



CHRISTOPHE BOELINGER

LIVING PLANET SAGS

& CAMPAIGN BOOK

THE LIVING GALAXY

Spoiler-free zone, the story of the Living Galaxy will be unveiled at release :)

CHRISTOPHE BOELINGER

LIVING PLANET S.A.G.S

SCENARIO AUTO GENERATING SYSTEM

WHAT IS THE SAGS ?

DESCRIPTION

SAGS (or **S**cenario **A**uto-**G**enerating **S**ystem) is a tool used to create a tremendous amount of different scenarios. Players will construct various scenarios following simple guidelines in which they will have to take decisions that will affect all. Of course, the universe does not always let the players decide! So there is a little bit of randomness driving the generation of the scenario.

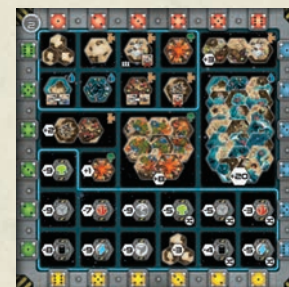
The creation of the scenario is fast and generally as fun as playing the game itself. But in the end it always results in the same thing; a totally different way of playing Living Planet!

Players can try the SAGS even if they've only played the base game a few times.

The SAGS can also be played using only the base game but this is not where the system is at his best since the chart concerning the composition of the planet (chart 2) will have to be removed. For more details, see the chapter "Playing the SAGS with only the base game".

SAGS COMPONENTS

- 4 Large charts with icons
- 12 Condition markers
- This rulebook



12X

WHAT IS NEEDED TO PLAY THE SAGS?

The SAGS can be played with the base game with or without any number of expansions included. The more expansions included, the more the SAGS will generate different scenarios.

It's up to all the players to decide which expansions they want to include to the base game before they start constructing the scenario. But if the group has all the expansions, they should feel free to include all of them before the construction starts. There is no reason why they shouldn't unless they really have a new player around the table who'd rather learn with just the base game.

PLAYING THE SAGS

SETTING UP THE SAGS

Start by laying the 4 SAGS charts in order from left to right at the center of the table. Then place 3 condition markers next to each of the 4 charts. Don't worry, these charts won't bother the players when they start the game. They will be removed from the center of the table before that.

The last page of the SAGS rulebook shows what are the basic starting elements before the construction of the scenario. Some of those elements might be changed due to the decisions taken by each player during the creation process.

Basically, players can set-up the game the same way they prepare a base game of Living Planet, by following the instructions given at the end of the SAGS rulebook as described below.



CHART 1 – INITIAL SET UP AND ENDING CONDITIONS

Each player initially starts with: 20 MC, 1 Spaceport with an Automation chip and a Scientist on it.

The Stock Market deck contains the 25 cards from the base game, and if the Arboria expansion is included, players should add to it the 5 Stock Market cards from this expansion (See the Scenario setup chapter). The scenario is played in 12 turns.

At the start of the game, 8 resources of each type (except 11 Mycelium) must be placed in the Resource Pool. Add 8 Wood resources if Arboria is triggered during the construction of the scenario.

The initial Bank includes: 20 coins of 1 MC, 12 coins of 5 MC, 12 coins of 10 MC, and 4 coins of 50 MC.



CHART 2 – INITIAL PLANET SIZE AND COMPOSITION CONDITIONS

The starting hexagon from the base game, to use as an initial Landing Zone, depends on the number of players involved. A player can change this Landing Zone during the creation of the scenario.

The Hex Deck initially contains the 23 hexagons from the base game. The only hexagon removed from the Hex Deck is the one used as the initial Landing Zone.



CHART 3 – INITIAL PLANET PROPERTIES AND TRADE CONDITIONS

Every SAGS scenario is initially played with open negotiations between corporations (i.e. players).

Although, a player could trigger the “No Negotiations Allowed” condition on this Chart during the creation of the scenario.



CHART 4 – INITIAL LOST ARTIFACTS AND SPECIAL LOCATIONS CONDITIONS

There are always three Lost Artefacts or Special Locations to look out for, but nothing is set before the scenario is created. Their nature will be defined by the players' choices.

CREATING THE SCENARIO

Each player starts with a Fate Control token to use during the creation step.

Randomly determine who will be the first player.





The first player rolls the 4 dice. Yes, that's right! This is the only time these dice will be rolled!

Once rolled, the player chooses two dice to place on one chart of their choosing amongst the four charts available.





One die must be placed on a column and the other on a line.



The player's roll :    

The dice to choose (column and line) :  or  and  or 

Possible combinations to determine the section :

1.  +  2.  +  3.  +  4.  + 

The player cannot choose the Green and Blue dice since they are both connected to lines. The player cannot choose the red and yellow dice either, because those are both column dice. Then, they place the dice on the chart's icons corresponding to the same color and same value as indicated by the dice.

At the crossing of the two dice placed, there will be a section with an icon describing a specific condition to add to the scenario. Take

a condition marker next to this chart and place it at the crossing of the two dice to show that this condition is now triggered for this scenario.

Once a player has placed a Condition Marker on a chart, they give the 4 dice to the player on their left.

This player now proceeds the same way by rolling the 4 dice, choosing two and placing them on one chart still available and triggering another condition.

Players proceed this way in a clockwise order with one condition marker placed per player, until all 12 markers are placed respecting the following restrictions:

- There can be only one condition marker per section. If a section already has a condition marker, players cannot trigger this section again.
- Some sections fill up more than one "square" of the chart. This is especially the case for Chart 2, where for example the Aquarius section holds 6 squares. This means that many different combinations of dice can trigger this condition, but this section is still considered as one and the same. Only one condition marker can be placed on this section made of six squares of the chart.
- Sometimes blue frames are grouping together several sections. There can only be one condition marker in the same blue frame. For example, the bottom right blue frame on Chart 1 concerns an alternative end-game condition. Only one condition marker can be placed on one of the 8 sections included in this blue frame.
- If a chart has no condition markers next to it, players can no longer select this chart to place condition markers.
- After rolling the dice and before placing a Condition Marker, a player can always decide to use their Fate Control token to change the value of any of the 4 dice just rolled. The Fate Control token is discarded to the bank after use. When all condition markers are placed on the charts, unused Fate Control tokens are discarded to the bank. So there is no purpose on trying to keep those Fate Control tokens, they are better used to help pick a condition the player would really like to see applied in this scenario.
- Players can perform tests by placing the different dice they rolled on the various available charts before taking their final decisions.

Tip: When a condition marker is placed triggering a special rule or condition that will likely render the game more difficult, remember that this extra difficulty will affect everybody and not only a single player. Same applies if a player triggers a condition that will make the game easier for everybody.

BUILDING THE HEX DECK DURING SCENARIO CREATION

The Hex Deck is built during the creation of the scenario and not at the end.

The initial Hex Deck contains all the hexagons from the base game minus the one you are using as the Landing Zone.

Depending on the condition marker placed on Chart 2 and 4, some hexagons will be added and others will be removed.

When a condition from Chart 2 asks you to remove some hexagons from the Hex Deck, this concerns **ONLY** hexagons from the base game. As soon as such a condition is triggered, you should remove the hexagons mentioned by the condition from the Hex Deck.

When a condition from Chart 2 asks you to add some hexagons to the Hex Deck, immediately add them to the Hex Deck.

If some hexagons would be added to the Hex Deck and those hexagons are currently used as the Landing Zone, then those hexagons are locked as the Landing Zone and they are not added to the Hex Deck.

On Chart 4, when a condition marker is placed on a Special Location, the corresponding hexagon is immediately added to the Hex Deck if it was not already in it. This Hexagon is now locked in the Hex Deck and cannot be removed by another condition triggered afterwards.

More so, if the hexagon to be added was previously removed from the base game, triggering this Special Location on Chart 4 will bring back the previously removed hexagon into the Hex Deck and locks it there.

Special Locations and the way they function are all detailed in the chapter "Chart 4: Lost Artifacts and Special Locations."

Before the game begins, don't forget to shuffle the Hex Deck one last time.

SETTING-UP THE SCENARIO

When the last condition marker is placed on the charts, the final setup of the scenario can be done.

