

PLANET UNKNOWN

••••• SUPERMOON •••••

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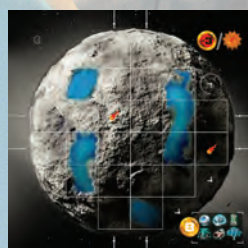
Special Thanks: Gamefound backers

RULEBOOK

COMPONENTS

MODULE 1:

6 x Supermoon Boards



Symmetric front-side
Asymmetric back-side

6 x Satellite Minis



MODULE 2:

36 Salvage Tiles
(6 of each)



6+ Civ Patches



6+ Water Patches



MODULE 3:

6+ Energy Patches



6+ Rover Patches

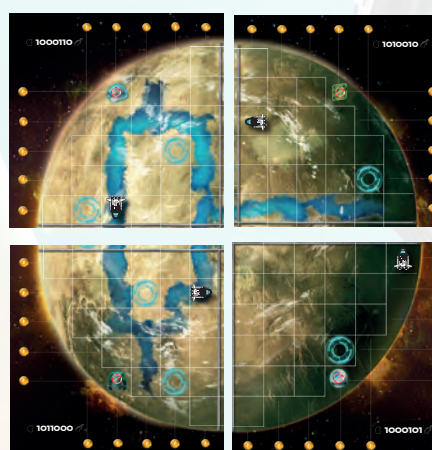


6+ Tech Patches

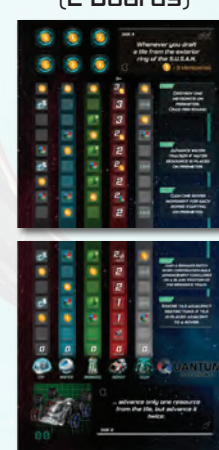


MORE VARIETY

1 x Fractured Planet
(4 Boards)



1 x Fractured Corporation
(2 Boards)



Asymmetric
(Front-side and back-side)

TABLE OF CONTENTS

Components.....	1
Module 1: Supermoon.....	2
Module 2: Salvage Tiles.....	3
Module 3: Terrain Patches.....	3
Fractured Planet.....	3
Fractured Corporation.....	4
Glossary of Terms.....	4

GETTING STARTED

Supermoon is the first expansion to Planet Unknown and was designed to be modular to mix and match with existing content via multiplayer or solo play. Choose any combination of modules (Supermoons, Salvage Tiles, or Terrain Patches) to enhance your Planet Unknown gaming experience.

The new fractured corporation and planet showcase a highly modular design with new challenges to overcome.

Brand new Civ and Event cards were designed and included to keep your Planet Unknown games feeling fresh.

5 x Rank 1

5 x Rank 2

5 x Rank 3

5 x Rank 4

20 x Civ Cards

New event and civ cards may be shuffled into their respective decks and left in those decks forever for convenience.

27 x Event Deck cards

9 x Green Alerts

9 x Orange Alerts

9 x Red Alerts

12 Meteorite Surplus Tokens
(6 of each)

OVERVIEW

The meteor shower has caused great damage but the planet is okay. Your primary mission is unchanged, to develop an unknown planet and to preserve the future of humanity. Additionally, secure an outpost on the supermoon while it's nearby. If you're feeling daring, there are some fractured remains of a planet and corporation that need some attention.

UPDATES TO BASE GAME

OBJECTIVE: Win the game by scoring the most medals via base Planet Unknown rules, now including medals gained from your supermoon.

NEW GAME-END CONDITION: If a player advances all of their resource trackers to the top of their resource tracks, the game ends at the end of the round.

MODULE 1: SUPERMOON

SETUP:

Give each player one **SATELLITE** and one **SUPERMOON BOARD** at random. Each player should individually choose to play with the symmetric side or asymmetric side of their supermoon board. Place a meteorite on the supermoon board onto the corresponding meteor symbols. Place your satellite at one of the two starting satellite positions.

If playing solo or with events, use +4 event cards instead of the base setup amount.
If playing with 4+ players, it is highly recommended to include Module 2: Salvage Tiles.

