Planet Unknown - Multiplayer Rules Summary *(v1)*

Setup:

1. Fill SUSAN with tiles (adjust middle). Place in center of table.
2. Each player takes one Map board
   - Place **blue** lifepods on the indicated **blue** circles spots.
3. Each player takes one Corporation board
   - Place matching color tracker cubes on 0 for each track.
   - Place **white** rovers at bottom left, one for each icon
4. Each player takes 2 triangles of their color
   - Place one next to SUSAN pointing to their "slice" of tiles in the depot. On each turn, they will choose 1 of the two tiles in their "slice". The other is placed on their map corner.
5. Randomly chose Civ cards for each rank (1 more than the number of players for each rank). Place in 4 facedown stacks.
6. Place **orange** meteorites and **green** biomass tiles on table
7. Set out Objective cards
   - 2 players: 3 face up between players *(neighbor side up)*.
   - 3+ players: 1 face up between players *(neighbor side up)*.
8. *Optional: set up Event deck (see end of this summary)*.
9. Give the **yellow commander token** to a player.

Playing a Round *(simultaneous turns)*:

The **commander** may turn the SUSAN as wished. *If used, reveal & follow the top event deck card.* **Then each player:**

1. Takes one of the two tiles in their "slice" of the depot.
   - If both tile areas in their "slice" are empty: **Game Ends.**
   - If they cannot place either of their tiles: **Game Ends.**
     - However, they do get the bonuses for one of the tiles. even though the tile is not placed on their map..
2. Places the chosen tile on their planet map.
   - Very first tile must be place along the map edge.
   - Subsequent tiles must be adjacent to another tile edge.
   - If placed on top of a **blue** lifepod, the pod is destroyed.
   - If placed on top of a rover, the rover is destroyed.
   - If meteor icon is on the tile, put an **orange** meteorite on it.
3. Moves the tracker up 1 for each of the 2 resources on that tile
   - Note: Only move the **blue** water tracker if the tile covers **blue** ice on the planet map.
   - Note: **Yellow energy** has no track. Instead move the tracker for a track that is adjacent to that energy area.
   - If the tracker is already at the top, you cannot move it higher and get no bonus (except Rover always moves).
4. Acquires Bonuses on tracks that you advance the tracker.
   - **Gold** circles are medals that give end game points.
   - 5 **color** circles are synergy boosts. Advance ANY track +1
5. Special Notes for each Resource Track:
   - **Black Civ Resource Track**
     - If your tracker is on a Civ Milestone, take all the available Civ cards for the indicated level (1,2,3 or 4), keep one and replace the remainder face down.
       - If the bottom left says *Immediate*, get the bonus now.
       - If it says *End Game*, the bonus is at the game's end.
       - If two or more players reach the same Civ Milestone level on the same turn, select their cards clockwise starting with the **commander**.
   - **Blue Water Resource Track**
     - Only move the **blue** water tracker if a water square on the tile covers a **blue** ice square on the planet map.
       - This requirement is only during tile placement.
       - Advancing the blue water tracker at other times has no extra requirement.
   - **Green Biomass Resource Track**
     - Advancing onto a **green** biomass milestone means take and place one **green** biomass square tile.
   - **Red Rover Resource Track**
     - Gain a rover if advancing on a rover milestone.
     - Move a rover(s) the number squares indicated.
       - Rovers move on tile or planet squares *(not diagonally)*. Can split the moves between rovers.
       - Collect asteroids a rover encounters into the top right corner of the corporation board. Gain end game points.
       - Collect lifepods a rover encounters. Place in the top left corner of the corporation board. Gain end game points.
   - **Clear Tech Resource Track**
     - Advancing onto a Tech milestone unlocks the indicated tech level (see right side of corporation board).
   - **Yellow Energy** has no track. Instead advance a tracker in a resource that is adjacent to the energy area.

Begin the next round after all players have placed a tile and taken their bonuses by passing the **yellow commander token** to the next clockwise player.

End Game and Scoring:

Game ends **immediately** on the turn when a player is unable to play a tile *(see playing a round #1)* or if the optional event deck runs out. All players play THAT turn, then the game ends.

Each player tallies all their gold medals *(victory points)*:
- Gold medals for each map row & column completely covered.
  - Meteorites / lifepods block scoring for map row & column.
- Highest Gold medal that each tracker is on or has passed.
- 1 Gold medal per lifepod collected.
- 1 Gold medal for every 3 meteorites collected.
- Score Gold medals for Civ cards labeled "End Game".
- Score Gold medals for Objective cards if your planet wins or ties the comparison with your neighbor's planet.

In case of a tie, the fewest number of uncovered squares wins. If still a tie, the fewest meteorites on their planet wins.

Optional Event Deck:

Create an event deck of **20** cards of your choice. **Red** events are worst, **green** events best, **orange** events middling. Before starting a round, draw and resolve the next event card. **Game Ends** when there are no more event cards to draw.

Notes:

- Complexity rating for maps is the number of asteroid icons after the planet name. For corporations it is at the top right.
- You may choose which resource track to advance first.
- If you regress on a track you do NOT gain any benefits, but can reclaim benefits when advancing again.