

Exomundus: Planet Builder

Ages: +10

Rules:

Exomundus: Planet Builder is a strategy game made that can be played by 2 to 5 people. The objective of the game is to give opportunity for you to make your own stellar systems, creating different planets and learning about the basic operation of space. Wins the game who first fulfills the intended purpose, which is known only to the player himself.

Game components:

The game consists:

- 1 board game;
- 1 six sided dices;
- 18 Stars cards;
- 20 Goal cards;
- 35 Atmosphere cards;
- 42 Ring cards;
- 35 Magnetic Field cards;
- 42 Satellite cards;
- 42 Surface cards;
- 15 Superimposition cards.

Preparing the game:

Before you started the game, it is necessary to give each player 1 Stars and one Goal cards randomly. They will be the base of your universe and the goal to be accomplished. The other special cards must be shuffled and then put it in the watermark indicated on the board. After these steps, the game can be started.

The game:

The first player start the game rolling the dices and walking the indicated houses, and should buy the card that is indicated by the house that the player have stopped on. In case that it is a white house, the player must wait the next round. And the games goes on the same way for the other players.

To build up a planet, the gamer must have at least a card of each categories (atmosphere, magnetic field and surface) that are needed to build a planet.

The superimposition cards, which are spreaded on the board, exists to bring benefits or prejudices for you or for your opponent.

There are two houses of planets shopping, and in the both of them the players can change cards among themselves.

The first player that completes the goal will be the winner.

The description of the special cards, all the goals and the superimposition cards are listed below:

Special Cards:

- **Stars:** That cards contain information about 18 stars real of us universe and has as objective to define the base of system stellar.
- **Objective:** exist 20 cards of objectives, which gives the player knowledge of your system stellar that he must get.
- **Surface:** exist 4 types of cards, represent the floor planetary available; Being the surface gas, sterile, of lava or ice cream.
- **Atmosphere:** exist 3 types of cards that can be used for compose the atmosphere planetary, Being they of types toxics, dry, humid.
- **Rings:** are 4 card with ring for used freely ou auxiliary to fulfill a challenge.
- **Satellite:** Are 4 cards that vary per satellite, explaining that is necessary a mass minimum for put more on one satellite at orbit of planet to be created;
- **magnetic field:** exist 3 types of card of magnetic field, representing that force of core yours planet. more strength that the field terrestrial, equal to field terrestrial and unexist.
- **Card of superposition:** Are card that if base in luck or setback, and may help the player of once or this can use as action that may to affect another player.

Cartas de Superposição:

- Rain of meteorites: lose a surface;
- Rays cosmic over with your atmosphere, lose a of your cards;
- A wind cosmic disintegrate your ring, lose a card of ring;
- Your satellite exit of orbit, lose a card;
- Your core turned solid, lose a card of field magnetic
- a satellite out of orbit has arrived to your system, take a card of satellite;
- You can see the Northern Lights, win a card of surface
- inside of your system, the compost chemical reaction e they bought a new atmosphere, buy a card this type;
- Your satellite now is not alone, win a card of ring
- The core of your planet turned liquid, get a magnetic field;
- The core of your planet turn liquid, win a field magnetic;
- Meteor - a meteor hit your planet, lose your last created planet.

Goals:

- Build 3 planets, but one of them has to have 3 rings and one has to have 4 satellites.
- Build 3 planets, one of them with rocky surface and two with 2 rings each;;
- Build 3 planets, one of them with two satellites and one ring e other with one satellite and two rings;
- Build 3 planets, one of them has to have a magnetic field stronger than the o one in the earth, and one with inexistent magnetic field;
- Build 3 planets, the first with two rings, the second with dry atmosphere and the third with 3 satellites;
- Build 3 planets, but the first of them without an existing magnetic field, the second with icy surface and the third with 4 rings;
- Build 4 planets; one with gas surface and the other two with magnetic field equal as the Earth;.

- Build 4 planets, one with one ring, one with two rings, one with 3 and one with 4 rings.
- Build 4 planets, two of them has to have humid atmosphere and 4 satellites;
- Build 4 planets, two of them with icy surface and 3 rings.
- Build 4 planets, one has to have humid atmosphere, lava surface, 1 ring, 2 satellites and magnetic field as the same as the Earth's;
- Build 4 planets, and all of them with magnetic field stronger than the Earth's;
- Build 4 planets, the first one with dry atmosphere, the second one with 2 satellites, the third one with 3 rings and the fourth with magnetic field stronger than Earth's.
- Build 5 planets: two with the first two having a strong gravitational field and the last three having no magnetic field.
- Build 5 planets, one with lava surface and one with toxic atmosphere;
- Build 5 planets, the first of which is 2 satellites, 3 rings, stronger than Earth magnetic field, toxic atmosphere and sterile surface;
- Build 5 planets, three of them in humid atmosphere;
- Build 5 planets, two of which have 1 ring;
- Build 5 planets, four of which have Earth's magnetic field;
- Build 5 planets, two of which have 1 satellite and two others have 4 rings.