

LUM42



OUR MISSION IS CLEAR :
GO TO LUM42, THE GALAXY
THE GALAXY WHERE THE GREAT
SHARD COMES FROM.
WHICH CREW WILL GET THE
MOST LIGHT TO GUARANTEE
THEIR SUPREMACY IN THE
UNIVERSE?

GAME'S RULE

SYNOPSIS

OFFICIAL DOCUMENT ON THE GREAT SHARD

The Great Shard is the result of an unknown cataclysm. This cosmic explosion generated an unusual light, which spread throughout the universe.

The nature of this light is exceptional, and has aroused considerable interest in the scientific community. Its composition and structure appear to be far beyond current understanding. This tangible light offers unexplored properties and opens up new opportunities to revolutionize various technological sectors.

Its implications are particularly remarkable in the fields of energy creation and weapons improvement.

However, the scarcity of this luminous resource raises major concerns. The frantic quest to harness this light throughout the galaxy is sure to generate intense competition between the Gotharik Empire and the factions hoping to bring it down.

As a leading technology company, Redship Provecta is keeping a close eye on these developments and is actively working to find solutions to prevent potential conflicts and ensure responsible use of this rare and precious resource.

**REDSHIP
PROVECTA**

ELYSIA'S DIARY

Today, my life took an unexpected turn, taking me into a world of intrigue and astounding discoveries. Redship, the creator of Redship Provecta, has entrusted me with his greatest secret. A secret that could overturn the order of this universe.

I can't help looking at the sample of light flickering on my desk. This mysterious light, I never thought it could hold such immeasurable power... Redship is the only scientist to have discovered its true potential.

While the Gotharik Empire holds most of it, the Kobalt Alliance, the Foldas Group and the Blackblood Squadron are fighting a fierce battle for even an ounce of it. Entire populations are sacrificed in the name of this light. To what end? Improving weaponry... Improving industry... Creating new energies... These empires are so far off the mark.

Redship has succeeded in transforming this light into a solution as luminous as it is liquid. It confers extraordinary abilities on those who consume it, reshaping their DNA to elevate them to perfection. When I drank it, I felt as if I had the whole universe in my veins. This transformation, though temporary, is beyond comprehension.

3 DAYS BEFORE THE EXPEDITION

Named LUM42, Redship has discovered the galaxy where the Great Shard originated. There, everything indicates that light is an almost unlimited resource.

I'm now part of the crew carefully selected by Redship for this crucial mission. Our objective is clear: go to LUM42 and collect as much light as possible, in order to transform it. This journey into the unknown begins today, and I'm both excited and terrified. My thoughts end here, as I prepare to face the universe for the first time.

DAY 1

Today marked the start of our adventure into the unknown. I'm the youngest member of the crew, and my artificial creation by Redship naturally arouses the curiosity of my companions. This feature has helped me to initiate many interesting exchanges.

I shared a convivial moment with Envador, our expedition leader. It's surprising to discover that a company like Redship Provecta could recruit people of his caliber. This mercenary liberated a galaxy from the grip of the Gotharik. That system ended up sinking a few years later, but that doesn't detract from his achievement.

Our crew is as eclectic as it is exotic. Each brings a unique expertise to this mission. I look forward to seeing them in action, discovering their skills and forging bonds over the course of this expedition.

However, these may be my last words for a while. Today, we plan to enter cryosleep. A period of artificial sleep is ahead of us, and there's a lot of uncertainty about what awaits us when we wake up. I sincerely hope that nothing happens during this period.

DAY 155

Today marks the end of a long period of 154 days, 14 hours and 31 minutes of cryosleep.

Waking up from this artificial torpor is an indescribable experience. The sensation is hard to describe. Hunger grips the stomach, the body functions in slow motion, and a nagging nausea creeps in.

No sooner had I swallowed my ration than it was strewn across the floor in front of my hilarious comrades. This seems to be an inevitable effect of the first cryosleep outing. Drokmar, our collection leader, shared his own experience with me, declaring that he'd had trouble controlling his bladder on his first few outings. All things considered, I still prefer vomiting to incontinence...

DAY 156

Today we reached LUM42. I was speechless before its splendor. The shimmering colors of LUM42 create a swirl of unseen hues, a hypnotic mosaic that rivals the most beautiful mirages of a desert. And I'm not even talking about the lights. They swirl across the void, pulsing in an indescribable way, as if the galaxy itself were beating to the rhythm of a cosmic melody. Words fail to describe this beauty.

DAY 162

The harvest officially started yesterday, and I'm impressed by the mastery of our harvesters. Each demonstrates exemplary professionalism. It's impossible not to mention Drokmar, whose hard work like two people.

However, my favorite is Oris. It may seem a bit simple-minded at first glance, but his company is entertaining. I hope his return after his harvest safely. As we explore the various planets of LUM42, uncertainty reigns as to what might happen to us...

I've noticed that these planets have light spectra that are unique to them. Unlike the light we could collect in the universe, the light from LUM42 reveals multiple characteristics, favoring more or less dense transformations. Monaka, our on-board scientist, has even found planets that will simplify our task of transforming this light.

I can't help but look at the moon of one of these planets through my porthole: we haven't exploited them yet, but I'm sure they'll help diversify our harvest.

DAY 170

Today, an extraordinary event took place. The being responsible for the Great Shattering, the one who gave birth to LUM42, the entity that reigned supreme here, has manifested itself. This being transcends space and time, and manipulates LUM42 with a simple gesture. I'd heard about Natives, being who defy reality itself, but never imagined I'd meet one. He introduced himself as Lumar.

