GANYMEDE



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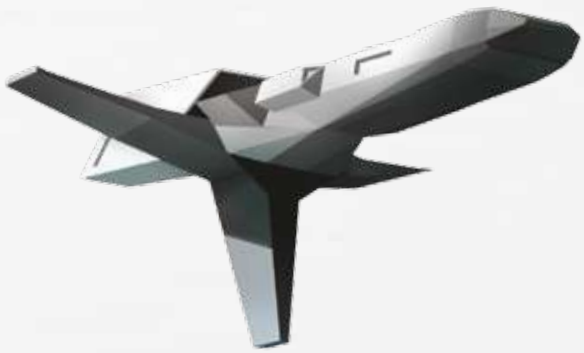
GAME COMPONENTS

- 30 “Settler” tiles, including 4 starting tiles
- 90 Cards, including:
  - 30 “Earth Shuttle” cards
  - 30 “Mars Shuttle” cards
  - 30 “Settlers Ship” cards
- 52 Settler meeples (13 in each of the 4 colors)
- 4 Player boards
- 4 Reputation markers (wooden cubes)



ABOUT THE GAME

Each player plays the role of a corporation specialized in sending Settlers to colonize unexplored planets of the galaxy. These corporations are looking for Settlers with different skills:

- Blue Settlers work in marketing and communication: they make recruiting Settlers easier for corporations.
- Red Settlers are expert leaders and competent managers: they help corporations organize Settlers to suit their needs.
- Yellow Settlers are engineers: they help Settlers travel faster.
- Purple Settlers work in the social and healthcare sector: they are useful to increase corporations’ reputation.

The first stage of the Settlers journey to infinity and beyond is the transfer to Ganymede, the largest of Jupiter’s many moons and the launch site of the Settlers Ships.

SETUP

The last player to watch a Sci-Fi movie or TV series becomes the 1st player.

1. Place a player board in front of you and put a Reputation marker (wooden cube) on the leftmost space of your Reputation track.
2. Then, take 7/10/13 Settlers per color (respectively in 2/3/4 players games) to form the supply and place them next to the playing area.
3. Take the 4 starting Settler tiles (with 1 meeple + 1 ship symbol on them) and place them face up in the center of the table. Form a stack with the 26 remaining Settler tiles.
4. Sort the Earth and Mars Shuttles, shuffle them separately and make 2 face down draw piles. Reveal 4 of each and place them in a row with the Earth Shuttles above the Settler tiles and the Mars Shuttles above the Earth Shuttles (see picture below). The face-up tiles and the cards form the playing area, common to all players.
5. Take the 30 Settlers Ships, shuffle them face down and then reveal 3 of them to form a row of 3 Settlers Ships above the 4 Mars Shuttles. Then deal 4 Settlers Ship cards to each player. Each player chooses 2 Settlers Ships from his hand and place them face down on the appropriate space of their

player board. Each player's 2 remaining Settlers Ship are shuffled back into the Settlers Ship draw pile. Then, all players reveal their Settlers Ships simultaneously.



SETUP FOR 2 PLAYERS

IDEA OF THE GAME

The player board represents the journey of the Settlers from Earth to Ganymede and is divided into several sections:

- **A** At the top, players place their Settler tiles in the dedicated slots. These tiles allow them to recruit Settlers and place them on Earth.
- **B** The Earth-based Space Flight Center can accommodate up to 6 Settlers waiting to board an Earth Shuttle to Mars.
- **C** The Martian Space Flight Center can accommodate only 5 Settlers as they are waiting to board a Martian Shuttle to Ganymede.

D The launch site of Ganymede hosts 2 "Settlers Ship" cards. These 2 Ships are placed on the players' boards at the beginning of the game. Their "launch conditions" are indicated on the right side of their respective holding boxes: 3 identical Settlers or 4 different ones. A Settlers Ship takes off once all the required Settlers are on the Ship card. It is then replaced with a new card.

E At the bottom of the player board, players place their Shuttle cards in the corresponding columns (with the matching symbol) and trigger their effects.

Recruited Settlers are always placed on Earth. When a player uses an Earth Shuttle, Settlers are transferred from Earth to Mars. Similarly, when a Martian Shuttle is used, Settlers are transferred from Mars to the Settlers Ships at the player's discretion on Ganymede. When completed, a Settlers Ship automatically takes off at the end of the active player's turn. The Settlers having left the solar system for good are then returned to the supply.



