

97 KLOTHO

A STRATEGIC DICE GAME
SET DEEP IN THE
ASTEROID BELT

MINE MINERALS • GATHER TECH • CAPTURE MONSTERS • RIG MARKETS

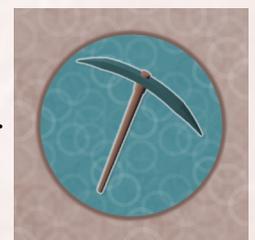


Introduction

You control a space mining conglomerate that's competing with other companies to exploit the mysterious asteroid known as **97 Klotho**. The asteroid is rich with mineral resources, but it is also inhabited by fierce alien monsters, some of whom guard alien artifacts that have tremendous value. There are also remnants of weird alien technology around the asteroid which you might be able to use. Your job is to stake mining claims, capture aliens for study, loot the alien artifacts, and manipulate the market to make your goods more valuable. You have a variety of technological upgrades at your disposal to help you in this task. Are you ready? Let's roll. No literally, you'll be rolling a lot of dice.

Setup

1. Shuffle the deck of **Tool** cards and place them in the center of the play area. Flip over the top three in the play area.
2. Take the deck of **Klotho** cards and separate out the scoring cards. Set them aside for now.
3. Shuffle the rest of the Klotho cards. Count out a number of cards matching the length of game you wish to play. At a normal rate of play, you run through about one of these cards per minute. So, for a 45-minute game (the shortest recommended), count out 45 cards. For a longer game, use more. Up to 90 is fun. More gets a little long.
4. Split your deck of Klotho cards into three stacks that are roughly equal. Add one scoring card to the bottom of each stack in order (#1, #2, #3). Combine the stacks in order, so that the first stack goes on top of the second, with both of those on top of the third stack. This puts the #1 and #2 scoring cards about 1/3 and 2/3 of the way through the deck, with the #3 scoring card at the bottom.
5. Flip the top six Klotho cards and add them to the play area.
6. Give each player a score sheet and something to write with. This sheet records



Tool Cards



Klotho Cards

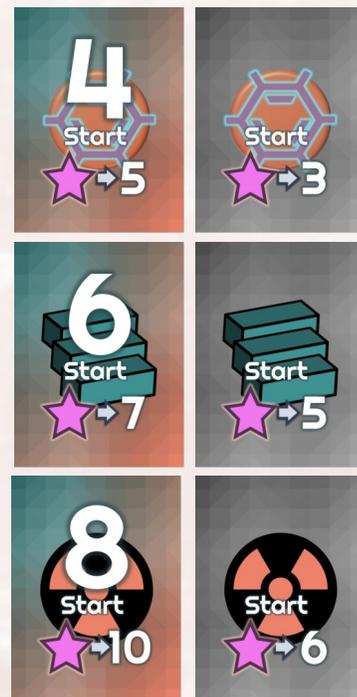
the player's score and also the player's money and resources.

7. Have each player mark their five starting coins in the **Cash** area of their score sheet. They may mark them by circling any denomination that adds up to five. When you gain coins, circle them in your **Earned** column. When you spend them, mark them as spent with an X in your **Spent** column. You may break up the threes and fives and make change for yourself as needed by marking on your sheet.
8. Set up the **Market** cards for the three types of resources.
 - The **Organics** resource market ranges from a value of 1-7 and starts at 4.
 - The **Metal** resource market ranges from a value of 1-11 and starts at 6.
 - The **Rads** resource market ranges from a value of 2-14 and starts at 8.
9. Put the **five red dice** in the center of the table. They will be used every turn. Put the **purple and blue dice** aside nearby. They may be used or claimed as needed.
10. The player most likely to make it to outer space goes first. If that's not clear, the player who rolls highest goes first.
11. When everything is ready, your play area should look like the image at right (set up for three players).

