



# PLANET FULCRUM

EPIC EDITION RULEBOOK



1-4 Players



30-60 mins



Ages 12 & Up



**Planet Fulcrum. A strange and mysterious world, eternally seeks a worthy champion to wield its untold power. Like countless other would-be conquerors, you have been spirited here by unfathomable means, captive to the planet's irresistible call.**

You awake, lost and confused, to find your new home has endowed you with powerful new abilities. Abilities that increase in potency with each piece of Planet Fulcrum's territory under your control; Intensifying your power and aiding you on your quest for dominion.

However, this quest will not be easy. You are not alone, and others share your desire for power. Conflict is inevitable, but consider your actions with caution; Planet Fulcrum sees all and responds in kind. Those wicked of deed cannot walk with the righteous. But wickedness has its own rewards.

## GAME OVERVIEW

**Control territories, develop your character, and battle rivals for dominance. Your actions impact the Morality Tracker, which determines your faction alignment. Master each aspect to claim victory.**

### COLLECT FULCRA ORE

Move around the board to collect Fulcra, coalesced ore containing the planet's raw power. Exchange it for territorial control, Ability enhancements and Power upgrades.

### CLAIM TERRITORY & ABILITIES

The more territory you control, the more unique abilities you will possess. But be ready to defend your gains from rivals who seek to take them.

### INCREASE YOUR POWER

Control regions to level up each power's potency and use them to battle rivals.

### BATTLE RIVALS

Engage in deck-driven combat with secret modifiers to gain an edge. Defeat rivals to reduce their power and territorial control.

### TRACK YOUR ACTIONS

Your actions determine your faction. Each decision moves your Morality Tracker, shifting your alignment toward Guardians (good), Overlords (evil), or Nomads (balance).

### GOAL OF THE GAME

Earn points by controlling territories, upgrading powers, and collecting items. The game ends when all territories are claimed. The player with the most points wins.

## COMPONENTS

### 5 MAP HEXES

Each hex displaying 1 of the 5 regions of power.



### 5 ABILITY DECKS

3 cards per deck.



### 5 POWER DECKS

4 cards per deck with 2 levels on each side.



### 100 FULCRA ORE

20 per region.



### 4 CHARACTER MATS

1 double-sided mat per character.



### 1 METEOR DECK

9 Attack & 9 Defense modifiers.



### 30 FACTION TOKENS

Double-sided, 15 for each faction.



### 4 CHARACTER BASES

1 per player.



### 16 MORALITY MARKERS

4 per player.



### 4 CHARACTER STANDEES

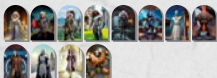
1 per character.



## EPIC EDITION COMPONENTS

### 12 CHARACTER STANDEES

1 per character.



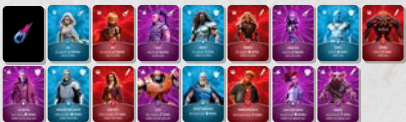
### 12 CHARACTER MATS

1 double-sided mat per character.



### 1 METEOR DECK

16 character-specific modifiers.



## GAME SETUP



### A MAP HEXES

Place the 5 map hexes in the center of the table, using Potestas Isle as the middle. Arrange the other hexes around it. You will find placement direction on the reverse of each map.

### B MAP PICK UPS

Each map hex contains 3 Ability cards, 4 micro Power cards, and 20 Fulcra Ore. Place the Ability cards face-down by their respective hex, followed by the micro Power cards and Fulcra Ore.

### C METEOR DECK

Place the Meteor deck face-up off to the side of the board, adding any applicable character-specific modifiers (Page 15). Shuffle the deck before each new game.

### D FACTION TOKENS

Set the Faction tokens aside.

### E CHARACTER MAT & STANDEE

Place your character mat, identified by the 5 level-3 powers at the top and the morality tracker below, in front of you. Take your matching character standee and place it off to the side until your starting point is set. Next, take the 4 tracker markers (cubes) and place each marker in the middle column of each row, over the Nomad emblem.

