

PLUTOCRACY: PASSENGERS

In Plutocracy: Passengers Multiplayer, use the 12 normal Passengers and the 8 Favors. Do not use the First Class Passengers.

Important: In these rules the term *planet* always includes Earth.

SETUP

If this is your first time playing the expansion perform the BASIC SETUP detailed in the main rules, play with the following 5 Favors and place Passengers as follows.

Favors: Alchemy, Money, Hyper Drive, Quantum Physics and Astro Jump (place 1 S€ on each card).

Passengers: On Earth: Mars, on Mars: Earth, on Jupiter: Neptune, on Saturn: Jupiter, on Uranus: Saturn and on Neptune: Uranus

In later games, perform steps 1) - 11) of the RANDOM SETUP detailed in the main rules and then:

11.1) Arbitrarily select 5 of the 8 Favors to play with, return the others to the box. Place the Favors face up next to the Main Board and place 1 S€ on each of them.

11.2) Shuffle the 12 Passengers and form a face-down deck. Draw one Passenger for each planet and place it next to the Planet Board.

Discard and redraw if the Passenger matches the planet.

Conclude the setup with step 12) by players choosing their starting position.

ADDITIONAL ACTIONS

At any time during their turn, but not after travelling or passing, a player may perform one or more of the following, additional actions in any order.

PICK UP PASSENGERS

If the player does not have a Passenger and is on a planet, they may pick up a Passenger from that planet and place it next to their Player Board. Then draw a new Passenger for this planet. Discard and redraw if the Passenger matches the planet. If the Passenger deck is empty, shuffle the discard pile and form a new deck.

Important: This action is not allowed on a player's first turn.

DISCARD PASSENGERS

If a player is on a planet, they may discard a Passenger matching this planet. If they don't already have a Favor in their possession, the player may choose one of the displayed Favors, receive the S€ on the card and place the Favor next to their Player Board. Then they must put 1 S€ from their own reserve on each of the remaining displayed Favors, otherwise they cannot take the Favor.

Important: A player may not take a Favor they used during this turn.

USE A FAVOR

A player may use a Favor in their possession. After using the Favor, they place the card back in the card display face up.

Important: Players may place back a Favor without using it.

THE FAVORS

Alchemy: Exchange any 3 units of resources on your Player Board against any other 3 units of resources. You must respect the storage limit of 5 units per resource.

Quantum Physics: If you are on a possible position of a planet left or right to its current position on its orbit, you may perform all actions

Astro Jump: Instead of travelling, place your Spaceship on the Asteroid, or any possible position of its trajectory. This ends your turn. Since you have used 0 time, you immediately start your next turn.

Lobbyism: If you are on a planet, place one Member of your color on the cheapest seat available in the planetary parliament without paying for it.

Subsidy: Take 8 S€. You may not use this money to pay for taking this Favor.

Election Fraud: Immediately place 1 Councilor of your color in the Plutocratic Council.

Speculation: When selling, choose an amount of resources you want to discard. Then roll the 12-sided die for each unit discarded and gain S€ according to the die roll instead of the regular DEMAND price. The DEMAND price does not decrease after completing the sell action.

Hyper Drive: When taking this card, roll the 12-sided die and place it on the card. When using this Favor, you may reduce your travel time up to the number of time units corresponding to the die roll. Your travel time cannot be below 0 time units.

PLUTOCRACY: PASSENGERS SOLO

In Plutocracy: Passengers Solo you play alone with a reduced set of rules and material.

Important: In these rules the term *planet* always includes Earth.

SETUP

1) Choose one of the following scenarios, they are ordered from easy to difficult. Place the Planet disks on the hexes featuring a bright star and move them the indicated number of positions in clockwise order on their orbit.

<u>Scenario</u>	<u>E,M,J,S,U,N</u>
Orion	0,1,0,6,2,3
Vela	1,0,0,6,3,4
Canis Major	1,0,0,2,4,4
Pegasus	1,0,1,4,7,8
Late snake	0,0,2,5,1,2
Gamma	1,1,3,5,2,3
Snake	0,1,2,1,2,1
Carina	0,0,2,6,1,4
Überholmanöver	1,2,4,6,0,10
Mission Impossible	0,2,3,5,4,10

2) Place the ROTATE token on field 10, the PRICES token on field 20 and the THE END token on field 45 of the time track (this marks 120 time units).

3) Place the Boards of Earth, Mars,... face down above the Main Board. The Price tokens are not used.

4) Shuffle the 18 Passenger and form a face down Passenger deck. You will form a discard pile during the game.

5) Perform the event NEW PASSENGERS once (see below), without moving the PRICES token afterwards.

6) Choose a color and place your Time disk on field 0 of the time track and your Spaceship on a Planet of your choice. Place the 4 Seats in front of you.

LOSING & WINNING THE GAME

You immediately lose the game if - during the NEW PASSENGERS event - you have to place a 4th Passenger on a Planet or you cannot place a Passenger because the Passenger deck and discard pile are empty.

You win the game if you have performed the NEW PASSENGERS event one last time at time unit 120, - the PRICES token is on top of the THE END token - without meeting the losing conditions.

YOUR TURN

According to the main rules of the game, it is always either your turn or the "turn" of an event depending on who has spent the least time.

Depending on your location, you may perform the following actions in the given order.

1) DISCARD PASSENGERS

If you are on a planet, you may discard all Passengers matching this planet from your Seats to the discard pile.

2) PICK UP PASSENGERS

If you are on a planet, you may take any number of Passengers from the planet and place them to your empty Seats. Passengers with a First Class sign must be placed on a First Class Seat, others may be placed on any empty Seat.

Important: Once seated, Passengers may not change Seats.

3) TRAVEL

Move your Spaceship according to the main rules of the game. Travel is mandatory at the end of your turn.

Important: You are allowed to move your Time disk past the THE END token.

NEW PASSENGER EVENT

When it is the "turn" of the PRICES token, draw a Passenger for each planet and place it on the Planet Board. Discard and redraw if the Passenger matches the planet. If the Passenger deck is empty, shuffle the discard pile and form a new deck.

Then move the PRICES token 20 fields forward on the time track.

Important: If you cannot draw a Passenger for a planet because there are only Passengers left that match this planet, do not place a Passenger on that planet.

TIME TRACK & ROTATION

Since you play for more than 75 time units, you use the time track multiple times. For instance, when you are on field 70 and spend 6 time units for traveling, you place your time disk on field 1 of the time track.

The event ROTATE is executed according to the main rules of the game, but you move the ROTATE token from field 70 to field 5 instead of removing it from the game. Accordingly, you move the token PRICES from field 60 to field 5.

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