CASH

		x3		x5	
EARNED	SPENT	EARNED	SPENT	EARNED	SPENT
0	0	3		5	5
1	1				

Five coins ready to spend



Starting Market Values

Klotho Cards (6)

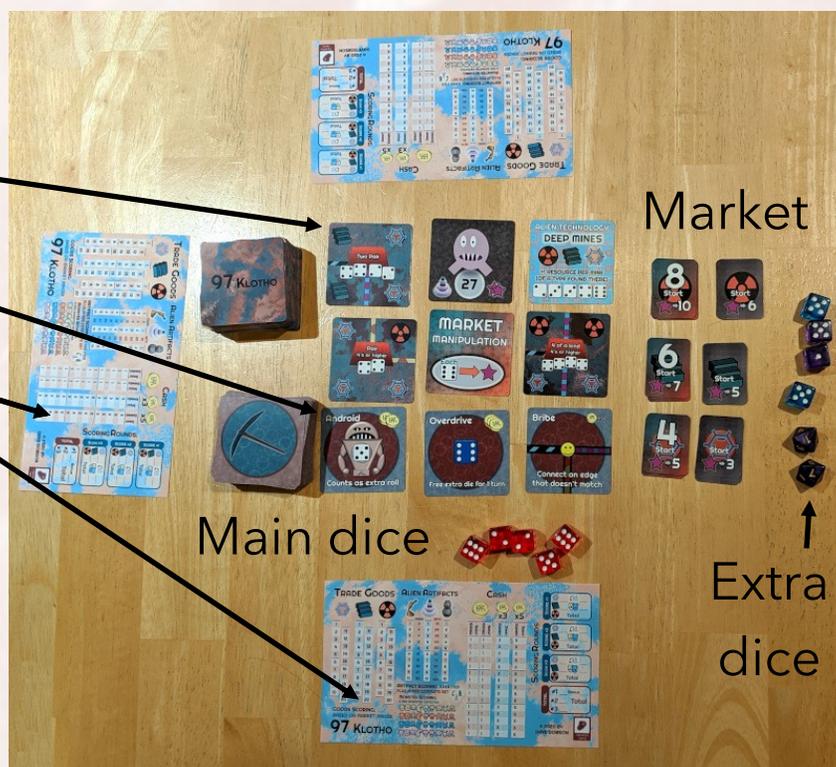
Tool cards (3)

Score sheets

Main dice

Market

Extra dice



Gameplay

Players alternate turns around the table. Each player begins by refilling the play area, then completes their basic actions in order, and completes any other actions as needed during the turn.

Refilling the Play Area

At the start of a player's turn, if there are fewer than nine cards in the play area (six Klotho cards, three Tool cards), draw new cards from the appropriate stack to replace them. If you draw a **Score Card** at this time, do a **Scoring Round** (see below) before continuing.

Basic Actions

On a turn, the player may take any of the six **Basic Actions** at right in the order listed. None are required, but it would be silly not to at least do the Roll phase.

Discard - There are two discard rounds. The player may discard one of the nine face up cards in the **Play Area**. In each case, replace the discarded card from the appropriate stack (Tools or Klotho cards).

Roll - Roll the five regular dice (and any additional dice you have from tools or alien technology). You roll them all at once.

Reroll - You may reroll any of the dice to try to get a different set of numbers. Roll the ones you choose to reroll all at once.

Claim - If you roll what you need to claim any of the Klotho cards in the Play Area, you may claim them and put them face up in front of you. You may claim more than one card, but you cannot use any die to claim more than one card. For example, if there is a mine card showing that requires three of a kind and another one that requires a pair, you cannot use the same dice to claim both. When you claim a Klotho card, you do not replace it until the start of the next player's turn.

Other actions

Taking Coins - Any of the red dice you do not use to claim cards you may sell for one coin each. This takes place after the Claim action above. Add the coins to the Cash area of your player sheet by circling the denominations in the Earned column. You may not exchange other dice (purple or blue or androids) for coins - only the red ones, for a maximum of five coins per turn.

Buying Tools - After refilling the play area, and at any point until the end of your turn, you may spend your coins to buy any of the tool cards showing. The price of the tool is shown at the upper right corner. You do not replace the tool card when you buy it.

Basic Actions

1. Discard
2. Roll
3. Reroll
4. Reroll
5. Claim
6. Discard



This tool costs two coins

You may use tools at any time during your turn, even tools you just bought.

Types of Klotho Cards

There are five main types of Klotho cards you can claim using your dice rolls.

