

# Planet Movers

By Charlie Hoopes

Number of Players: 2-4 (can play more, add 15 minutes per player)  
Ages: 10-Adult  
Playing Time: 30-60 minutes

## Overview

Deliver resources & scientists between orbiting planets to complete contracts and earn the most points. Either fly your rocket to the planets, or accelerate time to move the planets along their orbits to your rocket. To move your rocket the full dice roll requires you to burn precious fuel, so choose wisely when to open the throttle and when to cool your jets.

## Components

1 Game Board	32 Contract Cards
12 Rockets	36 Resource Chips
10 Planet Markers	6 Cargo Hold Tableaus
36 Fuel Chips	1 Score Track/Production Chart
6 Player Aid Cards	1 Rule Booklet
2 Specialty Dice (one marked 2-7, the other 3-8)	

## Set Up

Place each planet marker on the board space with the first letter of its name.

Place cargo chips on the board (using the boxes along the bottom)

- One Iron (Fe) on Mercury, Venus, Mars, and Ceres
- One Hydrogen (H) on Jupiter, Saturn, Uranus, and Neptune
- One Water (H<sub>2</sub>O) on Pluto and Ceres
- One scientist on Earth

*The [International Astronomy Union](#) categorizes Pluto and Ceres as “dwarf planets”, not planets. No matter what you call them, both orbit our Sun and have sufficient gravitational mass to be spherical. More importantly, within the game Planet Movers, any rule that applies to planets equally applies to Pluto and Ceres.*

Each player should:

- Take a Cargo Hold Tableau & two matching rockets
- Place 5 fuel chips in the cargo hold
- Place one of the rockets on the score track (you start with 0 points)

Shuffle the Contract Cards. Draw the first four cards, lay face-up in a row from right to left.

Everybody rolls both dice. The highest sum is the Lead Player on the first turn. Play follows the same direction as the planets orbit the sun, which is counter-clockwise.

Beginning with the player who will move **last** (and then working clockwise, in reverse turn order):

- Choose a Contract Card
- Place your rocket on a planet that has that cargo
- Load that cargo from the planet into the last spot in your cargo hold
- Shift remaining Contract Cards to the right and draw to add a new one.

### Basic Turn Sequence

**Roll Dice, Production, Move Planets**

**Time Acceleration**

**Rocket Movement**

Lead Player - The Lead Player is the only player to roll the dice during a turn. The Lead Player acts first during time acceleration, and moves first during rocket movement.

### Roll Dice, Production, Move Planets

The Lead Player rolls the dice. This dice roll is used for production, then shared by ALL players who move planets during time acceleration, then shared by ALL players to move rockers.

Production - Consult the production chart and set out new cargoes according to the dice roll. Planets may never have more than 3 cargoes of one type. (Ceres may have a maximum of 3 Iron and 3 Water).

In the rare event that there are insufficient spare cargo chips available to place all new cargoes of that type, then none of that type are placed.

Planet Movement - Starting at Mercury and proceeding outward, move each planet counterclockwise within its orbit.

### Time Acceleration

During this phase, starting with the lead player, you may:

- Accelerate a planet's movement within its orbit, OR
- Accelerate a planet's production to add one resource chip, OR
- Recruit a scientist to add one scientist chip to Earth.

If you choose to accelerate a planet, move it the full number of spaces as indicated in the below chart. Each planet may only be accelerated once per turn.

Category	Planets	Movement
Inner	Mercury Venus Mars	Low Die Roll
Middle	Ceres Jupiter Saturn	High Die Roll
Outer	Uranus Neptune Pluto	Both Dice

If you choose to accelerate production (or recruit a scientist) **place** one resource chip on one planet. Allowable resource placements are:

- Iron- Mercury, Venus, Mars, or Ceres
- Hydrogen - Jupiter, Saturn, Uranus, or Neptune
- Water - Ceres or Pluto
- Scientist - Earth

(but not to exceed the maximum of 3 resource types per planet).