GAMEPLAY:

- Tiles and patches drafted or gained may be placed on the supermoon instead of the planet according to base game Tile Placement Rules advancing resource trackers and placing a meteorite onto a meteor symbol as normal.
- Placing a tile or patch onto the supermoon moves the satellite in a clockwise direction on the orbital positions surrounding the supermoon. When a tile or patch is placed, follow the steps below:
 - First, gain and immediately execute satellite movement equal exactly to the total number of grid squares on the tile or patch you placed onto the supermoon. Satellite movement is executed by moving the satellite clockwise, one space at a time, on the orbital positions () found outside the perimeter of the supermoon grid.
 - Then, if applicable(), choose one laser orientation with the satellite laser facing the row or column of the supermoon.
 - Finally, after satellite movement is complete and laser orientation chosen, the satellite shoots its laser and destroys all meteorites on the supermoon in the laser's path.

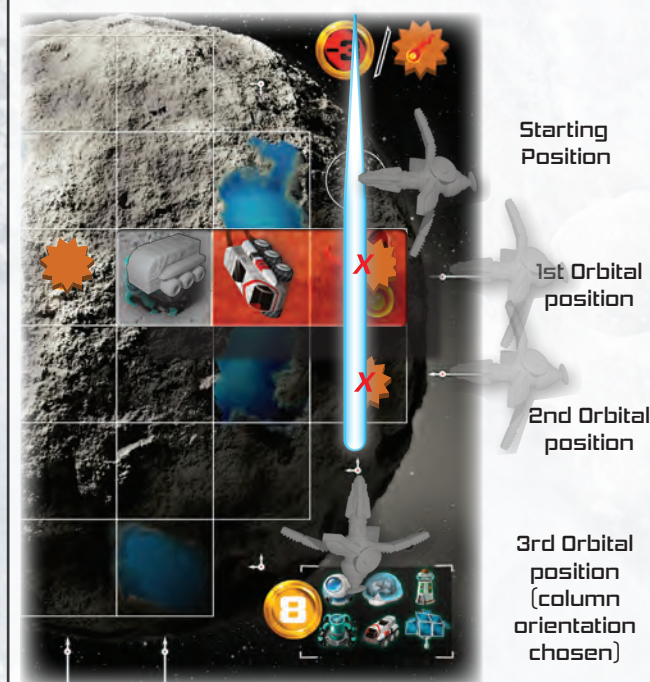
GAME-END: Follow base game game-end rules with the exception that tiles that can be legally placed on the supermoon must be placed and would not trigger game-end.

SCORING: In addition to base game scoring, medals are awarded for each completed resource set on the supermoon board. The symmetric set consists of one of each of the 6 resources worth 8 medals per set, and the asymmetric side set consists of a specific pair of resources worth 4 medals per set. Any uncollected meteorite components on the supermoon or its tiles is worth -3 medals () at game-end .

FAQS:

- Tiles and patches may not be placed onto a grid square containing a physical meteorite component until the meteorite has been destroyed or collected, unless otherwise specified by event, civ card, or tech.
- Rovers are placed onto the supermoon following base game rover placement rules. Rover movement is not interchangeable with satellite movement.
- A satellite laser destroys any rovers on the supermoon that exist in the path of the laser.
- Supermoons are not considered planets and planets are not considered supermoons. Follow instruction text on non-planet and non-supermoon components (civ cards, event cards, neighbor objectives, private objectives, corporation boards) for rules clarity specific to planets, supermoons, or both. If instruction text on non-planet or non-supermoon component does not specify a supermoon or a planet, then it affects both.

SUPERMOON SETUP DIAGRAM



Gameplay Example:

The tile placed onto the supermoon contains 3 grid squares, both technology and rover resources, and a meteor symbol. After placing the tile, immediately place a meteorite onto the meteor symbol and then advance your rover and technology resource trackers. In this example, your rover tracker unlocked a rover milestone, causing you to place your newly gained rover onto the placed tile.