Mine Claims

Mine claim cards show a type of roll (like a poker hand) that you must make to claim them. Your dice must show the indicated hand, but the die numbers **do not** need to match the indicated numbers. The dice shown are just an example. For example, if the card says "Three of a kind," you can use a roll of three twos or three sixes to claim it even though the card shows three threes.

When the claim indicates "4's or higher," that means that the poker hand indicated must be made up of rolls of four or higher.

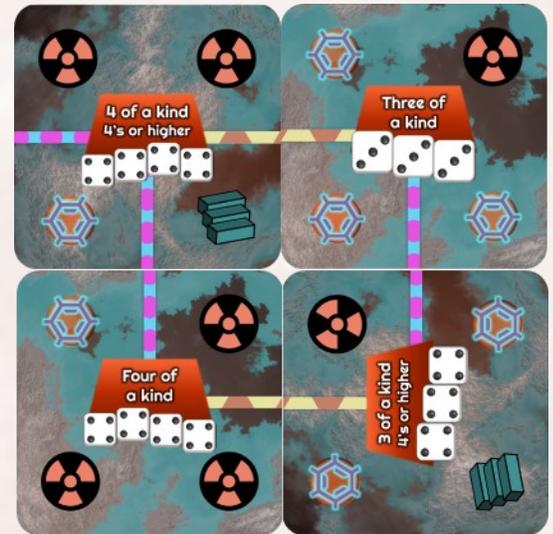
A "straight" is five dice in ascending numerical order, e.g. 1-5 or 2-6. You may use tool cards to create other kinds of straights, e.g. 3-7 or 4-8, but they must contain five consecutive dice.

A "full house" is a set of three of a kind plus a pair, e.g. three twos and two fives.

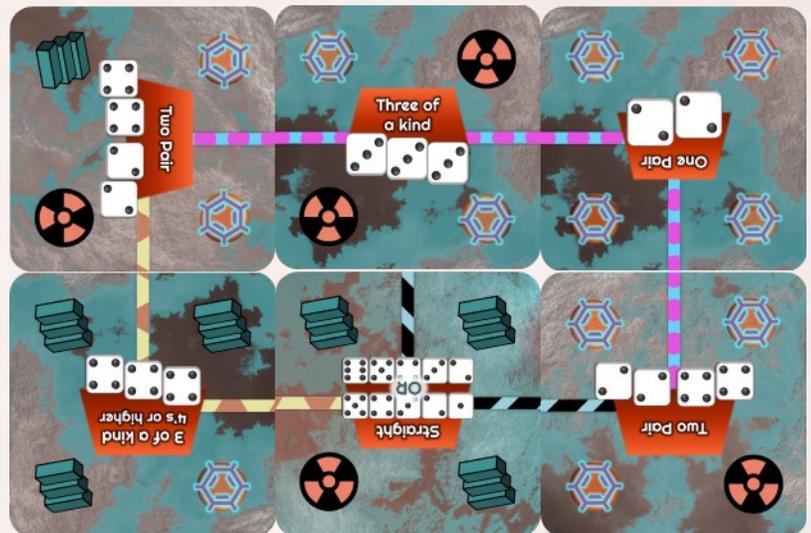
Each mine claim card also shows four resources of the three types (organics, metal, and rads). The mine also shows claim boundaries of three types (black diagonal stripes on teal, pink and blue blobs, and yellow and brown trapezoids).

To stake a claim, you must form an enclosed shape using the claim boundaries from your mine claim cards. Your claim boundaries need to be of matching types across card edges, but you do not need all of them to match as shown in the examples above. You can include boundaries that don't connect as long as there is a continuous path that does connect with matching types. The smallest claim you can make is four cards. Claims of six, eight, and nine cards are also possible.

When you stake a claim, you turn in your claim cards and collect the resources that



This is a complete mine claim of four cards that awards four resources: one organic, one metal, and two rads



This is a complete mine claim of six cards that awards eight resources: four organics, three metal, and one rads

are **inside** the closed claim boundary path you have made. You do not get the resources on the outside of the path. See the examples above to see how it works. Mark the resources you've collected on your score sheet.



