

Pangu Project: The Dice Game

Rulebook

Background story

In Pangu Project, you play the role of settlers on Mars. You have to develop your colony, build infrastructure, and complete several space projects.

Interface description:



1 Mars Colony: Basic buildings and played cards. Cards with green boarder are clickable.

2 Blueprint: Your hand cards, spend dice to build them

3 Project: Require a lot of dice to build. Build all three to win.

4 Dice: Your dice. Discard all unused dice at round end.

5 Preserved Area: Preserved dice are not discarded at round end.

6 M.O.D.: M.O.D. power can be used to increase or decrease a die by 1.

Preparation

Put all basic (white) buildings into Colony.

Randomly choose three project cards. Other projects are not used in this game.

Draw three blueprint cards, set aside the rest.

Round Sequence

1 Ready Phase:

Roll four dice, draw a blueprint, and ready all exhausted buildings.

2 Action Phase:

Take following actions in any order, any times

A Build

Choose a set of dice that matches the cost, then left click a blueprint or project to build it.

B Activate

Choose a set of dice that matches card ability's requirement, then click a clickable card. Each card can only be used once per round. (Command Center is the only exception)

C Discard for M.O.D.

Right click a blueprint to discard it and gain 1 M.O.D.

D Modify

Choose a die, spend 1 M.O.D. to modify it by 1.

Specifically, wild die (yellow) can be modified for free. You may modify a wild die even when you have 0 M.O.D. power.

E Pass

3 End Phase

Discard unused dice. Preserved dice are not affected.

The game ends if all three projects are built, or if it is the 10th round.

How to select dice:

Left click a die to select or unselect it

Right click a die to unselect all other dice, and select this die

Dice types:

Basic (white): gained by rolling dice. Reroll abilities can only reroll basic dice.

Fixed (grey): when a card ability generates a die of given value, it is fixed. Fixed die can't be rerolled.

Wild (yellow): Only a few rare abilities produce wild dice. Wild dice can be modified for free.

End of game:

You win if you build all projects within 10 rounds.

You lose if at least one of them is not built.

Scoring:

Each built blueprint or project worth 1 VP.

When you build a project, if it is round X , score $3*(11-X)$.

About card effects:

Energy Saver: Dice in preserved zone count as unused dice

Self-repair Material: Dice in preserved zone doesn't count

Fusion: Can't be activated with a 1

Fission: Gain a 6 if sum is greater than 6

Recycling: Extra dice is gained at the start of next round, not permanently

Training Camp: A flipped X becomes $7-X$

Pangu Project: Sum must equal to, not greater than 40.

Quetzalcoatl Project: If you spent X preserved and Y non-preserved, $2X+Y$ should be equal to 10

Herus Project: You may use other abilities to reroll dice