Players will be able to multiply the effects of their Settler tiles and their Shuttles if they already own some of the same type (, , , ,).

TURN SUMMARY

Starting with the 1st player, players play in turns until the end of the game is triggered. When comes his turn, the active player **must choose 1 action among 3**. And at the end of their turn, the player refills the empty spaces of the playing area. Then, the next player, in clockwise order, becomes the active player. The 3 available actions are:

- **Choose a Settler tile**
- **Use a Shuttle to move Settlers**
- **Discard Settler tiles to perform Basic Actions**

1 Choose a Settler tile

The active player selects one Settler tile and places it in 1 of the 3 dedicated spaces at the top of his player board. He then triggers the effect of this tile (most of the time consisting in the «recruitment» of a Settler meeple from the supply that matches the Settler symbol(s) of the tile, and placing it on Earth.

Each Settler tile has a type printed on it (, , , ,). If the selected tile is the 2nd (or the 3rd) of the same type to be placed on his board, the active player may apply its effect twice (or 3 times respectively). They may choose different effects in this manner if the selected tile happens to offer a choice of different possible effects.

Players cannot control more than 3 Settler tiles at any given time. Should a player take a Settler tile and already has 3 of them on his player board, he must discard one Settler tile of his choice before placing the new one on his player board.

If the Settler tiles stack is emptied, shuffle the discarded tiles into a new face down draw pile. Settler tiles are discarded face up so that any player may look at them at any time.

Example: *Hope selects a Settler tile and places it on his player board. As it is his 2nd Settler tile, he may trigger the effect of this tile twice. This tile allows him to recruit a red Settler OR a yellow Settler. Hope has 3 choices: pick 2 red Settlers, pick 2 yellow Settlers or pick 1 of each. He chooses to pick 1 of each.*



2 Use a Shuttle card to move Settlers

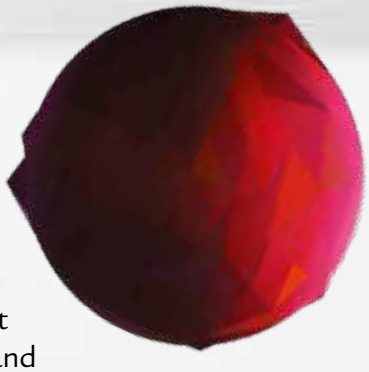


Earth Shuttle:

The active player may use an Earth Shuttle if they have on Earth the required Settlers indicated at the top of the Earth Shuttle card (in numbers and types). Then, they take the Shuttle card, place it on the matching column at the bottom of their board and physically move the Settlers from Earth to Mars. Then, they may resolve the effect of the Shuttle card. This effect may be triggered as many times as they control Shuttle cards of the same type at the bottom of their player board, including this one.

Example: *Hope may choose to use this Earth Shuttle since 1 Blue and 1 Red Settlers are available on Earth. He takes the Shuttle card, places it in the column at the bottom of his player board and moves these Settlers to Mars. He may resolve the effect of the Shuttle once because this is the first he uses. This effects allows him to recruit a purple Settler on Earth.*





Mars Shuttle:

The active player may use a Mars Shuttle if he has on Mars the required Settlers indicated on the Mars Shuttle card (in numbers and types). Then, he takes the Shuttle card, places it on the matching column at the bottom of his board and physically move the Settlers from Mars to the Ship of his choice (it can be both) on Ganymede. The take-off conditions of the Ships are strict. If Settlers cannot get into a Ship because there is no valid space available, they are lost in space and returned to the supply. Then, he may resolve the effect of the Shuttle card. This effect may be triggered as many times as he controls Shuttle cards of the same type at the bottom of his player board, including this one.

Example: *Hope may use this Shuttle since there are 2 Settlers available on Mars and he controls at least one Settler tile. He takes the Shuttle card, places it in the column at the bottom of his player board, moves these Settlers to any Settlers Ship on Ganymede and discards 1 Settler tile. The Blue Settler can move to any of the 2 Settlers Ships since their take-off conditions are valid in both cases. There is no room however on Ganymede for the Red Settler, and therefore, it is lost in space and returned to the supply. He then resolves the effect of the Shuttle once because this is the first he uses. As this Shuttle allows him to perform a Basic Action (see below), he chooses to Move his yellow Settler from Earth to Mars.*



All Shuttles require at least one white Settler: a Settler of any color may be used for a white Settler.