Players should move Charts 3 and 4, and place them in a corner of the table, or any place where any player can see them whenever they feel like it. Make sure not to move the six condition markers on those two charts. Chart 3 determines the special rules that apply to this scenario and Chart 4 shows the Artifacts and Special Locations to discover to earn more Victory Points (See dedicated chapters further in those rules).

CHART 2

Place the Landing Zone determined by chart 2 at the center of the table. If the Landing Zone has not been changed by a player's decision, it should be one of the 3 starting hexagons from the base game. If a player has triggered a section in the top left blue frame, then the Landing Zone has changed and they should set it up if they didn't do it during the creation process. Once the Hex Deck is created (which should be the case at that point) and the Landing Zone placed on the table, then they can remove Chart 2 from the table and even remove the condition markers from it. This chart won't be needed anymore as all the elements and triggered conditions have been taken care of.

CHART 1

Player's starting assets

Based on the initial starting conditions and the condition markers placed on chart 1, each player takes what they are supposed to start with.

Randomly determine who will be the Leader for this game.

Starting from the Leader and going clockwise, each player places the building, Automation chip and the unit they begin with on an empty square space of the Landing Zone.

Bank

Create the bank (of money) based on the initial starting condition, eventually being modified if one condition marker is placed on one of the sections asking the player to remove two to four 50 MC coins (in the top right blue frame).

Resource pool

Create the resource pool based on the initial starting condition, eventually being modified if one condition marker is placed on one of the sections asking you to remove or add resources to the resource pool.

Pool of buildings

Initially the pool of buildings holds all the buildings from the base game.

If hexagons from the Planet Aquarius expansion have been added to the Hex Deck, then add all buildings from the expansion to the pool of buildings.

If hexagons from the Planet Arboria expansion have been added to the Hex Deck, then add all buildings from the expansion to the pool of buildings. If only the Volcano was added to the Hex Deck, then no buildings are added to the pool of buildings.

If the Planet Industria building section of Chart 1 has a condition marker, then the buildings and Pipelines from the Planet Industria expansion must be added to the pool of buildings.

Stock Market price

The initial starting price for each resource on the stock market is always 5 MC.

If condition markers are placed on one or more of the 5 sections locking the price value of a resource to 10 MC, then each of those resource prices must be set to 10 MC on the Stock Market board during scenario setup.



If hexagons from the Planet Arboria expansion have been added to the Hex Deck, then add the Stock Market board expansion for Wood and set its price to 5 MC.

Stock Market deck

The initial Stock Market deck contains the 25 Stock Market cards from the base game.

First, if some hexagons from the Planet Arboria expansion have been added to the Hex Deck, then add the 5 Stock Market cards concerning Wood. This doesn't apply if only the Volcano was added to the Hex Deck.

If a condition marker was placed on the Recession section of Chart 1, remove all +2 MC and +3 MC cards from the Stock Market deck.



If a condition marker was placed on the Economic Boom section of Chart 1, remove all -1 MC and -2 MC cards from the Stock Market deck.



If a condition marker was placed on the Stagnation section of Chart 1, the Stock Market cards are not used. There is no Stock Market Deck. All actions concerning the Hex Deck are cancelled.



Once the setup of the scenario is done and all elements from Chart 1 have been taken care of, Chart 1 can be set aside. It shouldn't be needed anymore.

Attention! If one condition marker was placed in the alternative ending condition (bottom right blue frame, holding 8 different conditions) then this chart should be kept aside with the condition marker remaining on the proper section. Or, in case you have a lack of space, write down this alternative ending condition on a piece of paper.

PLAYING THE SAGS WITH ONLY THE BASE GAME

If you want to play the SAGS with only the base game then do not use Chart 2 – Planet composition.

The Hex Deck will be composed of the 23 hexagons from the base game and cannot be altered.

Of course no section with an expansion icon attached can be selected.

SAGS CHARTS ICONS DESCRIPTION

LEGEND OF COMMON ICONS

In this chapter you will find all sorts of common icons, which combine with other icons in some of the different charts sections and generate various conditions.

Aquarius Expansion icon

This icon means that the Planet Aquarius expansion must be owned in order to be able to place a condition marker in this section.



Arboria Expansion icon

This icon means that the Planet Arboria expansion must be owned in order to be able to place a condition marker in this section.



Industria Expansion icon

This icon means that the Planet Industria expansion must be owned in order to be able to place a condition marker in this section.



Player(s)

This icon generally means that this section concerns the players, most commonly what they start with.



Each player starts with the bonus indicated below this icon. It can be an extra resource, extra money, a bonus unit, or a Fate Control token.

For example, the players icon with a Motorized Scientist means that each player starts with a Motorized Scientist instead of a normal Scientist.

In the End-game condition section, it means that the first player to reach that particular condition triggers the end of the game.

Bank

This icon generally means what is added or removed from the bank before the start of the game. It concerns the bank of money or the resource pool depending on the icon attached.



In the End-Game condition section, it means that when the bank runs out of money or out of the indicated resources it triggers the end of the game.

Number of players

When this icon is represented in a section, it means that this section can only be selected if the corresponding number of players are involved for this scenario.



End-Game Conditions

This icon is represented in each section of the bottom right blue framed section called the Alternative End-Game condition. Only one condition marker can be placed in this section.



If this condition happens before Turn 12, then the game can end prematurely. When an Alternative End-Game condition occurs, the game will end at the end of the current turn when the 4 dice will be in the cataclysm section of the Leader board.

Number of turns

This icon is always combined with a number. It shows in how many turns the scenario will be played.



If a condition marker is present on such an icon in the Alternative End-Game section of Chart 1, then the game will end in the number of turns indicated by this condition marker. The normal ending condition of 12 turns becomes obsolete.

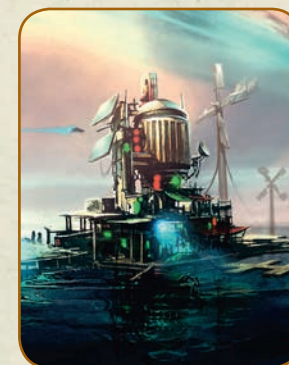
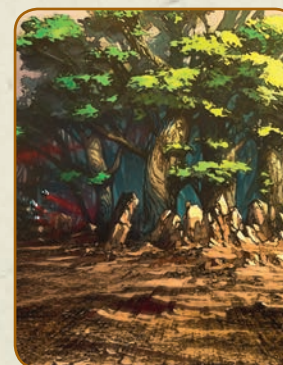
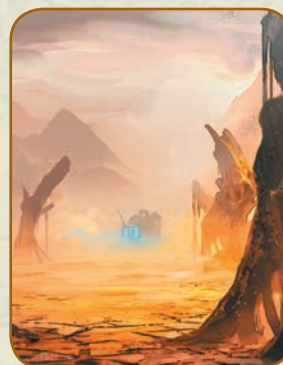
Hex Deck

This icon represents the Hex Deck.



Number of hexagons (removed or added)

This icon shows how many hexagons must be removed from or added to the Hex Deck unless some are locked.



FULL CHARTS DESCRIPTION

CHART 1 – STARTING AND ENDING CONDITIONS

This chart contains conditions that affect what players own at the start of the game, what is the actual economic situation, what the bank and the pool of resources hold, and what could be an alternative End-game condition. Remember, only 3 condition markers can be placed on each chart and only one marker can be placed in the same blue frame or the same section.

When an alternative ending condition is triggered, players proceed to the end of the current turn, then the game ends.



Each player starts with +30 MC taken from the bank.



Each player starts with +20 MC taken from the bank.



Each player starts with +10 MC taken from the bank.



Each Player loses 10 MC at the start of the game. The money is taken from behind their screen and given back to the bank.



Each player starts with 1 extra Electricity resource taken from the resource pool.



Each player starts with 1 extra Oil resource taken from the resource pool.



Each player starts with 1 extra Vibrium resource taken from the resource pool.



Each player starts with 1 extra Mycelium resource taken from the resource pool.



Each player starts with 1 extra Iron resource taken from the resource pool.



