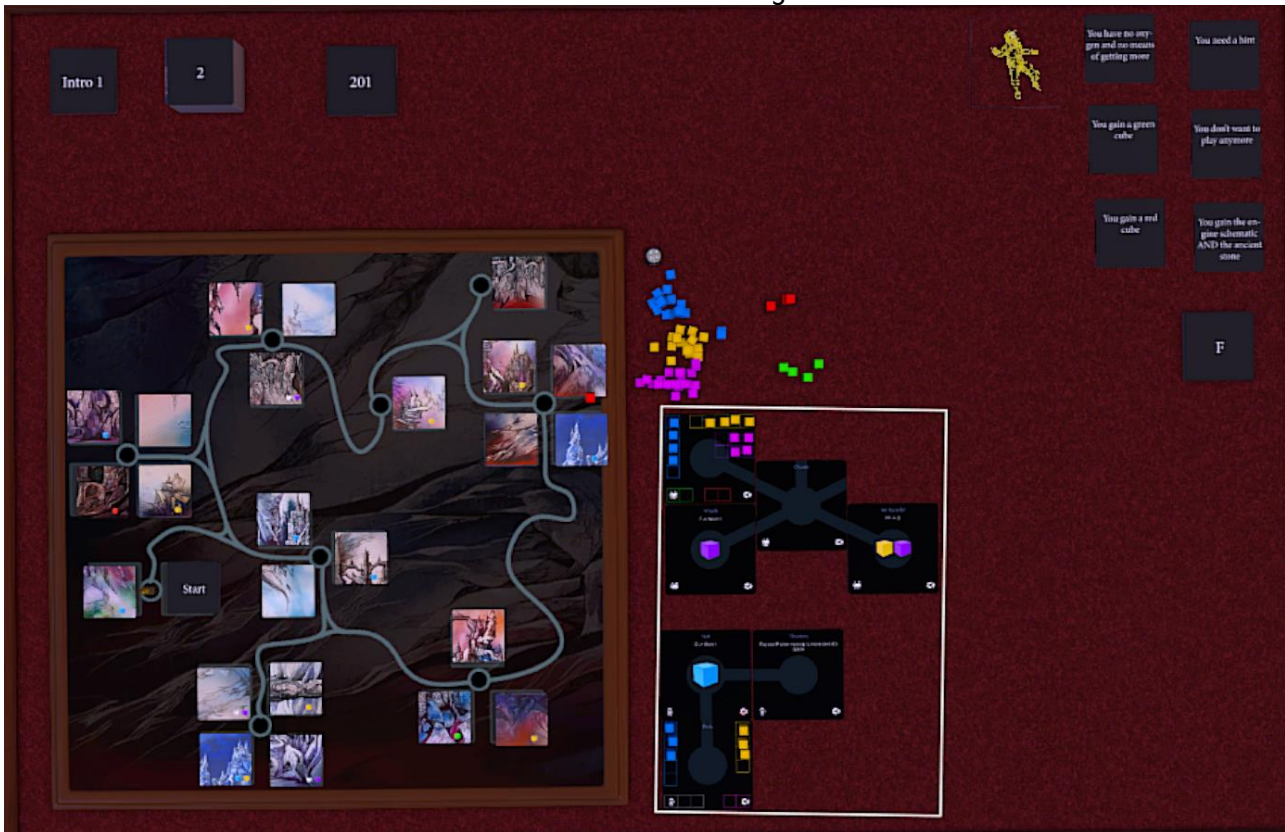


Silent Planet

An immersive solo survival game



After crash landing, you must embark on a journey to fix your ship, or meet your demise, on a once inhabited planet that is now silent and empty.

