**PLANET CONQUEST 2**

A game for 3 players

**Game Components**

3x Transporter

3x Spaceship

1x Game Board (consisting of 4 parts)

1x Random Event Generator

Barriers

3x Artifacts

Fuel Cards

Material Cards

**Game Setup**

Each player places their Transporter and Spaceship on one of the 3 largest planets, on the hexagons marked with the number 1.

Each player places an Artifact on the farthest planet within their reachable region of space.

**Game Objective**

The objective of the game is to use the Spaceship to acquire an Artifact and then deliver it to the Transporter. The first Transporter to bring its Artifact to the center of the universe wins and conquers the entire universe.

**Game Mechanics**

**Sabotage**

You can create a barrier anywhere in space, making it highly dangerous to travel through. You can determine the level of the barrier, with each level costing 2M. However, barriers cannot be reinforced later on. Each level of barrier disappears on its own after each round. Any player can clear these barriers, but it costs them 3M per level of the barrier.

**Random Events**

The universe is unpredictable, and something random happens every round. These events are selected each round by spinning the random event wheel. The list of events includes:

1. Double Fuel:
   * Each planet produces twice as much fuel.
2. Remove Barriers:
   * The universe unexpectedly clears, and all constructed barriers disappear.
3. Double Material:
   * Each planet produces twice as much material.
4. No Travel:
   * No travel is allowed, neither by Spaceships nor Transporters.
5. Base Resources:
   * Each Spaceship collects resources from the planet as if it were on the hexagon marked with the number 1.
6. Teleport:
   * The Spaceship can teleport anywhere within its region of space for free.

**Resource Collection**

Each planet produces resources - Fuel (red) and Material (white). The Spaceship collects these resources when it is located on a planet. When arriving on a planet, the Spaceship starts on the hexagon marked with the number 1. For each round spent on a planet, the Spaceship moves 1 hexagon clockwise (except for large planets where it moves 2 hexagons). At the beginning of their turn, the player takes resources for both the Spaceship and the Transporter. The resource production is indicated on the planet. These resources are multiplied by the number on the hexagon where the Spaceship is located.

**Traveling**

You can only travel within your region of space using the Spaceship, not the Transporter.

1. **Spaceship Travel**

You can travel directly from one planet to another, but it consumes twice as much fuel as traveling just 1 hexagon. b. If you run out of fuel in the middle of space, only teleportation can help you.

1. **Transporter Travel**

If the Transporter has acquired an Artifact, it can head toward the center of the universe or continue collecting resources.

**Turn Sequence**

1. Random Events
2. Building Barriers
3. Turns:
   1. Resource Collection
   2. Barrier Removal
   3. Traveling d.
   4. Choose max one of the following:
      1. Move the opponent's Transporter 1 space back on its path to the center of the universe.
      2. Move your Transporter 1 space forward on its path to the center of the universe.
4. Each barrier in space loses 1 level.