

ANDROMEDA

1999	3-5 Players (4)	60 Mins.	Science Fiction
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Object

Players are galactic traders from Earth. They compete to establish economic centres above the seven most important planets of the Andromeda galaxy. As traders, players must transport their stations to the planets, increase the size of their spaceships, develop technology, and attempt to establish economic centres in orbit above the planets. The player who has the most points in economic centres, bonus cards, technology level, and stations on Earth at the end of the game is the winner.

Setup

- Place the board in the middle of the table. Set the Planet Ring next to the board.
- Thoroughly shuffle the Planet cards and set them face down next to the board.
- Separate the 16 Bonus cards by commodity (4 types) and make separate stacks for each beside the board.
- Each player takes the 26 Station cubes and 2 Transport cards of their colour and puts them in their play area.
- Each player places 1 Station on the first space of the Spaceship Development track and 1 Station on the first space of the Technology Development track. As well, players put out an additional amount of stations based on the number of players:
- --- *3 players*: 4 Stations on Earth and 2 Stations on each of the seven planets. Each player is dealt 6 Planet cards and place 1 Station on each of the 6 planets that are shown on the cards. All 26 Station cubes for each player should be out.
- --- *4 players*: 4 Stations on Earth and 1 Station on each of the seven planets. Each player is dealt 9 Planet cards and place 1 Station on each of the 9 planets that are shown on the cards. Each player should have 4 Stations remaining. These are placed back into the box.
- --- *5 players*: 4 Stations on Earth and 1 Station on each of the seven planets. Each player is dealt 6 Planet cards and place 1 Station on each of the 6 planets that are shown on the cards. Each player should have 7 Stations remaining. These are placed back into the box.
- The dealer should take back all the Planet cards that were given out and thoroughly shuffle the complete deck of 84 Planet cards. He then deals 9 cards to each player face down. Put the remaining cards face-down as a draw pile next to the board. The area beside this pile will be used for discards.
- Players may look at their own Planet cards. The oldest player will be the start player.

Rules of Play

- The game is played over a number of rounds, beginning with the start player.
- Each round has 4 phases: 1) Deal Cards; 2) Transport (optional); 3) Trading; and 4) Actions.
- After the round is over, the role of the start player passes to the next clockwise player, who will begin the next round.

Phase 1: Deal Cards

- Note: This phase is skipped for the first round.
- Each player is dealt a number of Planet cards in order to bring their hand of cards up to the indicated number as shown by their position on the Spaceship Development track (9, 10, 11 or 13 cards.) Each player should determine how many cards they need to reach their hand size, with the dealer giving out the cards face down.
- When the card pile is exhausted, the discard pile is shuffled to create a new draw pile.

Phase 2: Transport

- Beginning with the start player and continuing clockwise, each player may play one of their Transport cards or pass.
- If a player plays one of their Transport cards they may: a) move 2 of their Stations from Earth to one of the seven planets; or b) move all of their Stations from any one planet to Earth.

Phase 3: Trading

- All players must participate in the Trading phase, unless they have no legal cards to trade. Players may not communicate with each other about trades during or prior to this phase. The start player begins this phase.
- The start player selects one of the Planet or Bonus cards (explained later) in their hand and places it face up in front of him. This card is being offered for trade.
- Each of the other players simultaneously select a Planet or Bonus card from their hand and place it face down on the table. The cards must be different than the one offered by the starting player. When all players have selected a card, they turn them face up together.
- The starting player then selects a second card from their hand to trade, placing it face up beside their first card. They may select any card they wish from their hand, even one matching their first played card or matching a card selected by another player.
- Each of the other players must select a second card from their hand for trade, placing it face down, similar to last time. The new cards must not match either of the face up cards offered by the starting player. Once all players have selected a card, they turn them face up, as before.
- The starting player may now decide to either: a) trade with one player; or b) play a third card, with the other players also placing down a third card, in the same way as previous cards were chosen and revealed.
- The start player must trade his set of 2 or 3 cards with another player. He selects the card set from another player, takes those cards into his hand and gives his selected cards to that player.
- The player that the starting player traded with has a choice: they may either: a) add the cards from the start player to their hand; or b) leave them on the table to act as their trade set with the other players.
- The next trading player is the first player clockwise from the start player who still has a trade set before him. That player may pick up his trade set into his hand or trade his cards with another player who still has trade cards showing. If he trades with another player, he takes that player's cards, adds them to his hand and gives his cards to the player he traded with. This player may take the cards into their hand or keep them in front of himself for trade (as explained earlier).
- The Trading phase continues, clockwise with the next player who has a trade set. This player either takes their cards or trades with another player.
- When only one player remains with cards left in their play area, this player takes these cards into their hand. The Trading phase is now over.
- The start player must always trade. The other players will either trade afterwards or take their cards into their hand.
- If a player is unable to add cards to their trade because they have no legal cards to trade, they must show their hand to all players to prove they have no legal cards and then pick up any cards they have already put down for trade and add these cards back into their hand. This player does not participate in this Trading phase. If a player has no Planet cards, they must offer any Bonus cards they have (unless, of course, the start player offered the same Bonus card type).

Phase 4: Action

- There are 5 possible actions a player may take. The starting player gets to take 3 actions while the other players may take 2 actions only. Each player takes all of their actions before the next player in clockwise order takes theirs. Each player may take actions in any order and more than once if they wish.