- Move your satellite clockwise 3 orbital positions.
- Because your satellite stops moving on an orbital position with two orientations, choose your preferred laser orientation (column chosen).
- Finally, shoot the laser of the satellite to destroy both meteorites in the laser's path and remove them from the supermoon board. Do not collect the destroyed meteorites onto your corporation board.

SOLO MODE TARGET SCORE:

One more row has been added to the solo mode target score grid. The preliminary target score for the solo game is 80 medals when playing with supermoon your final target score is adjusted based on the composition of the event deck as normal.

NEW Preliminary Target Score w/ Supermoons ~~60~~ 80 Medals

#	Red Alerts	Orange Alerts	Green Alerts
...	...	...	...
21+	-15	-5	+16

MODULE 2: SALVAGE TILES

SETUP:

Give each player one set of six **Salvage Tiles** (1 x civ, water, biomass, rover, tech, energy) and place them near the player's area forming their salvage tile supply.



GAMEPLAY:

- Instead of drafting a tile from the S.U.S.A.N. depot, each player may individually choose to place exactly two salvage tiles from their salvage tile supply following base game tile placement and salvage tile placement rules.
- Each player may place two salvage tiles up to 3 times per game.

SALVAGE TILE PLACEMENT RULES:

Salvage tiles are always placed as a pair of two salvage tiles. Salvage tiles may be placed on your planet, on your moon, or their placements may be split independent and not adjacent to each other.

GAME-END:

When checking game-end triggers, salvage tiles are considered a legal tile placement even if the player cannot legally place any of the two tiles from their S.U.S.A.N. depot. If a player cannot legally place any of the two tiles from their depot and also cannot legally place two salvage tiles, then game-end is triggered. When no legal tile placements are possible, two salvage tiles from the salvage tile supply may be chosen for final track advancement instead of choosing a tile from the depot for this purpose.

FAQs:

- Salvage tiles count as tiles that contain two terrain squares, one resource, and one meteorite.
- Salvage tile placement always counts as two consecutive but separate tile placements.
- Once a salvage tile has been placed, it acts as a normal tile for the remainder of the game.
- Unplaced salvage tiles are not worth medals at game-end.

FRACTURED PLANET

SETUP:

Give the player all four quadrant boards. The player should orient the four boards so that the scoring icons are around the outside. The player can then choose to play with either side of each quadrant board. It is visually helpful to maintain some space between each board. All other setup remains the same.

GAMEPLAY:

Utilize the same planet placement rules as base game Persephone. Each quadrant of the fractured planet has an icon that signifies what may not be placed onto the quadrant. Icons are either resources (such as civ, water, biomass, rover, tech, or energy), a meteor symbol, or a patch.

Perimeter first placement rules apply each time a player places the first tile/patch onto a quadrant. Tile adjacency from a previous quadrant is not required for a player to place the first tile onto a quadrant that contains no tiles. Tiles may not be placed extending outside the grid or connecting one quadrant to another. All other tile placement rules should be followed as normal.

Rovers may be repositioned from one spaceship icon to any grid space at the cost of one rover movement. Once a spaceship icon is covered it is becomes ineligible for rover reposition.

GAME-END:

Each quadrant scores normally (score complete row and complete column as long as it does not have a meteorite or an empty grid square). The four quadrants should be treated as one planet when scoring objectives. There are significantly more perimeter spaces for scoring perimeter based objectives but scoring large terrain areas will be significantly more difficult.

FAQs:

- A tile with a meteorite may not be placed onto the quadrant with the meteor symbol.
- A patch may not be placed onto the quadrant with the biomass patch icon.
- Once a spaceship icon  is covered by a tile or patch, it may not be utilized to reposition a rover.

Important: Asymmetric planet tile placement rules must be followed if possible, but should be ignored if they become solely responsible for triggering the end of the game.

MODULE 3: TERRAIN PATCHES



SETUP:

Give each player one set of five **Terrain Patches** (civ, water, rover, tech, and energy) and place them near the player's area forming their terrain-specific patch supply.