DAY 173

Today, Monaka managed to hold a conversation with Lumar. His revelations are staggering: LUM42 is a failed experiment. The Great Shard is the result of an unstable mixture of lights that triggered a chain reaction, giving birth to this unique place and this exceptional light. All this confirms the hypotheses our scientist had formulated. The striking resemblance between certain planets suggested that they came from one and unique place. However, the mystery persists as to what existed before LUM42, and Lumar's intentions remain enigmatic.

DAY 203

The last few days have taken a most complicated turn. The Gotharik empire, the Kobalt alliance, the Foldas group, and the Blackblood squadron have entered the LUM42 galaxy. We were aware that the calm wouldn't last forever, but we were hoping for ten days or so of respite. The peaceful galaxy of LUM42 has been transformed into a relentless battlefield...

DAY 204

Those damned Blackbloods fell on us right in the middle of the harvest! Two of our companions lost their lives... I feel terribly guilty! Fortunately, Liry, who was at the controls of the ship, managed to escape quickly, minimizing the death. But the loss of our friends has taken a heavy toll on the crew's morale.

DAY 207

It's payback time! I finally understood what that good-for-nothing Operis had to do with the crew, the crew. On Envador's orders, he had deserted. And he's returned today. The results of his mission are astounding: all Blackblood probes have been put out of action. This guy is a real ace at sabotage. Despite this success, the battle for LUM42 is still raging. It's clear they'll stop at nothing. We have to stay on our guard, ready to fight with unwavering determination.

DAY 210

What had to happen, happened. After days of conflict, the Nativen Lumar manifested himself. With a wave of his hand, he subdued all military powers. I've never seen the Gotharik Empire so helpless! Lumar has made it abundantly clear that he wants to avoid the destruction of his galaxy. From now on, light harvesting is under his supervision. Every conflict must be avoided, and Lumar doesn't hesitate to offer peacekeeping resources as compensation.

DAY 275

Our collection ended yesterday, but I couldn't bring myself to return to Redship with the rest of the crew. It seems that my father had passed on his famous curiosity to me.

Ever since I met the native Lumar, I've had a single desire: to discover the well-kept secrets of LUM42. I've taken up position on a small planet, equipped with everything I need to carry out my investigations. I know that my crew will return for me in around 400 days. That gives me plenty of time to explore this enigmatic galaxy.

My gaze can't help but wander across the sky. The four greatest powers in the universe are still fighting a bitter war in galaxy LUM42. Even if Lumar is overseeing the conflicts, I have to be careful.

My adventure begins today!



Elysia

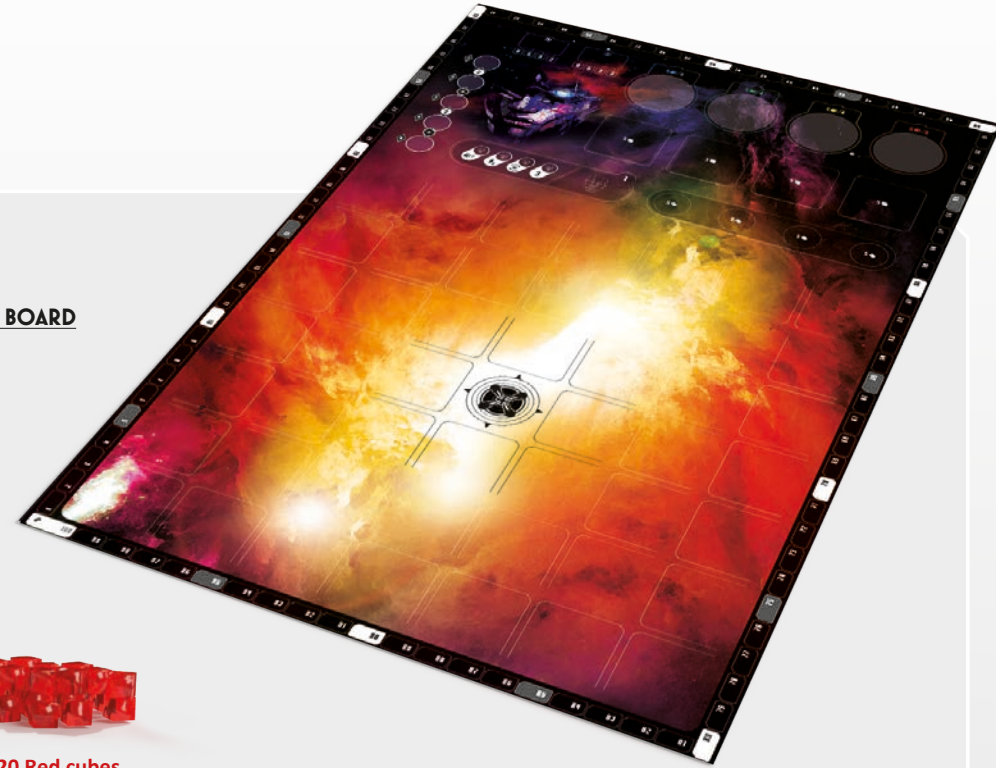


MATERIAL

5 BOARDS

- 1 game board
- 4 player boards

GAME BOARD



80 LIGHT CUBES

There are 4 colors of light (blue, green, yellow and red).



20 Blue cubes 20 Green cubes 20 Yellow cubes 20 Red cubes

64 TOKENS

There are 4 colors of Tokens (white, black, silver and copper).

Each player has 16 tokens of his own color :

- 1 Spaceship
- 3 basic units
- 5 special units
- 4 probes
- 1 score cube
- 2 objective cubes

5 Special Units to unlock during the game

Spaceship

4 Probes

Objective Cube

Objective Cube

Score Cube




3 basic units available at the start of the game

PLAYER'S BOARD


28 PLANET TILES

- 24 planets (6 of each color)
- 4 black planets



Light side 
The light side of planets allows you to collect light.



Energy side 
The energy side of the planets allows you to transform light into energy (victory points).



Recto



Verso






Black planets have 2 energy sides.

