



LAST LEVEL



# MULTIUNIVERSUM™

Manual Corraia



## Project Files

# MULTIUNIVERSUM

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**A Card Game**

**Game Design/**  
Manuel Correia

**Publisher/**  
Grey Fox Games

**Game Time/**  
20-40 minutes

**Players/**  
1-5

**Age/**  
12+



The Multiuniverse Project is a top secret endeavor undertaken by scientists employed by CERN, the Swiss research facility. Among those experts, a group of true visionaries was selected in order to fulfill one task: build a time machine. As a member of this team, it is your sole responsibility to succeed in this high-impossible scientific challenge.

After months of arduous research and innumerable tests you have managed to build a highly sophisticated device. You are planning to use it to make a hole in space-time that will allow you to move back in time exactly one day.

Unfortunately, a theory and its practical application are close to each other only on pages of science logs... During the experiment with the machine - the first, actual run of all five pillars of this contraption - your team makes a real breakthrough: you realize you have managed to open over a dozen portals to other dimensions - to some strange, alternative forms of reality!

This could be a history-changing discovery! All the portals are unveiling one by one in front of your eyes and your team is but a step from exploring the alternative reality. However, there is one problem left to solve. Hundreds of terrifying monsters are starting to escape through the portals from their home dimensions into our world.

This cannot happen! You immediately command your fellow scientists: **Overload the transformers! Close the portals!**

## Goal of the Game

Close as many portals to alternate realities as possible and overload the transformers in order to gain the most Discovery Points (DP).

The winner of Multiuniversum is the player who gains the most DP. DP are gained for closing portals that appear above the five transformers of the machine.

## Game Contents

- 5 Scientist Markers (wooden pawns)
- 5 Lab Cards
- 5 Transformer Cards
- 20 Portal Cards
- 50 Action Cards
- Rulebook

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## Game Setup

### 1 Playing Area

Place the **transformer cards** in the center of the table, in equal distance from each other, so that they form a circle. These card should be placed in ascending numerical order

### 2 Portals

Divide the **portal cards** into 5 separate stacks. Each stack should contain: 1 basic portal (a card with 1 tool icon), 2 medium portals (cards with 2 tool icons) and 1 advanced portals (cards with 3 tool icons).

Shuffle all stacks separately and place 1 stack (face-up) above **each transformer card**.

### 3 Scientist Marker and Lab Cards

Each player takes 1 **scientist marker** and a **lab card** of the matching color. Place your **lab card** in front of yourself. Place your scientist marker on the **transformer card** of the matching color. This is your **starting transformer**.

Example of a 3-player game setup



#### 4 Action Cards

Shuffle the **action cards** and randomly deal 3 to each player. Use the remaining action cards to form a stack. Place this stack face-down in the center of the circle formed by the transformer cards.

#### 5 Discard Pile

Draw 5 cards from the action card stack and place them face-up next to the action card stack. These 5 cards form the discard pile.

#### 6 First Player

The most ingenious of all scientists (the person who proposed playing Multiuniversum in the first place) starts the game. Afterwards, players resolve their turns going clockwise around the table.

### Game Components

#### 5 Scientist Markers



These wooden pawns represent players moving between the transformers.

Each scientist is a researcher who works in CERN on a top secret project called **Multiuniversum**.

Together they are trying to close the portals and deactivate the unstable machine, while at the same time trying to discover as much as possible about alternate dimensions. Each gained portal card is a part of a different reality and all of them brought together could mean winning the Nobel Prize.

In order to close the biggest number of portals, a player must be in the right place at the right time. That is why you should move your scientist marker between the transformers, prepare proper tools and outwit other players by closing the most portals!

## 5 Lab Cards



Your **lab card** is like your second home. It also reminds you about the color of your scientist marker.

During the game, whatever you receive as part of your action is placed in your lab. This way, all players can track your progress. This is done simply by placing action cards and portal cards under your lab card.

When you use an action card to prepare a tool, place it on the right side of the lab card (so that only the tool icon is visible). All cards representing sealed portals should be placed on the left side (so that the dimension icon and any DP gained are visible).



## 5 Transformer Cards



Each of 5 transformers that appear in the game has its own unique ability (shown in the lower left corner of its card). This ability may be triggered using a proper icon from an action card. Each scientist is supposed to move between the transformers and close the portals placed above them.