### F SINGLE PLAYER AI

For solo play, set up 3 AI opponents. Flip over the unused character mats to reveal the AI.

## BEFORE YOU BEGIN

### 1. TURN ORDER

Randomly pick from 4 colored Fulcra Ore (excluding pink). The player with the blue Fulcra goes first. Turns proceed clockwise.

*For AI: Pick their Fulcra last.*

### 2. STARTING POINT

Your Fulcra determines your starting position. Place your standee on the "Begin" space of the map that matches your Fulcra color.

*Example: If you pick blue Fulcra, start at Mount Immortalis.*

### 3. STARTING ITEMS

Take 2 more Fulcra of your color and place them on your character mat. Each player also draws 3 secret Meteor cards.

*For AI: Draw their cards last.*

## HOW THE GAME WORKS

The map has 5 regions, each tied to a Power on your character mat. Controlling territory within a region gifts an ability and allows you to level up the corresponding Power, improving its effect.

*Example: Corposant Canyon is linked to Speed. Your Speed Power level determines how many moves you can make per turn. Raising it from 3 to 4 allows 4 moves per turn.*



**POTESTUS ISLE**



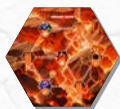
**MOUNT IMMORTALS**



**DAEMONS FORGE**



**FURTIVAS FOREST**



**CORPOSANT CANYON**



### ENERGY

Amount of Fulcra ore each Power can hold.



### RESILIENCE

The score you add to your Defense in battle.



### STRENGTH

The score you add to your Attack in battle.



### INTELLIGENCE

Meteor cards you can keep in your hand.



### SPEED

Moves you can make in a single turn.

## CHARACTER MAT – POWERS

The 5 powers represented on the characters mat indicate the following:



### TERRITORY INDICATOR

- Territories you can control in the region.
- Controlled Territory required to level up your Power.



### POWER LEVEL

- Fulcra cost to level up.
- Fulcra you can collect.
- Actions you can take.
- Base score for use in battle.



## A TURN INVOLVES 3 PHASES:

### 1. MOVE

Move your character on the map to an adjacent space.

### 2. ACTION

Interact with the space or any player in that space.

### 3. TRACK

Update your Morality tracker with your action.

## BOARD SPACES

Before moving, you might want to know the spaces available to you.

### A REGION

Each region contains similar spaces, aligned with the corresponding Power.

### B OUTER FULCRA

Collect Fulcra from a different region than the one you are currently in.

### C PORTAL

Jump directly to any other portal on the board.

### D CENTRAL FULCRA

Collect region-specific Fulcra and level up your Powers.

### E METEOR SITE

Collect battle modifiers in the form of Meteor cards from this location.

### F TERRITORIES

Spend Fulcra to control territory, unlocking abilities and gaining the potential to level up your Powers.



## TERRITORY ABILITIES

Before moving, you might want to know more about territory abilities.

Each territory you control grants a unique ability, aligned with the Power of its region. There are 3 abilities per region, enhancing your character on the map, in battle, or during downtime. Use abilities in the appropriate phase of play, and notify other players when you do. Ensure your faction alignment allows you to use the ability.



### A FACTION ALIGNMENT

You must meet the faction alignment to use the ability.

### B PHASE OF USE

Abilities are used on the map, in battle, or during downtime.

### C ABILITY DESCRIPTOR

Describes what the ability does and how to use it.

## 1. MOVE HERE'S HOW

- I. Refer to your Speed Power for the number of moves available.
- II. You must make at least 1 move.
- III. Sliding from one space to the next counts as 1 move.
- IV. Move in a single direction (no backtracking).
- V. Stop if you enter a space with another player.

## TERRITORY ABILITY TYPES

Here are the territory abilities available in each region.



### FULCRA FORAGE

On the map, collect 3 Fulcra for each Fulcra space you cross.



