



LANGUAGE



That's MY
Planet!



NEEBRAIL

That's MY Planet!

DRAFT, ROLL & WRITE

NEBRAL GAMES

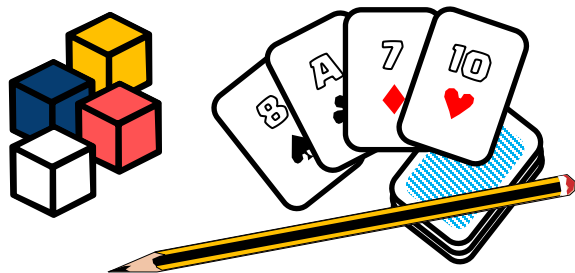
1 PLAYER - 15 MINUTES

Resources are scarce, but isn't the universe infinite?, ironies of reality. We must look for Planets and take them, we need them, most probably we are a superior race that doesn't need to recycle, and whatever the case, that over there will be my planet, get out that's my planet!

In That's my Planet! you are a general in charge of a large army, you will carry out the recruitment of aliens, the formation of teams and the actions to be performed, the objective is ruler over the planet of the solar system, sounds simple, isn't it?, but you must regulate the resources you use and achieve the best performance to satisfy your superiors.

NECESSARY COMPONENTS

Four 6-sided dice (one blue, one red, one yellow and one white), a deck of 52 traditional playing cards, a copy of the board sheet, a copy of the player sheet and a pencil.



PREPARATION

Put, in front of you, the player's sheet and, on it, the game board. Put on the Mother Ship the Red, Blue and Yellow die with the value 6 faceup, these will represent the different ships that contain the different teams you will perform later in the Drafting, take the deck of cards, remove from the game the cards J, Q and K, leaving only the cards with numbers and the Aces with the Jokers. Once you do it, shuffle the deck of cards and you can start with the Drafting.

DRAFTING

Drafting" is the action of performing a logical or random sorting of a deck of cards by consciously or randomly selecting cards from different smaller decks.

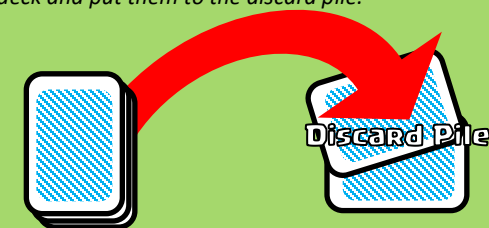
This is the moment to select your personnel, the aliens that will be under your charge and will help you to dominate the rest of the planets.

Take the deck of cards already shuffled and discard the first 2 cards of the deck, then show the first 4 cards of the deck, choose 3 of them and put a card in each Team Zone marked on the game sheet, discard the fourth card, continue with the rest of the cards until there are no more cards left to perform the "Drafting".

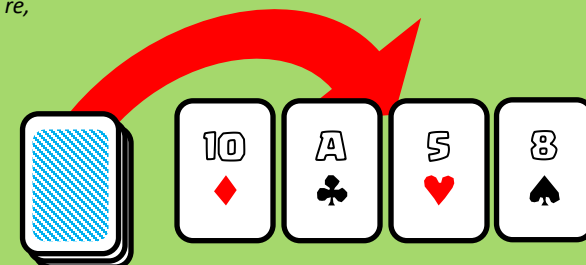
Considerations during the Drafting:

- ♦ Keep the larger numbers and Aces, they will make your game easier to play.
- ♦ Try to leave cards of the same color in the same deck, this will give you bonuses when performing the actions of the game.
- ♦ If you draw the joker, discard all the four cards.
- ♦ If you draw the 2 jokers, shuffle the four cards and continue drafting.

