




LANDED

2-4 

30-45 

12+ 

The year is 008 Post Galactic Colonization. Humans have developed the technology to terraform planets, and it has become a very lucrative business.

Terraforming companies now race to newly discovered planets to mold them in the most profitable way possible, and they will stop at nothing to satisfy their wealthy investors.

1 OBJECT OF THE GAME

Landed is a competitive, tile-laying game where players take control of rival terraforming companies that have simultaneously reached the same newly-discovered planet. All players will sign unique contracts with investors to terraform the new planet and claim use of the land. The player who fulfills the most valuable contracts and scores the most points is the winner.

2 COMPONENTS

59 Land Tiles



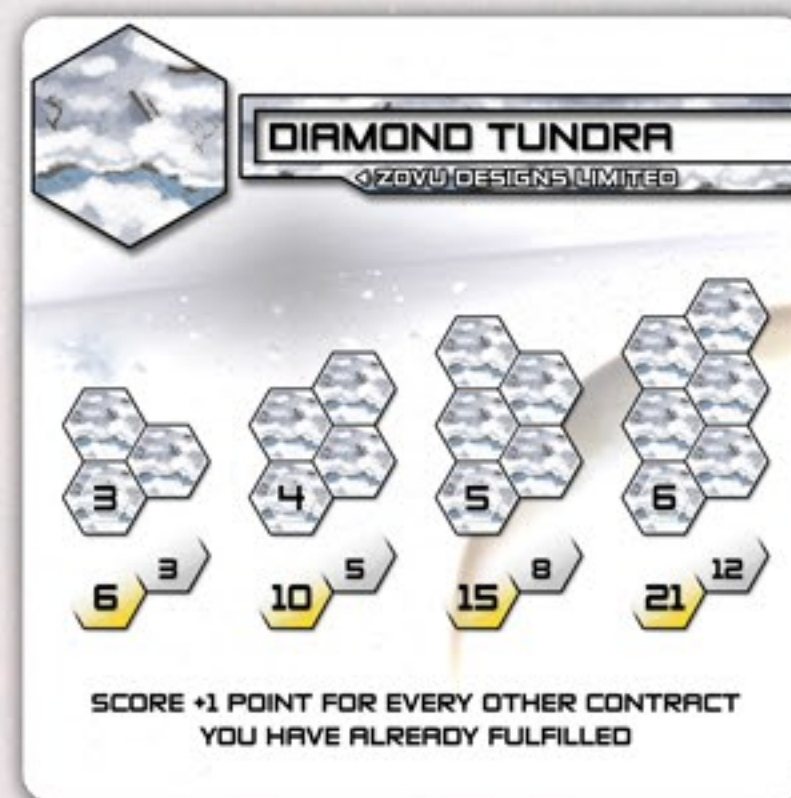
1 Starting Tile



18 Satellite Cards



36 Contract Cards



40 Colored Cubes



4 Player Reference Cards



1 Scoring Track Mat



1 Bag



3

WHAT IS A LAND TILE?

Land tiles are used to terraform the land of the new planet. These tiles depict 1, 2, or 3 different terrain types on each side. A single tile will never have the same terrain on both sides.

Some tiles also have a satellite icon in the middle, which may earn you a satellite card when played.

Lava sections are impenetrable areas that cannot be terraformed.



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WHAT IS A SATELLITE CARD?

Satellite cards are bonus cards that give you free, one time use actions. You obtain satellite cards by terraforming tiles with satellites next to other tiles with satellites. You can use 1 satellite card per turn, but it cannot be used on the turn you obtain it. Unused satellite cards are worth 2 points each at the end of the game.



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WHAT IS A CONTRACT?