Each player starts with the Garage instead of the Spaceport. You cannot choose this option if you don't own the Planet Industria expansion or if the Landing Zone has already been changed to the Safe Island from the Planet Aquarius expansion Chart 2.



Each player starts the game with 1 extra Motorized Scientist placed in the Landing Zone outside any building.



Each player starts the game with 1 extra Scientist placed in the Landing Zone outside any building.



Each player starts with a Motorized Scientist instead of a Scientist placed on the starting building.



Each player starts with a Fate Control token. You cannot trigger this condition if you triggered the condition from chart 3 without a Fate Control token.



Add 5 Electricity and 5 Oil resources to the resource pool. You cannot trigger this condition if you do not own the Planet Aquarius expansion.



Remove two coins of 50 MC from the bank.



Remove three coins of 50 MC from the bank.



Remove four coins of 50 MC from the bank.



Recession – Remove all Stock Market cards with a value of +2 and +3 from the Stock Market deck.



Economic boom – Remove all Stock Market cards with a value of -2 or -1 from the Stock Market deck.



Stagnation – Remove the Stock Market deck. The Stock Market price indicators are only moved when resources are sold or bought. No cards are drawn or applied during a Stock Market action since there is no Stock Market deck.



Remove two coins of 50 MC from the bank.



Remove three coins of 50 MC from the bank.



Remove four coins of 50 MC from the bank.



Alternative End-game condition – The game ends when a player has no more Scientists and Motorized Scientists in their reserve.



Alternative End-game condition – The game ends when a player has no more Automation chips in their reserve.



Alternative End-game condition – The game ends when the bank runs out of money.



Alternative End-game condition – The game ends when there are no more Vibrium and Mycelium resources in the resource pool.



Alternative End-game condition – The game ends when there are 10 hexagons or less in the Hex Deck.



Alternative End-game condition – The game ends after 9 turns. This condition can only be chosen for a 3 player game.



Alternative End-game condition – The game ends after 8 turns. This condition can only be chosen for a 2 or 4 player game.



Alternative End-game condition – The game ends after the second Stock Market crash.



Add all buildings and all Pipelines from the Planet Industria expansion to the pool of buildings.

CHART 2 – PLANET SIZE, COMPOSITION AND LANDING ZONE

This Chart is here to fix the size and composition of the planet to explore. The condition markers placed on this chart will affect the composition of the Hex Deck as well as the Landing Zone on which players will start the game.



Add the 3 hexagons named Crystal Mines, Salt Lake and Paradise Canyon from the Planet Industria expansion to the Hex Deck unless one of them is used as Landing Zone. Players can select this condition only if they own the Planet Industria Expansion.



Add the 2 hexagons named Tremor Peaks and Forgotten Spaceports from the Planet Industria expansion to the Hex Deck, unless one of them is used as the Landing Zone. Players can select this condition only if they own the Planet Industria expansion.



Add the 20 hexagons from the Planet Aquarius expansion to the Hex Deck. Players can select this condition only if they own the Planet Aquarius expansion.



Add the 8 hexagons from the Planet Arboria expansion to the Hex Deck. If the Volcano is already in the Hex Deck or used in the Landing Zone, then add the 7 other hexagons from the same expansion. You can select this condition only if you own the Planet Arboria expansion.



Add the Volcano hexagon from Planet Arboria expansion to the Hex Deck. Players cannot select this condition if the Volcano hexagon is already in the Landing Zone or in the Hex Deck. They can select this condition only if they own the Planet Arboria expansion.



Safe Haven Landing Zone - The Landing Zone is made of the 3 starting hexagons from the base game placed as shown on the icon. Take those 3 hexagons, no matter if some of them are in the Hex Deck or have been previously removed from it. During deployment, the Leader will place a starting building then proceed clockwise. If players start with extra units, those units can be placed on any of the three hexagons.



Desert Landing Zone - The Landing Zone is the safe desert hexagon from the Planet Industria expansion. Place the initial Landing Zone hexagon back in the Hex Deck. You cannot choose this condition if you don't own the Planet Industria expansion.



Salt Lake Landing Zone - This Landing Zone is the Salt Lake hexagon from the Planet Industria expansion. Place the initial Landing Zone hexagon back in the Hex Deck. Each player discards their starting building to the pool of buildings. Players start with no building on this Landing Zone. During deployment, the Leader will go first and place one of their units in one of the circles representing a salt production area with a dice value attached to it. In clockwise order, each player proceeds the same way. Then, if there are any extra units, they can be deployed in the Landing Zone. Players can choose this option only for a 3 player game. You cannot choose this option if you don't own the Planet Industria expansion.



Volcanic Landing Zone - The Landing Zone is the Volcano and its surrounding areas. During the scenario Setup, the player who triggered this condition places the Volcano hexagon from the Planet Arboria expansion in the center of the table, choosing its orientation. Then they place the initial Landing Zone hexagon back in the Hex Deck and shuffles it. After that, they draw hexagons, one by one, from the top of the Hex Deck until they can place 4 hexagons touching the Volcano. During the deployment phase, the Leader will go first and choose an empty square space to place their starting building. Then proceed clockwise for each player to deploy. If players start with extra units, those units can be placed in any hexagon of the Landing Zone but not on the Volcano. If Special Locations are added to the Landing Zone this way, nobody earns the VP for discovering those hexagons.



Safe Island Landing Zone - The Landing Zone is the Safe Island from the Planet Aquarius expansion. Players cannot choose this condition if the Safe Island is not in the Hex Deck when placing the condition marker. Place the initial Landing Zone hexagon back in the Hex Deck. Each player starts with a Seaport replacing the initial building and a ship that is placed in the sea section of the Landing Zone. Players are not allowed to construct buildings on the Safe Island in a game of less than 4 players. Players cannot choose this condition if they don't own the Planet Aquarius expansion.



Whirlpool Landing Zone - The Landing Zone is the Whirlpool and its surrounding areas. You cannot choose this condition if the Whirlpool is not in the Hex Deck when placing the condition marker. During the scenario setup, the player who triggered this condition places the Whirlwind hexagon from the Planet Aquarius expansion in the center of the table, choosing its orientation. Then, place the initial Landing Zone hexagon back in the Hex Deck and shuffle it. After that, they draw hexagons, one by one, from the top of the Hex Deck until they can place 4 hexagons touching the Whirlpool. During the deployment phase the Leader will go first and choose an empty square space to place a starting building. Then proceed clockwise for each player to deploy. If players start with extra units, those units can be placed in any hexagon of the Landing Zone but not on the Whirlpool. If Special Locations are added to the Landing Zone this way, nobody earns the VP for discovering those hexagons.



Tremor Peaks Landing Zone - The Landing Zone is the Tremor Peaks hexagon from the Planet Industria expansion. Place the initial Landing Zone hexagon back in the Hex Deck. Each player starts with an Iron Mine replacing the initial building. First, the player placing this condition marker takes an Iron Mine building with the die value of their choice and places it on any empty square space of the Landing Zone with an Automation chip. In clockwise order, each player proceeds the same way. Players cannot choose this condition if they don't own the Planet Industria expansion.



Forgotten Spaceport Landing Zone - The Landing Zone is the Forgotten Spaceport hexagon from the Planet Industria expansion. Place the initial Landing Zone hexagon back in the Hex Deck. Each player discards their starting building to the pool of buildings. Players start with no building on this Landing Zone. During deployment, the Leader will go first and place 1 unit on one of the four Forgotten Spaceports with a dice value attached to it. In clockwise order, each player proceeds the same way. Then if there are any extra units, they can be deployed in the Landing Zone. Players cannot choose this option if they don't own the Planet Industria expansion.



Remove the 9 base game hexagons with Mycelium from the Hex Deck unless they are locked as Special Locations (see Chart 4).



Remove the 9 base game hexagons with Iron from the Hex Deck unless some are locked as Special Locations (see Chart 4).



Remove the 7 base game hexagons with Vibrium from the Hex Deck unless some are locked as Special Locations (see Chart 4).



Remove the 9 base game hexagons with Electricity from the Hex Deck unless some are locked as Special Locations (see Chart 4).



Remove the 8 base game hexagons with Oil from the Hex Deck unless some are locked as Special Locations (see Chart 4).



