

Planet Smash

Players: 1 - 99
Time: 20 minutes

Rules Version: v1.0
Designer: Kevin Snell

Such a beautiful planet... Too bad it has to be smashed!
Your planetary demolition company has been awarded the contract of demolishing a planet that is in the way of the new inter-planetary warp gate network. Getting the job done in a hurry is critical. Plan your moves carefully so you can destroy the planet in time.

Planet Smash is a roll and write game that uses a unique blend of rondel, dice placement and chaining combos to create epic planet smashing turns.

Components Required

The following components are required per player:

- 6 six-sided dice (6d6) in 3 colours (2 dice per colour)
Example: 2 red, 2 blue and 2 Yellow dice
- 1 player pawn, cube or marker
- 1 pencil
- 1 game sheet

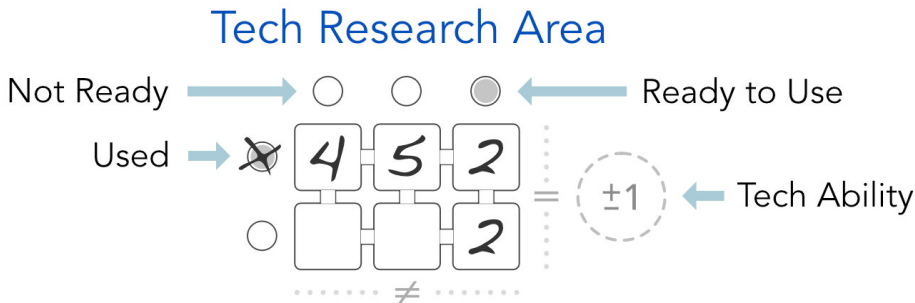
Overview

The object of the game is to destroy the planet within a set number of rounds. Planets are destroyed by completely filling in all the boxes of all four planet quadrants.

Players will be rolling **Planning** dice and placing these to move around the planet quadrants to perform **Demolition** or **Tech Research** actions - sometimes both!

Additionally, players can also use **Tech Abilities** to manipulate the dice and create powerful chains of effects to achieve planet smashing turns.

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- The planet is a single rondel divided in to four quadrants: A, B, C and the **Wild** quadrant.
 - Each quadrant has a set of boxes that when filled in, demolish that quadrant.
 - Each quadrant also has a **Tech Research** area that grants special **Tech Abilities** when filled in with numbers.



Setup

1. Take one die of each of the three colours. These three dice are the **Targeting** dice. Place one die of each colour in quadrants A, B and C (the **Wild** quadrant doesn't get a die). Place the dice on the die outlines containing the quadrant letters. It does not matter what colour goes in which quadrant, so long as all three colours are different.
2. Set aside the remaining three dice. These are your **Planning** dice. You should have one die per colour.
3. Place your **Action Pawn** in the **Wild** quadrant (the quadrant with the planet icon).

Playing the Game

A. Start of Round

1. Cross out the next sequential round box in the **Rounds** area to the left of the planet (this will be the round 1 box at the start of the game). If there are no remaining rounds available, you immediately lose the game.
2. Roll the three **Targeting** dice. Always keep each die with the quadrant you assigned it to during setup.
3. Roll your three **Planning** dice and keep these off the sheet until used.
4. Your **Action Pawn** remains where it was at the end of the previous round (this will be the wild quadrant at the start of the game).

B. Planning

1. Select one of your **Planning** dice and place it on any one of the three planning spots. The spot must be empty and not already used. You can use the planning spots in any order.
2. Move your **Action Pawn** clockwise the exact amount indicated by the number in the planning spot you placed your planning die (1, 2 or 3 quadrants).
3. Use the value of the planning die you placed to perform either a **Demolition** or **Tech Research** action (see "Planning Actions" below).

Important: The planning die colour **does not** need to match the quadrant's targeting die colour to perform either action.

4. If the colour of the planning die **MATCHES** the colour of the Targeting die for that quadrant, you can perform **BOTH** the **Demolition** AND **Tech Research** actions (in any order) for that quadrant.

The **Wild** quadrant counts as all three colours, so you can always use both actions in the Wild quadrant regardless of your planning die colour.

