

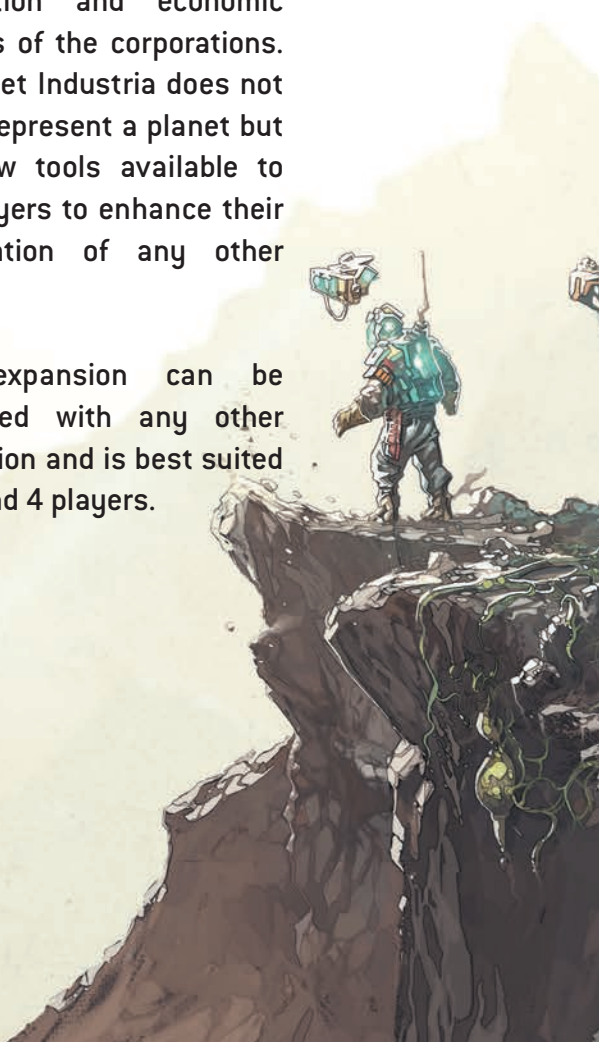


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## PLANET **INDUSTRIA**

Contrary to the other expansions such as Planet Aquarius and Planet Arboria, focused on the composition and dangers of the planets themselves, Planet Industria focuses on boosting the production and economic engines of the corporations. So Planet Industria does not really represent a planet but the new tools available to the players to enhance their exploitation of any other planet.

This expansion can be combined with any other expansion and is best suited for 3 and 4 players.



## THE LIVING GALAXY

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

# GAME COMPONENTS



1. 28 Buildings:
  - 4 Oil Refineries
  - 4 Pharmacological Labs
  - 4 Vibrium Foundries
  - 4 Electricity Storage Units
  - 4 Pipeline Factories
  - 4 Garages
  - 4 Warehouses
  - 4 Recycling Stations

2. 6 New hexagon tiles: Desert Landing Zone, Forgotten Spaceports, Tremor Peaks, Salt Lake, Paradise Canyon, Crystal Mines.
3. 20 Pipelines (10 small 30mm, 12 medium 63mm, 8 longs 93mm)
4. 30 Salt tokens  
... and this rulebook.



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

Each player raises their screen and puts 20 MC and one Iron 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.

All buildings from the base game and the new ones from the Planet Industria expansion are available in the pool of buildings. Add all the Pipelines to the pool of buildings as well.

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

Take the 23 remaining hexagons from the base game and add the six new hexagons from Planet Industria. Shuffle them together face down and create the Hex Deck for this game.

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

You will probably be frustrated playing Planet Industria in a short game of 8 or 9 turns.

## NEGOTIATIONS

Negotiations are allowed and highly advised when playing with Planet Industria since it is mainly the theme of this expansion; connecting various buildings and sharing productions. So, players are allowed to talk, negotiate, corrupt the leader for positioning, make promises, strike deals, hold onto them or not ... But most of all, players are now allowed to exchange resources or lend money with or without interest. However, players still cannot exchange or lend their units, or change the color of an automatism on a building.