GAMEPLAY:

- Anytime a rule, card, tech, icon, or effect calls out a biomass patch, any patch from your terrain specific patch supply may be substituted.
- When playing with module 3, the phrase "biomass patch" is synonymous with the term "patch."
- Patches act as regular terrain and thus can be used to extend terrain connections or create one-off terrain squares. Patches do not contain resources and do not advance resource trackers.

GAME-END:

Patches count for terrain objectives but do not count for resource objectives. Unplaced patches are not worth any medals at game-end.



"This was once a planet called Persephone where four harsh climates existed in quadrants yet they held together like the seasons. The meteor showers have fractured the planet and now each nameless quadrant roams freely."

FRACTURED CORPORATION

SETUP:

Give both **Quantum Solutions** corporation boards to the player and place the top board (with lifepods) at the top of their play area and the bottom (with rover) at the bottom of their play area. The **Quantum Solutions** player may choose to play with either side a/b of the top/bottom corporation boards. Resource trackers should be placed on the zero space of each appropriate track. All other setup remains the same.

GAMEPLAY:

The combination of the two boards creates a unique corporation rule. The top board indicates when the corporation rule is active (Exterior/Interior) and the bottom board indicates what you may or must do when the rule is active (Advance/Regress).

Conditions (top boards):

SIDE A: If the player drafts a tile from the exterior ring of the S.U.S.A.N.

SIDE B: If the player drafts a tile from the interior ring of the S.U.S.A.N.

Rules (bottom boards):

SIDE A: One tracker MAY regress

SIDE B: Advance only one resource from the tile, but advance it twice.

Example:

SIDE A TOP / SIDE B BOTTOM: If a player drafts a tile from the exterior ring of the S.U.S.A.N. then advance only one resource from the tile but advance it twice. The other resource from the tile does not advance its tracker as it normally would. If a player drafts a tile from the interior ring of the S.U.S.A.N. then the corporation rule is ignored for the remainder of the round and the player plays as normal excluding the unique corporation rule.

Quantum Solutions:

The terms "interior" and "exterior" refer to the separate physical rings within the S.U.S.A.N.

The term "perimeter" is defined as the grid spaces that touch the outermost border of the grid. (Planet or Supermoon).

The term "non-perimeter" is defined as the grid spaces that do not touch the outermost border of the grid (Planet or Supermoon).

Fractured Planet:

 Spaceship icon - A rover that exists in a grid space with this icon may be repositioned to any other grid space at the cost of one rover movement. Once the spaceship icon is covered it may not be utilized to reposition a rover.

Whenever you draft a tile from the exterior ring of the S.U.S.A.N.

*Advantage: Large tile focused
Weakness: Tile specificity, Perimeter constraints*

Lvl 5 Destroy one meteorite on perimeter. Once per round.

Lvl 4 Advance water tracker if water resource is placed on perimeter.

Lvl 3 Gain one rover movement for each rover starting on perimeter.

Lvl 2 Convert two rover movement into a synergy boost. Once per round.

Lvl 1 Ignore tile adjacency restrictions if tile is placed adjacent to a lifepod.

Quantum Solutions: ... you may immediately regress one of the resource trackers corresponding to the resources on the drafted tile.

*Advantage: Access to extra synergy boosts
Weakness: Rover movement sink*

SIDE A
Whenever you draft a tile from the exterior ring of the S.U.S.A.N.

1 / 3 METEORITES

Lvl 5 DESTROY ONE METEORITE ON PERIMETER. ONCE PER ROUND.

Lvl 4 ADVANCE WATER TRACKER IF WATER RESOURCE IS PLACED ON PERIMETER.

Lvl 3 GAIN ONE ROVER MOVEMENT FOR EACH ROVER STARTING ON PERIMETER.

Lvl 2 CONVERT TWO ROVER MOVEMENT INTO A SYNERGY BOOST. ONCE PER ROUND.

Lvl 1 IGNORE TILE ADJACENCY RESTRICTIONS IF TILE IS PLACED ADJACENT TO A LIFEPOD.

