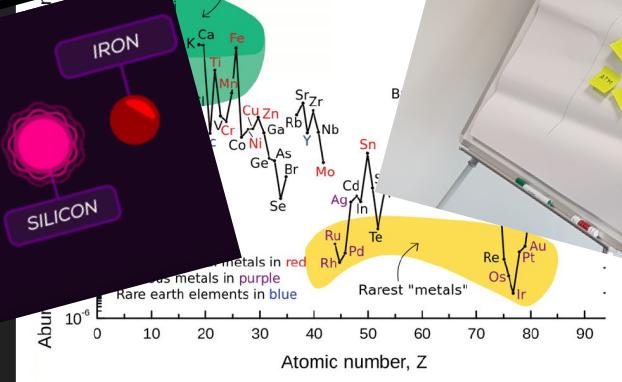
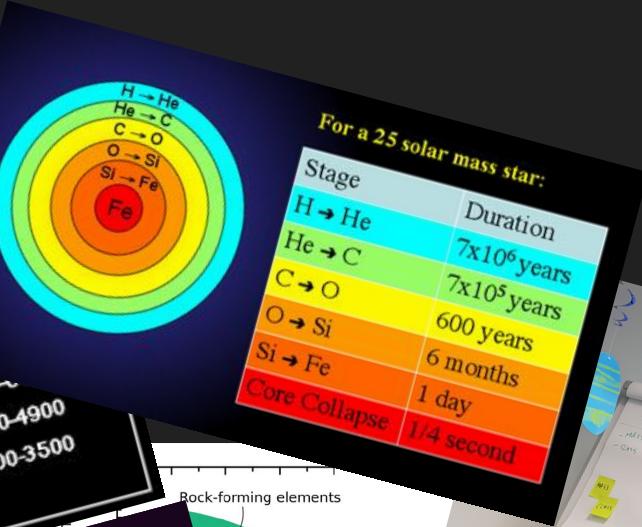
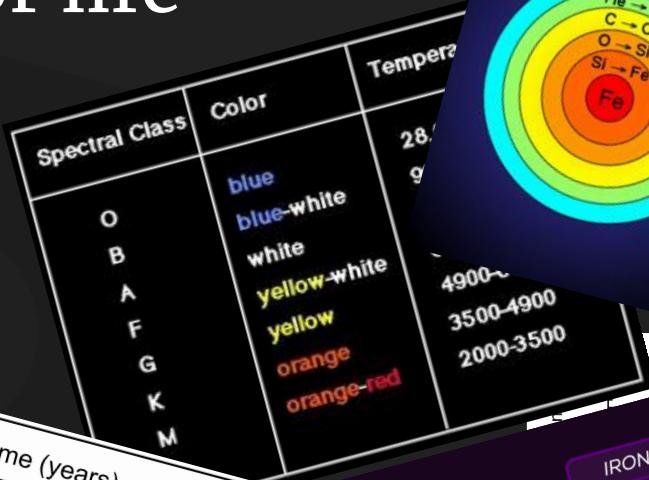
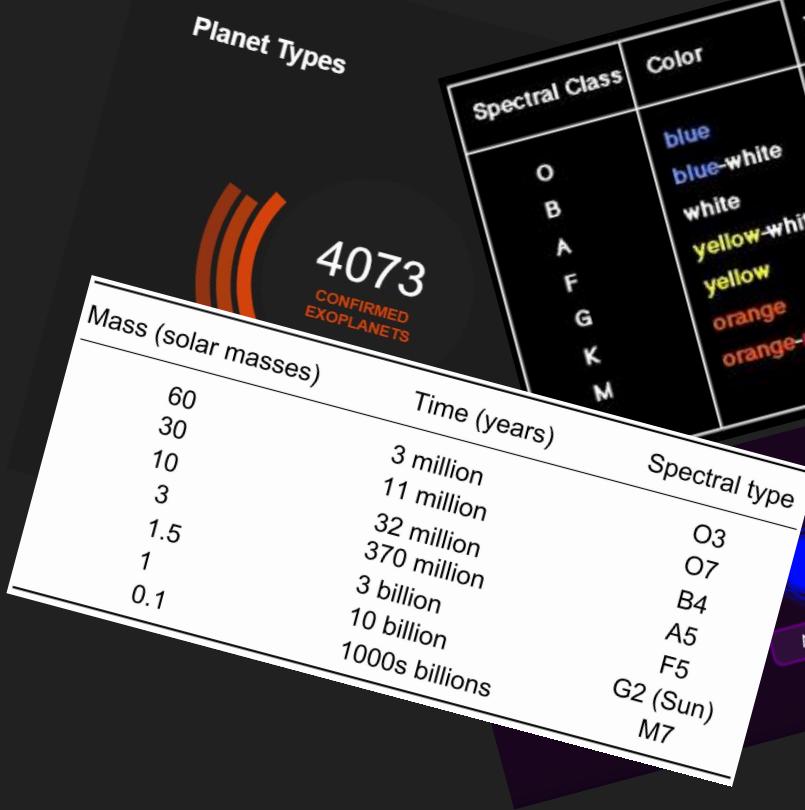