# PLANET INDUSTRIA

## NEW GAME RULES

### PIPELINES

The main new mechanic of this expansion is the use of Pipelines to connect various buildings owned by the same player as well as by different players. When a Pipeline is built between two buildings controlled by different players, both players get the benefits of both buildings.

#### CONSTRUCTING A PIPELINE

Constructing a Pipeline is a free action that the Active Player may perform as many times as they wish during their Action phase.

A Pipeline always connects two different buildings (see the «Buildings that can be connected» section). Those two buildings can be on the same hexagon or on two different hexagons.

A player needs to control at least one active unit (not wounded) in one of the hexagons where they wish to construct the Pipeline.

#### PIPELINE COST

All resources paid go to the resource pool.

##### Small Pipelines (30 mm)

Each turn, the first small Pipeline constructed by the Active Player doesn't cost any resources.

Each additional small Pipeline constructed costs 1 Iron resource.

##### Medium Pipelines (63mm)

Any medium Pipeline constructed always costs 1 Iron resource.

##### Long Pipelines (93mm)

Any long Pipeline constructed costs 2 Iron resources.



#### PIPELINE PLACEMENT

To connect two buildings, the newly placed Pipeline must touch the side of both building tiles that need to be connected. Each building must remain in place and centered inside the square space drawn on the hexagon.

If your opponents commonly complain that the positioning of the Pipeline doesn't touch both building tiles, it probably means that a longer Pipeline must be selected and paid for.

If it is already the longest possible Pipeline, it means that those two buildings are too far from each other to be connected.

## PIPELINE CONSTRUCTION RESTRICTIONS

- A building cannot have more than 3 Pipelines connected to it.
- A Pipeline cannot cross another Pipeline.
- A Pipeline must be laid on top of hexagons only, no matter how many.
- A Pipeline must always start touching the side of a building and end touching the side of another building. It cannot overlap any of the buildings.
- A Pipeline cannot pass over a third building that is not part of the two buildings to connect.
- A Pipeline cannot pass over an empty square space presented on a hexagon.
- A Pipeline cannot pass over an empty space (without a hexagon).



*All Pipelines on this picture are legally placed.*



*All Pipelines on this picture are illegally placed.*

- A.** Stock Market buildings cannot be connected with Pipelines. The same goes for the Garage.
- B.** A Garage cannot be connected to any other building.
- C.** This Pipeline cannot be placed this way since it is not totally covering hexagons. Moreover, the two Factory buildings share the same production die number, so they cannot be connected.
- D.** An Oil Refinery cannot be connected to a Mycelium Farm.
- E.** Those two Factory buildings belong to the same player so they cannot be connected.

- F.** This Pipeline cannot be placed this way since it crosses another Pipeline.
- G.** Those two Factory buildings share the same resource so they cannot be connected.
- H.** This Pipeline cannot be placed this way since it crosses an empty square space (the one with a Vibrium displayed).
- C,D,E,F.** A building cannot have more than 3 Pipelines attached to it. Here the Mycelium Farm has 4 Pipelines attached.


If Planet Aquarius is used in combination with Planet Industria, then apply the following rules:

- A ship can construct a Pipeline in the hexagon it occupies only if the two buildings to connect are totally or partly in water and if the pipeline only passes over water.
- Scientists and Motorized Scientists cannot construct a pipeline that would pass over water.

## BUILDINGS THAT CAN BE CONNECTED

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Factory buildings can be connected if they are from two different players, with two different resources and with two different dice values. No matter which expansion they come from. However, during the game a player can take control of an abandoned building already connected to one of their buildings. The pipeline then remains in place, but they do not benefit from the connection effect.

Each of the five new types of buildings from Planet Industria with the  icon can only be connected to the corresponding type of production factory amongst the five types of basic resources (see the chapter about the new buildings below). They can be connected either to Factory buildings of the same player or those of an opponent.

Spaceports, Protective buildings and Stock Market buildings cannot be connected at all with Pipelines. All other buildings from expansions or special editions that are not Factory buildings cannot be connected, unless mentioned otherwise in their corresponding rules.