Remove the 9 base game hexagons with the Earthquake-type of cataclysm on them from the Hex Deck unless some are locked as Special Locations (see Chart 4).



Remove the 9 base game hexagons with the Tornado-type of cataclysm on them from the Hex Deck unless some are locked as Special Locations (see Chart 4).



Remove all base game hexagons with Mycelium from the Hex Deck unless some are locked as Special Locations (see Chart 4). Shuffle those hexagons together face down, randomly draw 5 hexagons and remove them from the Hex Deck. Put the others back in the Hex Deck and shuffle it.



Remove all base game hexagons with Iron from the Hex Deck unless some are locked as Special Locations (see Chart 4). Shuffle those hexagons together face down, randomly draw 5 hexagons and remove them from the Hex Deck. Put the others back in the Hex Deck and shuffle it.



Remove all base game hexagons with Vibrium from the Hex Deck unless some are locked as Special Locations (see Chart 4). Shuffle those hexagons together face down, randomly draw 3 hexagons and remove them from the Hex Deck. Put the others back in the Hex Deck and shuffle it.



Remove all base game hexagons with Electricity from the Hex Deck unless some are locked as Special Locations (see Chart 4). Shuffle those hexagons together face down, randomly draw 5 hexagons and remove them from the Hex Deck. Put the others back in the Hex Deck and shuffle it.



Remove all base game hexagons with Oil from the Hex Deck unless some are locked as Special Locations (see Chart 4). Shuffle those hexagons together face down, randomly draw 4 hexagons and remove them from the Hex Deck. Put the others back in the Hex Deck and shuffle it.



Remove the 3 base game starting hexagons (the safe hexagons without a cataclysm on them) from the Hex Deck unless one of them is used as the Landing Zone. If all three of them are used as Landing Zones, this condition cannot be chosen.

CHART 3 – PLANET PROPERTIES AND CORPORATION RULES

This chart defines what are the particular properties of the planet, as well as some economic situations, corporation rules, political relations and various victory condition changes. Each section with a condition marker will trigger a special rule to be applied throughout the scenario. Try to keep Chart 3 with its condition markers well placed in an area so that any player can check what is being applied by the special rules when needed.

Negotiations allowed initially

Negotiations are basically allowed in any SAGS scenario.

This means that players can give, exchange or lend money and resources as they see fit. Promises and alliances can be made, as well as any other sort of deal. See the Negotiation variant rule in the base game rulebook for further information.

If a player triggers the “No Negotiations Allowed” section of this same chart by placing a condition marker on it, then this scenario will be played without Negotiations.



Lethal cataclysm

When a condition marker is placed on such an icon, it means that every time a cataclysm of this type is triggered, it will be Lethal.



Lethal means that if an active Scientist should be wounded, it is killed instead and goes to the player's reserve.

When a building is the target of a Lethal cataclysm, this building is destroyed and the automation chip is given back to its owner. Players controlling a building with a unit inside can decide to either kill the unit or destroy the building.

All units in the same hexagon as a Lethal cataclysm and not standing in buildings are destroyed with no way to protect them. Such units go back to their owner's reserve.

The protective technologies still function the same way for Lethal cataclysms.

Minor cataclysm

When a condition marker is placed on such an icon, it means that every time a cataclysm of this type is triggered,



it is harmless and doesn't do real damage. Ignore all effects generated by this type of cataclysm. These are not considered as cataclysms.

Only one type of Minor cataclysm can be triggered in the same scenario, since all 6 sections of Minor Cataclysm are in the same blue frame.

Stock Market price locked for a resource

5 sections concern the locking of the market price for a given resource. When a resource has its stock Market price locked, remove the 5 Stock Market cards for this resource from the Stock Market deck and put them back in the box.



Place the Stock Market price indicator at the value indicated on the icon (usually 10 MC).

The price of this resource will remain 10 MC for the entire scenario. Nothing can move the price indicator from this value.



Geysers are Lethal cataclysms.



Earthquakes are Lethal cataclysms.



Tornadoes are Lethal cataclysms.



Tidal Waves are Lethal cataclysms.



Wildfires are Lethal cataclysms.



Floods are Lethal cataclysms.



Players do not gain any VP at the end of the scenario for the buildings they control.



Negotiations are not allowed. Note that unless this condition is triggered, Negotiations are always allowed during a SAGS game.



Players do not gain any victory points at the end of the scenario for the money they own.



Players gain 7 VP for each set of the 5 base game resources behind their screen at the end of the scenario.



Resource Subvention – Players can take a resource available at the resource pool instead of taking money when they perform the Subvention action.



Light gravity planet – Scientists can move up to two hexagons when performing a Move action.



High gravity planet – Motorized Scientists need 1 Oil resource every time they are moved during a Move action. Scientists need 2 Movement Points (MP) instead of 1 to reach an adjacent hexagon.



The Stock Market Price of Vibrium is locked at 10 MC on the Stock Market board.



The Stock Market Price of Iron is locked at 10 MC on the Stock Market board.



The Stock Market Price of Electricity is locked at 10 MC on the Stock Market board.



The Stock Market Price of Oil is locked at 10 MC on the Stock Market board.



The Stock Market Price of Mycelium is locked at 10 MC on the Stock Market board.



Mountain peaks – Motorized Scientists cannot enter or pass through mountains. They can only move and remain in the desert zones. Motorized Scientists cannot construct buildings in mountains whether this building would be totally or partially in the mountain. The color of the corners of each empty square space determines if this construction site is in a desert (white corners), in a mountain (grey corners) or in the sea (blue corners).



Rough mountains – Mountains are so chaotic on this planet that no construction is possible. Units cannot construct buildings in empty square spaces that are totally or partially in mountains. Motorized Scientists cannot enter or pass through mountains.



Sponsored exploration – When performing an Explore action, players do not have to respect the rule stating that the newly placed hexagon must be adjacent to at least two other hexagons. Players can now explore by placing the new hexagon adjacent to only one other hexagon if they so desire. The new hexagon placed still has to respect the landscape puzzle though. When a player successfully places a new hexagon during exploration, they receive 1 MC per hexagon adjacent to the new one. This money is taken from the bank.



No secrets between corporations – Remove the players' screens and place them back in the box. Players are not allowed to hide their money and resources.



No protective technologies – Remove the 12 base game protective buildings from the pool of buildings and put them back in the box. Players have no access to those protective technologies for this scenario.



Regulated Stock Market – The Stock Market price of any resource can never go below 5 MC. If an effect would move the price indicator of a resource below 5 MC, then the price value remains at 5 MC. When a Stock Market crash occurs, the resource price could fall temporarily lower than 5 MC. When the crash has been resolved and all players have sold the resources that crashed, the price for this resource increases back to 5 MC.



No control – Remove the Fate Control tokens from the game and place them back in the box. Players cannot select the "Fate Control token" action.



Trading taxes – Every time a player chooses to perform a Stock Market action, they must pay 2 MC of taxes to the bank before starting the action.



Great explorers – When players perform an Explore action, they draw 3 extra hexagons from the Hex Deck (ex: if the dice value is 4, instead of drawing 4 hexagons when exploring, the player would draw 7 hexagons).



Chaotic planet - Planet cards are not used. Put all Planet cards from all players back in the box. Instead of having each player selecting a card to fix the value of their die, each turn the leader rolls the 4 dice to fix their value. The Leader decides the order of play as usual and the game proceeds normally. There is no Leader effect since the cards are not used.



Leader effect for everybody – Each turn, each player will get the benefit of the Leader effect indicated on the card they played. Note that there is still only one Leader, the player in front of the Leader board. If some timing conflicts occur while resolving the combinations of multiple players' effects, remember to always start with the Leader taking their decisions and applying the effects. Then continue in clockwise order until all players have the chance to take their decisions and apply the eventual effects.



No Leader effect – The Leader effects on all Planet cards are ignored and never played. Planet cards are only used to set the dice value. The Leader still gets to choose the order of play and must lead the game, but doesn't get any bonus effect from the planet card they played.



Tidal Waves are Minor cataclysms.



Wildfires are Minor cataclysms.



Floods are Minor cataclysms.



