M101

Game Rules

Introduction

In a distant galaxy several burgeoning races are at the dawn of space exploration and, having mysteriously discovered faster than light travel at the same time, are ready to take to the stars.

Over the course of the game, players will compete to expand their civilisations, colonise new star systems, establish interstellar trade routes and develop the technology required to create the most successful galactic empire.

Overview

Choose an action phase each round, but be sure that it helps you more than it helps your opponents.

ADVANCE your civilisation by collecting the octagonal game cards you need. As well as being the cards you will bring into play on the board, these are the game currency which you draw as income and spend by discarding.

BUILD new infrastructure and **COLONISE** new star systems, either by peaceful or military means. Grow your empire and gain: abilities which will help you during the game; and Victory Points (VPs) which mark the success of your empire.

DELIVER supply cubes to spread your cultural influence and establish interstellar trade routes. These provide additional abilities, income and VPs.

EXPAND your influence into neighbouring empires to compete for control of their colonies. Gain access to the abilities, VPs, supply cubes and demand spaces found there.

Play until you have placed all of your influence, filled the galaxy with cards or reached your pre-determined end time. Win by being the player with the most VPs at the end of the game.

Contents

Components

Coloured Areas

Different colour areas are used for different player counts:

2p - white only

3p - add blue

4p - add red

Green and yellow are used in later expansions.

Types of Cube

35 Grey - non-essential goods, media and entertainment

30 Brown - useful technology and scientific knowledge

25 Red - weapons

20 Green - organic resources

The Game Board
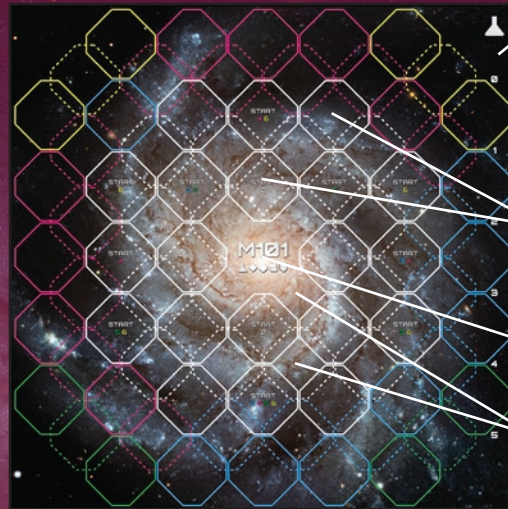
Tech Track

Players' tech discs are placed here to show their tech level and initiative order. The research area is laid out beside the board here.

System Spaces

System cards are placed here

Galactic Centre

Cannot be colonised

Infrastructure Spaces

Infrastructure cards are placed here.

128 Octagonal Game Cards

Cards are used as the game currency or played onto the board as systems and infrastructure.

24 Action Selection Cards (6 of each in 4 player colours)

Each round players select an action card for their phase of choice. This phase is performed by all players.

110 Coloured Supply Cubes In 4 Colours:

Supply cubes are used to represent surplus goods in certain systems which can be delivered to meet demand in other systems to provide VPs and/or income.

140 Coloured Influence Disks (35 of each in 4 player colours)

Disks are put on each card a player places on the board to show influence and control.

4 (big) Coloured Tech Level Disks (1 of each in 4 player colours)

These mark each player's current tech level based upon powers on cards they control.