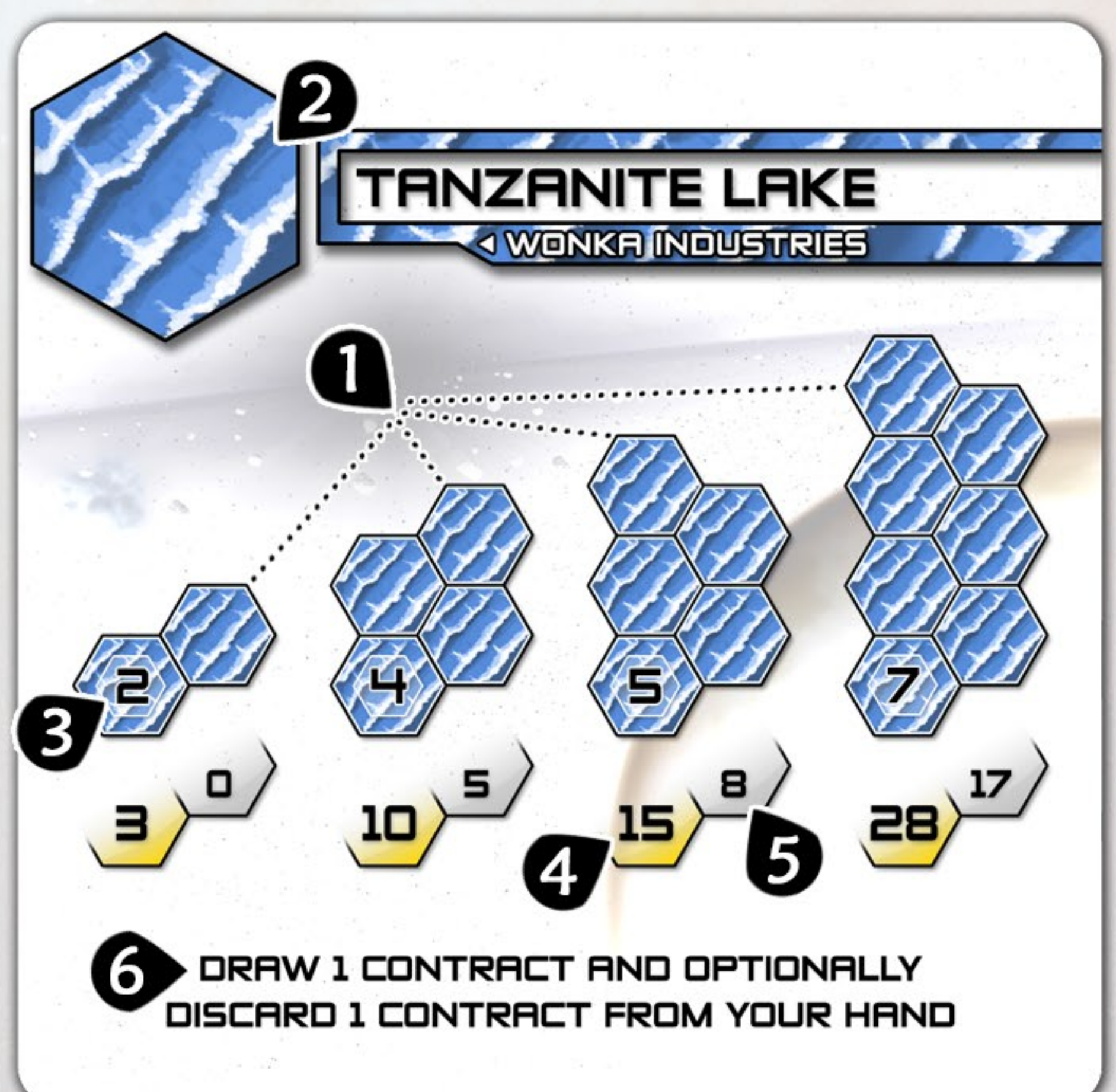
A contract is your main way to earn points.

Each contract card has *four levels at which the contract may be fulfilled*¹, but can only be fulfilled once, at a single level.

You fulfill a contract by terraforming and claiming an area of consecutive tiles matching the *terrain of the contract*² and the *size of one of the levels*³.

Two players may claim the same area of land to fulfill their respective contracts, but only the *first player scores full points*⁴, while the *second player scores fewer points*⁵.

Contracts also have a *special ability*⁶ that is activated immediately when you fulfill the contract.