Number of players: 1

Age: 12+

Playtime: 30-90 minutes

Components

- 1 Board
- 25 Location cards
- 125 Story cards
- 9 Scavenge cards
- 15 Artifact cards
- 7 Player cards
- 7 Prompt cards
- Cubes – blue, yellow, purple, green and red
- Astronaut piece
- Lander piece
- One D6 die

Game Overview

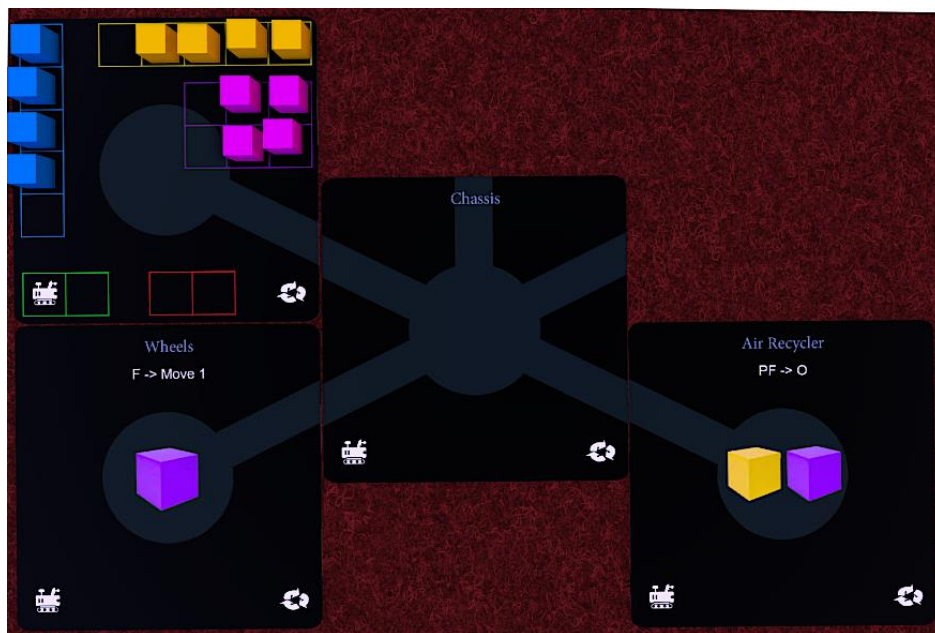
Silent Planet is a survival game that pits a single player against the loneliness and isolation of being stranded on a dead planet, with very little hope of escape. The game delivers its narrative through a deck of story cards, that the player must navigate, expending resources to search for clues and a way off the planet. As the player's resources dwindle, they can scrap parts of their landing craft, and

even parts of their space suit, to attempt to acquire the resources they need to survive. The game can end in a number of ways, many of them deadly; hopefully the journey will have felt worthwhile.

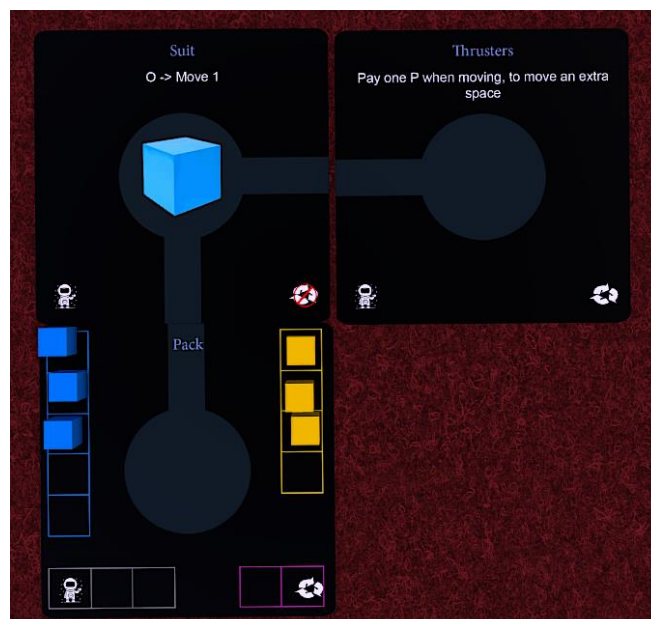
Setup

Shuffle the Location cards and distribute them randomly on the marked spaces on the board. Place the Story cards in a deck next to the board, sorted in ascending order from 1. Remove the cards numbered 201-209 and place them in a separate deck. From the Artifact deck, remove the card that says “Bottom of deck”, shuffle the others and place them on top of it. Place the cards with letters on them in a third deck. The seven Prompt cards – the ones that say “Flip when...” – are placed next to each other face down.