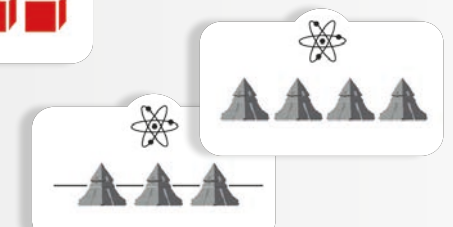
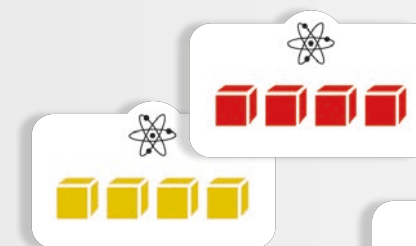
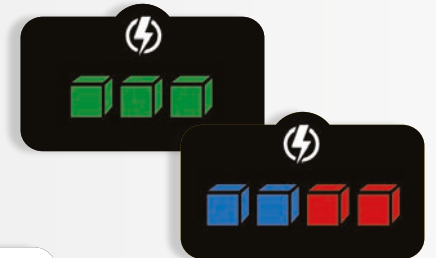
28 SATELLITE TOKENS

- 12 moons (3 of each color)
- 4 white moons
- 12 portals (3 of each type)



8 OBJECTIVE TILES

- 1 harvest objective 
- 3 light objectives 
- 4 energy objectives 



2 METALLIC TOKENS






A token is used to count the number of rounds.



A token is used to designate the 1st player.

SETTING UP

GENERAL

- ▶ Set up the central board in the center of the playing area and put a metal token (side face) on the 1 of the round track.
- ▶ Shuffle the 28 planet tiles, then place 1 planet at random (side light) on each of the 8 locations around the center of the space zone.
Note : the black planet has no light side so put it on its energy side.
The remaining planets form 4 stacks of 5 planets, placed on the designated location of the boardgame.
- ▶ Shuffle the 28 satellite tokens, then place 1 token randomly (face up) on each planet in play.
The remaining tokens form 4 stacks of 5 tokens, placed (face-up) on the designated location the boardgame.
- ▶ Place 5 light cubes of each color per player on the designated location of the boardgame (for 4 players, 20 cubes of each color are placed on the board).
- ▶ Place 3 objective tiles on the board.
 - ▶ Randomly draw one of the 4 colors and place the harvest objective tile  on the location of the color previously drawn.
 - ▶ Shuffle the 3 light objective tiles  and place one randomly on the designated location of the boardgame.
 - ▶ Shuffle the 4 energy objective tiles  and place one randomly on the designated location of the boardgame.



PLAYERS

- ▶ Each player takes 1 player board and receives all their pieces. Player will place it in the starting position:
 - ▶ The Spaceship is placed in the center of the gameboard.
 - ▶ The 3 basic units and 4 probes at the bottom of your player's board.
 - ▶ The 5 special units on the top of your player's board.
 - ▶ The 2 objective cubes in the 2 positions provided.
 - ▶ A score cube is placed on 0 of the score track.
- ▶ Randomly select the first player, who takes the remaining metal token (side LUM42).
The game can begin.



GAME CONCEPT

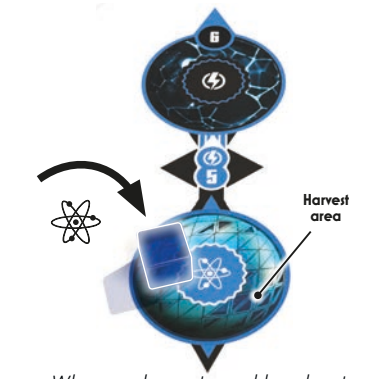


The light cube is the game's main resource. It is collected by units and probes.
Once transformed, the light cube  becomes an energy cube .





THE HARVEST PRINCIPLE

Harvesting consists in gathering light using your units and probes.
A light cube is always collected from the game board's reserve. Then it is placed on the payer board in the location corresponding to its color.

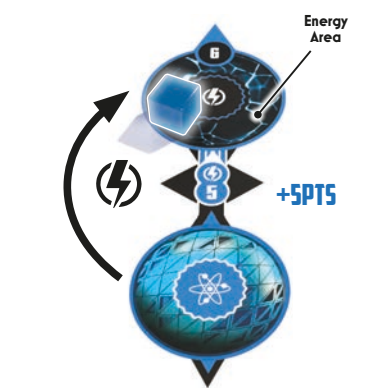


When you harvest on a blue planet, you place a blue cube from the reserve on your blue harvest area.

TRANSFORMATION PRINCIPLE

Transformation means turning your light into energy using your units.
The light cube  becomes an energy cube .

When you transform, you move your light cube from its harvest zone to the top of your player board on its energy zone.



By transforming a blue cube into energy, you move one of your blue cubes to the blue energy zone and gain 5 victory points.

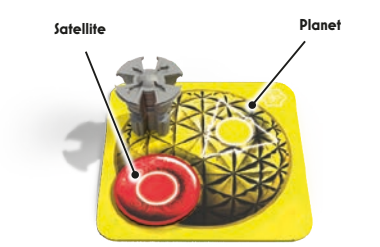
This is how you earn most of your victory points during the game.

At the end of the game, you earn additional victory points for each energy majority of each color.

- 5pts by blue energy and 6pts for a blue majority at the end of the game.
- 4pts by green energy and 7pts for a green majority at the end of the game.
- 3pts by yellow energy and 8pts for a yellow majority at the end of the game.
- 2pts by red energy and 9pts for a red majority at the end of the game.



MOTION PRINCIPLE

During the game, you move your ship from system to system. A system always consists of a planet and a satellite.