the planeteers

building living worlds

A recipe for life



A recipe for life

Star

Mass

Spectral class

Temperature

Luminosity

Size

Lifespan

Planet

Size

Planet type

Distance from the star

Active core

Water presence

Atmospheric chemistry

Educational card game

about resource management
leading to the creation of a
planetary system



About 40 cards

...for schools



...for exhibitions and museums





If you have an electronic device...

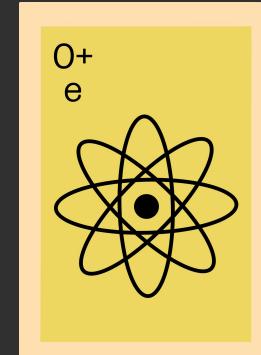
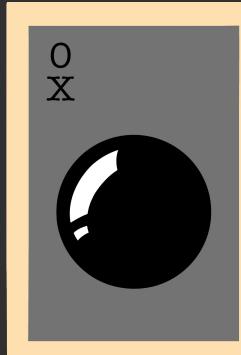
...or a table



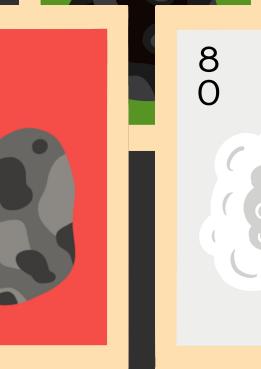
Resources

the currency

special resources



elementary resources

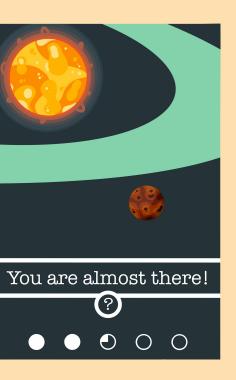


3

1



2



4



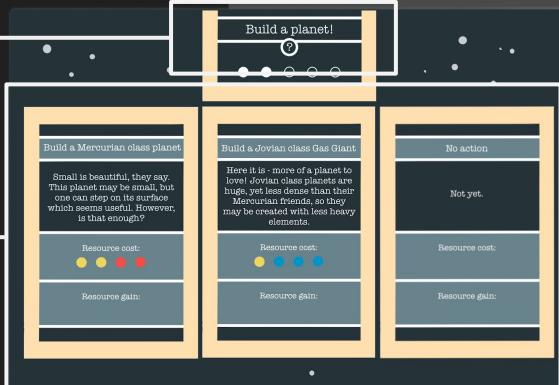
5



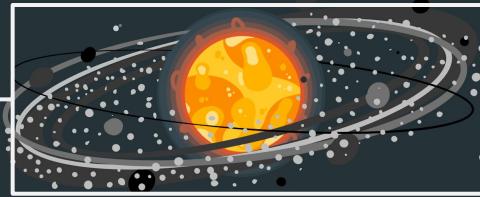
Milestones

Gameplay in a nutshell

Current card