6**SETUP**

- 1: Place the starting tile in the middle of the play area.
- 2: Place all land tiles in the drawstring bag.
- 3: Give each player:
 - 6 cubes of their chosen color.
 - (7 in a 3 player game, and 8 in a 2 player game.)
 - A reference card.
 - 4 random contracts.



- 4: Each player must:
 - Draw 4 land tiles.
 - Choose 2 of their 4 contracts to keep and return the other 2.
- 5: Place within easy reach:
 - Deck of satellite cards, shuffled and face down.
 - Deck of all remaining contracts (including those returned by the players), shuffled and face down.
 - Score track with 2 cubes of each player color on the zero space (not taken from the cubes given to each player).

7**STARTING PLAYER**

The starting player is the person who has most recently visited another planet. If tied, the starting player is the person who most recently looked through a telescope.

Alternatively, you can flip over the starting tile and give it a spin. Whomever the arrow points to is the starting player.

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TURN OVERVIEW

On your turn, you must take 1 of these three actions.

- **Terraform:** Allows you to play land tiles from your hand to the play area.
- **Plan Development:** Allows you to obtain more land tiles.
- **Sign Contracts:** Allows you to obtain more contracts.

You may also play a satellite card before or after taking your action. When you are finished, play continues clockwise.

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TERRAFORM

When you choose the Terraform action, you must choose 1 tile from your hand, and place it next to any other tile already in play. The sides do not have to match.

Player One chooses the Terraform action and wants to play the red tile. It can be played into any of the red spaces, in any orientation, and using either side.



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PLAN DEVELOPMENT

When you choose the Plan Development action, you must draw land tiles from the drawstring bag until you have a hand of 4 land tiles.

Player Two has 1 tile left and he chooses to use the Plan action. He draws 3 tiles from the bag, which puts him at a hand of 4 tiles.

You are allowed to have more than 4 land tiles in your hand if it is caused by a contract ability.

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SIGN CONTRACTS

When you choose the Sign Contracts action, draw 3 contract cards. You must keep at least 1 of the drawn contracts, but may keep up to 2 of them. Place the remaining contracts on the bottom of the deck.

Player Three doesn't have any contracts left and she chooses the Sign action. She draws 3 contract cards, decides on 2 that she wants to keep, and returns the third one to the bottom of the contract deck.

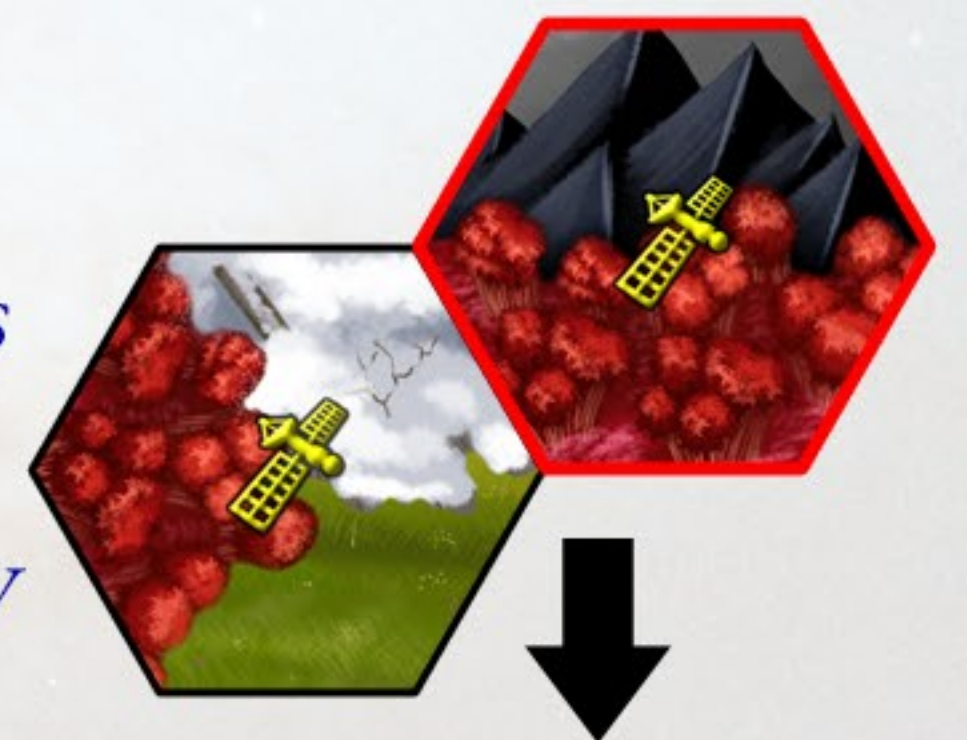
You may have at most 3 unfulfilled contracts at any time.