SYSTEM

GAME PROGRESS

Your objective is to collect light  and transform it into energy  like that you will win victory points.
To do this, you'll move your ship from system to system to deploy your units.
During the game, you face your opponents who will prevent you from earning victory points.

5

THE GAME IS PLAYED OVER 5 ROUNDS. EACH ROUND CONSISTS OF 5 PHASES :

- PHASE 1 : SYSTEM DISCOVERY
- PHASE 2 : UNIT DEPLOYMENT
- PHASE 3 : PROBE PRODUCTION
- PHASE 4 : UNITS RECOVERY
- PHASE 5 : END OF THE ROUND



PHASE 1 CONSISTS OF ADDING NEW SYSTEM TO THE SPACE ZONE.

EACH ROUND, THE SPACE ZONE EXPANDS, OFFERING MORE AND MORE CHOICES.

In turn order, starting with the 1st player, each player must add a planet AND a satellite to the space zone.

- 1 ▶ Take 1 planet from the top of one of the game board stacks.
- 2 ▶ Choose the side on which you want to place the planet (light side or energy side), then place it on an empty space adjacent to another planet already in the space zone.
 - ▶ The light side ☀ is used to harvest light.
 - ▶ The energy side ⚡ is used to transform light into energy.
- 3 ▶ Take 1 satellite from the top of one of the game board stacks and place it on the planet you've just placed.
 - ▶ The moons can be used to harvest light.
 - ▶ The portals can be used to move the Spaceship in a special way.



During this phase, the player decides to place a red planet on its energy face, accompanied by a white moon.

Phase 1 ends when all players have placed a planet and a satellite.

PHASE 2 CONSISTS OF MOVING YOUR SHIP TO DEPLOY YOUR UNITS ON PLANETS OR MOONS.

In turn order, starting with the 1st player, each player moves his ship from system to adjacent system, horizontally or vertically, until he stops and deploys one available unit (units who are at the bottom of his player board).

Then, an other player will deploy one unit. Every player, turn by turn, must deploy one unit until they have no more units on their player board. This ends phase 2.

MOVE THE SPACESHIP

On your turn, you must move your spaceship to another system.

- When you move your spaceship to an empty system, without any probes or units, you must stop there. (see Deploying a unit on page 9).

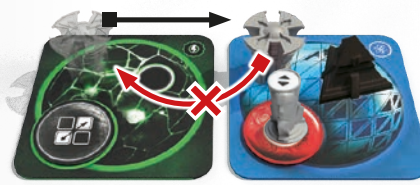
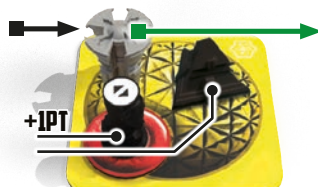
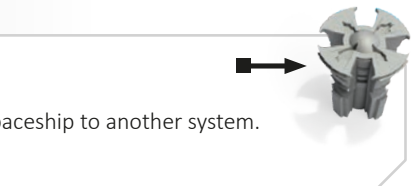
- When you move your spaceship to a system where an opposing spaceship is located, the opposing spaceship is ejected and returned to the center of the space zone after gaining 1 victory points as a transit bonus.

- When you move your spaceship to a system where, at least, one probe or unit is already located, you can choose :
 - ▶ to continue your movement to another adjacent system.
 - ▶ To stop, if you can deploy any unit (see page 9).

If you move or stop on a system occupied exclusively by one or more opposing units or probes, these opponents immediately earn 1 victory point as a transit bonus.

Note: if one of your unit or probe is on the system, your opponent does not win any victory points.

Important: your spaceship can not return to a system it has already occupied or passed through during its current move. However, you can return to this system on your next turn.

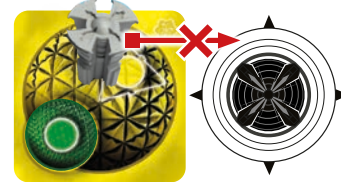


If you move your Silver spaceship to a system already occupied by a Black probe, you won't be entitled to any transit bonus because Silver already had a unit on that system.

Note :

It is impossible to move your spaceship to the center of the space zone. The only way for a spaceship to return there, is to be expelled by another ship.

However, it is possible to fly over the center of the space zone using a portal.



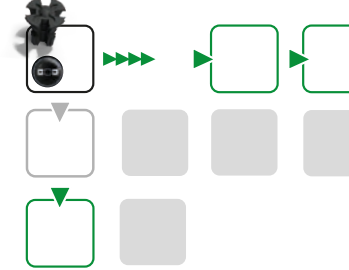
MOVING THROUGH THE PORTALS

When you leave a system with a portal, instead of moving to an adjacent system, you can use the portal. This gives you a special move that allows you to reach non-adjacent systems.



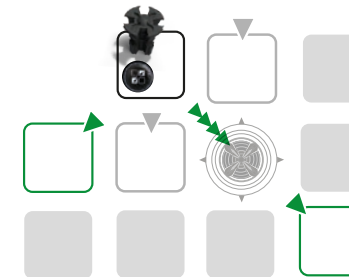
THE LATERAL PORTAL

It allows you to move your spaceship directly to another system in the line (vertical or horizontal), ignoring holes and other systems.



THE DIAGONAL PORTAL

It allows you to move your spaceship directly to another system on the diagonal, ignoring holes and other systems.



THE TELEPORTATION PORTAL

It allows you to move your spaceship directly to another system with a planet of the same color, or to another system with a teleportation portal token.

In this example, the portal allows the ship to go to a black planet or to the green planet, which has the same portal.



DEPLOY A UNIT

When you stop moving your ship, you must deploy an available unit from your player board on the moon or planet location.

During phase 4, these units will be recovered to execute their harvesting or transformation action.