**The transformers have the following abilities:**



**Change the order of any portal stack:** Take any 1 portal stack, then place portal cards from this stack in any order you choose. Do not reveal this order to other players.



**Draw 3 cards and discard 2 cards:** Draw 3 cards from the top of the action deck and add them to your hand. Then, choose 2 cards (from among all the cards you have in your hand now) and discard them to the discard pile.

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**Switch places of 2 different portals:** Choose any 2 face-up portal cards and switch their places between the transformers. But remember! You cannot place portals above deactivated transformers (i.e. where the card stack is already depleted).

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**Place each face-up portal at the bottom of its stack:** Place the topmost portal card from each transformer on the bottom of its portal stack. If a given stack contains only 1 portal card, this card is left in its place.

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**Keep one card played this turn as a tool:** At the end of your turn, when discarding the cards you have just played to the discard pile, keep one of those cards as a tool (place the card under your lab card). **Important:** You may only keep a card that was played as an action (i.e. not used this turn as a tool).

**Important:** Even if there are no portal cards above a given transformer (i.e. such transformer is deactivated), you may still use its action.

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Transformer cards are the most important cards in the game. Your current transformer (the transformer with your scientist marker) defines your available actions. Therefore, strategic movement between the transformers allows you to use your cards in the most optimal way and overcome other players.

## 20 Portal Cards



These cards represent fascinating gates to other dimensions and alternate realities that hide on the other side.

**Portal cards feature a number of icons:**

- 1 The bulb icon** in the upper left corner of a portal card shows how many DP can be gained for sealing it.
- 2 The dimension icon** is used to gain additional DP. The number of bars around the dimension icon informs players how many cards with a given icon appear in



the game. Portal cards show the following icons:



**3** The **artwork** of the alternate dimension. It artfully suggests what dangers and wonders players may face in this particular parallel reality.

**4** The **tools** shown in the lower right part of the portal are required to close a given portal. They appear in different combinations.

In order to close the portal shown in the illustration to the left, the following tools are required:



The game includes various portals that may be closed using a combination of one, two, or three tools.

## 50 Action Cards



Action cards are your basic tools to conduct all the scientific work in the Multiuniversum Project. You start each turn with at least 3 action cards in your hand and attempt to use them in the best possible way.

Once you learn how to understand a single action card, you will know how to use all cards available in the game. Each card enables you to resolve different actions. The action available depends on your current transformer.

Action cards show the following elements: on the left side, there is an action column **1**, on the right side, there is a tool icon **2**, and in the lower right corner, a trash can **3**.

Actions available on action cards are as follows:



**Search:** Draw 2 cards from the top of the action card stack.



**Trigger Transformer Ability:** Resolve the action of your current transformer.



**Move:** Take your scientist marker and place it on any other transformer. There is no limit to the number of scientists on a single transformer, so you can move to a transformer with scientist markers belonging to other players.



**Seal Portal:** Seal the portal laying face-up above your current transformer. In order to do this, discard the proper tools (from under your lab card to the discard pile). Place the card representing the sealed portal under your lab card (on the left).

**Remember:** You may seal a given portal only if you have the proper tools.



**Recycle:** Take any card from the discard pile and add it to your hand. Players are free to look through the discard pile at any time.

**Remember:** Each action card contains all the actions described above, however, the actions are arranged in a different order.

On the right side of each action card, there is an icon of one of the following tools:



These tools are needed to seal the portals.



The trash can icon is there to remind you that - as an action - you may also discard your action card to the discard pile to draw a new action card from the action card stack.

## Playing the Game

**I** During your turn, you may resolve up to **3 actions of your choice**, choosing from the ones described below (each of these actions may be resolved more than once):

### **A** Resolve an action from a card

Play a card from your hand to resolve the proper action. Which one? The one whose background color matches the color of your current transformer (the one with your scientist marker).

**For example:** If your scientist marker is on the red transformer card (marked with number 3), you should pay attention to any effects shown in the red space (the one marked with number 3) of your action cards. If you move to a different transformer, your cards will allow you to play completely different actions!

Place all cards played during your turn in front of you, in your player area. After you resolve all 3 actions and end your turn, discard all the played cards and used tools to the discard pile.

### **B** Prepare a tool

You need special tools to seal the portals. Each action card depicts on its right side exactly one tool icon. As your action, you may prepare the tool shown on the action card by placing it under your lab card (on the right side, so that the tool icon is visible).