1 Rulebook (this)

1 Quick Start Guide, 4 Quick Start Reference sheets.

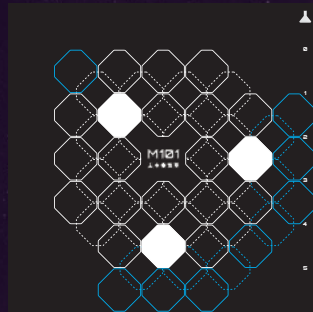### 4 Round Summary/Reference Sheets

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Game Setup

Select the correct board configuration for the number of players:
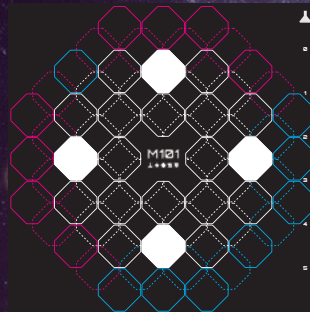
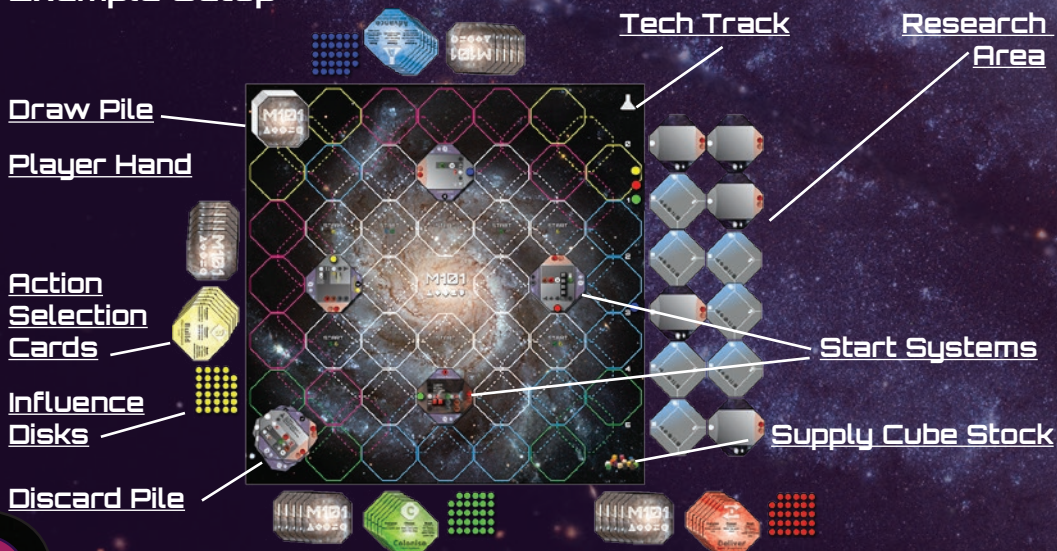| 2 Players	3 Players	4 Players

Start spaces are shown in white; green and yellow are not used.

- Each player chooses a colour and takes: a set of 6 action cards, 30 influence disks and one tech level disk in that colour.

- Find two start systems from the deck for each player to choose from.

- Shuffle the deck and deal a starting hand of 5 cards to each player.

- Form the Research Area next to the board by placing 2 cards face up next to each level of the tech track.

- Place the remaining cards face down to form the draw pile.

- Each player looks at their hand then discards one start system (create a face up discard pile) keeping the other; placing it on a starting space.

- Each player puts one of their influence disks on the political control space of their start system (the white circle on the left of the card).

- Place supply cubes on start systems where indicated. Put the remaining supply cubes in a pile next to the board.

- Place the tech level disks of each player in a randomised order in tach level 1 of the tech track to create the initiative order. Next, in initiative order, apply any tech level advances shown on players' start systems.

Example Setup

Draw Pile

Player Hand

Tech Track

Research Area

Action Selection Cards

Start Systems

Influence Disks

Supply Cube Stock

Discard Pile

Start Systems

Start systems can be identified by the cyan backgrounds at the top.

Each one has a unique number ranging from S1 to S10.

Handicap Variant:

More experienced players may choose to start the game with fewer than 5 cards in hand. This can be a good challenge and make for a more balanced game while new players are learning.

Game Concepts

Before playing for the first time, players need to be familiar with the following game concepts. This section of the rules gives an introduction to the different mechanisms in the game.