DEPLOYING A UNIT ON A PLANET OR MOON

- 1 You can deploy a unit on a planet even if the moon is already occupied by one of your units or by an opponent.
- 2 You can deploy a unit on a moon even if the planet is already occupied by one of your units or by an opponent.

DEPLOY A UNIT TO FIGHT AN ENEMY UNIT

- 3 You can deploy a unit on a location already occupied by an enemy unit. In this case, a conflict is triggered (see below).

FORBIDDEN

- 4 you can not deploy a unit on a location you already occupy.
- 5 You can not deploy a unit on a planet already occupied by a probe.
- 6 You can not deploy a unit on a portal.



RESOLVE A CONFLICT

During conflict, the 2 units are removed and placed on the Exile side of the board:

- 1 ▶ The player who has been attacked places his unit on one of the available Exile bonus slots (see page 11).
- 2 ▶ Then, the attacking player places his unit on one of the remaining Exile bonus slots.

Note : Bonuses are resolved when units are recovered during phase 4



The Golden player decides to deploy his unit on the planet already occupied by the Black unit : a conflict is triggered. The Black unit and then the Golden unit are placed on the Exile. The Black player nevertheless gains 1PT (passage bonus) when the Gold spaceship arrives.

Phase 2 ends when all players have deployed all their units.

PHASE 3 INVOLVES HARVESTING LIGHT THANKS TO THE IN-GAME PROBES.

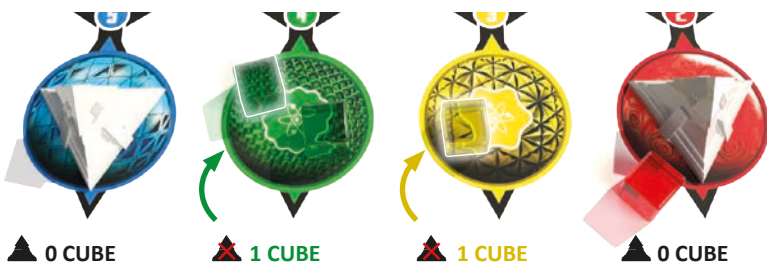
In turn order, starting with the 1st player, each player automatically harvests a light corresponding to all his probes in play. The collected light cube is the color of the planet where your probe is located.

During this phase, you can look at your player board:

- ▶ If a probe is not on a colored area of your player board, it means it's on a planet and you collect a light cube of the zone's color.
- ▶ If a probe is on a colored area of your player board, it means it's not on a planet, and you don't collect the light cube of the zone's color.

Each players, starting with the first player, will harvest all the light cubes from their probes in play. This concludes phase 3.

Note : During round 1, no probes are in play, so nobody collects light during the phase 3.



During this phase 3, you harvest 1 green cube et 1 yellow cube.

Phase 3 ends when all players have finished their harvest thanks to their probes.

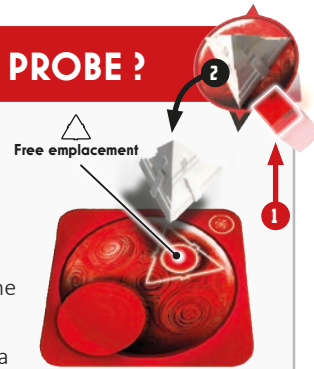
HOW DO YOU DEPLOY A PROBE ?

When you harvest a cube of light **1**, if a probe is in the collection area of the cube you've harvested **2**, the probe joins the space zone.

The probe is placed on a free location on any light-facing planet of the same color as the harvested cube.

This planet must not already be occupied by a unit or probe.

If no planet is available, the probe remains on your player board. It can be placed later in the game when you harvest light again.



By collecting a red cube, you can place the probe from your red area of the player board on a red planet of your choice.

PHASE 4 CONSISTS OF RECOVERING THE UNITS DEPLOYED DURING PHASE 2.

In turn order, starting with the 1st player, each player recovers one of his in-game units to perform his action. The unit is returned to the bottom of the player board.

- ▶ When you collect a unit from a light-facing planet or a moon, it performs its **harvest** action.
- ▶ When you pick up a unit from an energy-facing planet, it performs its **transformation** action.
- ▶ When you pick up a unit from the exile, it gains the **bonus** of its location.

The first player recovers one unit. Then second player retrieves one unit. The phase 4 continues until no more units can be recovered.

HARVEST

A unit collected from a light-facing planet or moon harvests a light cube of its color. The cube is placed on the harvest area of your player board corresponding to its color. This harvest allows you to place your probe if you haven't already done so. In all cases, you keep the harvested cube even if your probe remains on your player board.

Note : ▶ If the reserve is empty, the action is lost and no light cube is collected.

- ▶ The white moon allows you to harvest the color of your choice.



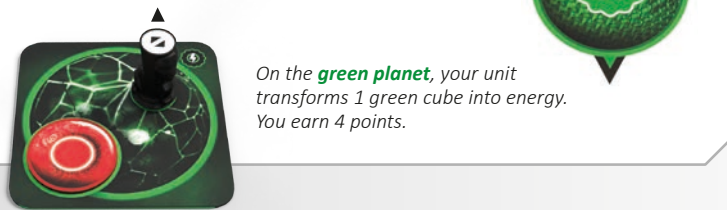
On the yellow planet, the unit harvests 1 yellow cube. On the green moon, the unit harvests 1 green cube.

On the white moon, your unit collects 1 cube of its choice. Here, the player decides to collect a red cube.

TRANSFORMATION

A unit collected from an energy planet transforms a light cube into energy of its color. The light cube is moved from its harvest area to the energy area on the top of your player board. You immediately earn the victory points indicated.

Note : If you don't have a light cube in your harvest area, the action is lost and you don't transform a light cube.



On the green planet, your unit transforms 1 green cube into energy. You earn 4 points.



THE BLACK PLANETS

Black planets can transform any cube of light into energy.

