

1 - STRAP IN, EXPLORERS!

Start unpacking your space bags, you've got planets to play with!

This red icon means that you **MUST** turn this card 90°.



9 - RULES CARD 2

All resources produced during a turn can **ONLY** be used **ONCE** per turn, and are lost if not used.

There is no way to stock resources for a later use (except energy ⚡).

When you reach the Energy card, you **MUST** reduce your energy by 1. You **MAY** move 1 card (except the Energy card) to any position of your plan.



4 - ENGAGE ENGINES

G Pocket planet can be played anywhere, in a backpack, on a asterooid, or even during a space speed race, no table, no problem!

You **MUST** flip this card to the other side

Initial state is up. Turn each card until the flag indicating their changing thier orientation. **G** Put the Energy card at the back of the pile.

Turn each card until the flag indicating their initial state is up. **E** Shuffle the cards without changing thier orientation. **E** Put the Energy card at the back of the pile.

11 - BOOST USING ENERGY

12 - RECHARGE ENERGY

2 - STEP OFF YOUR SPACECRAFT

What am I supposed to do here? Grow your Colony by upgrading cards. Win a maximum of 5 stars! Don't run out of energy ⚡

3 - INITIATING COUNTDOWN

Turn each card until the flag indicating their initial state is up. **E** Shuffle the cards without changing thier orientation. **E** Put the Energy card at the back of the pile.

13 - CARD #3



14 - COMBOS

If multiple effects apply during a turn, you may apply them in ANY order you want and combine them to create powerful combos.

15 - END OF CYCLE

A Cycle ends when you reach the Energy Card. If you only have 1 card left before the energy card, then... you have only 1 card for this turn! Remember that you can move 1 card wherever you want in your plan.

16 - END OF CYCLE

A Cycle ends when you reach the Energy Card. If you only have 1 card left before the energy card, then... you have only 1 card for this turn! Remember that you can move 1 card wherever you want in your plan.

Kickstarter Exclusive:
Thank you for supporting our Kickstarter Campaign!
As a reward, you have unblocked an Exclusive Event Card. You can either choose to play with one of the 2 event cards or with Both!

17 - ZEMRON

We have planted 1000 trees on Kepler-47b for each game! You can print the game as many times as you want and offer the digital files in any format.

18 - TERR-B

- We have planted 1000 trees on Kepler-47b for each game!
- Andromeda
- Alien cooking book which is under way from A Melodic Playlist
- A Spotify Playlist : search "Pocket Planet".
You have also unlocked some bonus!

19 - COMBOS

- We have planted 1000 trees on Kepler-47b for each game! You can print the game as many times as you want and offer the digital files in any format.
- We have planted 1000 trees on Kepler-47b for each game!
- Andromeda
- Alien cooking book which is under way from A Melodic Playlist
- A Spotify Playlist : search "Pocket Planet".
You have also unlocked some bonus!