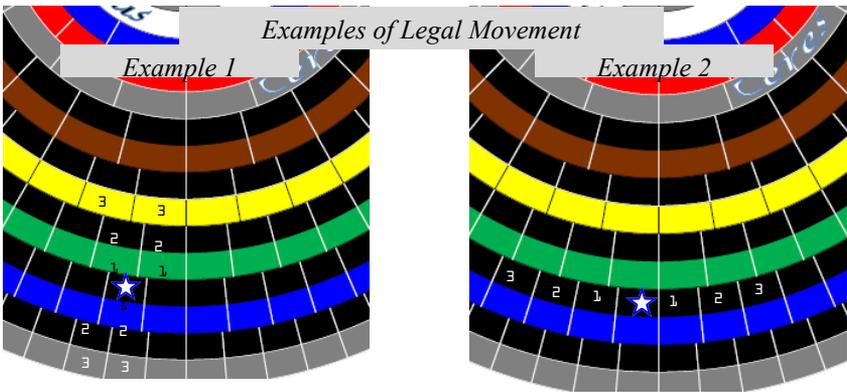
There is no card to accelerate Earth in its orbit (the inhabitants don't like that).

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### Rocket Movement

All players now use the shared dice roll for rocket movement. On your turn to move your rocket, you may:

- Pay **0 fuel** to move up to the number of spaces on the **low** die,
- Pay **1 fuel** to move up to the number of spaces on the **high** die,
- Pay **2 fuel** to use **both** dice to move.



*You start at the space marked with a star. You decide to pay no fuel to move with the low die roll of 3.*

*Example 1 shows potential moves between orbits to move closer or further from the Sun.*

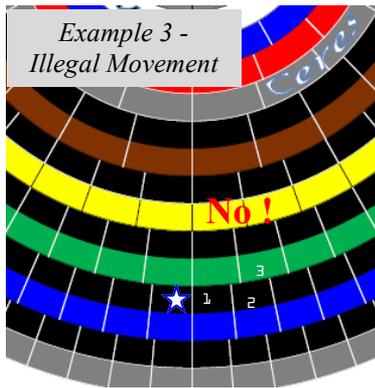
*Example 2 shows potential moves clockwise or counter clockwise within an orbit.*

A single die may be used to move a rocket in a single direction. You may use one die to either move:

Clockwise or Counterclockwise within an orbit, OR  
Between orbits to move closer or further from the Sun,  
**BUT NOT BOTH!**

If you pay 2 fuel to use both dice to move, one die may be used to move in one direction while the second die is used to move in a different direction.

In addition to moving rockets, you may load, unload, refuel, accept and complete contracts during the rocket movement phase. See In Orbit and Contracts for more details.



Example 3 -  
Illegal Movement

*You decide to pay no fuel to move with the low die roll of 3. You start at the space marked with a star.*

*Example 3 is illegal - you may use a die roll to move either within an orbit or between orbits **but not both.***

*If you pay two fuel to move with both dice, then one die may be used to move within orbit while the other die is used to move between orbits.*

## End of Turn

- Discard the rightmost contract, shift the remaining contracts right, draw a new contract card for the leftmost spot.
- Pass the dice counter-clockwise to change Lead Player for the next turn.

## In Orbit

Whenever a rocket and planet occupy the same space, the rocket is considered to be in orbit around that planet. Any rockets orbiting that planet move with the planet.

If a planet enters the same space as a rocket **during planet movement**, the rocket immediately goes into orbit and moves with the planet for the remainder of planet movement.

A rocket that moves into the same space as a plane **during rocket movement** must

immediately go into orbit and move no further that turn.

A rocket must be in orbit around a planet in order to:

- Refuel
- Load/Unload Cargo
- Discard Fuel
- Accept/Complete/Break Contracts

There is no limit to how much a rocket loads, refuels, changes contracts, etc. whenever a rocket is in orbit around a planet.

**Rocket Capacity** - Your rocket has 6 available cargo spaces. Each space may hold one fuel, one scientist, or one cargo (Hydrogen, Iron, or Water). You may fill those 6 spaces with any combination of fuel/scientists/cargoes so long as you do not exceed 6 items.