Précision : If you don't have any light cubes in your collection zones, the action is lost and you don't transform any light cubes.

BONUS FROM EXILE

A unit recovered from an Exile location gets the bonus on which it was placed.

Places for only one unit :

- ▶ Harvest a light cube of your choice from the reserve. This allows you to place your probe if you haven't already done so.
- ▶ Turn any light cube on your board into energy, but the associated victory points are not earned.
- ▶ Swap one of your light cubes with an opponent's light cube, or swap one of your energy cubes with an opponent's energy cube.

Note : if you swap a light cube, this swap allows you to place your probe if you haven't already done so.

- ▶ Earn 3 victory points.

Place for an unlimited number of units :

- ▶ Earn 1 victory points. This place is used by default if no other is available, or if the other bonuses are of no interest to you.



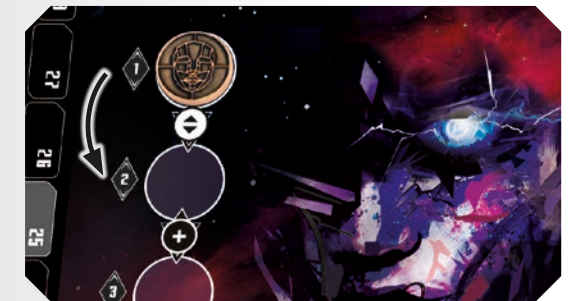
When recovering his unit from the Exile location , the player collects the light of his choice. This allows him to place his probe if he hasn't already done so.

Important : special units cannot apply their power to Exile.

Phase 4 ends when all players have recovered all their units.

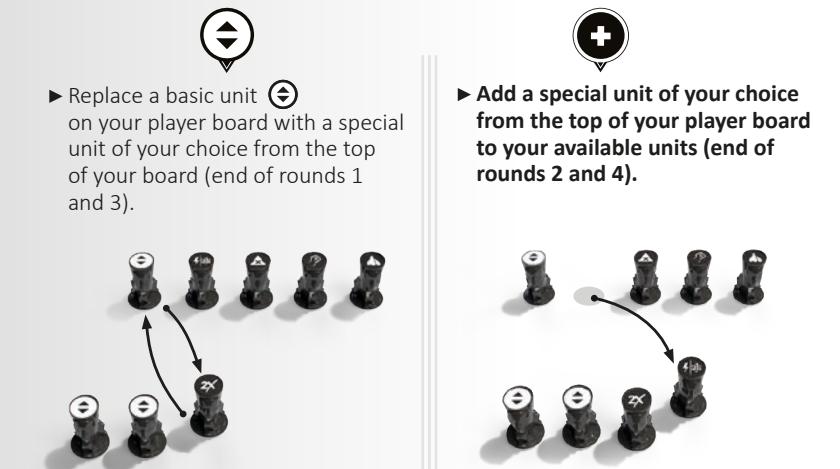
PHASE 5 CONSISTS OF ADAPTING YOUR UNIT CREW AND PREPARING FOR THE NEXT ROUND.

- 1** ▶ The metal token is moved down one square on the round track.



- 2** ▶ In turn order, starting with the 1st player, each player performs the crew modification action (see page 12 for details of special units).

Note : As players choose the special units they wish to add to their crew, they may not have the same special units during the game.



- 3** ▶ The player with the fewest victory points decides which player becomes first, this one receives the metal token and a new round begins.

Note : ▶ In the event of a tie, the player furthest to the left of the first player decides.

- ▶ A player can designate himself.



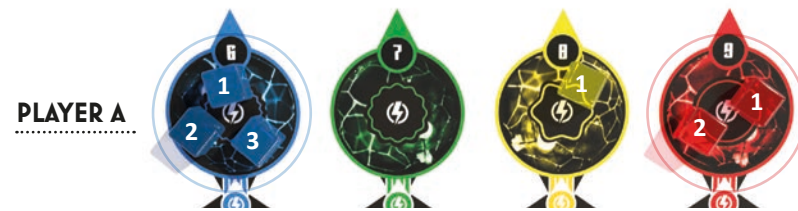
Phase 5 ends when the first player has been designated.

END OF THE GAME

The game ends at the end of round 5. Before comparing scores, additional victory points are awarded to players for each majority of energy cubes.

Note : in the event of a majority tie, players share points equally (rounded down).

- 6pts for a blue majority at the end of the game.
- 7pts for a green majority at the end of the game.
- 8pts for a yellow majority at the end of the game.
- 9pts for a red majority at the end of the game.



Player A earns 10 additional points :
+6pts for blue majority.
+4pts for red majority (shared with player C).



Player B earns 15 additional points :
+7pts for green majority.
+8pts for yellow majority.



Player C earns 4 additional points :
+4pts for red majority (shared with player A).

The player with the most victory points wins the game.

Note : in the event of a tie for victory, the player with the most cubes on the player board wins the game. If the tie persists, the tied players share the victory.

THE UNITS

BASIC UNITS

At the start of the game, you have 3 basic units on your player board.

These units have no other capabilities than :

- ▶ harvesting light from a light-facing planet or moon.
- ▶ transforming light into energy from an energy-facing planet.



SPECIAL UNITS

During the game, you unlock these special units during each phase 5.

These special units have powers in addition to those of the basic units.

Important : these powers do not apply to Exile.



DOUBLER

- ▶ The doubler performs his action 2 times.

When you recover your doubler, the unit can perform its collection or transformation action twice.

Important : on the black planet, it transforms 2 times the same color.



Harvest 2 red cubes.

Transform 2 green cube.



SCIENTIFIC

- ▶ The scientist can transform or harvest on any planet or moon.

When you recover your scientist, he can transform or collect a cube of the color of the planet or moon he's on.

Important : on the black planet or the white moon, he can transform or harvest a cube of the color of his choice.



