

Protoplanets

A roll-n-write for 1-4 players attempting to develop their own newly forming planet as it revolves around a puzzle-cube star

Components

1x 2x2x2 puzzle cube

1x Board

12x Dice as 2 of each of 6 colors

1x Player sheet pad

Setup

Place the board in the center of the table such that each player is facing an edge of the board

Randomize the puzzle cube such that no face has more than 2 squares of the same color

Place the puzzle cube on the space marked with a 1

Hand each player their own player sheet and a writing utensil

Overview

Protoplanets is played over 6 rounds

Each round the star (puzzle cube) will give off debris which begins orbiting the players' protoplanets

The star also generates energy (dice) which the protoplanets utilize to absorb debris and develop various features such as moons and planetary rings

Features are scored in pairs by multiplying their progress together while unused debris becomes negative; highest total score wins

Game play

The following steps are performed each round

Move the puzzle cube (skip on round 1)

The cube moves 2 space in 1 direction as indicated by the arrows on the board and then 1 space to the side so that it lands on the next numbered round space

Example: for round 2 the cube moves 2 spaces to the right and then 1 space to the top

Rotate the cube as it moves so that each space rotate the entire cube by 1 face

Example: The top face and front face of the cube in round 1 will switch places for round 2 as will the left and right faces

Generate debris

Each player gains 1 debris matching the colors of the top 4 squares

Mark a dot in the space to the right of the matching letter (O = Orange) for each debris

Each player also gains 1 debris matching the colors of the 4 squares facing them individually

Generate energy

Roll 4 dice matching colors with the 4 top faces of the puzzle cube

Each player notes both the color and number of the dice in the appropriate round squares, e.g., R4

Each player then spends those dice to perform various actions to terraform their protoplanet

Actions

There are 7 actions available. Actions using a ? utilize both the color and number of the energy die while piped actions utilize only the number.

Convert a die

Cross out an available energy die and note its new color and number in the next available box

These new energy values are immediately available for use for other actions

This action can be taken once per round as noted by the R1-R6 in the top-left of the action's boxes

Unused boxes DO carry over from round to round

Generate debris

Spend an energy to generate matching colored debris equal to the energy numbered

Example: Cross out an O4 to add 4 dots to the O debris track

Terraform

Spend an energy to absorb matching colored debris equal to the energy number

Notate the absorption by both marking out the debris dot AND crossing out the next available box in that color's track

Should the energy value be greater than the available debris do NOT continue crossing out the available boxes; only cross out equal to the number of dots that were marked out

Example: Cross out an O5 while having 4 dots in the O debris track; mark out the 4 dots and cross out the next 4 available boxes in the O track

Mature vegetation

Spend a 1 or 2 numbered energy to circle the next available carrot on the G track

Carrots that have already been crossed out due to absorbing debris can NOT be circled

Generate asteroid

Spend a 3 or 4 numbered energy to circle a group of 3 debris dots to form an asteroid

Note that the dots must be from a single colored track

Example: Cross out a B3 to circle the next 3 available dots on the O debris track marked earlier

Orbit an asteroid

Spend a 5 numbered energy to cross out an asteroid and circle the next available moon on the P track

Moons that have already been crossed out due to absorbing debris can NOT be circled

Shatter an asteroid

Spend a 6 numbered energy to cross out an asteroid and circle the next available ring on the R track

Rings that have already been crossed out due to absorbing debris can NOT be circled

Terraforming

VP Tracks

The Blue (fauna), Orange (atmosphere) and Yellow (temperature) tracks score by crossing out their boxes until reaching boxes that contain point values in the form of VP, e.g., 3VP means 3 victory points

The VP space must itself be crossed out to count during scoring

Only the right-most box in each track scores, e.g., Reaching the 4VP box on the Y track makes that track worth 4 victory points, not 7.

Collection Tracks

The Green (flora), Purple (moons) and Red (rings) tracks score by first circling the items on their track and then crossing out track boxes until those circled items have been collected by crossing out their box

Crossing out an item before it has been circled causes the item to be lost

Each circled item that is also crossed out at end of game will be tallied toward scoring

End Game Scoring

The game is scored by multiplying pairs of tracks and then adding those values together

Reminder that any number multiplied by zero becomes zero as well

O x Y

For the O and Y tracks multiple together the right-most VP box that has been crossed out

Best possible score is 3VP on the O track and 4VP on the Y track for 12 points

Carrot x B

For the G track count the number of carrots that have been circled AND then crossed out which are then multiplied by the right-most VP box that has been crossed out on the B track

Best possible score is all 8 carrots on the G track and 4VP on the B track for 32 points

Moons x Rings

Similarly to carrots count the number of moons and the number of rings that have been circled AND then crossed out; multiple them together and then multiply by 4

Best possible score is all 3 moons on the P track and all 3 rings on the R track for 36 points

Excess asteroids

For each track circle groups of 3 dots from any unused dots

For each such asteroid remaining at the end of the game, including any made with an action earlier in the game, lose 1 point

Example: The O track has 5 dots remaining while Y has 3 and an asteroid making for -3 points

High score wins

Total the 4 values for the final score; highest score wins

Break ties first with player with least excess asteroids followed by most collected items