### **Refueling**

Rockets may trade points for fuel when orbiting a planet at the following rates:

- Earth - 1 point for 4 fuel chips
- Any other planet - 1 point for 2 fuel chips
- You may earn 1 free fuel chip if you are orbiting a planet and do not move during rocket movement

You may purchase as much fuel as will fit in your cargo hold. Purchased fuel which does not fit is lost.

**Loading-** You may load as little or as much cargo from a planet as will fit in your cargo hold. You may load cargo even if you do not have a contract to deliver that cargo, or if you have a contract for different cargo

**Discarding Fuel** - You may discard fuel to free up room for more cargo. Discarded fuel chips are placed on the planet being orbited, and become available to be loaded (for free) by other players who visit that planet

**Discarding Unwanted Cargoes** - You may discard cargo you no longer want in your cargo hold. Discarded cargo is placed on the planet being orbited, and become available to be loaded by other players who visit that planet

### **Example -**

*Your rocket begins rocket movement orbiting Mars. You complete your contract and earn 4 points by delivering 2 Hydrogen to Mars. You unload the two Hydrogen and return them to the resource pool, discard the contract card, and advance your marker 4 points along the score track.. You choose to refuel by deducting one point to add two fuel to your cargo hold. You then decide to take a new contract to deliver Iron to Saturn, and load 3 Iron waiting on Mars to your cargo hold.*

*You may do all this, and still move your rocket. If you are fortunate enough to reach Saturn on the same turn, you may again, unload, refuel, take a new contract, and load resources from Saturn.*

## **Contracts**

Contracts are the key to earning points. To earn points for a contract, deliver that cargo to the destination planet. The first number on a contract card shows how many points for delivery of one cargo of that type, the second number for two cargoes, and the third number for three cargoes. Advance your rocket marker along the score track that many points whenever you complete a contract.

There are always four face-up contract cards for players to accept, arranged in a row from newest contract on the left to oldest contract on the right. Whenever a player takes a contract, draw a new contract card for the leftmost spot and shift the remaining contracts right.

Some more rules about contracts:

- Combination contracts require delivery of one unit of both resources
- Return resources to the resource pool after completing a contract
- You may deliver up to 3 Hydrogen or Iron to Earth for 1 point per cargo without a contract.
- You may only be take, complete, or terminate a contract during rocket movement
- Your rocket must be orbiting a planet to take, complete, or terminate a contract
- You may only hold one contract at a time
- You may take a contract even if the planet you are orbiting does not have any of that cargo available to load
- You may terminate a contract without completing it in exchange for a one point penalty

## **Winning the Game**

The game ends when one or more players have 20 or more points at the end of a turn. High score wins. If there is a tie, play another full turn. Keep playing until there is only one leader at the end of the turn

Play Tester Credits: JeffW, TomB, DanH, CoreyY, EugeneP, AaronH, EthanG, JohnW, Zenlizard, KevinK, KeithF, MikeB, AdamF, Max, DougH, BarbF, ChrisM, NickV, ChristianA, BrantW, DavidY, BenB, GiovanniD, RichB, MichaelH, ShawnS, JennaS, JernellW, KarenH, LeeG, JasonS, ColetteG, CharlesW, MattH, AndrewJ, SteveT, Ely, TylerS, GregM, DavidT, MichaelS, BenG, BrianK, EvanE, GrecC, MiriamS, AustinS, PaulE, DanielN, JohannK, MelissaE, MichaelM, MikeC, KevinG, BradleyM

Junior Playtesters: Francesco, James, Thomas

Planet Chasers was playtested at the following events:

Origins, Columbus OH June 2014

Congress of Gamers Unpub Zones, Rockville MD, Sep 27 2014

Unpub Mini, Games & Stuff, Glen Burnie MD, Oct 4 2014

Euroquest, Pikesville MD, Nov 14-15 2014

Unpub5, Baltimore MD, Feb 7 2015

Congress of Gamers Unpub Zones, Rockville MD, Sep 26 2015

Metatopia, Morristown NJ, Nov 6-7 2015

Break My Game, Boards&Brews, College Park MD, Feb 21 2016

Unpub6, Baltimore MD, Apr 10 2016

Planet Chasers was also play tested by judges of the 2016 Cardboard Edison Prototype of the Year, who selected it as a finalist and overall 3rd place finisher.

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