Cost: 5 MC.

This building must be constructed on an appropriate empty square space with the Wood icon.

Its controller gains 2 VP at the end of the game.

When the corresponding production die triggers this building, it produces one Wood resource.



HYDRAULIC SAFETY STATION

Cost: 5 MC + 1 Wood resource

Its controller gains 1 VP at the end of the game.

This building is constantly protected from Floods.

When a Wildfire cataclysm is triggered in the hexagon with the Hydraulic Safety Station or in any adjacent hexagon, the player controlling the Hydraulic Safety Station can decide to extinguish the Wildfire using one Oil or one Electricity resource.

The player can do the same if a Wildfire is pushed by a Tornado and comes in range.

In both cases, the Wildfire is extinguished right from the start and the effect of the Wildfire cataclysm is canceled. Remove the Wildfire token in this hexagon if there was one.

As a free action during their action phase, a player controlling a Hydraulic Safety Station can also remove any number of Wildfire tokens in adjacent hexagons or in the hexagon it is constructed by paying one Electricity or one Oil resource per Wildfire token removed.



ARBORI-MYCELIA PLANT

Cost: 5 MC.

This building must be constructed on an appropriate empty square space with a Mycelium icon.

Its controller gains 2 VP at the end of the game.

The arborian wood is the best possible fertilizer to grow Mycelium!

When the corresponding production die triggers this building, it produces one Mycelium resource, and the controller can spend one Wood resource to produce another two additional Mycelium resources.

Attention: even if it is a Factory building, there are only 4 copies of it in the pool of buildings. As per the «Limitation on buildings» rule, a player may control and occupy only one Arbori-Mycelia Plant.





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