Monsters

Some of the Klotho cards are alien monsters. Each of them shows a target number you need to reach to defeat the monster and capture it. If you roll the total shown on your dice (or on a subset of your dice) you may capture the monster and claim the treasure it defends. Defeating a monster is always worth five points



This player has defeated three monsters for fifteen points.



as a bounty. You can mark this on your score sheet at the bottom. Discard the monster card after you have marked it on your sheet and claimed the treasure

The possible treasures you can collect are shown below.

Alien Artifacts - These come in three types. They are worth points individually, and you get a bonus for each set of three. If the monster you defeat shows an artifact, mark it on your score sheet.

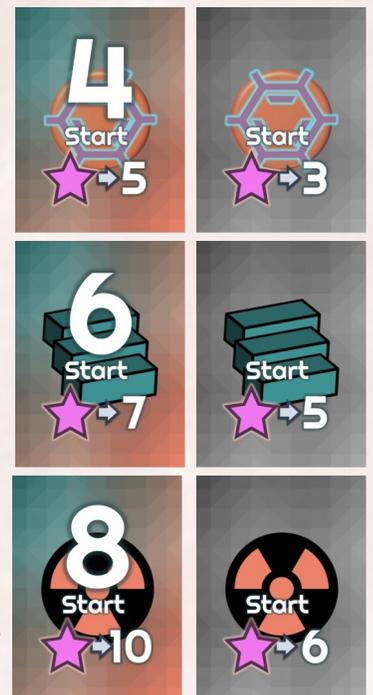
Tools - Take a face-down tool card from the stack of Tool cards. You may use it immediately or save it for later.

Coins - Add coins to the Cash section on your player sheet.

Market Stars - Monster hunters are famous and can strongly influence markets. If you earn Market Stars from defeating a monster, you may use these stars to change the prices in the market. It costs stars to move the values of the minerals up or down as shown on the Market Cards (see **Market Manipulation** below). You cannot save Market Stars for later. You must use them immediately.

Market Manipulation

The values of minerals on the market determine how many points you score for your minerals in a **Scoring Round**. Market Manipulation cards each show a particular number. If you roll any of that number, you can convert your matching dice to **Market Stars**, which allow you to manipulate the value of minerals in the mar-



ket shown at right, you could spend one star to move the price of any mineral up or down. If you've set up the market deck properly, you should be able to flip one card to get to the next value with the new cost to change values shown. The farther you get from the starting point for the market, the more stars it will take to move the value away from the middle. Discard the market manipulation card after you use the stars. You may not save stars to use later.

Alien Technology

Alien Technology cards give you special powers. Each of them shows a particular combination of dice. You must have an exact match to the dice shown on the Alien Technology card in order to claim it. If you claim a card, place it face up in front of you. You may use the alien technology shown at any time from then on. The function of most Alien Technology cards is shown on the card, but some of them have additional notes below.

Battle Crystals

Battle crystals are special alien technology that give you an additional purple die (six-sided or eight-sided) to use in your rolls. These dice operate the same as any other, except that you cannot use them to get coins at the end of your turn. If you own a Battle Crystal, their awesome power is distracting. You may not perform either of the two Discard actions on your turn.

Bonuses

Some alien technology cards provide score bonuses at the end of the game. After the third Score Card shows, you score that card normally and then add your bonus scoring to your total as a final step.

Types of Tool Cards

Tool cards are bought with coins, unlike Klotho cards, which are claimed through dice. Tools are single-use cards. Once you play a tool, you discard it and cannot use it again.

Androids

Android cards act as free extra dice. Whatever number the android says, you may act as if you have an additional die with that number. Androids can help you reach the total required for a monster, or they can get you the combination of dice you need for a mine claim or alien technology card, or they can provide another star for a market manipulation card. Any way a die can be used, an android can be used, except that you cannot claim coins for an unused android roll.

Overdrive

Overdrive cards provide you with an extra blue die to roll for your turn. You may play an overdrive card at any time on your turn. If you



play it before any rolls, you may reroll the blue die normally with your other dice. If you play it after a roll, you roll the blue die and use it along with your other dice, but you do not get any prior rolls or rerolls that you have already used. For example, if you play the overdrive card after already rolling your other dice three times, you only get to roll the blue die once, and you don't get the other two rerolls. Return the blue die at the end of your turn. Unused overdrive dice cannot be used to claim coins.

