



Pulsar 2849 (2017)

2-4 Players

Designer: Vladimir Suchy

Duration: 8 rounds. 60 - 90 minutes.



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Board Setup

- Place **Star Cluster Board** in center of table – use either side [side with * by 0 for 1st game]. Shuffle the **Planetary System Tiles** face-down & place on planetary system locations on board [extra 1 -> box]
- Place the **Gyrodyne Board** anywhere against the star cluster board. Separate **Gyrodyne Tiles** by type & stack in marked spaces. Place 3 stacks of **Construction Award Tiles** with 7 tile on top of 4 tile
- Place **Die Modifiers Board** anywhere against the star cluster board. Give 1 +/- **Modifier Token** to each player, stack the rest on board. Stack the **+2 Modifier Tokens** on board
- Shuffle the **Exploration Bonus Tiles** and place in face-down stack by board
- Place **Dice Board** on correct side for # of players [**2p/3p** or **4p**] around the board
- Place dice in center of board. **4p**: use all 9 silver dice & the red die **2p/3p**: use 7 silver dice & the red die
- Choose 3 random **Goal Tiles** and place against board [* side up for 1st game]
- Choose & place 1 **Technology Board** of each category (I, II, III) & **Time Marker** by lowest row
- Sort & shuffle **Transmitter Tiles** by letter (A, B, C). Stack with C on bottom, A on top [side with die icon face-up]. Deal top 3 & place beside stack with dice side showing

Player Setup

- Players get 2 **Rockets** [3 for **2p**], **tokens**, 6 **Pulsar Claim Rings**, 1 **100 VP tile**, a random **HQ Board** [pick side]
- Randomly place 1 rocket of each player on turn-order spaces. Place 2 stacks of player tokens in reverse player order on the **Initiative Track** and **Engineering Track** starting spaces
- Place counter on scoring track – 1st/2nd/3rd/4th player starts on 5/6/7/8 VP spaces
- In reverse player order, each player places a rocket on an unoccupied **entry gate**

Game Play

8 rounds, each with 3 phases in order: **Dice Phase**, **Action Phase**, **Production Phase**

Dice Phase

- 1st player rolls silver dice [**4p**: all 9 dice **2p/3p**: 7 dice] & places on dice board in matching spaces. Leave the **red die** in the black hole
- Find the **median** [middle] die & place the median marker on the space with that die. Cover that entire space [with hand] & count dice on either side, then slide the marker 1 space toward the side with most dice. If same, leave where it is
- In player order, all players take 1 die, then take a 2nd die in reverse player order [snake draft]. Move either initiative track [top] or engineering track [bottom] in the direction of the die you took from the median. Move track marker = # of spaces chosen die was from the median [die spaces – not marker spaces]. Put your counter on top of any counters in destination space – counters on top are considered “ahead”
- You cannot move off the end of a track – choose a different die if possible. If you must choose a die that takes you off right end, put counter on bottom of stack. If left, put on top of stack
- 1st roll of game can be set manually: **4p**: 1/2/3/4/5/6 & roll remaining 3 **3p**: 2/3/4/5 & roll 3

Action Phase

- In turn order, perform actions with 2 dice taken [plus 1 bonus die if possible]. Place die in black hole as used. Can spend +/- 1 or +2 tokens to modify die. Cannot combine tokens but can use with technologies. Can take same action multiple times with correct die
- Buy a +/- 1 die modifier** by spending a 1 or 2 die, **or** a +2 modifier by spending a 2 die
- Fly Survey Ship**: pay 1 die [can use modifiers] & fly exactly that many segments. Cannot use segment more than 1x per flight. After moving, flip over any systems passed through. **2p/3p**: Put a **non-player** token on any planet with # > current # of players making planet unavailable. Then place a player token on a lifeless planet [or blue planet if no lifeless available]. Receive no bonus

- If you end flight on a tile can establish a station on a **blue planet**  to receive the exploration bonus on the tile **or** draw an exploration bonus tile. If no blue planet available, place on lifeless planet – no bonus. 1 station per planet, and each player can only have 1 station per system. Ending on a system takes priority over passing through it if done on same turn. If your ship ends on an unclaimed **pulsar**  place a ring
- If using board with **dead ends**, can fly in & out on same flight [separate segments]. Draw exploration bonus tile for establishing pulsar/station on a dead end [do not have to end there for station]
- **Develop Pulsars**: spend a 1/2/4 die to take a S/M/L **gyrodyne** tile  or acquire through other actions. Can save for later use or place in pulsar ring on your turn when desired, die side up [under construction] – does not count as action. Claim construction award(s) if criteria met [can be under construction or spinning]. Same player can claim both awards by building 4 gyrodynes of same size. Complete gyrodyne by spending die shown, flip tile over. Produces VPs during Production Phase
- If a technology or transmitter allows a pulsar to be claimed, must be isolated [no flight segments]
- **Build Transmitter Array**: spend matching die & take transmitter tile, covering die cost paid with player token. When you take another transmitter, decide if it will link via die or start new array. Pay all die costs to gain immediate benefits [blue] & flip tile. If linked tiles both flipped, immediately get **red die** with value shown. If 0 pips shown, can use modifiers
- **HQ Special Projects**: projects on board are available when those directly below it are completed. Spend required die to complete, mark with player counter. **Gate run** projects score VPs for # of gates passed through on flight [each gate counts 1x, must be same color as run ]. Make 1 gate run per project, mark complete. Do not count starting location
- **Patent Technology**: can patent technologies at or inside of the time marker. Spend die & place token on technology [1 of each type per player]. If 2 die icons, can patent 2x in same round. If 1 die icon, patent in current round, then move token so another player can patent in following round
- Can use 1 **red die** per turn like other dice, setting to pips earned. If 2+ earned, player choice
- Can also pay 4 engineering cubes to bank to copy a leftover die from board to **red die**

Production Phase

- Reset **turn order track** from initiative track – furthest left is 1st, counters on top of stack are ahead
- **Engineering Track**: gain printed bonus [for player count] by token positions [furthest left/top is ahead]
- **Penalties**: lose 1 or 2 VP for tokens on marked spaces of Initiative & Engineering tracks [0 VP min]
- **Online transmitters** award cubes and/or VP, in player choice order
- **Spinning gyrodynes** award VP = value on gyrodyne + value on current round's technology row . Technology Symbol "+?" = value of median marker, round up
- **Green technologies** with  icon award VP
- **Set up** for next round [skip on round 8]: discard transmitters not taken, reveal 3 new. Slide token down on Technologies with 1 token. Move time marker to next outward technology row

End Game & Scoring

- Game ends after 8 rounds. End game scoring summarized on back of player aid
- VP for **purple** technology patents
- VPs for **Goal Tiles**. If top goal is achieved you can buy the 1st bonus then can buy the 2nd bonus
- +1 VP for each **pulsar** claimed with no gyrodyne or gyrodyne under construction
- +1 VP for each **gyrodyne** on table in front of you or still under construction
- +1 for each pair of **Engineering Cubes** you have left
- VP for position on **initiative track**: 1st = 7 VPs, 2nd = 4 VPs, **2p/4p**: 2 VPs for 3rd place
- VPs for stations in planetary systems [+3 for any station beyond 13]

# stations	VP						
2	2	5	9	8	20	11	36
3	4	6	12	9	25	12	42
4	6	7	16	10	30	13	50

- Most VP wins. Tie: farthest ahead on initiative track