Place the four Lander cards as shown on the picture – with the connecting lines intact - and place four Oxygen (blue), Power (yellow) and Fuel (purple) cubes on the Storage Compartment card.



Place the three Astronaut cards as shown on the picture, and place three Oxygen and three Power cubes on the Pack card.



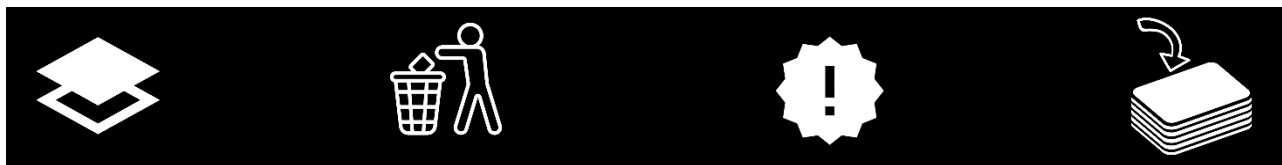
Place the Lander piece on the node on the board, next to the Start card and place the Astronaut piece on top of it.

Gameplay

Your actions in the game are either dictated by your Lander and Astronaut cards, or the story cards you encounter. Your player pieces start on a node, which gives you access to a number of Location cards. Some of these have a cube marking, which means that you will have to pay a cube of that color, to access the card. Moving to a different node can either be done by paying one Fuel cube in the Lander, moving the Lander and the Astronaut with it. Alternatively, the Astronaut can move without the Lander, by paying one Oxygen cube.

The Story cards are varied but mostly explain themselves. You make a choice between those presented (in most cases you are also free to ignore the choices and move on) - paying the resources if asked for any – and draw the cards from the deck of Story cards, that fit the number or numbers, on the choice you picked.

All Story cards have a symbol on the bottom, which states whether the card should be discarded after use, placed on the board instead of the card that prompted it, or returned to the deck. Some cards have an exclamation point (Event cards), which means that you have to choose one of the options on the card before you may discard it.



Place instead of current card

Discard

Event

Return to deck

Scavenging

Certain Story cards will give you the option to Scavenge, followed by a number. To Scavenge, roll a D6 and add it to the number, then draw that card.

Each space can only be scavenged at most once. When you have scavenged on a space, place a black cube on the small marking next to the card, to remember that the card has already been scavenged on.

Scrapping

You can gain resources by scrapping parts of your Lander and Suit. The only thing that cannot be scrapped, is the suit itself (because you would die). Scrapping works the same as doing a Scavenge(200).

Resource generating / converting cards

Some cards allows you to gain resources, either by converting other resources, or by making a certain die roll.



Pay 2 Fuel to gain 1 Power



Roll 4-6 on a six sided die to gain D6 Power

Artifact Cards

Some Story cards will ask you to draw an Artifact card. These cards can be attached to your lander or suit, in the position that matches the connecting line on the card. If there is already a card in the space where the artifact would fit, you must scrap either the artifact, or the card that is blocking it. You cannot leave an Artifact where you found it and pick it up later.

Lettered Cards

Some Story cards will ask you to draw specific cards with a letter instead of a number. These are special artifacts that have a very limited use, and do not take up space on your lander or suit. Place them next to your Lander and Suit cards. They cannot be scrapped.

End of the Game

The game will inform you, when it is over.

A note about playing the game

This game attempts to craft an experience that relies heavily on atmosphere and mystery. If you are ever in a situation where the rules seem confusing or contradictory, because of some interaction between elements in the game, that I have missed during development, I encourage you to make your own decision (and please tell me about it 😊).

Questions and Feedback

You can contact me with any questions or feedback here: peter@svovli.dk

This is the strangest game I have ever made, and the one that I am the most anxious about showing to other people. If you have any feedback, even if it is all negative, I would truly appreciate it!

Thank you so much for playing my game :)