Tornadoes are Minor cataclysms.



Geysers are Minor cataclysms.



Earthquakes are Minor cataclysms.

CHART 4 - LOST ARTIFACTS AND SPECIAL LOCATIONS

This chart displays special locations on the planet which represent various areas of great interest for humanity or the corporations. Each section of this chart shows a unique element drawn on one hexagon from the game. When an expansion icon appears next to the picture, it means that players need to own this expansion in order to select this Special Location.

Special Locations and the Hex Deck

Each time a condition marker is placed on Chart 4, the hexagon corresponding to the Special Location selected can either be included or not in the Hex Deck.

If the selected hexagon is already in the Hex Deck, then it becomes locked in the Hex Deck. Meaning it cannot be removed by any further effect.

If the selected hexagon is not in the Hex Deck, no matter if it has been previously removed from the Hex Deck or not, then add this hexagon to the Hex Deck and it becomes locked in the Hex Deck.

Attention! Planet Aquarius Special Locations cannot be selected unless the corresponding hexagon is already in the Hex Deck.

Discovering Lost Artifacts and Special Locations

As mentioned in the "Setting Up the Scenario" chapter, it is important to keep Chart 4 with all its condition markers well placed in a corner of the table, where players can check what are the special locations to look for, at any time.

During an Explore Action, if a player successfully places a hexagon on the map with a drawing corresponding to a Special Location with a condition marker on Chart 4, then they have discovered one of the Special Locations of this scenario. This player immediately gains a 2 VP token and places it behind their screen ; they can either use a 2VP token from Arborea expansion or a homemade one (coin, piece of paper...). Each artwork presented on Chart 4 is unique to all the hexagons; there is only one hexagon corresponding to each Special Location artwork.

Once a Special Location hexagon is added to the map, remove the corresponding condition marker from Chart 4 and place it on the newly discovered hexagon without covering any icons. This is

just to attract the attention of all players to the importance of this hexagon (see next paragraph).

Controlling Lost Artifacts and Special Locations at the end of the game

When the game ends, players earn 5 VP for each Special Location they control on the map (easily identified thanks to the condition marker on it).

A player controls a Special Location when they control the most wooden pieces in this hexagon. That includes all units and Automation chips. If some players are tied for control, then all tied players are considered controlling the Special Location and so each tied player earns the 5 VP.

If there are no wooden pieces on a Special Location, nobody earns the 5 VP.

SAGS SPECIAL RULES

ALL IS NOT LOST

Some planets can be really rough on players and some scenarios might put them in very difficult situations, for example not having any more Seaports, or units or even having no buildings... Just remember to check the Chapter named "All is not Lost" in the Living Planet base rules and maybe they can invoke this rule to save themselves!

RULES CONFLICT

Because the SAGS can create an almost infinite number of different situations, it is impossible to test for every possibility during design and through all the playtests. Therefore, even though our designer has done his best, there still might be some strange combinations of conditions triggered that will lead players to special situations with no definite answer to be found in this rulebook.

So when such a situation occurs, players can either agree amongst themselves on a resolution for a ruling, or search for an answer on the internet.

Either of these methods will work fine, but our designer wanted to propose a simple rule that can help solve all rules conflicts while

sticking to the theme, called "Corporation Law Enforcement." Before designing the scenario, players should decide if they want to use this rule described below. Hopefully, players shouldn't have to use this rule too often.

Corporation Law Enforcement

Each player is portraying a rich and greedy corporation ready and willing to do anything to succeed. They often use bribery of huge amounts to twist the justice system and its laws in their favor. Due to this, when a rule conflict occurs because of some special situations generated by the SAGS, any player can put an amount of money in front of their screen and claim that from now on, for this particular rule problem, the rule now says THIS. THIS being the exact explanation of how the rule should be applied in this particular situation from now on. If any player wants to permanently interpret this new law differently, then they have to place more money in front of their screen and try to claim the new rule by proposing a new THIS. And so on. Each player who pays a higher price can either make a new proposal or vote for the one described by another player. When nobody wishes to pay a higher amount, the last player who did so pays the money to the bank and from now on, the rule they proposed or voted for will be applied until the end of the scenario each time the same situation occurs again.



LIVING PLANET

CAMPAIGN BOOK

CAMPAIGN MODE

WHAT IS A CAMPAIGN ?

Living Planet can be played as a campaign by playing games in sequence and keeping track of each planet players discover. In the campaign mode, each player still assumes the role of a Corporation but they will span the history of this corporation through centuries of planet discoveries and exploitations.

Players can either play the scenarios proposed in this booklet, the ones proposed in any Living Planet Rulebook, use the Scenario Auto Generating System (SAGS) to create many different planets, or simply create their own scenarios. Each scenario played tells the story of the discovery of a new planet in the living galaxy.

Players can play with the same players or bring their Campaign sheets to games with other players and simply update that same sheet. If they never played in a campaign, they will probably enjoy it since they will certainly start with more money than a returning player if they decide to play with the Handicap mode (strongly suggested when playing in a campaign).

CAMPAIGN SHEET

Each player involved in the campaign should use one campaign sheet as provided in this rulebook and fill it in with:

- Their player name
- Their corporation name
- Date of creation
- In the top right corner start by writing "0" in the Number of Trophies section. This section should be updated with the new number of Trophies after each scenario is played.

Then, each time a scenario is played, each player should write down the following information in the next empty planet section:

- Date of discovery (the date this scenario is played)
- Planet's Name / Scenario. If it is an official scenario extracted from a rulebook simply write the name of the scenario. In case of a SAGS scenario, the Best Corporation (see Trophies) gives the name to the Planet or scenario
- Names of involved corporations and/or players competing.
- Famous Achievements. Only the player triggering a Famous Achievement will write their Achievement in this section of their Campaign Sheet
- Ranking at the end of Scenario (See paragraph with the same name)
- Update Trophies. To be erased and updated at the end of the scenario (see End of Scenario paragraph)
- Planet's Description. This more detailed section is optional but it's a good way for Players to keep track of all the specificities of the planets they explored. This section is mainly useful when playing SAGS scenarios, as it includes cells to write the different options the players have triggered on the SAGS charts.

TROPHIES

In campaign mode, the objective of the players is to collect as many Trophies as possible throughout all the scenarios they play through. The Trophies represent the fame, glory, wealth, and reputation of their corporations.

Each player starts with no Trophies. There are only two ways to gain Trophies in any given scenario:

- Player ranking at the end of the scenario
- Triggering a Famous Achievement.

RANKING AT THE END OF THE SCENARIO

- The winner of a 2 player game earns 2 Trophies, while their opponent earns 1 Trophy.
- The winner of a 3 player game earns 3 Trophies, the player ranked second earns 2 Trophies, and the player ranked third earns 1 Trophy.
- The winner of a 4 player game earns 4 Trophies, the player ranked second earns 3 Trophies, the player ranked third earns 2 Trophies, and the last player earns 1 Trophy.
- Players can play a solo campaign where they will gain 1 Trophy only if they win the scenario. They cannot add a solo scenario to a multiplayer campaign.

If 2 or more players are tied for ranking, they share the Trophies that should be earned by all tied players rounded down. There is no such thing as a half Trophy.

EXAMPLE: in a 4 player game, if Jim and Jane are tied for first place, add the Trophies earned for first and second place and divide by two, rounded down ($4+3 = 7$ Trophies, $7/2 = 3,5$), so Jim and Jane both earn 3 Trophies. The third player will earn 2 Trophies and the fourth will earn 1 Trophy.

EXAMPLE 2: in a 4 player game, Jim is the winner but Jane, Jill and Jake are all tied for second place. They will divide the Trophies earned for second, third and fourth place ($3+2+1 = 6$ Trophies), since they are three tied players they must divide those Trophies by 3. $6/3 = 2$ Trophies for Jane, Jill and Jake.

FAMOUS ACHIEVEMENTS

Before any scenario is played in a campaign, the Best Corporation (the player/Corporation with the most trophies at the table) has to roll two dice (no matter the color) and add the results together. Then look at the Famous Achievement Chart below and read out to all players what is the Famous Achievement for this scenario.