### PRIME PIONEER

On the map, claim any vacant territory at the cost of 1 Fulcra.



### STEALTH ARMOURY

On the map, collect 3 Meteor cards for each Meteor site space you cross.



### ULTIMATE USURPER

On the map, collect 3 Fulcra for each Fulcra space you cross.



### PORT RUNNER

On the map, use portals during the move phase of your turn.



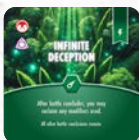
### BATTLE BOOST

During battle, use Fulcra as a battle modifier.



### BULWARK BATTLER

During battle, all of your defense modifiers are doubled.



### INFINITE DECEPTION

After battle concludes, you may reclaim any modifiers used.



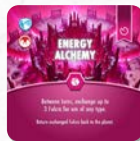
### BLITZ BATTLER

During battle, use Fulcra as a battle modifier.



### STRIKE EVASION

During battle, opponents cannot use modifiers against you.



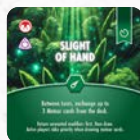
### ENERGY ALCHEMY

Between turns, exchange up to 3 Fulcra for one of any type.



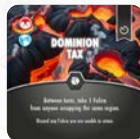
### HYPER REGENERATION

If defeated in battle, your power stats are not downgraded.



### SLIGHT OF HAND

Between turns, exchange up to 3 Meteor cards from the deck.



### DOMINION TAX

Between turns, take 1 Fulcra from anyone occupying the same region.



### SPACE PHASER

Between turns, other players cannot initiate battle with you.

## SPACE ACTIONS

Now you've moved, it's time to take action.

### FULCRA ORE



#### Outer Fulcra

Collect Fulcra from other regions, using your current region's Power level to determine the amount.



#### Central Fulcra

Collect Fulcra from your current region, using your current region's Power level to determine the amount.

### Level up your power via the Central Fulcra space

If you control enough territory and have the required Fulcra, return the required Fulcra (matching your current Power level) to Planet Fulcrum and place the next level Power on top of your character mat, over the corresponding Power.

*Example: Spend 3 Fulcra to level up Resilience from 3 to 4 if you control at least 1 territory.*

### BATTLE PLAYERS

#### Multiple Players

If more than one player occupies the same space, choose whom to battle.

#### Defend in Battle

If you initiate the battle, the other player gets to Attack first.

#### Attack in Battle

When you initiate a battle, you can Attack the other player.

*Learn how to battle on page 12.*

### TERRITORIES



#### Claim Vacant

Use the Power matching the location. Return Fulcra equal to your Power level and draw the matching Ability card. Place the card beside your character mat, and mark the territory with your Faction token.



#### Steal Controlled

Return Fulcra equal to the previous owner's Power level. Take the Ability card from the previous owner, and place it beside your character mat. Replace their Faction token with yours.

### METEOR CARD MODIFIERS



#### Meteor Site

Draw cards equal to your current Power level, keep them secret, and discard excess cards.

### PORTALS



#### Occupied Region

Move to a portal in a region with at least one other player.

#### Uninhabited Region

Move to a portal in a region with no players.

*Note: You cannot use portal spaces occupied by other players.*

## 2. ACTION HERE'S HOW

- I. Take 1 action per turn.
- II. Use the Power/Fulcra related to your current location (region).
- III. Only interact with the space you occupy.
- IV. Interact with other players if they are in the same space.

*Note: These apply unless your territory abilities state otherwise.*

## CHARACTER MAT – MORALITY TRACKER

This tracks your actions and determines your Faction alignment.

### A FACTION ALIGNMENT

These 3 colored columns indicate the Faction types.

### B ACTION CATEGORIES

4 rows that each represent a category of an action you may take.

### C ACTION TYPE

Under each category are 2 types of action that aligns to either light or dark morality.

### D MARKERS

Indicates where your current morality lies.



## 3. TRACK HERE'S HOW

Find the corresponding category to the action just taken.

Slide your marker towards the action just taken.