Some Shuttles need to discard a Settler tile of the active player's choice from his player board to be used. A player cannot use this type of Shuttle if he cannot discard a Settler tile from his player board.

When a Settler Ship is completed:

The number of Settlers required to complete a Settlers Ship is indicated on the right side of each player board: 3 identical Settlers or 4 different ones.

IMPORTANT: When a Settlers Ship is complete, it takes off at the end of your turn, so you must perform all your actions before resolving the "Completed Settlers Ship" steps.

When a Settlers Ship takes off, the active player executes the 3 following steps in order:

1. All the Settlers on the Settlers Ship return to the supply.

2 The effect of the Settlers Ship, if any, is indicated on the bottom right corner of the card and is now applied. The Ship card is then placed face up next to the player board.

3 A new Settlers Ship is picked from the Settlers Ship row and added to the player's hand. Then, he chooses a replacement Ship from his hand and places it on the empty space of his player board.

3 Discard Settler tiles to perform Basic Actions

Discard any number of Settler tiles to perform that many number of Basic Actions. If the active player performs several Basic Actions this way, he can choose different ones or the same one.

Basic Actions :

Recruit : Recruit one Settler of your choice from the supply and place it on Earth.

Adapt: Discard a Settler from your player board and replace it with one of the color of your choice from the supply.

Move: Move one Settler from Earth to Mars, from Mars to a Settlers Ship on Ganymede, or from a Settlers Ship to the other Settlers Ship.

Reputation : Move your Reputation marker one space forward (to the right) on your Reputation track.

Draw: Take a Settlers Ship from the Settlers Ships row (or the 1st one from the draw pile) and add it to your hand.



Example: Hope decides to discard 2 Settler tiles to perform 2 Basic Actions. He decides to gain 2 Reputation points.

End of Turn

At the end of his turn, the active player refills the playing area by revealing new tiles or cards from their corresponding pile.

Example : *If you used a Martian Shuttle during your turn, refill the playing area with a new Martian Shuttle card from the Martian Shuttle draw pile.*

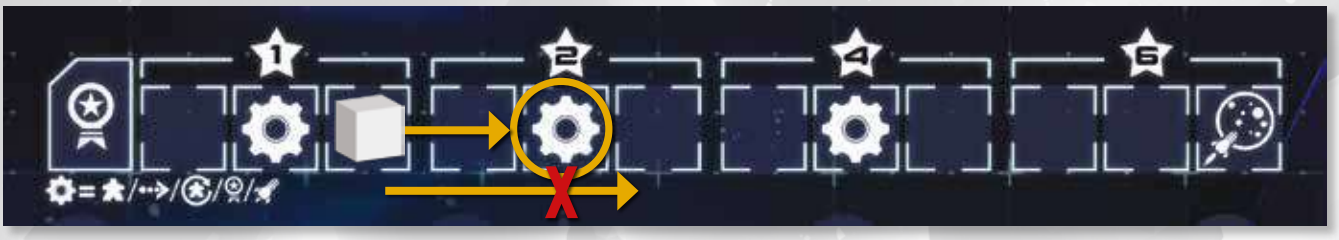
IMPORTANT ADDITIONAL RULES

1 Row Bonus

Each time a player used 1 Shuttle of each type (, , , and), he may choose one of his Settler Ships that takes off immediately, even if it is still incomplete or empty. Then, this player resolves all the "Completed Settlers Ship" steps as if that Ship had taken off at the end of his turn.

2 Reputation track

There are 3 Bonus spaces on your Reputation track that allow you to perform a Basic Action. When gaining Reputation, the active player must stop on the Bonus space if he wants to perform this Basic Action. He may also ignore the Bonus if he prefers to progress faster on the Reputation track.



Example: *Hope gains 3 Reputation points. There is a Bonus 2 spaces away from his current position. He may either choose to gain only 2 Reputation points and get a Basic action as a Bonus, or to gain all his 3 Reputation points, thus ignoring the Bonus and its associated Basic Action.*

3 Reaching your Reputation's maximum



If a player's Reputation reaches its maximum, the active player may choose one of his Settlers Ships on Ganymede: this Ship takes off immediately, even if it is still incomplete or empty. Then, this player resolves all the "Completed Settlers Ship" steps as if that Ship had taken off at the end of his turn.

Once a player's Reputation has reached its maximum, he cannot gain more Reputation but may still use a Shuttle that would increase his Reputation.