5. When you have used all three planning dice, start a new round.

Hint: You may think it's best to always be efficient and match the colour. Go against your instinct and make good use of high value planning dice for demolition actions, even if the colour doesn't match.

C. Planning Actions

1. Demolition

To successfully demolish part of a quadrant, you need to successfully beat the targeting die **AND** be able to fill in one of the boxes for that quadrant.

To beat the targeting die, the value of your planning die needs to be **equal to or higher** than the value of the quadrant's targeting die. The **Wild** quadrant always has a targeting value of 1.

In addition to beating the targeting die, you also need to be able to fill in a box in that quadrant:

- If it is an empty box, write the planning die value in the box.
- If the box has a number in it, your planning die value has to exactly match that number to be able to write the planning die value in the box.
- Some quadrants have special rules such as: "each box must have a number that is not equal to any other numbers in that quadrant" or "each box must have the same number". In those cases, write the number in the box and follow the quadrant rules.

Important: You can fill in quadrant boxes in any order.

Hint: Make good use of your Tech Abilities to ensure success by modifying targeting and planning die values.

If you cannot beat the targeting die **OR** fill in a box, your demolition is **NOT** successful and your turn ends. Alternately, try using the planning die value for the Tech Research action instead.

If at any point a quadrant's boxes are completely full, that quadrant has successfully been demolished. Fill in the little triangle pointing to the core of the planet and remove the targeting die for that quadrant from the game. You can still use the quadrant for the **Tech Research** action (if there are still empty Tech Research boxes available), but can no longer perform the **Demolition** action in that quadrant.

Once all four quadrants have been demolished, you win the game! See the "Game End" section.

2. Tech Research

The Tech Research area for a quadrant are six boxes in three columns and two rows. You are trying to write sets of equal numbers in the columns and not equal numbers in the rows.

When writing a number in a box, it **MUST** be equal to any previous number in the same column **AND** not equal to any other numbers in the same row.

Important: You can fill in Tech Research boxes in any order.

When a column or row is complete (ie: two boxes in a column have the same number or three boxes in a row have different numbers), you immediately fill in the corresponding circle for that column or row to show that Tech Ability is ready for use (see **Tech Abilities** below).

3. Tech Abilities

You can use any amount of ready Tech Abilities at any time during a turn.

To use an ability, cross out one of the circles that have been filled in to show that you have used it and then immediately perform the Tech Ability for that Tech Research area.

- You cannot cross out an empty circle, it must already be filled in and ready.
- Circles are one-time use, meaning you can no longer use a circle once it has been crossed out.

+ -1 Add or subtract 1 from any die value (Planning or Targeting)

FLIP Flip any die to it's opposite side (Planning or Targeting)

RE-ROLL Re-roll any die (Planning or Targeting)

ANY Use any other Tech Ability

Game End

Solo

The game ends when you have successfully destroyed the planet (demolished all four quadrants). Look at the current round and compare it to the game difficulty round number. The current round needs to be equal to or less than the difficulty round to win with that difficulty.

If you go through all the rounds without destroying the planet, you lose the game.

Multiplayer

The first person to destroy their planet is the winner. In case of a tie, the player who used the fewest Tech Abilities is the winner.

FAQ

Q: I placed a planning die and moved my action pawn, but I can't fill in a box in either the quadrant or the tech area.

A: Try using Tech Abilities to make it possible. If you still can't, there is nothing you can do with that die. Proceed with your next planning die or next round if all planning dice have been used.

Q: Can a die's value be increased past 6 or reduced below 1?

A: No.

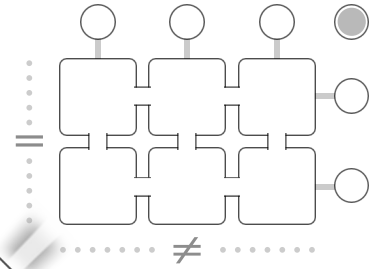
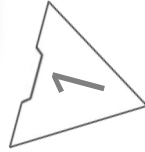
Q: Can I re-roll a planning die that has already been used?

A: Yes. You can re-roll ANY die in the game at any time using the Re-roll Tech Ability.



PLANET SMASH

Planet: LV-426



PLANNING



TIME

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

HARD
NORMAL
EASY