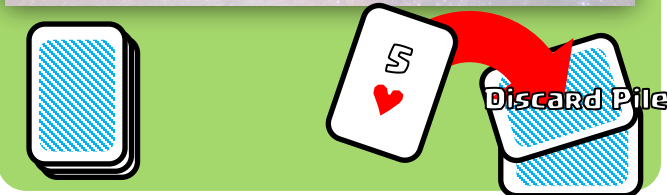
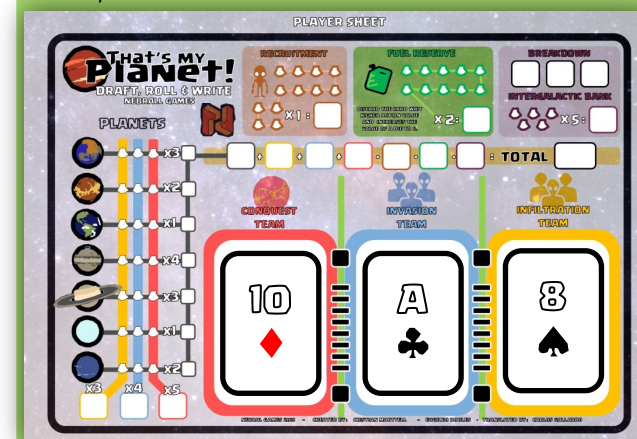
Example: at the beginning of the draft I take the first two cards from the deck and put them to the discard pile.



Then I take the first 4 cards and I get the ones in the next picture,



It is then that I decide to place the 10 of Diamonds on the Conquest Team, the Ace of Club on the Invasion Team and the 8 of Spades on the Infiltration Team, sending the 5 of Hearts to the discard pile.



The second time I draft, I get 2 Jokers, so I have to put them back and shuffle them in the deck, then continue with the draft.



The third time we draw we get only one Joker, so we have to send all the drawn cards to the discard.



Drafting continues until there are no cards left in the deck. Each Team Zone must have 8 cards and 21 cards left in the Discard Pile, then take these cards and remove the Jokers from the game and shuffle the remaining cards, place this new deck to the side of your Player Sheet, which will now be called the "Recruitment Zone". **You can start playing.**

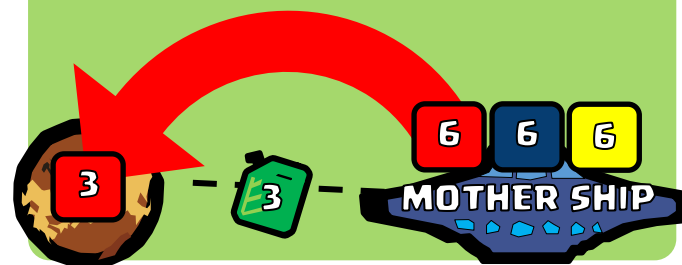
TURN

During your turn you have a series of actions that you must perform in the following sequence.

Phase 1: Manage Teams; Take a die that is somewhere on the board and move it to a planet that is unoccupied (that does not have a die on it) or to the "Mother Ship" (where up to 3 dice can be at the same time). When you move a die, you deduct the amount of Fuel noted in the middle box of the die you moved. **You must move a different die each turn.**

when the die reaches 0, remove it from the board and place it in the breakdown zone (see below)

Example: You have decided to Conquer a planet, so you move the red "Conquest Team" die to it. When you do so, the die reduces its value by 3 points because that is the fuel cost of the route you used to do so (indicated on the green fuel container in the middle of the Route).



Example: the next turn, you can no longer move the red die, so you decide to move your Invasion team to the same planet, but as long as the conquering team is still on it, you can't move a team there. So you must move the Infiltration or Invasion team to another planet.



Phase 2: Perform an action; to understand the order of attack on the planets we must first understand the hierarchy of the different actions we can perform.



Conquest is greater than Invasion and Invasion is greater than Infiltration, therefore, Invaded or Conquered planets cannot be Infiltrate and you cannot Invade Conquered planets.