Move the marker the same number of spaces as the cost of your action (*The cost is based on the Power level used or, for stealing territory,*

*the Fulcra spent*).

If the cost is higher than the available spaces to move, slide the marker as far as it can go.

## FACTION DEFECTION

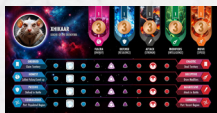
Your turn is almost complete but before the next player takes their turn, you must check your Faction alignment.

Should your Morality tracker display a clear majority of markers within another Faction, you will defect before the next player takes their turn.

When you defect to a new Faction, you must reset your Morality tracker by placing each of the 4 markers within your newly represented Faction.

Finally, your controlled territory must reflect your new Faction. Replace your old Faction tokens with your new Faction.

## RESETTING YOUR TRACKER



### GUARDIANS

Move the markers to the Guardian emblem, and use Guardian faction tokens on the board.



### NOMADS

Move the markers to the Nomad emblem, and use Nomad faction tokens on the board.



### OVERLORDS

Move the markers to the Overlord emblem, and use Overlord faction tokens on the board.

## FACTIONS

### GUARDIANS

**Honest, noble and fair, Guardians represent light morality. They can cooperate with other Guardians, leveraging shared territories and abilities to level up quickly and strengthen the group as a whole.**

#### TERRITORY ACCESS

Guardian players can level up by leveraging the controlled territories of other Guardians.

*Example: If Guardian A controls 1 territory and Guardian B controls 2 territories in the same region, they collectively have access to 3 territories. This allows both players to level up to the maximum level of 5.*

#### TERRITORY ABILITIES

Guardian players share territory abilities with other Guardians. The owner will take turn priority for downtime abilities.



#### METEOR CARD MODIFIERS



### NOMADS

**Ambiguous and enigmatic, Nomads live for the glory of battle. Their balanced moral code allows them to use both light and dark modifiers in battle, providing maximum flexibility during conflicts.**

#### TERRITORY ACCESS

Nomad players can only level up via their own controlled territory.

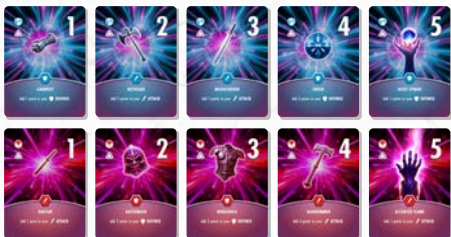
*Example: If Nomad A controls 1 territory and Nomad B controls 2 territories in the same region, each player can only level up based on the number of territories they personally control. Nomad A can level up their Power to 4, while Nomad B can level up their Power to 5.*

#### TERRITORY ABILITIES

Nomads do not share territory abilities.



#### METEOR CARD MODIFIERS



## OVERLORDS

**Savage and ruthless, Overlords are guided by dark morality. The Dark Paragon, the most powerful Overlord, is immune to theft of territories and abilities, ensuring their dominance remains unchallenged.**

### TERRITORY ACCESS

Overlord players can only level up via their own controlled territory. **The Dark Paragon** can level up via other Overlord's controlled territory.

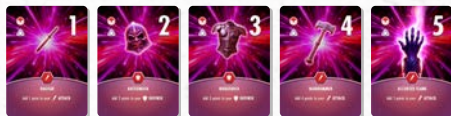
*Example: If you control 2 territories and The Dark Paragon controls 1 in the same region, only The Dark Paragon has access to all 3 territories. You can only access the 2 you control, as Overlord minions cannot share access to territories.*

### TERRITORY ABILITIES

Overlord players do not share territory abilities. **The Dark Paragon** has access to all Overlord abilities and will take turn priority for downtime abilities.