Player Four has two contracts left and he also chooses the Sign action. He draws 3 contracts, but has to choose only 1 to keep, because he can't have more than 3 contracts. He then returns the remaining two to the bottom of the contract deck.

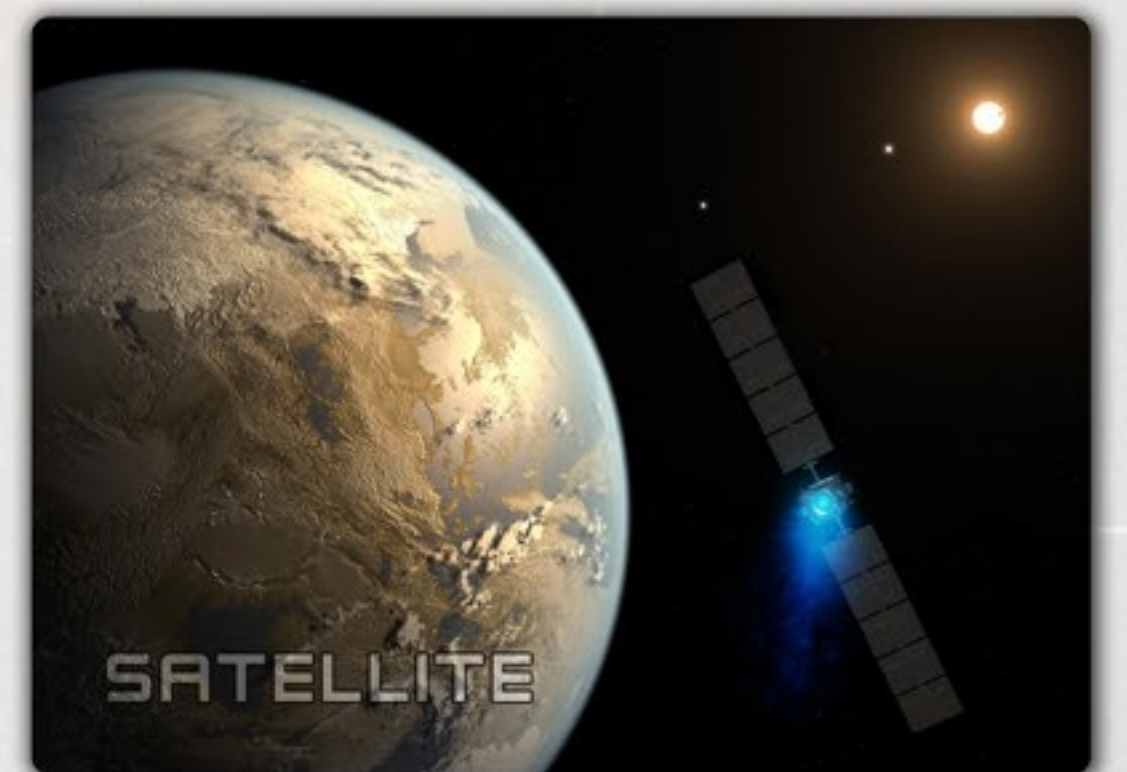
12 LAUNCHING SATELLITES

After Terraforming, if you placed a tile with a satellite in the middle, next to at least 1 other tile that also has a satellite, you have successfully launched a satellite. Draw a satellite card. You may keep this card and use it as an extra, free action during any of your future turns. You may only use 1 satellite card per turn. Any unused satellite cards are worth 2 points at the end of the game.