- ◇ If you move the Infiltrate (Yellow) die on a Planet that has not previously been Infiltrated, Invaded or Conquered, you may attempt to Infiltrate it.
- ◇ If you move the Invasion (Blue) die on a Planet that has not been previously Invaded or Conquered, you may attempt to Invade it.
- ◇ If you move the Conquest (Red) die to a Planet Box that has not been previously Conquered, you may attempt to Conquer it.

When Infiltrating, Invading or Conquering you must calculate the Planet's competition and the value of the Action:

COMPETITION OF THE PLANET:

Roll 6-sided die (white die) and apply the corresponding modifier depending on the action you have performed, this modifier is adjacent to the planet.

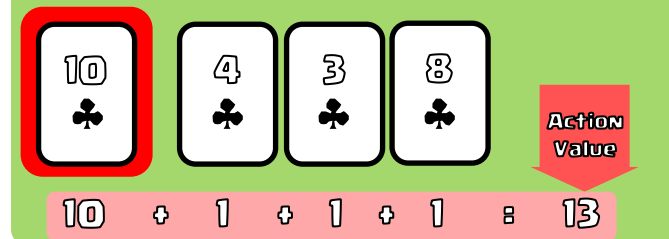


ACTION VALUE:

Discard a card from the card pool and determine its Action Value by taking the card pool from the corresponding team you are using (Infiltration, Invasion or Conquest) and applying the modifiers:

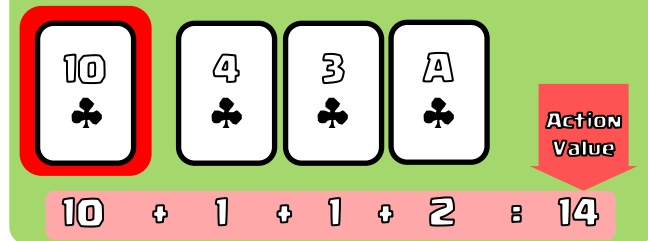
The card will gain +1 for each extra card that is the same symbol.

Example: if you discard a 10 of Club and you have 3 other cards of Club within the same symbol in a Team, so the card score will be 13.



◇ If you have an Ace of the same symbol as the card you used, you will add an extra +1 (+2 in total) to a card of the same type (color and symbol).

Example: if you discard a 10 of club and you have 3 other club in the same team's set, one of them is the Ace of Club, so the card score will be 14 (10 base + 2 cards of the same type +2 for an Ace of the same type).



RESOLVE THE ACTION:

Discard a card from the cards pool used and compare its action value to the competition of the planet.

If the Action Value of the discarded card is greater than the Planet's Competition, you have succeeded the Infiltration, Invasion or Conquest of the Planet (depending on the action determined), make the corresponding X mark on the Game Sheet in the Planets section.

Example: if the planet was Invaded, mark an X in the box on the Blue Line. Remember the Hierarchy levels of the actions, from now on, you cannot try to Infiltrate the Planet, but you can Conquer it.



If the Action Value of the discarded card is less than the Planet's Competition, you have failed the task, move the die on the planet to the Breakdown Zone on the Game Sheet (explained later).

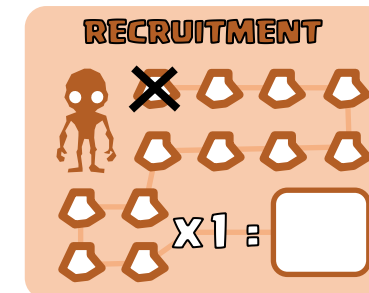
In the case that you have moved a die to a planet where you cannot perform that action, return to Phase 1.

OTHER ACTIONS YOU CAN PERFORM

During the turn you have other actions you can perform before Phase 1 or between Phase 1 and 2. You can perform these actions as many times as you want per turn.