Transform or harvest 1 red cube.

Transform or harvest 1 gcube.



SABOTEUR

- ▶ The saboteur removes the opponent's probe. The saboteur is the only unit that can be deployed on a planet already occupied by an opponent's probe.

When you play your saboteur on a planet already occupied by an opponent's probe, the probe is removed and placed back on the colored area of the player board (it can be replayed later in the game).

The saboteur takes over the vacated place.

Important : when the probe returns to its zone, the collected cubes remain in place.



The White probe is removed.



CHIEF

- ▶ The chief wins the conflict.

In any conflict with a leader, only the opposing unit is removed and placed on the Exile.

The chief takes over the vacated place.

Important : when 2 Chiefs face each other, they both go to the Exile.



Only the White unit is removed.



TRAVELLER

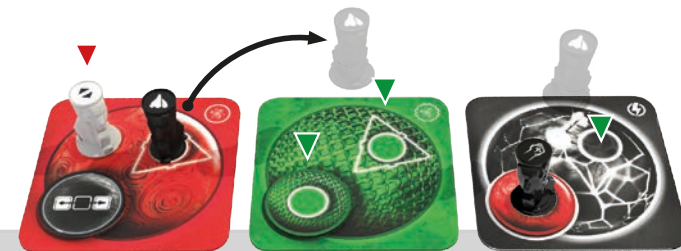
- ▶ Travelers can avoid conflict.

If an opponent plays a unit on a planet or moon with your traveler already present, the traveler can escape and leave his place to the attacker.

If the traveler flees, you must place him back on any available place (planet or moon) of the spatial area. In this case, when you replace your traveler, the transit bonus rule does not apply.

Important : ▶ if you don't run away, the conflict rule applies.

- ▶ if there is no free place, the traveler can not flee and he goes into Exile.



ADD-ON

If you'd like to add a little more variety to your games, an extension of 3 additional special units is available. These 3 new units will impact your strategies, making them even more offensive or a little more based on control of the space zone. The extension also offers different game configurations, reinforcing the asymmetry between players from the start of the game or at the end of each round.



The **TWOSOME** realizes the action of the planet AND moon of the system in which he is located.

When you collect your Twosome from a planet or moon, the unit can perform the planet's harvest or transformation action and the moon's harvest action.



The **BOOSTER** increases the transit bonus to 3pts.

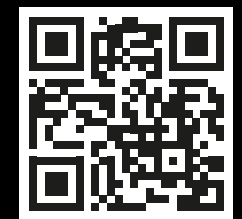
When an opposing ship is moved to a system occupied by your Booster, the transit bonus earns you 3pts instead of 1pt.



The **ROGUE** can take the place of another unit in the Exil.

When a Rogue joins the Exile, he can take the place of an opposing unit already placed on a bonus slot. If so, the opponent places his unit on another bonus.

Find the extension on our website or ask for it in your usual store.



<https://wannagame.fr/shop>

THE OBJECTIVES

► The 3 objectives revealed at the start of the game are active throughout. Each player must be vigilant in achieving these objectives.

1 - HARVEST OBJECTIVE

At the start of the game, the harvest objective 1 is randomly placed on one of the 4 light colors.

Thanks to this objective, you earn 1 victory point every time you recover a light cube of the color on which it is placed.

The point is earned as soon as you collect the cube, whether from a probe or a unit (planet, moon or ☾ from the Exile).

Note : swapping a light cube ☺ doesn't earn you any points.



If this objective is set to blue, then you gain 1pt every time you harvest a blue light cube.

⚡ - ENERGY OBJECTIVES

At the beginning of the game, an energy objective ⚡ is placed on the board.

This objective earns victory points as soon as a player has the specified number of cubes in his energy area.

The first player to complete the objective wins 8 victory points. Other players who achieve the objective win fewer victory points (5pts then 3pts).

Once the objective has been reached, the player places one of his objective cubes under the objective tile. The objective can only be achieved once per player.

Note : the energy objective can only be achieved once per player.



The objective is achieved as soon as a player has 3 green cubes in his energy area.



The objective is achieved as soon as a player has 2 blue cubes and 2 red cube in his area.

☄ - LIGHT OBJECTIVES

At the beginning of the game, a light objective ☄ is placed on the board. Among the 6 different light objectives, 4 concern the cubes collected and 2 others the placement of the probes..

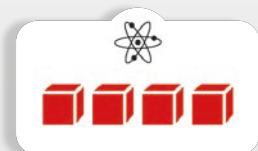
Objective cubes harvested :

These objectives earn victory points when a player has the 4 light cubes indicated in his harvest area.

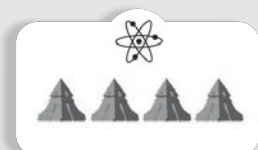
The first player to complete the objective wins 8 victory points. Other players who achieve the objective win fewer victory points (5pts then 3pts).

Once the objective has been reached, the player places one of his objective cubes under the objective tile. The objective can only be achieved once per player.

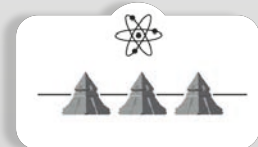
Note : if a cube is transformed, it is no longer in the harvest area and does not count towards the goal. All 4 cubes must be in the harvest area to validate the objective.



The objective is achieved as soon as a player has 4 red cubes in his harvest area.



The objective is achieved as soon as a player places all 4 probes in the space zone.



The objective is achieved as soon as a player places his 3 adjacent probes on the space zone.

Objective probes :

These objectives earn victory points when a player places his probes in the space zone.

The first player to complete the objective wins 8 victory points. Other players who achieve the objective win fewer victory points (5pts then 3pts).

Once the objective has been reached, the player places one of his objective cubes under the objective tile.