Triggering a Famous Achievement

The first player to claim that they reached the conditions needed to trigger the Famous Achievement of this scenario must show and prove it. If they are right, they earn the number of Trophies indicated in the Famous Achievement Chart. They update the corresponding section on their campaign sheet by writing the Famous Achievement just achieved. Also, they update their new total of Trophies. Then the game proceeds normally. No other player can trigger the achievement of this scenario since only the first player to reach the defined conditions can claim it.

FAMOUS ACHIEVEMENT CHART

- 2 The first player to accumulate 200 MC behind his screen can trigger this Achievement and earn 4 Trophies.
- 3 The first player to accumulate 150 MC behind his screen can trigger this Achievement and earn 3 Trophies.
- 4 The first player to accumulate 100 MC behind his screen can trigger this Achievement and earn 2 Trophies.
- 5 The first player to accumulate 80 MC behind his screen can trigger this Achievement and earn 1 Trophy.
- 6 The first player to control 5 different Factory buildings producing 5 different resources can trigger this Achievement and earn 1 Trophy.
- 7 The first player to control 3 different Stock Market buildings can trigger this Achievement and earn 1 Trophy.
- 8 The first player to sell 5 different resources in the same trade action can trigger this Achievement and earn 1 Trophy.
- 9 The first player to sell 6 Mycelium in the same trade action can trigger this Achievement and earn 1 Trophy.
- 10 The first player with no more units in their reserve can trigger this Achievement and earn 2 Trophies.
- 11 The first player with no more Automation chips in their reserve can trigger this Achievement and earn 3 Trophies.
- 12 The first player with no more Automation chips and units in their reserve can trigger this Achievement and earn 4 Trophies.

Note: if the player who claimed the Famous Achievement was wrong, nothing happens and the game proceeds normally.

END OF SCENARIO

At the end of a scenario, each player should fill in their campaign sheet as follows:

- Fill in the ranking section next to each player's name.
- Gain Trophies according to their position and the number of players involved.
- Combine with previous Trophies total and update the campaign sheet.

HANDICAP SYSTEM

When Corporation Commanders of different levels meet to exploit a new living planet, it is commonly agreed that a handicap is set. The player with the most Trophies does not receive any bonus. They are called the Best Corporation. If two or more players are tied for the highest number of Trophies, they all are called Best Corporations.

The other player(s) receive a bonus amount of starting money equal to 3 MC per Trophy difference between their Trophy level and the level of the Best Corporation(s).

Players can never receive more than a 50 MC bonus no matter their Trophy difference with the Best Corporation.

EXAMPLE: Eric is the Best Corporation with 8 Trophies after 3 planets explored. Katia, Steven and Patricia respectively have 5, 3 and zero Trophies. So Eric will start the game without any bonus. Katia will start with 9 MC bonus. Steven with 15 MC bonus. Patricia plays her very first game with a 24 MC bonus.

END OF A CAMPAIGN

A campaign has virtually no ending. Each player having their own campaign sheet, they are free to play Living Planet with any players and in any given mode or scenario and update their own sheet to keep track of their adventures and explorations. When a sheet is totally filled, they just need a copy of an empty sheet to go on... The SAGS by itself can generate trillions of different planets and configurations... a whole universe to explore!

The end of a campaign is when a player decides to throw away their campaign sheet... or if they lose it... sadly...

The image shows multiple overlapping campaign sheets. The top sheet is for the scenario 'Silver & Surfers Inc.' dated 7/03/19. It lists players: Chris (Ranking 1, Trophies 4), Surfers Inc. (Ranking 4, Trophies 1), Profiteers (Ranking 2, Trophies 3), and Angels Corporation (Ranking 3, Trophies 2). The planet description is 'Rich and well-equipped corporations (+30MC, ex Scientist...), explored a very lethal and uns about to blow up soon...'. SAGS Planet Special Rules are: #1: Lethal Geysers, #2: Mountain Peaks, #3: Lethal Earthquakes. Famous Achievement is '6 - Controlled 5 different factories!'. The bottom sheet is for the scenario 'Mad Max' dated 10/03/19. It lists players: Surfers Inc. (Ranking 2, Trophies 3), Best Corporation (Ranking 3, Trophies 2), Business Angels (Ranking 1, Trophies 4), and Drill & Associates (Ranking 4, Trophies 1). The planet description is 'Playing the Mad Max s'. SAGS Planet Special Rules are: #1: Mad Max scenario Rules, #2: , #3: . Famous Achievement is 'Didn't get it :/'.

SCENARIOS

MAD MAX

A SCENARIO BY CHRIS BOELINGER • 2-4 PLAYERS • BASE GAME & INDUSTRIA NEEDED

BACKGROUND STORY

What if humans didn't explore space? What if they didn't desert Earth in the end? And what if they could never get rid of their machines? What if their addiction to Oil was ever growing? How would they survive on this ravaged Earth where Oil became the most precious resource of all? A long time ago, before Mycelium was even discovered...

LANDING ZONE

The Desert Landing Zone hexagon with no cataclysm on it from Planet Industria.



PLANET SIZE AND COMPOSITION

Take the 24 hexagons from the base game and remove the 9 hexagons with Mycelium, then add the Salt Lake from the Planet Industria expansion. The Hex Deck is made of those 16 hexagons. Shuffle the Hex Deck and place it face down.

STARTING CONDITIONS

Each player starts with:

- An automated Garage placed on the landing site. The Leader chooses the die value of their Garage first then play proceeds clockwise.
- A Motorized Scientist placed on the Garage.
- 20 MC
- 1 Oil

The bank starts with 8 Iron, 8 Electricity, 8 Oil, 20 coins of 1 MC, 12 coins of 5 MC, 12 coins of 10 MC and 4 coins of 50 MC.

Bank of Buildings:

Remove all Vibrium and Mycelium production buildings. Remove all Shock Absorbers, Steel Domes, Trading Offices, and Spaceports from the game.

PLANET PROPERTIES

This is Earth. There is no Mycelium or Vibrium here!

Every Vibrium production site on hexagons are considered void and can only receive a building not requiring resources such as Protective buildings or Stock Market buildings.

If the square space is showing two types of resources, such as Iron and Vibrium, then only the Iron can be produced on this site.

STOCK MARKET SITUATION

Remove all Stock Market cards for Oil, Mycelium and Vibrium.

Remove the Stock Market value indicator for the Mycelium and Vibrium.

The Oil price starts at 10 MC and is locked at this value. Nothing can make it move from 10 MC.

Electricity and Iron both start at 5 MC.

CORPORATION RULES

Players cannot construct Spaceports. Remove the Spaceports from the bank of buildings.

Players can also remove all Scientists from their reserves, they won't be used.

Players cannot construct any building on an empty square space of the Landing Zone except for the Garages they start with.

POLITICAL RELATIONS

No negotiations are allowed.

ENDING CONDITIONS

The game ends after 8 turns for a 2 or 4 player game. The game ends after 9 turns for a 3 player game.

VICTORY CONDITIONS

At the end of the game, Players score VP for the buildings and Motorized Scientists they control, plus the money they have behind their screen.

DESIGNER NOTES

This scenario is a tricky survival one, because players will have to manage with only their two Motorized Scientists. It is quite a good strategy to try to control both most of the time, because if one needs fixing, the other one better be ready. If a player ends-up in a situation where their vehicle is broken and they do not have a second one available on the map, they can bring a new one into their Garage by spending one Oil when the production number of the Garage comes up. If they want to speed-up the process, change the value of their die before production to match the one on the Garage using the Fate Token. So if the player doesn't control two vehicles, at least try to have the fate token. And if the player doesn't own or produce Oil, they can always go buy some for the high price on the Stock Market. So if they are not prepared, the accumulation of unprepared issues might require quite some turns to get back in the game!

UNP-666

A SCENARIO BY CHRIS BOELINGER • 2-4 PLAYERS • BASE GAME ONLY

BACKGROUND STORY

Never referenced in the history logs, never mentioned in conversations, the Unpredictable Planet was in fact the very first Living Planet to be discovered. But it was a total failure and a horrible memory that humanity was quick to forget as to not scare away other settlers and explorers.