Player One plays the red tile. Since the tile she played has a satellite in the middle, and at least one other tile adjacent to it has a satellite in the middle, she successfully launched a satellite. She now gets to draw a satellite card.



Reshuffle any used satellite cards when the deck runs out. If all satellite cards are claimed and unused, you may steal a satellite card from any player.



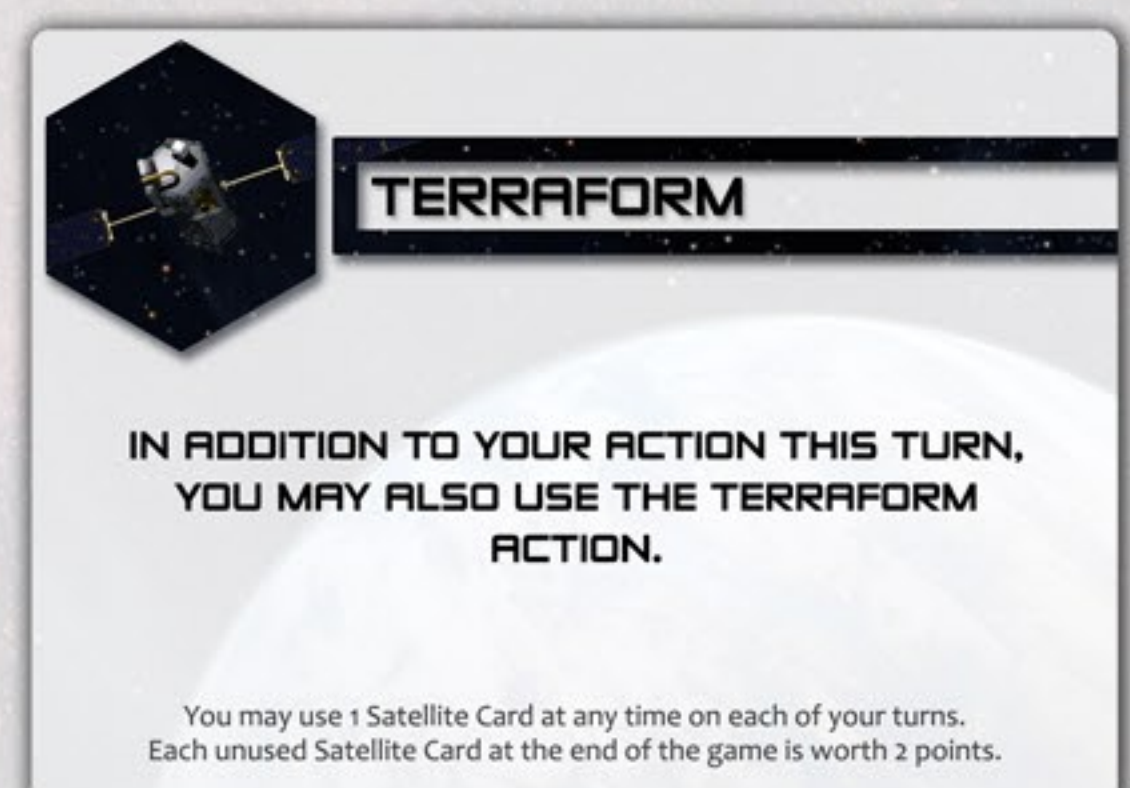
13 USING SATELLITE CARDS

As a free action, you may use a satellite card at any time, once per turn. You cannot use a satellite card on the turn that you obtained it.

To use a satellite card, reveal it and declare that you are using it. Once you fulfill the special action the satellite gives you, place it in a discard pile off to the side.

In the example above, Player One earned a satellite card which turned out to be the Terraform card. Since she just obtained it, she cannot use it this turn.