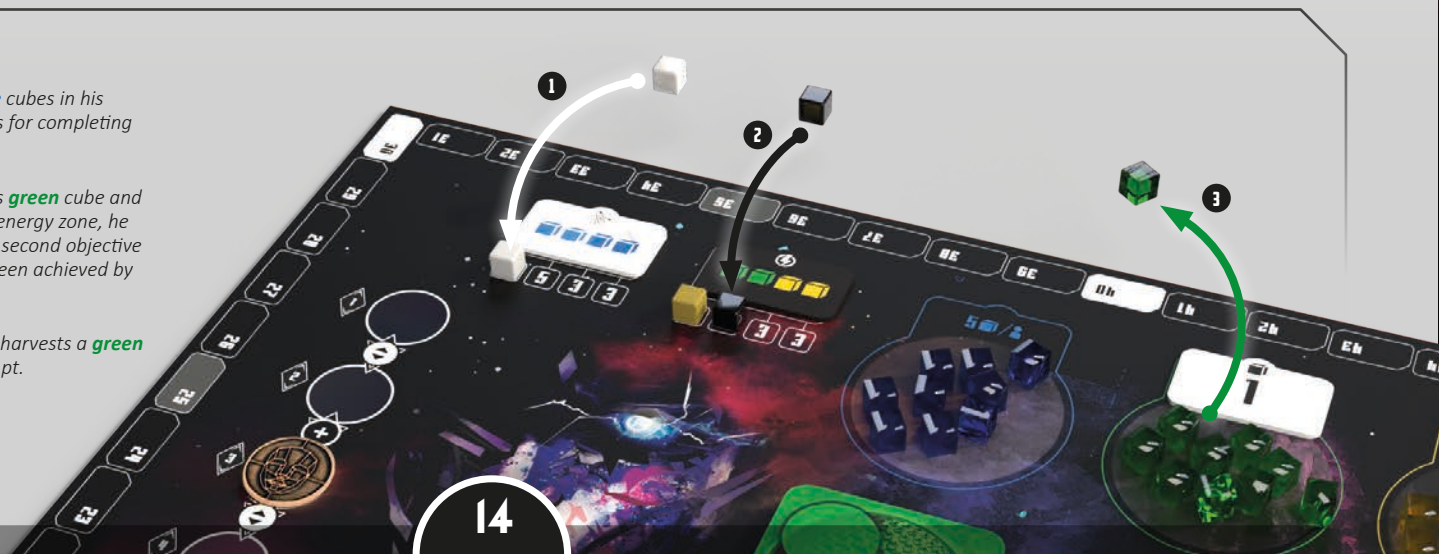
Note : The objective ▲▲▲▲ is achieved when you place your 4 probes on the space zone.

The objective -▲▲▲- is achieved when you place 3 of your probes on 3horizontally or vertically adjacent systems in the space zone (L or on line).

1 ► The White player has 4 blue cubes in his harvest area, and earns 8pts for completing the objective first.

2 ► The Black player has 2 cubes green cube and 2 cubes yellow cubes in his energy zone, he earns 5pts for achieving the second objective (the objective had already been achieved by the Golden player).

3 ► In this game, when a player harvests a green cube, he immediately wins 1pt.



CRÉDITS

Author / Illustrator : Vincent Joassin

Scriptwriter : Robin Dall Armellina

Project Manager : Nicolas Badoux

Development : Julien Seisson

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LUM42

Dear backers, testers and friends,

Many thanks for your contribution to the creation of this board game. Your feedback and comments have been essential to fine-tune the game and make it as fun as possible.

We are proud to present the fruit of our collaboration and look forward to sharing this gaming experience with you.

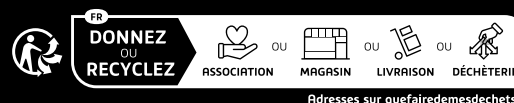
Playfully,

Wannagame team

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Adresses sur quefairedemesdechets.fr



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**THE GAME IS PLAYED OVER 5 ROUNDS.
EACH ROUND CONSISTS OF 5 PHASES :**

PHASE 1 : SYSTEM DISCOVERY

In turn order, players add a planet and a satellite to the space zone.

PHASE 2 : UNIT DEPLOYMENT

In turn order, each player moves his spaceship to an adjacent system of his choice before stopping and deploying a unit. The turn ends when all players have deployed all their units.

PHASE 3 : PROBES PRODUCTION

In turn order, each player collects a light cube for each probe in play.

PHASE 4 : UNITS RECOVERY

In turn order, each player recovers one of his units in play in order to carry out his action. This phase continues until all players have recovered all their units.

PHASE 5 : END OF THE ROUND

In turn order, each player performs the crew modification action indicated.
The player with the fewest victory points chooses the player who will become the first player.
A new round begins.



SPECIAL UNITS



The DOUBLER réalise son action 2 fois.

When you recover your doubler, the unit can perform its collection or transformation action twice.



The SCIENTIFIC can transform or collect on any planet or moon.

When you pick up your scientist, he can transform or harvest a cube of the color of the planet or moon he's on.



The SABOTEUR removes the opponent's probe.

The saboteur is the only unit that can be deployed on a planet already occupied by an enemy probe.

When you play your saboteur on a planet already occupied by an opponent's probe, the probe is removed and placed back on the colored area of the player board (it can be replaced later in the game).

The saboteur takes over the vacated place.



The CHIEF win the conflicts.

In any conflict with a chief, only the opposing unit is removed and placed on the Exile.
The Chief takes over the vacated place.



The TRAVELER can avoid conflict.

If an opponent plays a unit on a planet or moon with your traveler already present, the traveler can escape and leave his place to the attacker.

If the traveler flees, you must place him back on any available place ○ (planet or moon) of the spatial area.
In this case, when you replace your traveler, the transit bonus rule does not apply.