## EFFECTS OF CONNECTING FACTORY BUILDINGS

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When a Factory building produces, each player controlling a building connected to this Factory also receives one resource of the type produced. In the event that the resource pool is depleted for this specific resource, the players controlling the Factory buildings producing the specific resource get served first. Then, in clockwise order starting with the Leader, the players connected through Pipelines get their resources. For each resource unavailable for production, the market price of this resource rises by 1 MC.

If the same player ends up controlling two connected Factory buildings (because they fixed the Automation chip on an abandoned one for example), then they do not gain any advantage. They just produce one resource of each type when the corresponding production number is triggered. That means that the Pipeline doesn't add any special effect.

Pipelines are not affected by cataclysms. However, when a building is destroyed and removed from the board for any reason, all Pipelines connected to this building are also removed from the map.

## EFFECTS OF TYPE OF BUILDINGS

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The advantages gained and effects of such buildings when they are connected to their corresponding Factory building are all detailed in the next chapters.



# NEW BUILDINGS

## BUILDINGS THAT MUST BE CONNECTED

Five new buildings from Planet Industria all have the Connecting icon in the top left corner.

This icon means that those buildings only provide their effect and their Victory Points if they are connected to the right resource. If not, they are useless.

Those buildings can only be connected to Factory buildings producing the same resource as indicated, whether this Factory building is controlled by the same player or by a different one.

All the new buildings from Planet Industria are available in 4 copies, so no player may ever construct, control, or occupy more than one building of each type.

Each of those 5 new buildings are described as:

### Oil Refinery

**Cost:** 5 MC

This building effects and Victory Points are triggered only if this building is connected to an Oil Factory building (ex: Oil Drill or Oil Platform from Aquarius).



- If the same player controls both buildings, this player can sell Oil at double the market price during a Stock Market action. Also, they take one Oil resource, as usual, every time the die triggers the Oil Factory building.
- If different players control the two connected buildings, both players can sell Oil at double the market price. And when the Oil Factory building is triggered for production, both players take an Oil resource.

The player controlling this building earns 2VP at the end of the game, but only if this building is connected to a controlled Oil Factory building.

### Vibrium Foundry

**Cost:** 5 MC

Functions in the same way as the Oil Refinery but for Vibrium: must be connected to a Vibrium Factory building (ex: Vibrium Mine or Vibrium Reef Extractor), doubles the selling price of the Vibrium. The player controlling this building earns 2VP at the end of the game, but only if this building is connected to a controlled Vibrium Factory building.



### Pharmacological Lab

**Cost:** 5 MC

Functions in the same way as the Oil Refinery but for Mycelium: must be connected to a Mycelium production building, doubles the selling price of the Mycelium. The player controlling this building earns 2VP at the end of the game, but only if this building is connected to a controlled Mycelium Factory building.





## Pipeline Factory

**Cost:** 5 MC

This building effect and Victory Points are triggered only if this building is connected to an Iron Factory building (ex: Iron Mine)



- If the same player controls both buildings, when the Iron Factory building is triggered, this player earns one Iron resource and they can construct a Pipeline of any size for free.
- If different players control the two connected buildings, when the Iron Factory building is triggered, both players earn one Iron resource and both players can construct a Pipeline of any size for free.

Since this happens during the Production Phase, there is no Active Player at this time. Therefore the Active Player can still build their first small Pipeline for free during the Action phase.

This construction is done after all players have taken their resources produced during this phase. If more than one player can place free Pipelines, start with the Leader and proceed in clockwise order.

Players do not spend any Iron when placing these free Pipelines, and they can place a Pipeline even if the Iron Factory building didn't physically produce the Iron resource but instead raised the price of Iron on the Stock Market.

The player controlling this building earns 2VP at the end of the game, but only if this building is connected to a controlled Iron Factory building.

## Electricity Storage Unit

**Cost:** 5 MC

This building effect and Victory Points are triggered only if this building is connected to an Electricity Factory building (ex: Wind Turbine, Seaborne Windmill, Hydro Electric Generator).



- If the same player controls both buildings, when the Electricity Factory building is triggered, this player earns the Electricity resource they usually get. Then he gets one extra Electricity resource for each Electricity Factory building connected to the Electricity Storage Unit.
- If two different players control both buildings, when the Electricity Factory building is triggered, the player controlling it earns the Electricity resource they usually get. Then the player controlling the Electricity Storage Unit gets one Electricity resource for each Electricity Factory building connected to it.