The planet was named UNP-666 for an unpredictable, almost demonic planet! There were no survivors coming back from the planet. Nobody to really tell the story of what truly happened.

This planet has been banished from all charts and maps like a horrible nightmare no one wants to experience again.

It was the most chaotic planet ever encountered in the Living Galaxy. The corporations had a real hard time performing accurate forecasts about the weather conditions and cataclysms to come. The greedy explorers got caught by surprise and didn't even have the time to flee from the planet surface before they were wiped out. The notion that the planet was alive didn't even have the time to come to their mind. Maybe this is another reason why everybody forgot about this planet and the drama that happened there. It has never been considered as the first Living Planet discovered, although it probably was...

LANDING ZONE

One of the 3 starting hexagons corresponding to the number of players.



PLANET SIZE AND COMPOSITION

The Hex Deck contains the remaining 23 tiles from the basic game.

STARTING CONDITIONS

Each player starts with:

- An automated Spaceport placed on the Landing Zone
- A Scientist placed on their Spaceport
- 20 MC

The bank starts with 8 Iron, 8 Electricity, 8 Oil, 8 Vibrium, 11 Mycelium, 20 coins of 1 MC, 12 coins of 5 MC, 12 coins of 10 MC, and 4 coins of 50MC.

PLANET PROPERTIES

This planet is the most chaotic planet ever encountered in the Living Galaxy.

For this reason players do not use their deck of planet cards; remove them from the game and place them back in the box. They won't be used during this scenario.

At the beginning of a new turn, the Leader rolls the 4 dice and decides their order on the Leader Board. All other aspects and rules of the game remain the same.

STOCK MARKET SITUATION

The Stock Market deck contains all 25 Stock Market cards from the base game.

The price of each one of the 5 resources starts at 5 MC on the Stock Market.

POLITICAL RELATIONS

Negotiations are allowed.

ENDING CONDITIONS

The game ends after 8 turns for a 2 or 4 player game. The game ends after 9 turns for a 3 player game.

VICTORY CONDITIONS

At the end of the game, players score VP for the buildings and Motorized Scientists they control plus the money they have behind their screen.

DESIGNER NOTES

This scenario brings more randomness to the game. It also speeds-up the game since the Planet Card selection and Leader's effect are not present anymore. It's also easier to explain because everything related to the Planet cards and leader effects are removed.

For these reasons, it is a good scenario to play with a younger audience or players not so used to tactical games where they have almost full control. Simply put, it gives a chance for any player to win! ;)

On the contrary, if all players are looking for control and strategy or if all players already know the game very well, this scenario is probably not for them.

This being said you also have to know that this scenario recreates in fact the first version of the Living Planet prototype. There was no planet card initially. Yes, we did have less control over the planet, it was more random, but still it was fun and more suited to the family audience. At least those are my thoughts and experience as well.

THE TRADERS

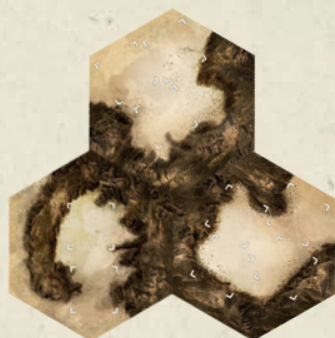
A SCENARIO BY CHRIS BOELINGER • 2-4 PLAYERS • BASE GAME ONLY

BACKGROUND STORY

Across the millennium-spanned history of humanity's discovery of the Living Galaxy, corporations started to realize that having an efficient Stock Market structure directly on the planet tends to generate higher profits. With this fact now being obvious, they sometimes even prioritize that department in their plans for the planet's exploitation.

LANDING ZONE

Take the 3 starting hexagons without any cataclysms from the base game and place them at the center of the table as shown in the picture.



PLANET SIZE AND COMPOSITION

The Hex Deck contains all remaining 21 tiles from the basic game.

STARTING CONDITIONS

Randomly determine who will be the first Leader for this game.

Each player starts with:

- The 3 different Stock Market buildings (for a 2 or 3 player game) or each player chooses 2 Stock Market buildings to start with (for a 4 player game). The Leader places one of their three buildings on an empty square space of the Landing Zone. Proceeding in a clockwise order, each

player will place one of their buildings on any empty square space, one by one, until all players have placed all their buildings. Each time a building is placed, it receives an Automation chip.

- A Scientist placed on any building the player controls.
- 20 MC

The bank starts with 8 Iron, 8 Electricity, 8 Oil, 11 Mycelium, 8 Vibrium, 20 coins of 1 MC, 12 coins of 5 MC, 12 coins of 10 MC, and 4 coins of 50 MC.

PLANET PROPERTIES

In case the game lasts more than 12 turns (see Ending Conditions), the Planet Exhaustion step is not applied after the 12th turn.

STOCK MARKET SITUATION

The Stock Market deck contains all 25 Stock Market cards from the base game.

The price of each one of the 5 resources starts at 5 MC on the Stock Market.

CORPORATION RULES

Players do not have a Spaceport at the start of the game.

Players are not allowed to construct any building other than the ones they start with on the Landing Zone.

Players can change MC coins with the bank at any time to try to obtain a 50 MC coin.

POLITICAL RELATIONS

Negotiations are allowed between corporations.

ENDING CONDITIONS

The game ends when the bank runs out of money or when there has been a number of Stock Market Crashes equal to the number of Players;

The bank runs out of money when it reaches 0 MC, or when the bank doesn't have sufficient money to pay a player (in the process, the player loses the money the bank cannot pay).

When the bank runs out of money, or when a certain amount of Stock Market crashes occur, this scenario ends after the current turn or after all 4 dice have reached the Cataclysm section of the Leader board.

VICTORY CONDITIONS

Players still score 1 VP per 5 MC behind their screen. In addition, they also score 5 extra VP for each 50 MC coin they own. Players score VP for the buildings and Motorized Scientists they control as usual.



PLAYING SOLO

The game rules do not change for a solo game. Players still use the four decks of Planet cards. Which means that three of them will be allocated to non-players. At the beginning of each turn, the player will reveal the top card of each of those decks to set the value of each of the three dice colors they do not control, similar to a 2 or 3-player game.

Playing solo causes the player to remain the Leader each turn. That means that they apply the effect of the planet card they play each turn. As the Leader, one resource must be exhausted at the end of each turn. Remember that during the cataclysm phase, a die from a non-player triggers ALL the corresponding cataclysms on the map. When playing solo, you can perform the same action twice.

SOL-E-TER

A SCENARIO BY CHRIS BOELINGER • 1 PLAYER • BASE GAME ONLY

BACKGROUND STORY

Corporations couldn't save the Earth. Maybe they will be able to save humanity... But we are inclined to doubt that, due to the fact that profit still remains the main concern of any corporation. Where is humanity placed in the order of their priorities? Can't they understand that if humanity disappears, money will have no meaning; no purpose - it will be useless.

LANDING ZONE

The starting hexagon with two square spaces from the base game.



PLANET SIZE AND COMPOSITION

The Hex Deck contains the remaining 23 tiles from the basic game.

STARTING CONDITIONS

The player starts with:

- An automated Spaceport placed on the Landing Zone
- A Scientist unit placed on their Spaceport
- 20 MC

The bank starts with 8 Iron, 8 Electricity, 8 Oil, 8 Vibrium, 11 Mycelium, 20 coins of 1 MC, 12 coins of 5 MC, and 12 coins of 10 MC.

STOCK MARKET SITUATION

The Stock Market deck contains all 25 Stock Market cards from the base game. The price of each one of the 5 resources starts at 5 MC on the Stock Market.

