

MAGNASTORM

HOUSE RULES

This variant was created with the intention of giving more prominence to the game board and improving the competition between players. The first rule eliminates the bag, which is not very incisive during the match and in any case not very elegant in the deterministic context of the game. The second rule attempts to give more value to the actions on the game board, through small changes in the final phase of each round.

Lorenzo Nigro

1

BAG

In this variant the bag will not be used. Whenever an effect requires you to draw from the bag, instead take a Credit Cube of a color of your choice except yellow. Then remove all the black Credit Cube from the game and apply the following variants:



- In addition to the Credit Cube you receive through the action, you can take a Credit Cube of any color except yellow.



- 14 **JOY D. OBONDOV**: When you activate the effect indicated on the action panel, take 2 additional Credit Cube of any color except yellow.

2.1

BRONZE ARTIFACT CARDS

In this variant, the bronze Artifact cards will be used throughout the game. Separate the bronze cards from the rest of the artifact cards (remove the gold and silver cards from the game), shuffle them and place them face down next to the board. At the beginning of each round, assign a card to each calm sector on the planet (green sectors). During the “determine sector majorities” phase, the player with the majority of Turtle Laboratories in a sector will not gain 1 point of reputation, but the bonus indicated on the Artifact card assigned to that sector.

During the “rotate center tile” phase, discard the Artifact cards and assign a new one (drawn from the deck) to each new sector of calm.



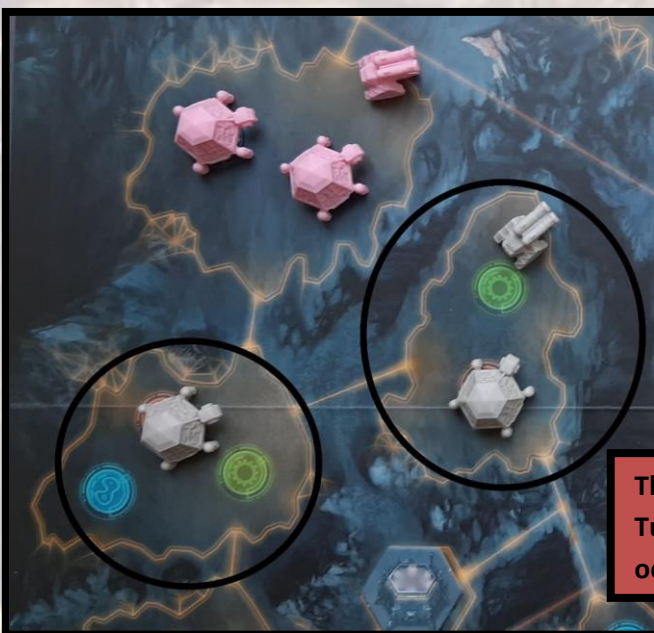
In the upper sector, the **pink player** gains 2 points of reputation.

In the central sector the **gray player** gains 1 level in the green research area.

2.2

SECTOR MAJORITIES

Compare your number of Turtle Laboratories in each of the 3 calm sectors on the planet (green sectors). Earn the bonus indicated on the Artifact card for each sector in which you have the majority of Turtle Laboratories.



In the event of a tie in a sector, only the player who occupied the most areas earns the bonus.

The **gray player** has the same number of Turtle Labs as the **pink player**, but has occupied more areas.



If the tie still persists, the player with the most Turtle Laboratories in a single area earns the bonus.

The **gray player** and the **pink player** have the same number of Turtle Laboratories and have occupied the same number of areas.

The **gray player** has placed the most Turtle Laboratories in a single area.

If the tie still persists, neither player gains the bonus of the Artifact card.