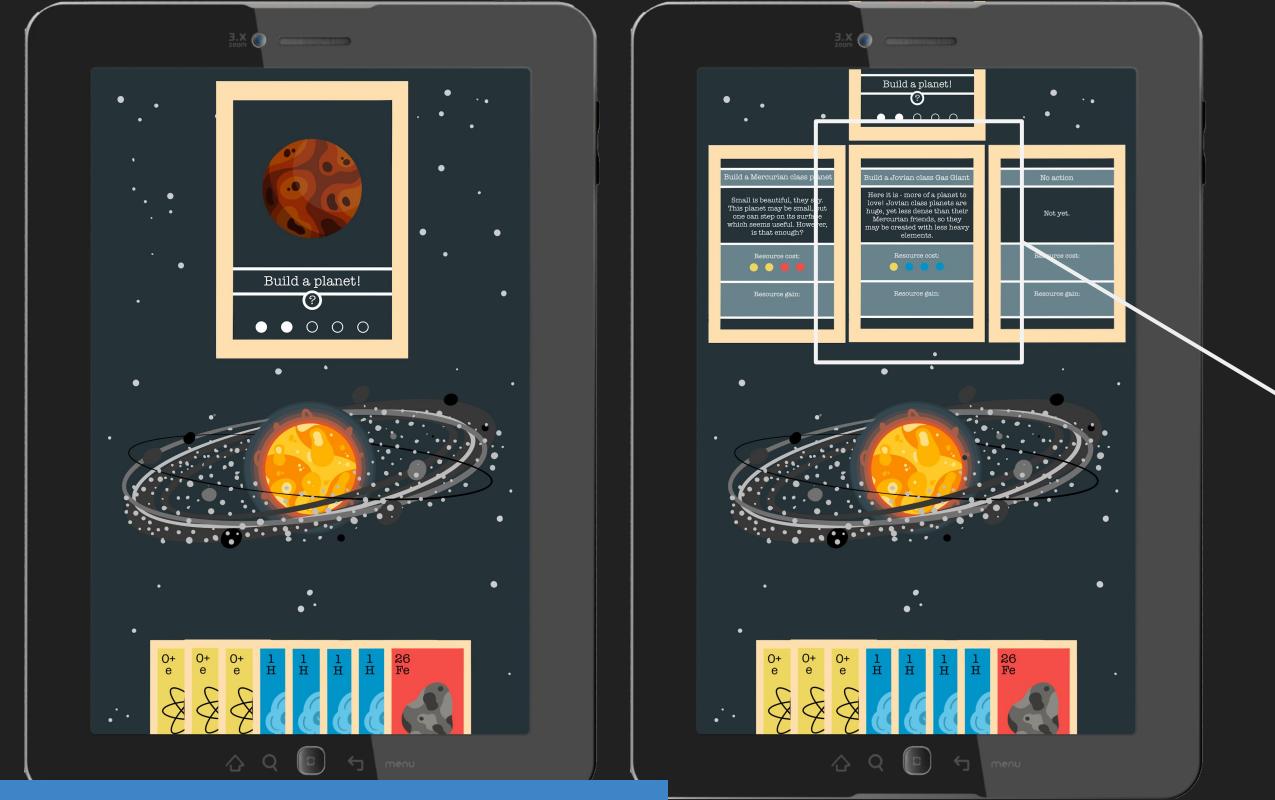
Available actions



System overview



Resources



Milestone actions

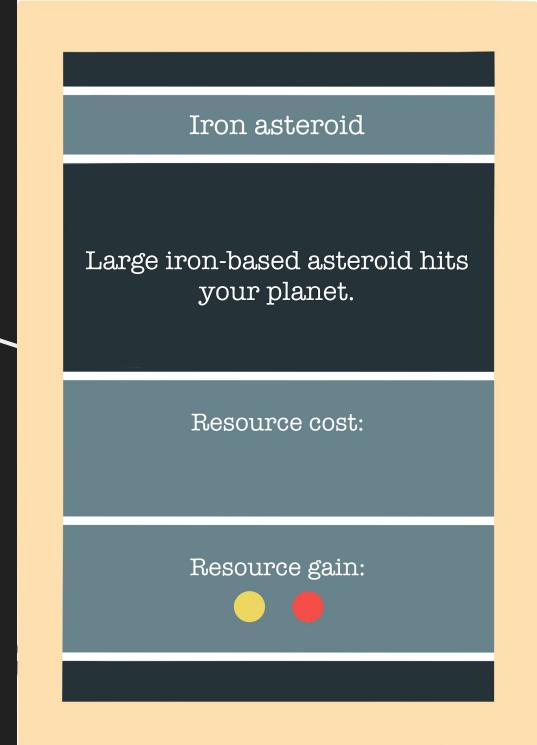
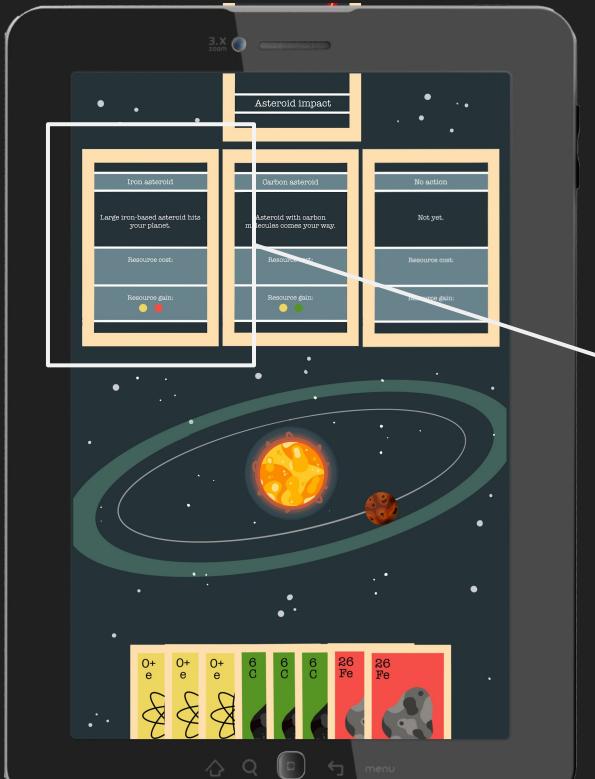
Build a Jovian class Gas Giant

Here it is - more of a planet to love! Jovian class planets are huge, yet less dense than their Mercurian friends, so they may be created with less heavy elements.

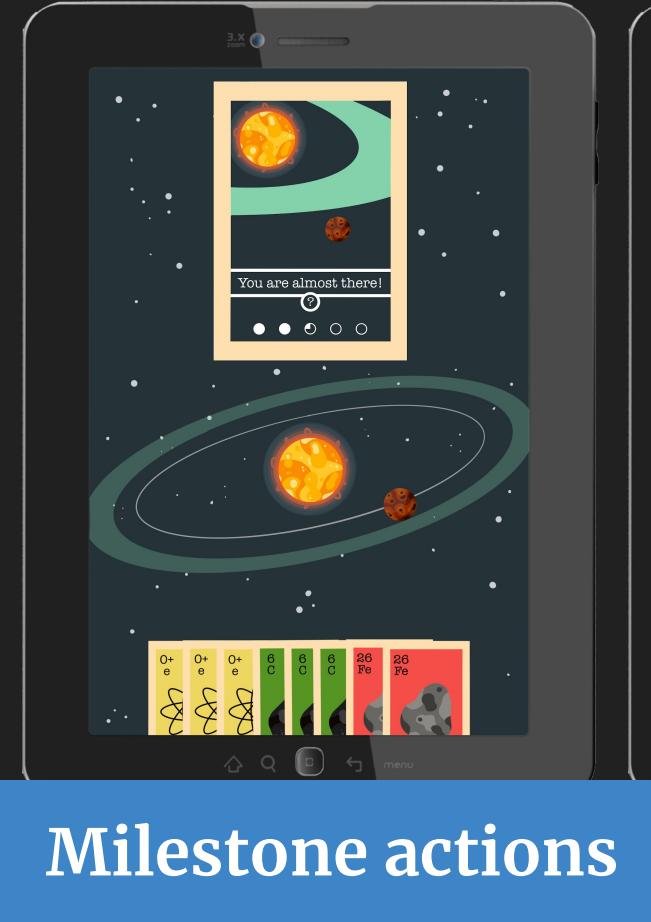
Resource cost:



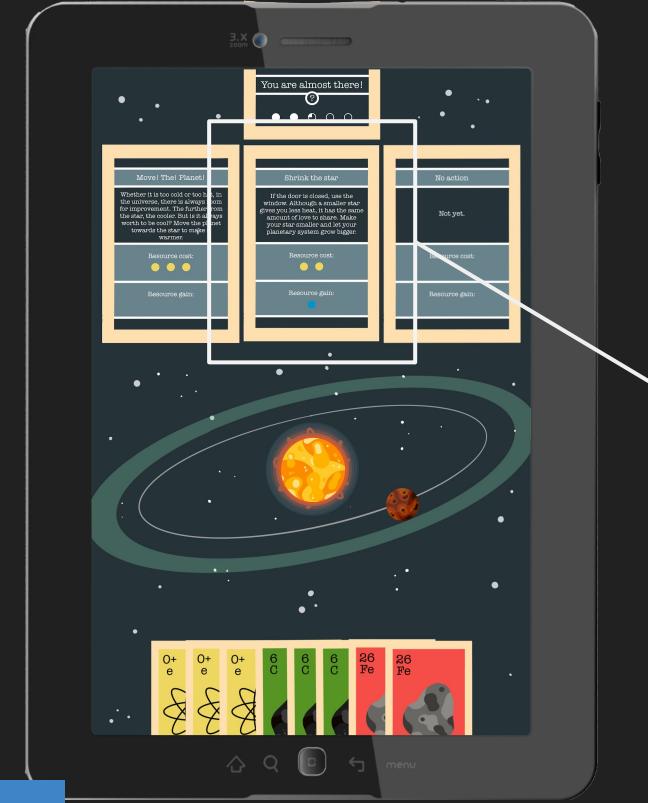
Resource gain:



Resource management actions



Milestone actions



Shrink the star

If the door is closed, use the window. Although a smaller star gives you less heat, it has the same amount of love to share. Make your star smaller and let your planetary system grow bigger.

Resource cost:



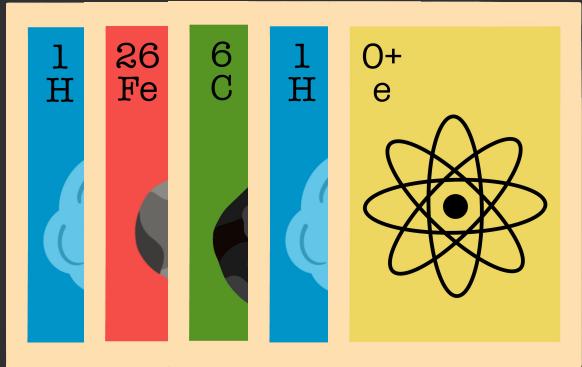
Resource gain:



15

Resources

negative actions

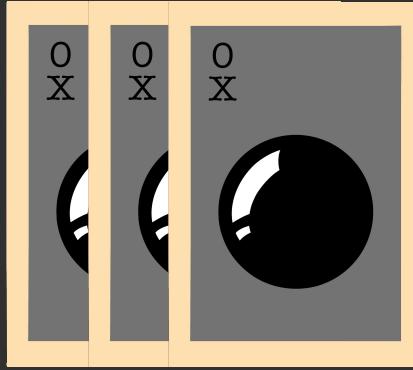


remove random 5

Resources

negative actions

>3



remove as many

Follow ups

development potential

More action cards

New mechanics

New levels

Balancing

Functional prototype

nini



Thank you