Aim

The aim of the game is to score the most VPs, gained in four ways:

1. VPs for infrastructure:

   a. Standard infrastructure give a fixed number of VPs (as shown on the card) to the controlling player.

   b. Special infrastructure give variable VPs for meeting conditions detailed on the card.

2. VPs for systems: each system shows two VP values. The number in the big VP symbol is scored by the player who controls the system at the end of the game. The number in the small VP symbol is scored by each other player who influences that system.

3. Delivering supply cubes: fulfilling demand spaces marked with a VP icon gives the deliverer a number of VPs at the end of the game. In addition, certain systems give extra VPs to a player who delivers a combination of cubes; provided that all those cubes were delivered by the same player, these are marked with a ⟩ symbol.

If level on VPs, the player with the best narrative about their civilisation wins. Players are encouraged to create a story about their people and what happened to them during the game, based upon the cards played. There is an alternative tie-break if preferred.

VPs

Each card gives a number of VPs as shown by this icon:

Multiple players can score VPs on a system. Only one player can score VPs on infrastructure.

Special infrastructure showing ? give variable VPs as detailed.

Action Phases

Each round consists of one or more action phase, as chosen by the players. Each player chooses one phase at the start of the round then each chosen phase happens, once, in alphabetical order. Phases A - D will only happen if chosen by one or more players. Phase E happens every round.

All players can participate in all phases (not just the one they chose) but the chooser receives a bonus. Phases can be boosted by discarding a card to give further benefits. The different phases are:

A. ADVANCE - take cards from the research area

B. BUILD - place infrastructure cards

C. COLONISE - place system cards

D. DELIVER - deliver supply cubes

E. EXPAND - influence other systems or spaces

Cards and Placement

Cards are the game currency and the systems and infrastructure placed on to the board. When a card is placed, the cost (shown at the top) is paid by discarding that number of other cards from hand.

The cards are octagonal and tessellate in a unique way leaving square spaces between.

When placed onto the board, systems and infrastructure have specific legal spaces. Systems go on top and infrastructure slide underneath to form a sub-layer, overlapped by systems so that only the square centre of the infrastructure are visible when surrounded.

Players place cards onto the board in the Build (infrastructure) and Colonise (systems) phases throughout the game. These cards then provide VPs and card powers which give the controlling player bonuses, discounts and abilities. Supply systems also provide supply cubes which can be delivered to fulfil demand spaces on other systems and provide further income, VPs and (occasionally) abilities.

Card Powers

Once placed, cards provide powers which affect the game. These are graphically shown on each card next to the icons for the phase(s) in which they take effect. More complex powers are also explained with on-card text.

Powers provide discounts to place other cards, additional income and/or other abilities and benefits. All card powers are explained in detail later in the rules.

Many infrastructure cards have powers shown on the overlapped tabs. These are activated when an overlapping system is placed in the colonise phase (not when the infrastructure is placed) and are usually only apply to the player controlling the infrastructure (and only) if they place the overlapping system themselves.

All powers (including overlap) stack and are cumulative. Some powers apply globally, while others are specific to adjacent board spaces. Powers shown on systems can only be used by the controlling player.

Before your first game, you are advised to look through a selection of cards and use the appendix to understand how the different powers work.

Military

A player's military strength is the cumulative total of all the red + and - numbers in the target icons shown in the colonise phase of any cards they control. It can be used instead of payment for placing or expanding into systems. With sufficient total military strength to equal its cost, a system may be placed (in the colonise phase) or expanded into (invaded - in the expand phase) for no cost.

Some military powers (where preceeded by an 'adjacent' icon or shown on an infrastructure's overlap tab) only apply to adjacent cards. Some cards provide additional military strength for invading (shown in the Expand phase). Military strength can be used once per phase so it must be split if used for boosted actions.

Card Tessellation

Systems

Infrastructure

Phase Power Icons

Each card shows all the phase icons.

For each power on a card, the phase in which it applies is highlighted in white.