20 - You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

21 - ENGAGE ENGINES

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

22 - RECHARGE ENERGY

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

23 - INITIATING COUNTDOWN

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

24 - END OF CYCLE

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

25 - CARD #3

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

26 - ZEMRON

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

27 - TERR-B

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

28 - RECHARGE ENERGY

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

29 - INITIATING COUNTDOWN

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

30 - END OF CYCLE

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

31 - CARD #3

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

32 - ZEMRON

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

33 - TERR-B

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

34 - RECHARGE ENERGY

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

35 - INITIATING COUNTDOWN

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

36 - END OF CYCLE

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

37 - CARD #3

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

38 - ZEMRON

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

39 - TERR-B

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

40 - RECHARGE ENERGY

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

41 - INITIATING COUNTDOWN

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

42 - END OF CYCLE

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

43 - CARD #3

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

44 - ZEMRON

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

45 - TERR-B

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

46 - RECHARGE ENERGY

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

47 - INITIATING COUNTDOWN

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

48 - END OF CYCLE

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

49 - CARD #3

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

50 - ZEMRON

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

51 - TERR-B

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

52 - RECHARGE ENERGY

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

53 - INITIATING COUNTDOWN

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

54 - END OF CYCLE

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

55 - CARD #3

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

56 - ZEMRON

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

57 - TERR-B

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

58 - RECHARGE ENERGY

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

59 - INITIATING COUNTDOWN

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

60 - END OF CYCLE

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

61 - CARD #3

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

62 - ZEMRON

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

63 - TERR-B

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

64 - RECHARGE ENERGY

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

65 - INITIATING COUNTDOWN

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

66 - END OF CYCLE

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

67 - CARD #3

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

68 - ZEMRON

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

69 - TERR-B

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

70 - RECHARGE ENERGY

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

71 - INITIATING COUNTDOWN

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

72 - END OF CYCLE

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

73 - CARD #3

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

74 - ZEMRON

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

75 - TERR-B

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

76 - RECHARGE ENERGY

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

77 - INITIATING COUNTDOWN

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

78 - END OF CYCLE

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

79 - CARD #3

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

80 - ZEMRON

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

81 - TERR-B

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

82 - RECHARGE ENERGY

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

83 - INITIATING COUNTDOWN

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

84 - END OF CYCLE

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

85 - CARD #3

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

86 - ZEMRON

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

87 - TERR-B

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

88 - RECHARGE ENERGY

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

89 - INITIATING COUNTDOWN

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

90 - END OF CYCLE

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

91 - CARD #3

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

92 - ZEMRON

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

93 - TERR-B

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

94 - RECHARGE ENERGY

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

95 - INITIATING COUNTDOWN

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

96 - END OF CYCLE

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

97 - CARD #3

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

98 - ZEMRON

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

99 - TERR-B

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

100 - RECHARGE ENERGY

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

101 - INITIATING COUNTDOWN

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

102 - END OF CYCLE

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

103 - CARD #3

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

104 - ZEMRON

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

105 - TERR-B

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

106 - RECHARGE ENERGY

You can't move the Energy Card wherever you want if an effect forces you to move the Energy Card, then you lose -⚡

15 - FAQ

If you have enough resources, you may upgrade multiple cards in the same turn, but you can't upgrade the same card twice in a single turn.

Continues on Card 3



When a card is upgraded, don't apply its effect, nor can you use its resources immediately. You are NOT forced to upgrade cards.

- To calculate your score, Add up the stars of your cards.
- The game ends immediately when you reach 0.
- When you reach the Event card resolve its effect immediately then move it to the back of the Plan.
- You may draw another card.

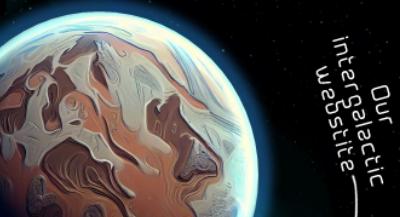
14 - GAME END

VIDEO



Follow us!

VIDEO



Great! You've created a sustainable Planet

20 ★



X2 OF A RESOURCE TYPE
5 ★

10

3 ★

3



3 ★

3

16 - FAQ

B - At the end of each turn, you MUST put ALL the cards in your hand to the back of your Plan, in any order you want.

Continue to Card #2



5 - HOW TO PLAY A TURN
Hold your cards in 1 hand, this is your Plan.

Each turn, draw 2 or 3 cards.



With + you can upgrade Card B.

To upgrade B, turn it as indicated

23 - CREDITS

All rights & Copyright reserved - Frank Druet
Fonts : Orbitron - Matt McInerney / Techno Overload - Brian Kent
Thanks to Martin Goncalvez, Olivier Mahy, Sixtine,
for supporting me from the beginning
And a huge thanks to the 854 Earthian backers.



21 - SCORE

0-10 ★ Please stay on Earth
11-20 ★ space sponge
21-50 ★ space explorer
51-99 ★ colony builder
100+ ★ universe architect
150+ ★ intergalactic superstar



2 ★

2

2

Fantastic! Your planet has a full ecosystem!

20 ★