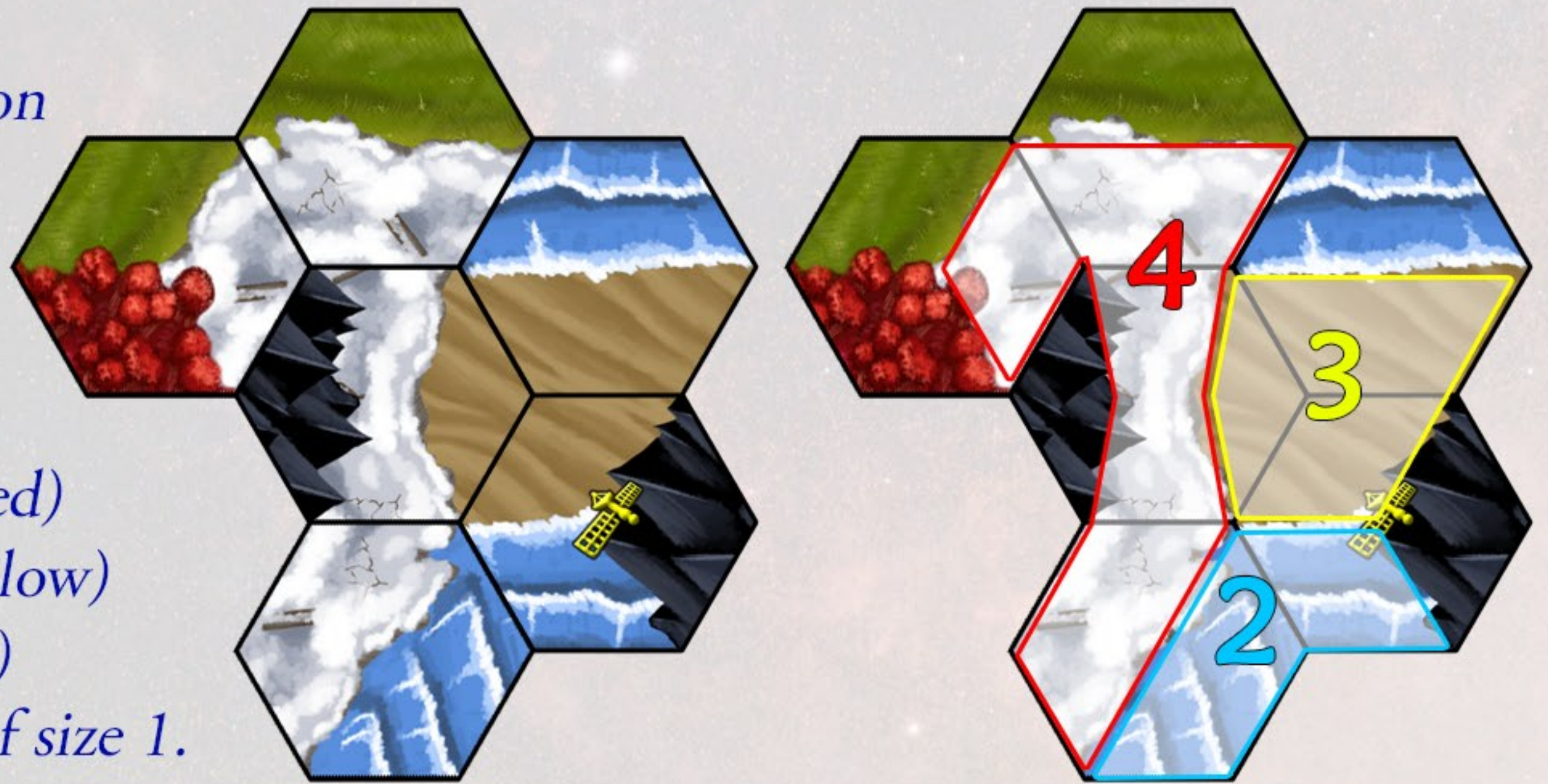
However, Player One also has a Plan satellite card which she obtained on an earlier turn. She can now use the Plan card before ending her turn, to use the Plan Development action.



To fulfill a contract, you must claim a consecutive area of terrain matching the size and terrain of your contract. To measure the size of an area, count the number of tiles that the consecutive area spans.