Military Strength

Invasion Power

Political Influence

Cultural Influence

Military Influence

Influence and Control

When a player places a card, they always place an influence disk on it.

Infrastructure can never be influenced by another player and never have additional influence added.

Systems can have three kinds of influence:

- **Political influence:** placed in the light area with a dove shape when colonising or expanding peacefully.
- **Military influence:** placed in the red area with a spaceship shape when colonising or invading with military.
- **Cultural influence:** placed when delivering supply cubes to demand spaces.

Players can influence systems and empty system spaces in the Expand phase. An empty space may only have one influence disk.

When a player gains more influence on a system than any other player, they gain control provided they have at least one political or military influence. This is shown by placing their influence disk onto the appropriate (political or military) control space.

Control is only lost once another player has more influence on that system. If tied, control remains with the current controlling player. Control of a system gives a player access to the card powers of the system as well as the larger number of VPs and any income due from deliveries involving that system.

Initiative and Turn Order

Players are encouraged to act simultaneously where possible but, at times, it is important to act in turn. Each phase has an initiative order as follows: Players who boosted the phase act first, then players who chose the phase, finally all other players. Ties are broken by the order of players' tech disks on the tech track from highest to lowest.

When placing cards, players only need to wait if they wish to place a card in a space which could be taken by a player before them in initiative order. It can help to ask a player what their intentions are to avoid having to wait unnecessarily.

Supply and Demand

Supply cubes can be delivered to demand spaces on other systems in the deliver phase. A player must be able to move the cube from and through a contiguous chain of systems or spaces they influence. Cubes can be delivered to systems not yet influenced by that player only if adjacent to such a chain. For each opponent's system a player moves a cube through, they must pay 1 card to the controlling player.

A cube can be delivered to either a white demand space or one of the same colour as the cube. The cube is kept by the deliverer and the demand space is filled with an influence disk. Players may only sell (deliver to a € demand space) one cube per deliver phase and only if they chose deliver. € spaces provide cards.

Playing The Game

Game Summary

The game takes place over a variable number of complete rounds until, at the end of a round, one of the two end game conditions is met:

1. Any player has placed all 35 of their influence disks; or

2. Any player has no legal space to place any card.

For each round, players begin by simultaneously choosing an action selection card. Then, each action phase selected by at least one player takes place. The Expand phase happens every round (even if not chosen by any player).

At the end of a round, if an end game condition is met proceed to scoring, otherwise the game continues with a new round.

The Game Round

Action Phase Selection

Players simultaneously choose an action selection card and place it face down in front of them.

At this time, players may choose to boost their action selection by placing a card from their hand face down alongside their action selection card - this card will be discarded.

Alternatively, players may choose to place their 'No Boost' card along with their selected action in an attempt to bluff and prevent other players knowing whether they have boosted their selection or not.

When everyone has chosen, the action cards are revealed. The game round then follows with each phase chosen by one or more players taking place in order (a to e). The phases not selected by anyone do not take place (except E which happens every round). Any player may participate in each phase, even if they did not choose it themselves. However, the player(s) choosing the phase will receive a bonus.

Players choose an action selection card.

Remember:

Players with the highest initiative act first in a phase.

Each phase has a different initiative order depending on who chose the phase:

First are players who boosted that phase, then players who chose the phase, then everyone else.

Initiative ties are broken by the order of players' disks on the tech track.

Why Boost?

Boosting allows you to act before all other players in that phase and gives you a powerful additional bonus depending on the phase.

Example

In a four player game BLUE and YELLOW choose advance, RED deliver and GREEN colonise, boosted by discarding.

The Advance, Colonise, Deliver and Expand phases each take place once, in that order. The Build phase does not happen as no one chose it but Expand happens every round.

Advance

Take cards from the research area

Chooser Bonus

Take an extra card; access cards one tech level higher.

Boost Bonus

Gain a tech level increase

Tech Level

A player's tech level is the total of the + tech level icons on cards they control plus any tech level increases they have gained.