At the end of the game, players score 0/1/2/4/6 VP according to their final Reputation level.

4 Other rules

- Sometimes, it is possible that a player cannot move a Settler because the destination is full or not eligible: the destination is full (Mars) or the take off conditions do not allow a player to move a Settler there (Ganymede). In this case, the Settler is lost in space and returns to the supply.
- Earth is limited to 6 Settlers and Mars is limited to 5 Settlers. Should a player recruit new Settlers with no space available, because he cannot discard Settlers already in place, the new recruits are simply lost. However, should a player recruit 2 Settlers with only one available slot remaining, they still may recruit one of the two Settlers.
- Players' hand is limited to 4 Settlers Ships at the end of their turn. Should a player exceed this limit, they replace the excedentary Ships under the Settlers Ships draw pile, in the order of their choice.
- The Settlers supply is limited to 7/10/13 of each color in 2/3/4-player games respectively. A player may still perform Action **1**, **2** or **3**, even if that would allow him to gain a Settler not available in the supply.



Example 1: *There are no remaining blue and red Settlers in the supply. Hope decides to take a tile, which allows him to recruit a blue or red Settler. He can still take the tile even if there are no Settlers of these colors in the supply anymore.*



Example 2: *There are no remaining blue Settlers in the supply. Hope decides to use a Shuttle that allows him to recruit a blue Settler. He can still take the Shuttle card and place it under his player board but does not apply the effect of the Shuttle.*

END OF THE GAME

Players take turns until one of the following end-game conditions occur:

- A player launches his 4th Settlers Ship. If a player completes his 4th and 5th Ship in their same final turn, both Ships take off.
- One of the two Shuttle draw pile is empty (either Earth of Mars).

The turn is played till its end so that all players will have played the same number of turns.

Scoring is then performed with each player gaining victory points for:

- The Settlers Ships they have successfully launched
- Their Reputation track 0/1/2/4/6 VP
- Their uncompleted Settlers Ships : 1VP per Settler on an uncompleted Settlers Ship

The player with the highest score wins the game. In case of a tie, the player with the most Settlers on Mars wins the game. If there is still a tie, the player with the most Settlers on Earth wins the game. And if it is still a tie, well ... then it's a tie!

SHUTTLES EFFECTS

Recruit: Recruit one Settler of your choice from the supply and place it on Earth.

Adapt: Discard a Settler from your player board and replace it with one of any color of your choice from the supply. If a color is indicated on the Shuttle, you can choose either to discard a Settler of this color and replace it with any Settler from the supply OR discard any Settler from your player board and replace it with a Settler of the indicated color from the supply. If the Settler is white, you choose (like an Adapt chosen by performing a Basic Action).

Reputation: Move your Reputation token one space forward on your Reputation track.

Move: Move one Settler from Earth to Mars, from Mars to a Settlers Ship on Ganymede, or from a Settlers Ship to another Settlers Ship.

Draw: Take a Settlers Ship from the Settlers Ships row (or the 1st one from the draw pile) and add it to your hand.

Basic: Perform any Basic action (Recruit, Adapt, Move, Reputation, Draw). If this Shuttle effect is multiplied, you may choose different Basic actions each time.

Bicolor Recruit: Recruit one Settler of one of the indicated colors from the supply and place it on Earth.

SETTLER TILES EFFECTS



Recruit 1 Blue or 1 Red Settler and place it on Earth



Recruit 1 Red Settler or Gain 1 Reputation



Recruit 1 Blue Settler or Move 1 Settler



Recruit 1 Yellow Settler and add 1 Settlers Ship to your hand

SETTLERS SHIPS



5 VP



4 VP and perform 2 "Move" Actions



2 VP per Shuttle of the indicated type (, , , , ,) visible under your board at the end of the game.



6VP if you completed at least one series of 5 different Shuttles
(+ + + +)



1 VP per color visible at the top of the Shuttles positioned under your player board at the end of the game



4 VP (*This Ship needs one Settler less to be completed*)



4 VP and immediately recruit 1 Settler of your choice on Earth



Score your Reputation an additional time



4 VP and gain 1 Reputation point



2 VP per Settler tile you own at the end of the game

Special thanks from the designer to: Hwang Min-woo, Hwang Min-ji, Yohan Go, Gary Kim, Park Sung-jun, Kim Mun-hyeok, Juhwa Lee. Thanks.

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