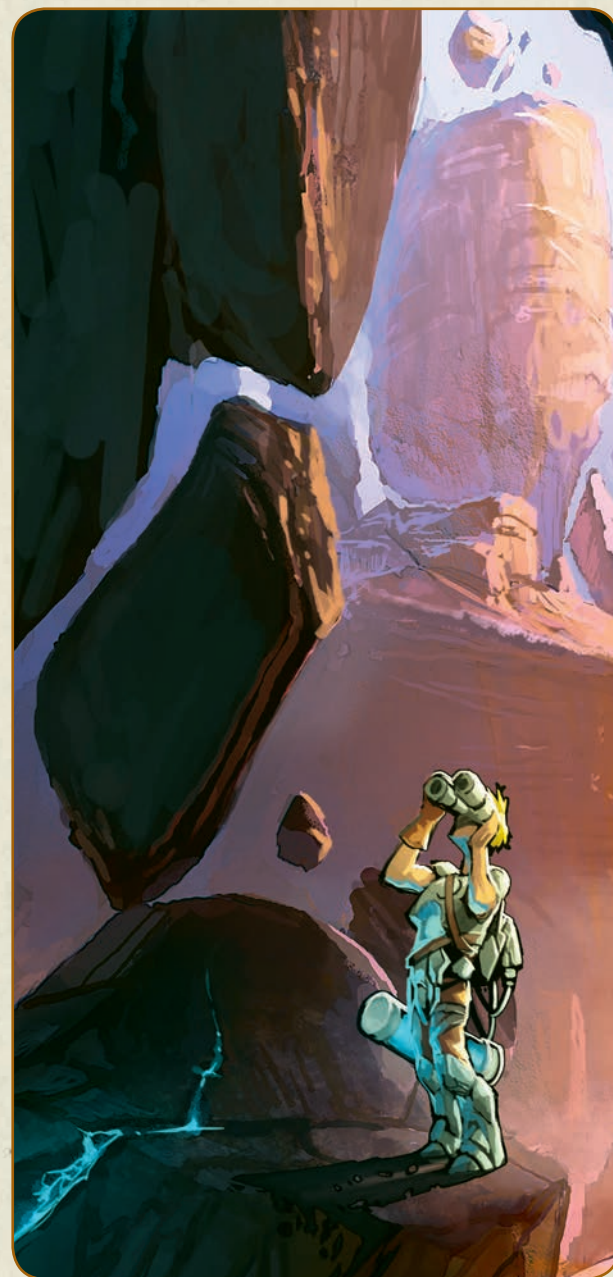
ENDING CONDITIONS

The game ends at the end of the 12th turn or when the bank runs empty.

The bank runs empty when it reaches 0 MC or when the bank doesn't have sufficient money to pay the player. The scenario ends immediately when the bank runs out of money.

VICTORY CONDITIONS

The game is won if the bank runs out of money before the end of the 12th turn, otherwise the game is lost.



MAELSTROM ZERO

A SCENARIO BY CAMILLE FROULIN • 1 PLAYER • BASE GAME & AQUARIUS NEEDED

BACKGROUND STORY

Nothing will stop human exploration, not even a totally unfriendly planet like Maelstrom Zero. This planet shows a gigantic hole sucking everything into the abyss of its entrails. Any corporation with some common sense would avoid it, but ever growing greed has no limit, at least for humanity...

LANDING ZONE

The starting hexagon from the Planet Aquarius expansion is the Landing Zone (the island without a cataclysm).

Place the Whirlpool hexagon touching the island, with a random orientation.

Place a marker on the Whirlpool hexagon in the 60° angle adjacent to the Landing Zone, as shown in the picture. Use one Scientist from a non-player's color. This marker is called the Whirlpool marker.



PLANET SIZE AND COMPOSITION

The Hex Deck contains the 19 remaining hexagons from the Planet Aquarius expansion.

STARTING CONDITIONS

Each player starts with:

- An automated Seaport placed on the Landing Zone

- A Scientist unit placed on the Seaport
- 20 MC
- 1 Oil
- 1 ship placed in the sea section of the island hexagon.

The bank starts with 8 Iron, 13 Electricity, 13 Oil, 8 Vibrium, 20 coins of 1 MC, 12 coins of 5 MC, 12 coins of 10 MC, and 4 coins of 50 MC. No Mycelium is available for this scenario

PLANET PROPERTIES

The giant maelstrom irremediably attracts all things on this planet.

There is no Mycelium on this planet. Remove all Mycelium Factory buildings from the game.

There is no Mycelium production site (square space with Mycelium icon) available on Planet Aquarius hexagons.

STOCK MARKET SITUATION

Remove all Stock Market cards based on Mycelium.

Remove the Stock Market value indicator for the Mycelium.

All resources start at 5 MC.

CORPORATION RULES

No building can be constructed on the Landing Zone, except for the initial Seaport.

During an Exploration action, the new hexagon must always touch the Whirlpool. If it cannot be placed on a hexagon touching the Whirlpool, then the exploration has failed.

If there is no more space available around the Whirlpool, then the exploration action cannot be performed until the end of the game. This

means that only 5 successful explorations can be done during this scenario.

At the end of each turn, during the Planet Exhaustion phase, all cataclysms on all hexagons around the Whirlpool are triggered, according to the color of the dice in the 60° zone where the marker is located. Cataclysms of the Whirlpool hexagon are not activated at this step.

The player chooses in which order the cataclysms trigger. Once a cataclysm is triggered, place a temporary Mycelium resource on the cataclysm die just triggered, as a reminder marker, until all cataclysms that should be triggered have a marker. Then remove all Mycelium markers.

Move the Whirlpool marker to the next 60° zone clockwise on Whirlpool hexagon for the next turn. Cataclysms occurring during each Cataclysm phase for a player or non-player are still activated as usual.

EXAMPLE: if the marker is on a 60° zone with blue & red dice, all blue & red cataclysms on hexagons around the Whirlpool are activated. Move the marker to the next 60° zone which should be a yellow/green zone

ENDING CONDITIONS

The game ends after the 12th turn.

VICTORY CONDITIONS

To win the game at the end of turn 12, the player must control at least one of each of these listed buildings:

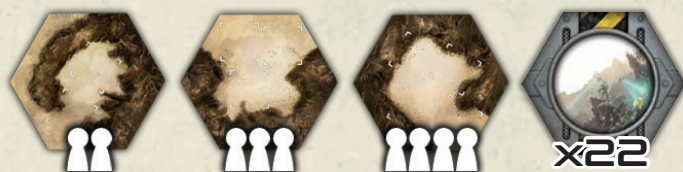
- An Iron Factory building
- An Oil Factory building
- A Vibrium Factory building
- An Electricity Factory building
- A Protective building against tornadoes
- The 3 different Stock Market buildings
- A Spaceport

INITIAL CONDITIONS

SETUP AND ENDING



PLANET SIZE AND COMPOSITION



PLANET PROPERTIES AND TRADE



LOST ARTIFACTS AND SPECIAL LOCATIONS



CAMPAIGN SHEET

LIVING PLANET		PLAYER'S NAME	DATE OF CREATION	TROPHIES EARNED
		CORPORATION'S NAME		
PLANET'S NAME OR SCENARIO	DATE OF DISCOVERY	PLANET DESCRIPTION		
INVOLVED CORPORATIONS	RANKING	TROPHIES	SAGS PLANET SPECIAL RULES	SAGS ALTERNATIVE ENDING
			#1:	
			#2:	
			#3:	
			FAMOUS ACHIEVEMENT	EXTRA TROPHIES
PLANET'S NAME OR SCENARIO	DATE OF DISCOVERY	PLANET DESCRIPTION		
INVOLVED CORPORATIONS	RANKING	TROPHIES	SAGS PLANET SPECIAL RULES	SAGS ALTERNATIVE ENDING
			#1:	
			#2:	
			#3:	
			FAMOUS ACHIEVEMENT	EXTRA TROPHIES
PLANET'S NAME OR SCENARIO	DATE OF DISCOVERY	PLANET DESCRIPTION		
INVOLVED CORPORATIONS	RANKING	TROPHIES	SAGS PLANET SPECIAL RULES	SAGS ALTERNATIVE ENDING
			#1:	
			#2:	
			#3:	
			FAMOUS ACHIEVEMENT	EXTRA TROPHIES
PLANET'S NAME OR SCENARIO	DATE OF DISCOVERY	PLANET DESCRIPTION		
INVOLVED CORPORATIONS	RANKING	TROPHIES	SAGS PLANET SPECIAL RULES	SAGS ALTERNATIVE ENDING
			#1:	
			#2:	
			#3:	
			FAMOUS ACHIEVEMENT	EXTRA TROPHIES

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