When a player gains a tech level, immediately move their tech level disk to the new level (below any disks already at that level). If already at level 5, move the disk infront of any already there.

Summary

In initiative order players take one card from the research area (plus extras from chooser bonus and card powers) from their tech level or below.

Once all players have taken their cards, refresh the research area.

Details

Players who chose this phase may draw cards from one tech level higher and draw an additional card.

Players that boosted place an influence disk in the research symbol and immediately gain a tech level increase before they take cards.

Do not move cards up or refill any spaces until everyone has taken their entitlement of cards.

If a player needs to take a card but does not have access to any in the research area then it should be drawn from the top of the deck.

Refresh the research area:

At the end of the phase, remaining cards are moved up (towards level 0) to fill any spaces before new cards are drawn to refill the research area so that each tech level has two cards.

Example:

(Before) In a 4 player game GREEN boosted and YELLOW chose the Advance phase.

GREEN acts first and imediately places an influence disk on the research symbol and moves their tech level disk up one level (boost bonus). They now choose 2 cards from 1 level higher than their new tech level (or below) taking cards A and B (chooser bonus).

YELLOW is next to act, taking cards C and D (chooser bonus)

BLUE acts next (higher tech level) and takes card E.

RED is last to act, taking card F.

Finally, the research area is refreshed: all remaining cards are moved up in their respective columns towards level 0 and new cards are added to leave 2 cards at each tech level.

(After)

Build

Summary

Players may place an infrastructure card adjacent to any system they influence.

An influence disk is placed on the card and the cost is paid by discarding cards from hand.

Details

Phase choosers get a discount of -1 to the cost of placing infrastructure. Boosters may place a second infrastructure card.

When placing a second infrastructure card, powers shown on the first infrastructure card placed in this phase may be used.

Infrastructure must be placed so that either the name or at least one overlap tab slots underneath a system which that player influences.

Infrastructure may not be placed where the space is completely surrounded by four systems (we tried and it was too fiddly!).

An overlap tab does not normally activate until a system is placed on top of in it a future colonise phase.

Upgrade Variant

An optional variant is to allow players to upgrade an existing infrastructure by paying only the difference in cost to replace it with an infrastructure card costing more. This would be done instead of a regular buid action.

Example

In a 4 player game GREEN chose and BLUE boosted the Build phase. Initiative order is BLUE (phase booster) GREEN (phase chooser), YELLOW (higher tech level) then RED.

GREEN and BLUE each get a discount for Building. As RED is placing in an uncontested location (A) they do not need to wait. YELLOW chooses not to place a card. GREEN must wait for BLUE to place his infrastructure as he wants to place in space B (which BLUE could access). BLUE places his first infrastructure in space C and his second infrastructure (D) for which he now gets a discount from the card power on the first infrastructure he placed.

Each player now places an influence disk on and pays for their infrastructure by discarding cards from hand (remembering to use any applicable card powers).

Finally, BLUE and GREEN each gained tech levels so their tech level disks should immediately be moved up on the tech track (in order).

Place infrastructure cards

Chooser Bonus

-1 cost to place infrastructure.

Boost Bonus

Place a second infrastructure card.

Running out of Influence

If a player has placed all 35 of their influence disks, the game will end at the end of the current round.

For the remainder of the round, whenever that player needs to place influence, a proxy should be used – we recommend using a different colour of supply cubes for each player requiring proxies.

Colonise

Place system cards

Chooser Bonus

-1 cost to place a system.

Boost Bonus

Place a second system card.

Splitting Military Power

If a player with military strength of 5 boosted the Colonise phase, they would get a temporary bonus of +1 military giving 6 to use and would be able to colonise 2 different systems.

Colonising a 3 cost system would (temporarily) use 3 military power, leaving 3 military to use for colonising a second system (costing up to 3) this phase. They could, instead, pay to place a higher cost system.