The player controlling this building earns 2VP at the end of the game, but only if this building is connected to a controlled Electricity Factory building.

## OTHER BUILDINGS

### Garage

**Cost:** 5 MC.

Even though it is a Factory Building, it can be constructed on any empty land square space. No resource needed on that space.

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



### Effect during the Production phase

A Garage acts in a similar way as a Spaceport except that players can only bring a new Motorized Scientist by spending one Oil when the production number on the Garage comes up. The Garage does not allow the player to bring a Scientist by paying one Mycelium though. Attention, Garages have different production dice values on their different sides.

### Fixing Motorized Scientists (Free action)

When a player controls a garage, all his Motorized Scientists now have a damaged state, meaning that when one such unit is hit by a cataclysm, it is laid on its side and not removed from the game.

When a Motorized Scientist is damaged, it cannot act, just like a wounded Scientist. Fixing a damaged Motorized Scientist is a free action that can be performed during the Action phase of the Active Player. The only requirement is to have another active unit (not wounded or damaged) in this hexagon. Ships from Aquarius cannot fix damaged Motorized Scientists. A damaged Motorized Scientist is still worth 1 VP at the end of the game. If a player loses the control of their Garage, all their damaged Motorized Scientists are immediately returned to their reserve.

### Warehouse

**Cost:** 5 MC + 1 Iron resource.

During any Trade action, the controller of this building may buy or sell an unlimited number of resources. They are not limited anymore by the X value of their die.



They still cannot buy and sell (nor sell and buy) the same resource. They are also still limited to one type of resource, unless they control the Multi-Trading Outpost from the base game.

Also remember that players can never buy more than two resources of the same type. The Warehouse doesn't change this fact and players are still limited this way.

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

### Recycling Station

**Cost:** 10 MC

When the production number indicated on the Recycling Station comes up during the production phase, the player controlling this building may trigger the production of any die located in the cataclysm section of the Leader board. If there is no die in this section, the Recycling station has no effect.



The chosen die value triggers a new production for all the buildings sharing the same production number, but only the ones controlled by the owner of the recycling station. Buildings controlled by opponents do not produce anything. The controller gains 1 VP at the end of the game.

## NEW HEXAGONS

### THE FORGOTTEN SPACEPORTS

This hexagon contains 4 forgotten Spaceports, each one of them connected to a different production number. No building can be constructed on this hexagon.

The Active Player exploring this hexagon can place the exploring unit on one of the four artworks of forgotten Spaceports.

While an active unit is standing on a forgotten Spaceport, its player controls the forgotten Spaceport. Each forgotten Spaceport can only have one unit placed on it.

The same player cannot control more than one forgotten Spaceport.

Units can then move in and out of forgotten Spaceports during a Move action, and can move from one forgotten Spaceport to another if it is unoccupied. Similarly to the rules of units moving in and out of buildings, any of these moves costs 1 MP (Movement Point).

When an forgotten Spaceport production number comes out for production, if a player has an active unit on it, the player can place an Automation chip on it (if it was not previously done). While the chip is on the forgotten Spaceport, the player controls it even if the unit leaves. Players cannot pay 5 MC to fix an Automation chip on a forgotten Spaceport. Place the Automation chip on the radar artwork connected to the dice value just triggered.

When an automated forgotten Spaceport production number comes out for production and this forgotten Spaceport is empty, the controlling player can place a Scientist on this Spaceport without paying any Mycelium.

A forgotten Spaceport does not provide any VP at the end of the game.

In case this hexagon is hit by a cataclysm (ex: Wildfires or lava from the Volcano on Planet Arboria), forgotten Spaceports function in the same way as other buildings except that they cannot be totally destroyed. Thus, they start by losing their Automation chip or wound the unit occupying it (if any). And if the forgotten Spaceport is empty (no chip or unit), the cataclysm has no additional effect on it.



## TREMORS PEAKS

This hexagon represents a mountain loaded with Iron and Vibrium mines but devastated by Earthquakes. There are no special rules for this hexagon apart from those facts.