### METEOR CARD MODIFIERS



## THE DARK PARAGON

**The Overlord with the highest Power total shall become The Dark Paragon.**

**The Dark Paragon** can level up via other Overlord's controlled territory.

*Others must surpass the Dark Paragon's Power to claim the mantle. Check at the end of their turn.*



*The Dark Paragon's territory cannot be stolen and is marked with the flip-side of the Overlord faction token.*

## METEOR CARDS

Meteor cards are used to modify your score in battle and are kept secret until you unleash them.

### **A** FACTION ALIGNMENT

You must meet the faction alignment to use the modifiers.

### **C** BATTLE PHASE

The phase you must play this card in battle.

### **B** BATTLE SCORE

The score you add to your total in battle.

### **C** CARD DESCRIPTOR

Describes how to use the card in battle.



## BATTLE

### BATTLE OVERVIEW

#### OBJECTIVE

The goal of battle is to outscore your opponent and lower their Power. This weakens their abilities and may force them to give up any territories/abilities their new Power level can't support.

#### ROLES IN BATTLE

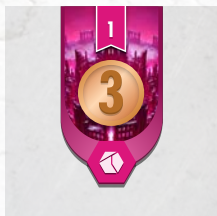
There are two roles in battle: Attack and Defend. The player who initiated the battle chooses whether to Attack or Defend, with the other player taking the opposite role.

#### METEOR CARDS

Battle modifiers, drawn from the Meteor card deck, add to your score. They are kept secret until played and can be used as long as they match your battle phase and align with your faction.

### HOW TO BATTLE

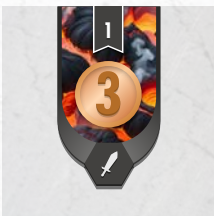
#### MECHANICS



#### Base Power

The location sets the base Power score for both players and the Power at stake.

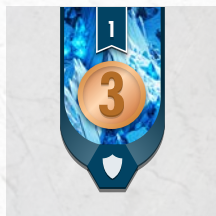
*Example: If the battle occurs on Potestas Isle, the base Power in this scenario is Energy.*



#### Attack buffer

If you are Attacking, add your Strength Power level to your base score.

*Note: If the battle occurs on Daemons Forge, you double your Strength Power level.*

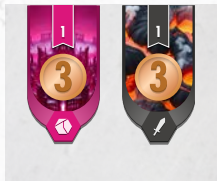


#### Defense buffer

If you are Defending, add your Resilience Power level to your base score.

*Note: If the battle occurs on Mount Immortalis, you double your Resilience Power level.*

#### PHASES OF PLAY



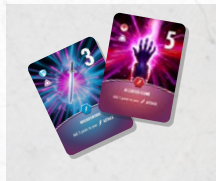
#### PHASE 1

The Attacker adds their Strength score to the base Power score, then places any Attack modifiers face-down on the table.



#### PHASE 2

The Defender adds their Resilience score to the base Power score. Placing Defense modifiers face-down on the table.



#### PHASE 3

Both players reveal their used modifiers and each calculate their final scores.

## CONCLUDING BATTLE

### Both Players

Return the used battle modifiers to the Meteor deck. Retain any character-specific modifiers played. Remain in the same space on the map until their next turn.

### In the event of a tie

Both players receive 1 Fulcra matching the battle location.

### The Winner

Receive up to 3 Fulcra matching the battle location. The amount is dependent on your Energy power score.

### The Loser

Downgrade your base Power by 1 (e.g., from 4 to 3). 3 is the minimum Power.

If your downgraded Power means you can no longer hold territory in the region of battle, do the following:

Remove the Faction token from the Territory space and shuffle the corresponding Ability card back into the deck. If you hold multiple territories in that region, the loser chooses which territory to relinquish. Discard any excess Fulcra or Meteor cards that you can no longer hold.

## END OF GAME

The game ends once the last territory is controlled. Players then tally their assets, and the player with the highest score wins.



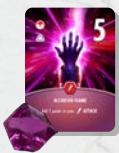
### REGIONS

4 points for controlling all 3 territories in a region.



### TERRITORIES

2 points per territory in your possession.