RECRUIT

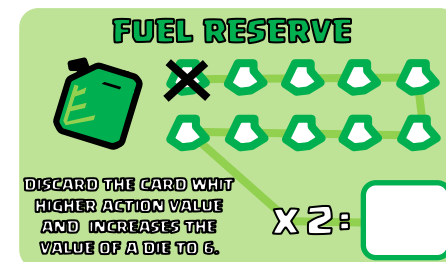
Choose a lot of cards in a Team zone (Infiltration, Invasion or Conquest), take a card from the top of Recruitment Deck and put it in that lot of cards, mark a box with an X in the Recruitment Zone.



REFUEL

There are two options for this action:

1.- Use the Reserves: Take a die in the Game Sheet, and increase its value by 1 (Example: go from 4 to 5) mark a box with an X in the Fuel Reserve zone (you cannot increase the amount of fuel in a die over 6).

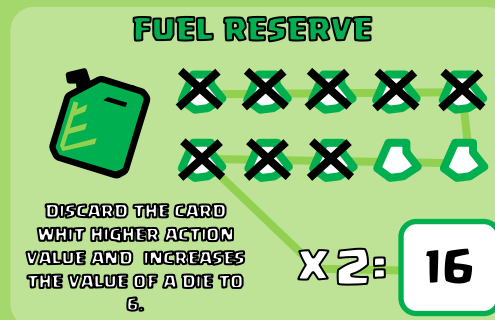


You must then add up the marks in the Recruitment, Fuel Reserve and Intergalactic Bank boxes and multiply each by the multiple shown on the Player Sheet. Copy the results to the totals line.

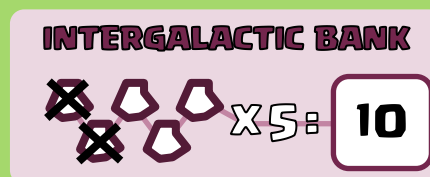
Example: Let's start with the recruiting marks, here we count the marks and multiply by 1. as we have a total of 3 marks, the result is 3.



Let's continue with the Fuel Reserve, here after counting the marks, we multiply by 2. as we have a total of 8 marks, the result is 16.



Finally we go to the Intergalactic Bank section, here after counting the marks, we multiply by 5. as we have the total of 2 marks, the result is 10.



$$24 + 12 + 16 + 20 - 3 - 16 - 10 = \text{TOTAL } 43$$

Finally we made the final calculation on the totals line.

Example: if we follow all the previous examples, we will get a final result of 43.

WHO ARE WE COMPETING AGAINST?

With our own skill and luck with the cards during the Draft. Each game is different depending on how we use our resources, measure your performance by comparing the totals of different games, come on and share with us in our social networks your different scores, we will make a ranking of the best players, we will give prizes and new surprises.

WHAT NOW?

Well, go and play a couple of games, compare your scores with your friends, soon we will bring new updates, which will add new mechanics to the game, constantly check our social networks.

DO YOU WANT MORE?

In Nebral Games we have more than 16 board games published in our Facebook Fan Page, all of them are in Print & Play format and are completely free, so what are you waiting for?