## DESERT LANDING ZONE

This can be used as an optional starting tile for 2 to 4 players. It can also be used as a starting tile for the Scenario Auto Generating System (SAGS).

You can also decide to add it in the Hex Deck at the start of the game if you are not using it as a starting tile. Some scenarios might also ask you to start with this hexagon.

If this hexagon is the Landing Zone of a 3-player game, no player is allowed to construct any building in the 4th empty square space of the Desert Landing Zone.



## PARADISE CANYON

This is the only hexagon (released so far) in which all 5 basic resources are present. Well, there is also a gathering of three different types of cataclysms for the first time. A very dangerous place for the greedy!



## SALT LAKE

This hexagon represents a vast hard and thick salt lake, flat as an ice ring and ravaged by the winds.

Humanity has long forgotten the taste of real salt, having been fed artificial food for so long. Thus, the corporations must first revive the salt market by forcing humanity to discover again how good real salt is. Not an easy task since humanity is spread across the galaxy. So, because salt is a rare forgotten resource, only time and word of mouth will help grow the market and build-up the value of salt.

In terms of gameplay, this hexagon tile is not only representing an area and the available resources but it is also a Stock Market price chart for salt as well.

No building can be constructed on this hexagon. No automatism can be set in the salt production areas.

The Active Player exploring this Hexagon can place the exploring unit in one of the circles on the salt lake artwork, with a grey production die attached.

While an active unit is standing in a circle, its player controls this salt production area.

Any given player cannot control more than one salt production area. Each circle can receive one unit, so if several circles are controlled they have to be units from different players.

Units can then move in and out of salt production areas during a Move action, and can move from one salt production area to another if it is unoccupied. Similarly to the rules of units moving in and out of buildings, any of these moves costs 1 MP.



### Salt production

Each time a production die triggers the same number as a controlled salt production area, the controlling player places 1 Salt token in the circle of the corresponding production area on the hexagon.

The quantity of salt the controller produces is represented by the number of Salt tokens placed on the salt production area they control, including the one that just got added by the production die.

Then the controlling player sells all the salt resources produced, each at the actual price of the salt.

The actual price of the salt is the sum of all the Salt tokens placed on the hexagon.

The controlling player immediately earns (from the bank) an amount of MC equal to the quantity they produce, multiplied by the actual price of salt.

Do not remove any Salt token from the hexagon. The more you produce and sell salt, the more the demand and price will grow. For once, it's a real team effort!



*The production die shows a 4.*

*Yellow adds 1 Salt token in their area, bringing the quantity produced under their control to 4.*

*The current value of salt is equal to the total number of Salt tokens on this hexagon: 7 MC (2 for Red + 1 for Green + 4 for Yellow).*

*Yellow immediately sells some salt equal to the amount they control directly: 4 Salt tokens.*

*Therefore, Yellow immediately earns 28 MC ( 4 salt controlled x 7 global salt value).*

*Do not remove any Salt token from the hexagon.*

## CRYSTAL MINES

### Rare Crystals

This is the only place where rare, beautiful and shiny crystals grow. This hexagon offers two crystal mines and a few cataclysms that help to shake the earth and blow the sand away to better reveal its hidden crystals!

The crystal resource isn't represented by a physical element such as a meeple resource or on the Stock Market track either. However, crystals have a very high trading value on the galactic market, allowing its owner to trade crystals for any other type of resource.

### Controlling a Crystal Mine

The Active Player exploring this Hexagon can place the exploring unit on one of the two artworks of mining trucks with two colored production dice attached.

While an active unit is standing on a mining truck, its player controls this crystal mine. Each mining truck can only have one unit placed on it.



Units can then move in and out of crystal mines during a Move action, and can move from one crystal mine to the other one if it is unoccupied. Similarly to the rules of units moving in and out of buildings, any of these moves costs 1 MP.

A crystal mine cannot be automated.

The same player cannot control more than one crystal mine.

### **Crystal production**

Each time a production die triggers a crystal mine (same number and same color), the controlling player may take one resource of their choice available in the resource pool.

An empty square space is also available on this hexagon to construct any building not requiring a certain type of resource.



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