The tile configuration to the right has the following terrain areas and sizes:

*Tundra of size 4 (Red)
Desert of size 3 (Yellow)
Lake of size 2 (Blue)
All other areas are of size 1.*



After Terraforming, you may claim an area you just expanded. Place a cube of your color onto the area you want to claim. The cube must be placed on the tile you just played. Then reveal the contract and score the appropriate number of points based on the size of the area (the shape does not matter).

If you are the first player to claim the area, you score the gold value. If you are the second player to claim the area, you score the silver value. No more than 2 players can claim a single area.

Player Two plays the red tile. He then places his yellow cube onto the Mountain area to claim it, and reveals his contract. Since the Mountain area has a size of 4, and he is the first player to claim that area, he scores the gold value, and earns 10 points.



Immediately after fulfilling a contract, you may use its special ability.



After fulfilling his contract, Player Two immediately uses its special ability, which lets him draw 2 tiles from the bag.

You may score a contract at a level lower than the size of the area you claimed.

If Player Two claimed an area of size 5, he would still have been able to score the above contract at any level requiring size 5 or lower.



After Player Two finishes his turn, Player Three plays the red tile and also chooses to claim the same Mountain area. She places her blue cube on the Mountain section of the tile she played and

reveals her contract.

The Mountain area now has a size of 5. Since Player Three is the second player to claim this area, she scores the

silver value, earning her 8 points. She then uses her contract's ability.



You may only claim one area per turn, and you may only claim as many areas throughout the game as you have cubes. Therefore, you should ration them wisely. The game does not end if one player runs out of cubes.

15 ENDING THE GAME

The last round of the game is triggered when the last tile is drawn from the drawstring bag. Each player will have 1 more turn, with the player who drew the last tile taking the last turn. If on your last turn you have no tiles or no contracts, you may score 2 points instead of taking an action.

Player Four uses the Plan action to draw tiles. He draws the last 3 tiles from the bag, which triggers the last round. Each player will get exactly 1 more turn. At the end of Player Four's next turn, the game ends.

Alternatively, the game ends immediately when a player uses his last cube, and no other player has any cubes left.

16 WINNING THE GAME

Once the game is over, each player scores 2 points for every unused satellite card they have. If you have any Score satellite cards, you should also reveal them now and score those points.

The player with the highest score is the winner.

In case of a tie, the player with the most unused cubes is the winner. If still tied, the player who claimed the most terrain types is the winner. If the tie is not yet broken, you each half win, but also half lose.

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KEEPING SCORE

To keep track of the score, use the 2 cubes of your color that are on the scoring track. One will be used to keep track of the *ones* value of your score (right side of the track) and the other to keep track of the *tens* value (left side of the track). Everytime the *ones* cube moves from the 9 space to the 0 space, move the *tens* cube up by 10 points. You may use whichever side of the scoring track you prefer.

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SATELLITE CARDS

TERRAFORM: In addition to your action this turn, you may also use the Terraform action as a second, free action.

PLAN: In addition to your action this turn, you may also use the Plan Development action as a second, free action.

SIGN: In addition to your action this turn, you may also use the Sign Contracts action as a second, free action.

REDESIGN: When using the Terraform action, you may place your tile on top of any other tile that does not have a cube on it. This may effectively split a claimed area into two sections. Only the section with the cube is considered claimed.