### FULCRA ORE & METEOR CARDS

1 point for each individual item in your possession.



### POWER

Points equal to the level of each Power.

*Example: Powers of 3, 3, 3, 4, and 5 score 18 points.*

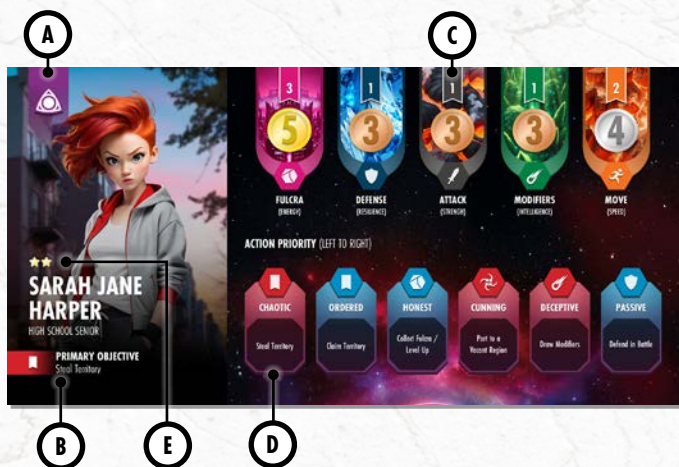
## IN THE EVENT OF A TIE

If players have the same score, resolve the tie using the following criteria, in order. The first player to break the tie wins:

- I. Control of the most regions
- II. Control of the most territories
- III. Possession of the most Level 5 Powers
- IV. Holding the most Fulcra
- V. Holding the most Meteor cards.

## SINGLE PLAYER MODE (AI OPPONENT)

When playing solo or supplementing a 2- or 3-player game, you'll be using AI opponents.



### CHARACTERS

Each character will have:

- A** Predetermined faction
- B** Primary objective
- C** 5 preset powers
- D** List of actions
- E** Difficulty rating based on their total power

### MOVE

When taking a turn, AIs move toward their primary objective **B** using the shortest possible route.

*Example: Sarah Jane Harper's goal is to steal territory. She will move towards an occupied territory if she has the required Fulcra to steal it. If stealing isn't possible or there is no territory to steal, she will shift her focus to the next priority, such as claiming vacant territory.*

### ACTION

AIs always attempt to complete an action. If their primary objective isn't available, they will move to the next one in their action priority list **D**. If none of their six actions are achievable, the AI will move to a position that could allow them to complete a prioritized action in their next turn.

*Note: Objectives like battle or territory theft target real-life players first, prioritizing the nearest player or territory.*

### METEOR CARDS

If an AI player exceeds their Meteor card allowance, you may organize their hand. Keep only the cards that align with their Faction, discarding the rest. The retained cards are placed face down next to their mat, and you may view them when they visit a meteor site or engage in battle.

*Note: Once the AI's hand contains only cards that match their Meteor action, they will skip this action until they use one or more Meteor cards.*

### BATTLE

When AIs enter battle, they use all modifiers available to them. All outcomes (victory/defeat/tie) apply to the AI, except only level 5 and 6 Powers **C** are downgraded. In this scenario, AIs will take their turn to restore their Power before they resume their action priority list.

### FACTION

AIs do not track morality and are devoted to a single Faction **D**.

## EPIC CHARACTER METEOR CARDS

These Meteor cards offer unique modifiers designed for each character in battle, enhancing their traits. Unlike standard modifiers, only the character depicted on the card can use it. When you draw your character's specific modifier, you retain it even after using it.

### A FACTION ALIGNMENT

You must meet the faction alignment to use the modifiers.

### B BATTLE PHASE

The phase you must play this card in battle.

### C CARD DESCRIPTOR

Describes how to use the card in battle.

*Example: Sarah Jane Harper can steal and use all her opponent's defense modifiers. When played during battle, her opponent must relinquish any defense modifiers in their Meteor card hand to her, and she must use them.*