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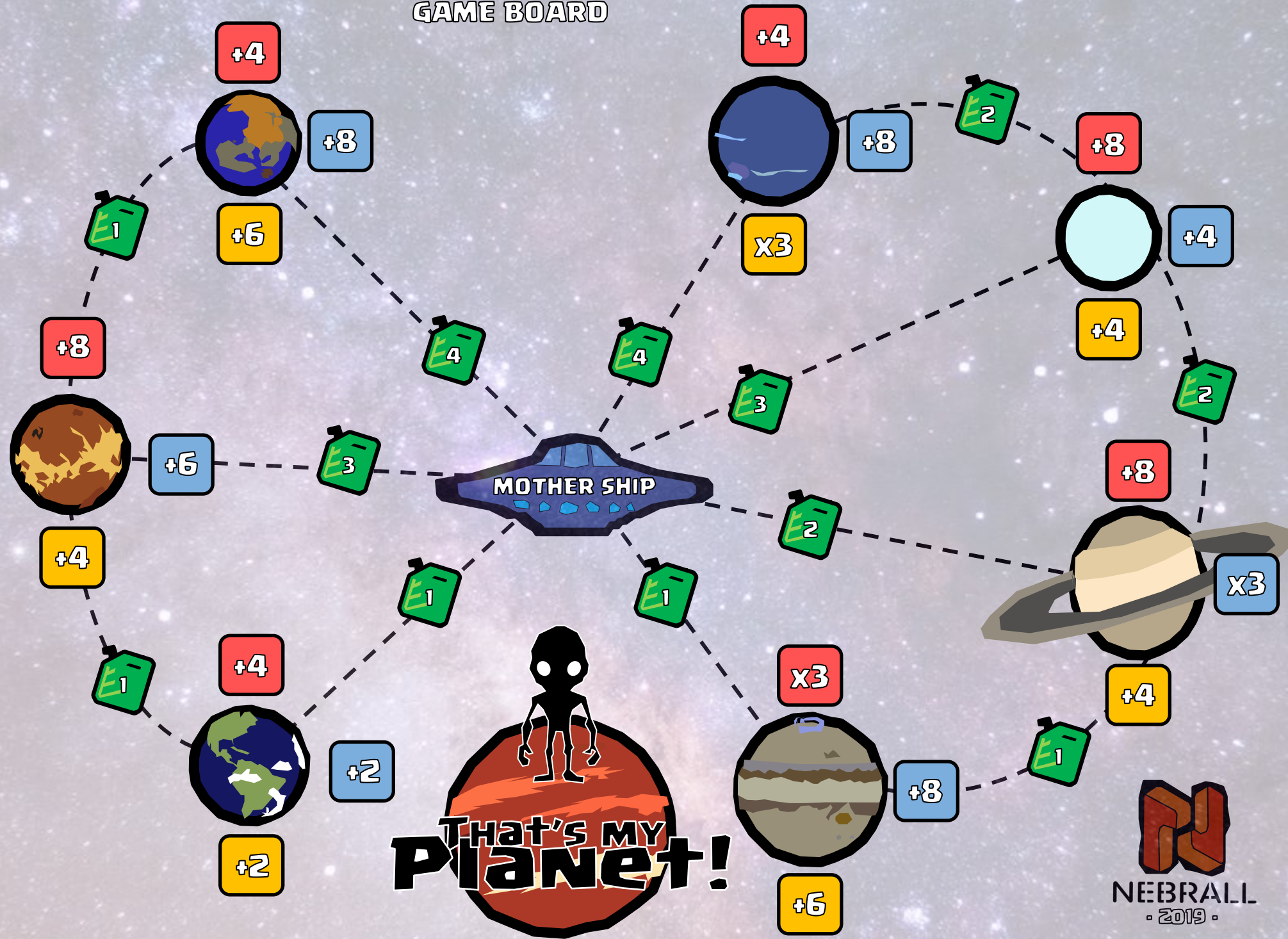
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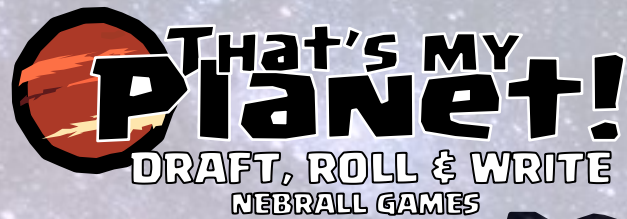
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GAME BOARD