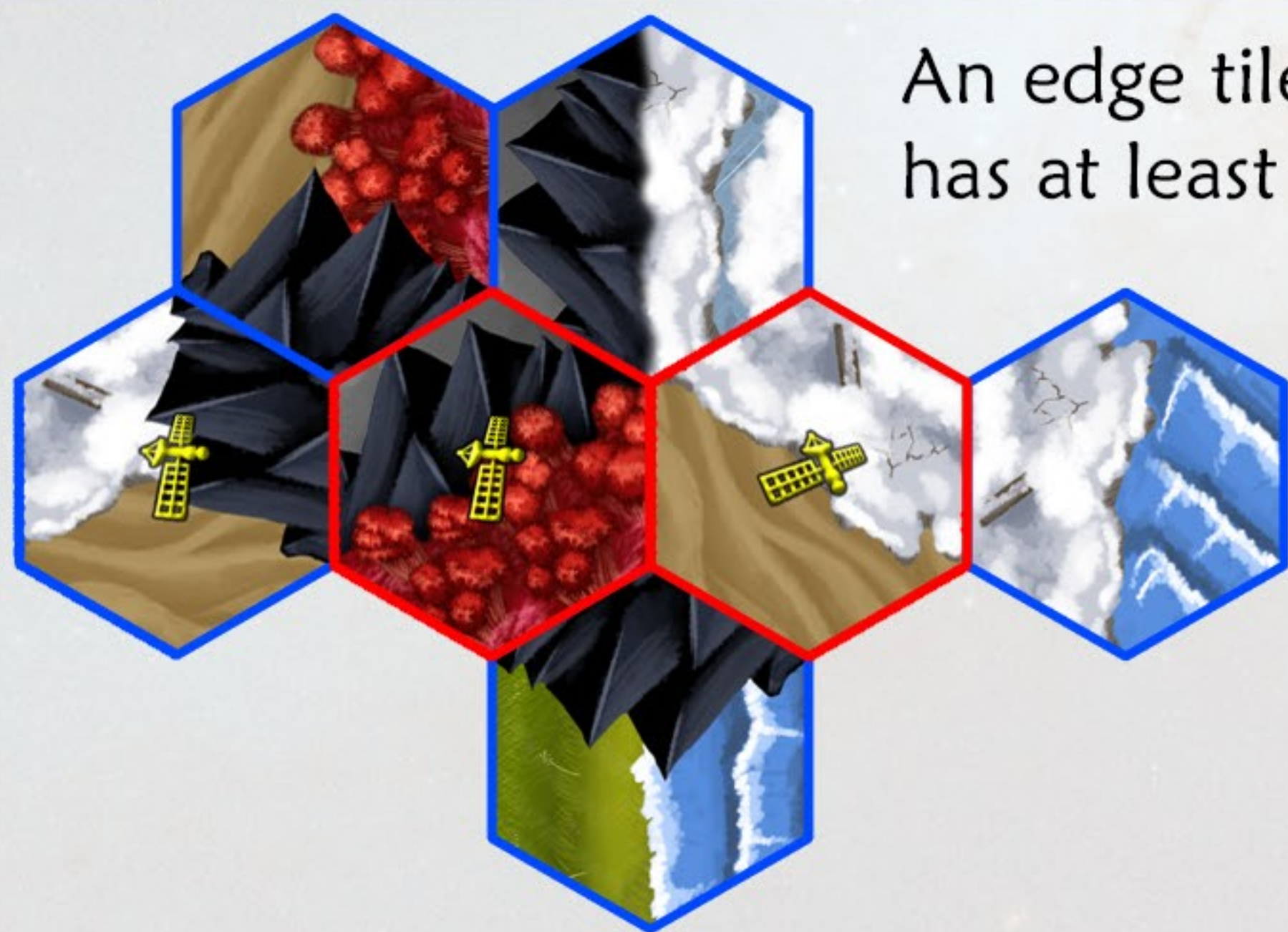
SCORE: Get 6 points. You may wait until the end of the game to reveal this tile, or you may play it during your turn.

REENGINEER: In addition to your action this turn, you may move 1 edge tile in play that does not have a cube on it. This may effectively split a claimed area into two sections. Only the section with the cube is considered claimed.

NEGOTIATE: When fulfilling a contract, increase the size of your claimed area by 1 for scoring.

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WHAT IS AN EDGE TILE?



An edge tile is any tile already in play that has at least 2 open consecutive edges.

*The blue tiles are all edge tiles.
The red tiles are not edge tiles.
The left tile only has 1 open edge.
The right tile has 2 open edges,
but they are not consecutive.*

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CREDITS

Game Design: Marcin Zarycki

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Space Art: NASA Ames JPL-Caltech STScI SAO CXC NSF NRAO VLA

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