Augments

Augment cards allow you to modify the number showing on a die. For example, if you roll a four and use an Augment +2 on it, it counts as a six. Augments can help you reach the total required for a monster, or they can get you the combination of dice you need for a mine claim or alien technology card, or they can provide another star for a market manipulation card. You may play multiple augments on a single die, and you may augment a die to a value beyond six.



Bombs

Bomb cards allow you to clear and replace all cards on the board. You replace the exact number and type of cards you remove. For example, if you have claimed a Klotho card and bought two tools, there would only be one Tool card and five Klotho cards remaining, and you would only replace those cards after a bomb. You may play a Bomb card at any time on your turn, including before your first discard action or after your last discard action.



Bribe

This tool is very useful to complete a mining claim. You still need to have a completed path of mine borders, but for each bribe you play, you don't have to make the patterns on the mine borders match up.



Raid

Raids let you steal any card that is face up in front of another player (i.e. a mine claim card, a tool, or an alien technology card). You may not steal artifacts, coins, or minerals already recorded on the player's sheet. Players owning **Turret** tools cannot be raided.



Lottery

Lottery tickets are cheap - one coin each. You may turn in a lottery ticket after any roll (even if you intend to reroll some of the dice later) and claim one coin per value of five you have rolled. All dice, including androids, overdrive dice, battle crystals, and augmented dice, may count toward the number of fives for the lottery reward.



Flying Pig

Flying pig cards can be very useful in defeating monsters. They allow you to convert a pair of 1's to a value of 14. You cannot use the pair of 1's in any other way if you use a flying pig to convert it to 14.



Hand Limit

Over the course of the game, you may collect mine claim cards, tool cards, and alien technology cards. The other types of cards are discarded after they are claimed or used. You are not allowed to keep more than ten cards in front of you at once. If you get to the end of a turn and have more than ten cards, you must either use or discard enough of them to get down to ten by the end of your turn.

Scoring Rounds

When you draw new Klotho cards to add them to the play area, you may reveal a Score Card, numbered 1, 2, and 3. When this happens, all players immediately record their current score on their sheet in the appropriate area. Players score in three ways:

1. Each mineral the player owns scores the current market value for that mineral. So, if a player had four organics, and the market valued them at three each, that would be twelve points.
2. Alien artifacts are worth three points each. If the player has a complete set of the three different types, it scores an additional bonus of ten points. So, if a player had one of each type of artifact plus a fourth one, they would score 12 for the artifacts plus 10 bonus for the set for a total of 22.
3. Defeated monsters are worth five points each.



Screwed by poor planning for destiny

It is possible that a player may own a set of mine claim cards that produces a complete claim, but that they have not yet turned it in upon reaching a scoring round. It is **not permitted** to turn in such a claim after the scoring card appears. Scoring happens immediately when the card is flipped, and no manipulations or changes can be made.

Special rule for unused mining claims in the 3rd scoring round

Most of the time, a player will have some unused mining claim cards at the end of the game. If this happens, a player may trade **two mine claim cards** for one mineral that is **present on both cards**. This trading is exclusive in the final scoring round, and it is not allowed in the first and second scoring rounds.

Final scoring

For the final scoring, players add up the points scored in each round, and then they add in any bonus points from Alien Technology cards. The player with the most points wins!

Scoring Note - because scoring usually accumulates over the course of the game, and because the final scoring adds up the scores for all three rounds, that means points scored early in the game have the potential to be counted three times, once per round, while points scored toward the end of the game will only count once, in the third scoring round. That makes early scoring (of any of the three types) more valuable. It is sometimes possible for scores to drop between rounds (e.g. if the market price of a mineral drops between scoring rounds, a player who owns that mineral may not get as many points for it in the later scoring round).

Replace the card

If you flip a Klotho card, once scoring is resolved, you may discard and replace the scoring card in your set of six Klotho cards.

Tiebreakers

If two players are tied after final scoring, then whichever player has the most unused cards in front of them wins. If they are still tied, then the player with the most coins wins. If that is also a tie, something is wrong with the universe, and both players share victory.

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