PLAYER SHEET



PLANETS



RECRUITMENT



FUEL RESERVE



**DISCARD THE CARD WITH
HIGHER ACTION VALUE
AND INCREASES THE
VALUE OF A DIE TO 6.**

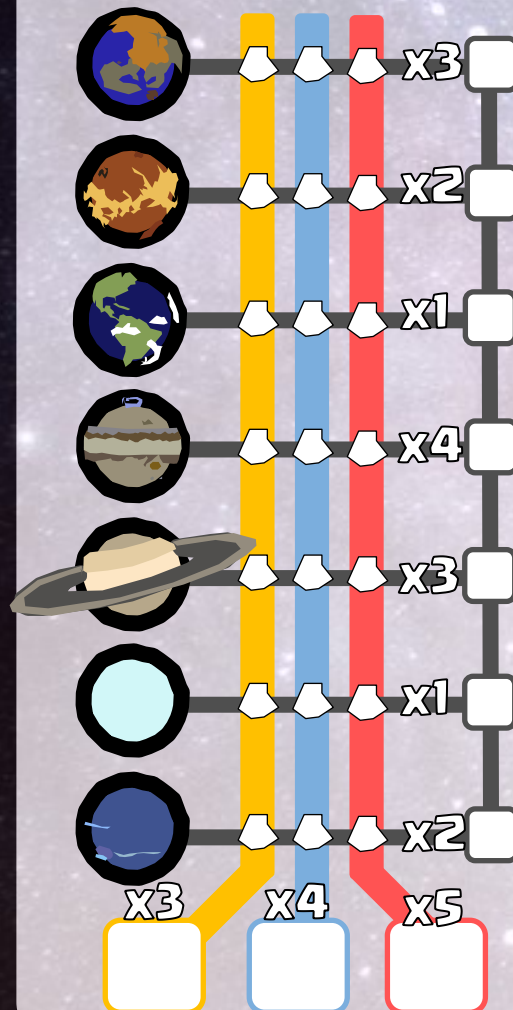
BREAKDOWN



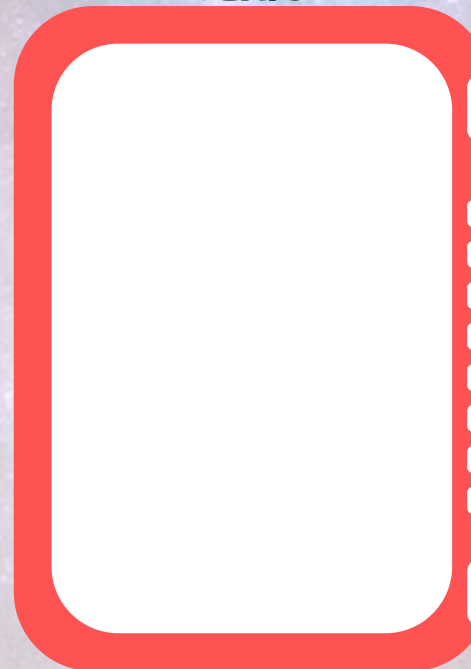
INTERGALACTIC BANK



X5:



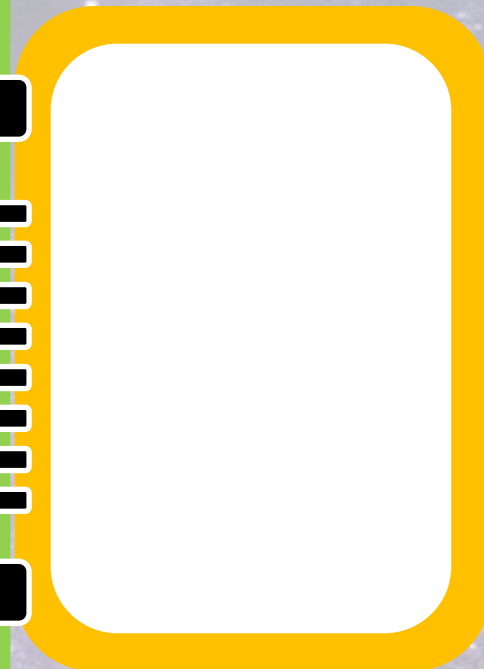
CONQUEST TEAM



INVASION TEAM



INFILTRATION TEAM



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