

Outer Earth by Paul Tseng

Premise

A new internationally-funded telescope that is a descendant to the Hubble Space Telescope was launched and humans have begun collecting data about new planets in our galaxies. Through multiple technologies breakthroughs, we now have the capability to terraform a planet to give it Earth-like qualities, making them habitable to the human race.

In Outer Earth, each player is a planetary development company. They compete for the commissions to develop industries on newly terraformed planets, and once complete they are rewarded for their efforts. The game ends once either all present planets have been developed, or the budget has run out. The winner is determined by the amount of rewards a player has obtained at the end of the game.

To develop your planets successfully, you need to read the strengths of the planet and build the technological advancements needed to bring your planets to maturity. Only by mastering the three industries through development, investment and your company's unique strengths will you achieve success in this market.

Game Setup:

There can be two to four players in this game.

The number of players determine three factors;

1. The total planets in the **Galaxy Deck**
2. The number of visible planets in the **Galaxy Auction Market**
3. The amount of points in the **Victory Point budget**

# of Players	2 Player	3 Player	4 Player
Galaxy Deck	12	18	24
Galaxy Auction	3	4	5
Victory Point Budget	80	120	160

- Shuffle and set aside the planets that will form the **Galaxy Deck**.
- Reveal the starting planets in the **Galaxy Auction Market** from the **Galaxy Deck**
- Turn over and reveal **3 Industry Cards**. In the game, the revealed cards will be referred to as **Open Industries**, while the Industry Deck will be referred to as **Closed Industries**.
- Each player randomly takes a **Planetary Development Company**
- The player with the highest **Auction Influence** gets the **Starting Token**
- Each player is dealt **4 Industry Cards** as their starting hand

Every round, each player will always:

- Get 4 Action Points to their disposal
- Have the capacity to develop up to 2 planets at the time, while having 1 planet queued up for development

The game is now set up and ready to start.

Game Round Summary

One round of Outer Earth consists of three phases:

Phase 1: Acquire planets through bidding.

Phase 2: Use action points to acquire industries, develop/close planets and invest in stocks

Phase 3: Conduct upkeep and preparation for the next round.

Outer Earth goes through a series of rounds until either all the planets have been bought from the galaxy auction or the VP commission budget is depleted, which then signifies the last round.

Action Point Summary

Acquire Industries

- 1 AP – Draw two closed industry cards
- 1 AP – Pick one open industry card and replenish it with a closed industry card
- 1 AP – Refresh the open industry cards followed by picking one of the new open industry cards

Develop Planets

Once per round, you may place 1 Industry card onto your planets for free

- 1 AP – For every additional industry card you place onto your planets
- 1 AP – Discard the most recent industry card on one of your developing planets

Invest Industries

- 1 AP – Make a private investment by placing a card from your hand face down into your industry stocks.

Close Planets

- $(X + 1)$ AP – Close a planet and claim its benefits. X is the number of undeveloped industry slots left on the planet.

Phase 1: Planet Market Auction

In this phase you are bidding competitively against other players for the exclusive rights to develop industrial infrastructures on available planets.

You may not participate in the auction if you do not have any cards in your hand or you have filled your planet capacity (2 developing planets and 1 queued up planet)

1. Players start bidding on the furthest planet from the Galaxy Deck. Bidders evaluate if they want the planet, and place a yes/no bidding card down in front of them.
2. All the yes/no bidding cards are revealed at the same time, which then determines the players who want to bid for the planet.
3. If only one player wants it, that player gets the planet for free. If multiple players want the planet, the auction process begins.
4. Players participating in the auction must start off with an initial 1-card bid from hand. Players are allowed to increase the bid, rotating from player with the lowest to highest auction influence.
5. If there is a tie in bids,
 - a. Every bidder will reveal the value of their bids, giving each a point: Primary = 1, Secondary = 2 and Tertiary = 3. The person with the highest bid value wins the auction.
 - b. If it still is a tie then the player with the highest auction influence wins.
6. To resolve the auction:
 - a. The winner of the auction gets the rights to develop the planet and places under their company
 - b. The losing players in the auction take all of their auction bids back into their hand.