### **C** Discard a card

The trash can icon in the lower right corner informs you that you may discard a given action card to the discard pile and draw a new action card from the action card stack.

**Pass:** At any point of your turn, you may decide that you forfeit any additional actions available to you. Once you have decided to pass, you may no longer resolve any actions this turn.

**Remember:** During your turn, you may resolve the same action many times (but only up to 3 actions per player per turn). It is entirely your decision which actions are best under given circumstances.

**2** At the end of your turn, move all cards you played to perform actions (but not the tools or closed portals) from your player area to the discard pile.

**3** If, at the end of your turn, you have fewer than 3 cards in your hand, draw enough cards from the action card stack to have 3. If, at the end of your turn, you have 3 or more action cards in your hand, do not draw any new cards. Additionally, you do not have to discard any action cards from your hand – **there is no maximum hand limit and you may keep as many cards in your hand as you like.**

If, at any moment of the game, the action card stack is depleted, reshuffle the discard pile and use it to form the new action card stack. Then, draw 5 cards from the stack and set them next to the stack as the new discard pile (the same way you did during the game setup).

## Example of a Player Turn



You are on transformer #1 and the illustration on the next page shows the set of cards in your hand. To simplify matters, let us call your cards **A**, **B**, and **C**, respectively (going from left to right).



A

B

C

Considering that you are on transformer #1 (the white transformer), you may perform the following actions:



Draw 2 cards.



Move to a different transformer.



Trigger the ability of your current transformer.

You may also prepare a card as a tool or discard it to the discard pile in order to immediately draw a new action card.

Most of the actions available to you this turn only allow you to prepare yourself for future turns. However, if you check the actions you have and the portals placed face-up above other transformers, you will notice that there is a chain of 3 actions that will allow you to prepare one tool and immediately seal a portal as part of 3 actions available to you this turn.

### What should you do to achieve that and in what order?

**1** First, prepare the tool shown on the **A** card by tucking it under your lab card (from its right side). This is your first action out of 3 for the turn:



**2** As you are on transformer #1, you may use the Move action from the **B** card in order to move to a different transformer (even to one with other players). This is your second action out of 3 for the turn:





**3** Now, you are on transformer #3. It means that you may use the Seal Portal action using the **C** card. The icon on the card's space 3 informs you that you may use this card to seal the portal. That is exactly what you need. This is your



last action available for this turn.

As part of the Seal Portal action, remember to discard all required tools to the discard pile and to tuck the portal card under your lab card (from the left side).



By sealing the portal, you reveal a new portal card from the same stack.

This is the end of your turn, as you have resolved all 3 actions available to you. You have no action cards left in your hand, so draw 3 new cards from the stack.

**Now, the next player in clockwise order may start their turn.**

As you can see, there are multiple ways to play your turn. It is up to you - a real genius after all - to choose the best combination of actions and win the game!

## Ending the Game

The game ends after any 3 portal stacks (in a 3-5 player game) or any 2 portal stacks (in a 2-player game) have been depleted. Once it happens, continue the game until each player has had an equal number of turns (ending the game with the player sitting to the immediate right of the starting player).

## Final Scoring

The final scoring depends on a few factors: sealed portals, unused tools and collected sets of dimension icons. DP are awarded as follows:

- 1 Sealed Portals:** First, each player counts their DP for the portals they have sealed. The DP are shown inside the bulb icon in the upper left corner of each portal card.
- 2 Unused Tools:** Then, each player loses 1 DP for each of their unused tools (i.e. the ones still under their lab card).

**3 Dimension Icons:** Finally, each player counts DP for dimension icons shown on their portal cards. You gain additional DP for certain sets of icons, so pay attention to them when sealing portals!

**Omni Set** – If you manage to seal portals with 5 different dimension icons, you gain 9 additional DP for each set.

**Specialization Set** – If your sealed portals depict identical icons, you gain DP according to their number: 4 additional DP for 2 identical icons or 9 additional DP for all 3 identical icons.

**Important:** When counting additional DP, each portal card may only be used once for the purposes of one set. If you use a given card to complete a set of 5 different icons, you cannot use it to collect a set of 2 or 3 identical icons. So, choose wisely!