Action A - Discard and Draw Planet Cards

- The player discards 1 or 2 Planet cards in their hand to the discard pile and draws the same number of cards from the card supply into their hand.

Action B - Move Stations to Planets

- The player discards 3 to 7 cards with the same Planet to move Stations from Earth to that Planet. The number of Stations they get to move is equal to the number of cards they played, and divided by 2 (ignoring any remainders).
- Bonus cards may be used as 'jokers' when playing a matching set of Planet cards. Note that at least one of the matching Planet cards must be played however.
- Players do not need to move the maximum amount of Stations allowed. You may even choose to move zero Stations.
- Played Planet cards are discarded. Played Bonus cards are returned to the appropriate Bonus card stack.

Bonus Cards

- When a player plays a pure set of Planet cards when performing any action (that is: without any Bonus cards as jokers) they may take a Bonus card. This Bonus card is added to their hand. Players may have any number of Bonus cards (up to your maximum hand size).
- Each Bonus card type has a symbol in the top centre of the card with a number in it. This is the number of Planet cards that you must play of one planet in order to claim this Bonus card (between 4 and 7). You can only take the card that is allowed by the play of cards (i.e., even if you play more cards, you cannot take a Bonus card of a lesser value). If the Bonus card stock is empty for the type of Bonus card you wish to take, you lose the opportunity to take a Bonus card this round.
- Although Bonus cards are used primarily as jokers, if you have any Bonus cards in your hand at the end of the game, they are worth bonus points equal to the white number shown in the upper corners of the card.

Action C - Establish an Economic Centre

- A player can attempt to establish an economic centre in orbit of a planet if he has at least one Station on that planet.
- First, the player plays between 3 to 7 Planet cards showing the planet they wish to establish an economic centre on (using Bonus cards for jokers as well). This number of cards is divided by 2 (rounded down) to determine the number of attempts the player can make to establish the economic centre.
- The player then places all of the Stations on that planet underneath the Planet Ring. (Do not include stations that are on the orbiting economic centres.) The player places their thumb over the hole on the Planet Ring, shakes it on the board to mix up the station cubes, and then removes his thumb from the hole, making sure that he cannot see inside the Planet Ring. Lastly, he slowly slides the Planet Ring across the board until one station (of any colour) pops out from the hole. (Make sure you move the Planet Ring carefully as to not disturb the other pieces on the board.)
- If the station that came out of the Planet Ring matches that player's colour, they add it to the highest-numbered orbiting economic centre around that planet and this action now ends. Stations cannot be removed from these economic centres once added. Only one Station may occupy each economic centre.
- If the Station that appeared is of a different player's colour, he moves this station to Earth. If the player has more attempts (determined by the played Planet cards) he slides the Ring further on the board until either their colour Station appears or they have gone through all their attempts without getting their colour to appear. As explained earlier, all these other Stations are moved to Earth.
- At the end of this action, the player returns the Planet Ring to the side of the board. As well, they return any Stations that were underneath the Planet Ring to the planet that they came from.
- When all three economic centres have been established on a planet, no more economic centres can be established in orbit. However, the cards for that Planet remain in the game.

Although these cards cannot be used to claim further economic centres for this planet, they can be used to move up on the Technology Development track or Spaceship Development track (more later).

Action D - Increase Spaceship Development

- All players start at the beginning of the Spaceship Development track, which shows they can draw back to 9 cards each turn. As players move forward on the track, they gain the ability to hold more cards in their hand (up to 13).
- To use this action, play a number of matching Planet cards (and jokers) equal to the number shown on the next level of the Track. The player then moves their pawn forward to show they have developed to the next level.
- Players may take this action multiple times during their turn (up to the number of actions they are allowed) but cannot skip levels. When using jokers, at least one card must be a Planet card.

Action E - Increase Technology

- All players start at the beginning of the Technology track. As with the Spaceship Development track, players play matching Planet cards (and jokers) to move up the track and gain further technological abilities. Once a player moves forward on the track, they may use any of the abilities that appear on their current level and the abilities that came before their current level. All other rules governing how the Spaceship Development Track works also apply here. The technologies are as follows:
- --- *4x Trades*: a player may trade up to four cards instead of the normal 2 when they are the start player during the Trading phase. Thus, other players must also include a fourth card in their trade if the starting player wishes to trade 4 cards. All the rules for trading cards stays the same.
- --- *3x Draw*: a player may discard and draw up to 3 cards from the draw pile instead of the normal 2 when using the 'Draw Planet Cards' action.
- --- *Round Up*: a player may round up (instead of rounding down) when determining how many attempts they are able to make when attempting to establish an economic centre or moving stations to planets.
- A white number appears in the top centre of each of the levels of the Technology Track. These are the number of bonus points awarded to the player at the end of the game if their cube is located there. Note that bonus points only show on the Technology track, not the Spaceship Development Track.

Game End and Scoring

- The game ends when all three economic centres of 3 of the 7 planets have been established. The game is played to the end of the round in which this happens, so that all players may finish their turn.
- Scores are totalled for each player by determining: a) the values of all their economic centres; b) 1 point for each of their Stations on Earth; c) the value of their highest Technology level; and d) the values of the Bonus cards left in their hand.
- The player with the most points wins. If two or more players tie, the player with the highest technology of those players wins. If there is still a tie, the player with the highest ship level is the winner.

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