Phase 2: Action Points

The player with the starting player token goes first. Turn order then goes clockwise from the starting player. Every player gets 4 action points to use each round.

Phase 2a: Draw Industry Cards

Card management is a core aspect of Outer Earth as they act as currency during an auction, planet development and industry stocks.

- 1 AP – Draw two closed industry cards
- 1 AP – Pick one open industry card
- 1 AP – Refresh the open industry cards followed by picking one of the new open industry cards

Phase 2b: Planet Development

Winning the rights to construct on a planet gives a player the opportunity to develop its infrastructure in the three industries (Primary, Secondary and Tertiary). The path you choose to develop your planet into will impact the benefits you receive when closing the planet.

- Each round, a player may place 1 free industry card on a planet that has the available capacity. Any additional industry cards cost 1 AP to place.

Please note:

- Each industry card must connect to the previous
- You cannot place industry cards on a capitalized planet.

Phase 2c: Planet Closing

A planet in development does not benefit you until you close it. Closing a planet allows you to gain victory points, get an industry boost and receive the planet's permanent company rewards.

1. $(X+1)$ -AP to close a planet and claim its benefits
 - X is the number of unused industry card slots on the planet you are closing.
 - Additional industry slots beyond the planet's base capacity do not count towards X.
 - You can close multiple developing planets if you have enough APs to do so.
2. When scoring a planet, you get:
 - +1/2/3 VP for every primary, secondary or tertiary industry card that synergizes with the planet's industry.
 - +5 VP for each set representing all three industries under the planet.
 - Collect the appropriate VP chips from the VP budget
3. After scoring the planet
 - Take the last industry card you played on the planet you closed and place it face up into your industry stocks. The new industry bonus goes immediately into effect removing the old bonus.
 - Primary bonus = draw a closed industry
 - Secondary bonus = +1 Planet Capacity
 - Tertiary bonus = +1 Action Point
 - Discard all the older industry cards on the closed planet
 - Turn the planet upside down, place it into your company portfolio and immediately collect your benefits.
4. Update the stock market index by moving the corresponding planet counter up by one.

Phase 2d: Invest in Industry Stocks

All your industry cards in your industry stocks pile adds towards your end game investment count.

- 1 AP – make a face down private investment into your industry stocks.

At the end of the game, the players with the most investments in the primary, secondary and tertiary industries get bonus victory points determined by the stock market index.

Phase 3: Exploration and upkeep

1. Place 1VP chip on every remaining planet in the auction market
2. Move the oldest planets furthest away from the galaxy deck and refill the empty spot in the auction market with new planets from the galaxy deck
3. The starting player token gets passed to the left of the starting player.

The last round of the game initiates when:

The last planet is turned over from the galaxy deck

All the victory points are taken from the victory point budget

End game scoring:

- The global markets stock value determines the rank of the three industries. The industry marker with the highest stock value is ranked 1st, second highest gets rank 2nd and the third industry gets ranked 3rd. When two industries tie in a stock value, they both get the lower global market rank.

Global Market Index	Investment Bonus	Planet Portfolio Bonus
First	7 VP	3 VP / planet
Second	5 VP	2 VP / planet
Third	3 VP	1 VP / planet

- Players sort out their investment stocks pile by industry and the player with the most cards in each industry gets its corresponding investment bonus. If there is a tie in industries, both players get the bonus.
- Players sort out their planet portfolio by industry and each player the planet portfolio bonus on all of their planets. (Example: If the primary industry is ranked first in the global market rank, each primary planet in a players planet portfolio counts as 3VP each)
- For every planet still in development you get -3VP + (1VP for each industry card developed on it)

Count up all your VP, the player with the most VP at the end of the game will achieve the most success in this market to become the best planetary development company.