QUANTUM SOLUTIONS

... you may immediately regress one of the resource trackers corresponding to the resources on the drafted tile.

"Acquire, Merge, Split. I'm not sure what the business implications are but I wish the board would make up its mind."

SIDE A CLARIFICATIONS:

- With Tech Lvl 4, it is possible to advance the water tracker more than once as a result of water tile placement on planetary ice and a water resource placed on perimeter.
- When your conditional corporation rule is active as a result of your tile draft (designated by your top fractured corporation board), you MAY immediately regress one of the resource trackers corresponding to the resources on the drafted tile (before advancing each resource on the tile).

Quantum Solutions

Whenever you draft a tile from the interior ring of the S.U.S.A.N.

*Advantage: Non-perimeter flexibility
Weakness: Tile specificity, Small tile focused*

Lvl 5 Destroy one non-perimeter meteorite. Once per round.

Lvl 4 Advance water tracker if water resource is placed on non-perimeter.

Lvl 3 Gain one rover movement if a rover starts the round off the planet.

Lvl 2 Gain a biomass patch when corporation rule advancement concludes on a blank position of the resource track.

Lvl 1 Ignore tile adjacency restrictions if tile is placed adjacent to a rover.

Quantum Solutions: ... advance only one resource from the tile, but advance it twice.

*Advantage: Tracker advancement, Surplus biomass of patches
Weakness: Lopsided advancement*

SIDE B
Whenever you draft a tile from the interior ring of the S.U.S.A.N.

1 / 3 METEORITES

Lvl 5 DESTROY ONE NON-PERIMETER METEORITE. ONCE PER ROUND.

Lvl 4 ADVANCE WATER TRACKER IF WATER RESOURCE IS PLACED ON NON-PERIMETER.

Lvl 3 GAIN ONE ROVER MOVEMENT IF A ROVER STARTS THE ROUND OFF THE PLANET.

Lvl 2 GAIN A BIOMASS PATCH WHEN CORPORATION RULE ADVANCEMENT CONCLUDES ON A BLANK POSITION OF THE RESOURCE TRACK.

Lvl 1 IGNORE TILE ADJACENCY RESTRICTIONS IF TILE IS PLACED ADJACENT TO A ROVER.

QUANTUM SOLUTIONS

... advance only one resource from the tile, but advance it twice.

SIDE B CLARIFICATIONS:

- With Tech Lvl 4, it is possible to advance the water tracker more than once as a result of water tile placement on planetary ice and water resource placed on non-perimeter.
- A rover is not on the planet if it is on a supermoon board or has not yet been deployed from the corporation board. A rover that has been destroyed has already been removed from the game.
- When your conditional corporation rule is active as a result of your tile draft (designated by your top fractured corporation board), you MUST advance only one resource from the tile, but advance it twice (gaining the benefit from each advancement as normal).

GLOSSARY OF TERMS

Supermoon:

 **Satellite starting position(s)**

 **Satellite orbital position(s)**

 **Negative Medal** - The number on the negative medal reduces your end game scoring.

 When playing with **Module 3: Terrain Patches**, any terrain patch may be substituted when a biomass patch  is referenced within the game.

Patch/Tile Reminder: A patch is not considered a tile and does not contain a resource, but it does contain terrain. A patch may extend a terrain area or may even form its own 1x1 terrain area.

 An icon that signifies that a component belongs to the Supermoon expansion.

Meteorites and Meteor symbols - A meteorite  is a physical component that is placed onto a meteor symbol .

 **Meteorite Surplus Token** - A meteorite surplus token may be used to help manage your collected meteorites if your game requires more meteorites than were included in the box.

 **Complexity** - The complexity of a fractured planet or fractured corporation is the sum of the complexity icons in play from the fractured planet or corporation.

 **Utility** - If a civ card is labeled utility, keep it next to your corporation board as public information. Each utility card grants benefits for the remainder of the game anytime the requirements of the card are satisfied.