**The player with the highest score wins the game!**

### Scoring example:



Sealed Portals	16	13	15
Unused Tools	-2	-3	0
Additional DP for Icon Sets	+8	+9	+9
<b>Final Score</b>	<b>22</b>	<b>19</b>	<b>24</b>

Thanks to the careful choice of tools and completing a set of five different dimension icons, **Player #3 wins the game!**

### Ties

What happens in case of a tie? Use the following rules, in order, to decide the winner:

- 1 The player with the fewest unused tools.
- 2 The player with the most sealed portals.
- 3 The player with the most cards in hand.
- 4 If the above rules do not break a tie, all tied players share the victory.



## Advanced Rules and Game Variants

### Basic Scoring

During your first game or when playing with younger players, it is advised to use the basic scoring rules. They are very similar to standard scoring rules, with the exception of additional DP for sets of dimension icons:

- Each player counts DP for their sealed portals (numbers shown inside the bulbs).
- Then, each player loses 1 DP for each unused tool!

**The player with the highest score wins!**

### Deadly Portals

Now, horrible creatures from parallel realities are crawling out to steal your research results. This game variant makes the game a little more risky and chaotic during the final scoring.

- The game ends when creatures pass through open portals to our world and steal your data. Players must

discard all their portal cards that have the same icons as the portals that are still left face-up above the transformers.

- Then, each player counts DP for their remaining sealed portals.
- Finally, each player loses 1 DP for each unused tool in their lab.

**In this mode you don't collect points from sets (Omni Set and Specialization Set).**

**The player with the highest score wins!**

### Short Game

If you wish to play a shorter game, discard 1 random portal card from each portal stack.

## Solo Play

If you want to play Multiuniversum by yourself, feel free to try the solo play variant. It may be a great way to learn the game rules before explaining them to your friends.

When playing solo, perform the game setup normally. Choose a scientist marker for yourself and another one for the **virtual player**. Place the proper lab cards on the table and the scientists on their corresponding transformer cards (the cards matching the color of a given player's marker). Don't draw a hand of cards for the virtual player, he doesn't have one. Just the scientist and the lab.

Start the game as normal. Once you have finished your turn, resolve the virtual player's turn. The virtual player draws no cards. Instead, each turn he draws 2 cards and automatically adds them as tools - place those cards under his lab card. If the row of tools becomes too long, just stack them based on identical icons.

If the virtual player can seal a portal above the transformer he is currently on, he does this. In that situation, discard any required tools from under his lab card and place the sealed portal card under his lab card. Then, move his

scientist marker to the next transformer in the clockwise direction and end his turn.

If the virtual player cannot seal a portal, move his scientist marker to the next transformer in the clockwise direction and end his turn.

The game ends immediately when 3 portal stacks have been depleted. This is a real speed challenge, so keep thinking or you will lose the game!

At the end of the game, count your score normally. Then, check how many DP the virtual player has managed to gain:

- Count DP for his sealed portals.
- The virtual player loses no DP for unused tools.
- Check the sets of dimension icons and arrange the cards so that they bring the most DP.
- Add up all DP from the sources mentioned above to get the final score.

Finally, compare your score with the virtual player's score. Whoever gets the highest score, wins the game!

**If you really like competition, you may even start recording your scores!**

## Credits

**Designer:** Manual Correia

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## Action Cards



Draw 2 cards from the top of the action card stack.



Resolve the action of your current transformer.



Take your scientist marker and place it on any transformer.



Seal the portal laying face-up above your current transformer.



Take any card from the discard pile and add it to your hand.

## Transformer Abilities



Take 1 portal stack, then place portal cards from this stack in any order you choose. Do not reveal this order to other players.



Draw 3 cards from the top of the action deck and add them to your hand. Then, choose 2 cards (from among all the cards you have in your hand now) and discard them to the discard pile.



Choose any 2 face-up portal cards and switch their places between the transformers. But remember! You cannot place portals above deactivated transformers (i.e. where the card stack is already depleted).



Place the topmost portal card from each transformer on the bottom of its portal stack.



At the end of your turn, when discarding the cards you have just played to the discard pile, keep one of those cards as a tool (place the card under your lab card). **IMPORTANT:** You may only keep a card that was played as an action (i.e. not used this turn as a tool).

## Game End Scoring

**Sealed Portals:** First, each player counts the DP for the portals they have sealed. The DP are shown inside the bulb icon in the upper left corner of each portal card.



**Unused Tools:** Then, each player loses 1 DP for each of their unused tools (i.e. the ones still under their lab card).



**Dimension Icons:** Finally, each player counts DP for dimension icons shown on their portal cards. You gain additional DP for certain sets of icons, so be careful when sealing portals!



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