

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°.

2- STEP OFF YOUR SPACECRAFT

What am I supposed to do here?
Grow your Colony by upgrading cards
Win a maximum of 10 stars
Don't run out of energy!

3- INITIATING COUNTDOWN

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

4- ENGAGE ENGINES
Pocket Planet can be played anywhere, in a black hole, on an asteroid, or even during warp speed. No table, no problem!

You MUST flip this card to the other side

5- HOW TO PLAY A TURN
Hold your cards in 1 hand, this is your Plan. Each turn, draw 2 or 3 cards.

6- RESOURCES
CARD A generates either a blue diamond OR a green leaf AND CARD B generates either a red diamond OR a blue cube.

7- Card A generates 1 blue diamond, Card B: 1 red diamond
With a red diamond you can upgrade Card B.
To upgrade B, turn it as indicated

8- 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

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 ⚡).

10 - ENERGY CARD
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.

11 - BOOST USING ENERGY
At any time, you may use 1 Energy ⚡ to add 2 resources of any type to your cards.

12 - RECHARGE ENERGY
At anytime, you may convert ANY resources into 1 energy.

13 - EVENTS
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
The game ends immediately when you reach 0 ⚡ To calculate your score, Add up the stars of your cards.

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

16 - 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.

11 - CARD #3

SAVE
THE
GAME

Pocket
Planet
RULES #3

You can't move the Energy Card wherever you want. If an effect forces you to move the Energy Card, then you lose -1 immediate! Resolve

12 - 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.

13 - COMBOS

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

14 - CYCLES

Any type of
Mandatory
means «OR»
resolute
Any type of
conversion
Apply immediately
Optional

15 - CREDITS

All rights & Copyright reserved - Frank Druet
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Thanks to Martin Goncalvez, Olivier Mahy, Sixtine,
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16 - SCORE

Score Range	Rank	Description
0-10	1	Please stay on Earth
11-20	2	Space sponge
21-50	3	Space explorer
51-99	4	Colony builder
100-149	5	Universe architect
150+	6	Intergalactic superstar

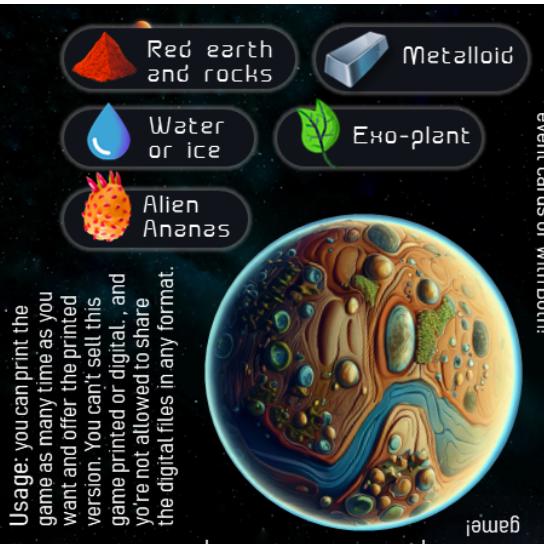


Illustration: You can print the digital tiles in any format you like. You are not allowed to sell them.

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

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!