Remeber, military cannot be used as part payment.

Summary

Players may (simultaneously where possible, otherwise in initiative order) place a system card adjacent to any card they influence.

Either: a) Place an influence disk on the political control space and pay the cost by discarding cards from hand;

or b) with military strength greater than or equal to the cost of the system: place an influence disk on the military control space and pay nothing.

Finally place a supply cube on the system for each square shown.

Details

Phase choosers get a discount of -1 to the cost of placing a system and a temporary military strength increase of +1. Boosters may place a second system card.

A player's total military strength can only be used once per phase but can be split as required. When placing a second system, card powers shown on the first system placed may apply.

Players must place their systems into a system space so that at least one edge is adjacent to a card or space which that player influences.

Any influence already in the space is placed into the political influence area, but the player placing the system retains control.

If there are insufficient cubes available in the supply, the cubes are not placed (do not use proxies).

Example

In a 4 player game: Initiative order is YELLOW (phase chooser), BLUE (higer on the tech track), GREEN then RED.

YELLOW places in space A, paying by discarding cards from hand with a -1 discount (chooser bonus).

BLUE places in space B, discarding cards with a -1 discount (overlap tap power).

GREEN draws a card (card power), places in space C, pays by discarding then draws a card (overlap tab power).

With military of 3, RED places a 3 cost system for free (A);

Now each player places an influence disk on the appropriate political or military control space (along with any requred supply cubes and any existing influence from the space) on the systems placed.

Deliver

Deliver supply cubes

Summary

In initiative order, players may deliver 1 supply cube (plus any extra for chooser/booster bonus and card powers) to fulfil empty demand spaces which are white or match the cube colour.

Choosers and boosters only may sell 1 cube per deliver phase by delivering to a € space, drawing cards equal to the € value.

Players may only deliver cubes from and through a contiguous chain of systems or system spaces they influence. These may be delivered to a system (whether influenced by them or not) adjacent to this chain.

For each delivery, collect any cards due from the demand space (and any bonuses from card powers) then pay 1 card to the controling player of each system that the cube moved from/through/to.

Chooser Bonus

Deliver a second supply cube; use a € space

Details

Phase choosers may deliver a second cube and boosters a third.

White demand spaces can be fulfilled by any colour cube, otherwise demand spaces can only be fulfilled by cubes of a matching colour.

Payment for moving cubes through other player controlled systems may be paid out of cards gained from that delivery.

If, by placing influence on a demand space, a player now has the most influence on that system (and they have at least one political or military influence there): move the previous controlling player's influence disk off the control space and move a disk belonging to the new controlling player to the control space within an influence area where they have influence. Only one control space may be filled.

Boost Bonus

Deliver a third supply cube

Example

In a 4 player game, GREEN boosted and BLUE chose the Deliver Phase.

GREEN acts first, delivering 3 cubes (booster bonus) A, B and C to spaces 1, 2 and 3 drawing 3 cards and gaining 7 VPs. They then pay 1 card for each delivery to BLUE (controls the system). GREEN do not gain control as they have no political or military influence here.

BLUE delivers cube D to space 4 (gaining 1 VP and unlocking a new card power) and sells a 2nd cube (chooser bonus) E to space 5 (dawing 3 cards).

YELLOW chooses not to deliver.

RED delivers cube F to space 6, drawing 1 card and gaining 1VP before paying 1 card to YELLOW (controls the system).

All cubes are retained and influenced disks are placed on the fulfilled spaces by the respective delivering players.

Expand
*happens every round

Influence systems and spaces

Chooser Bonus

Draw 2 cards; Influence a second system or space.

Boost Bonus

Influence a third system or space.

Influenced System Spaces

When a player influences an empty space, this provides adjacency for the purposes of Colonising, Delivering and future Expand actions as well as preventing any other player influencing that space.

Influenced spaces may be colonisd as normal. The influence is placed onto the system (as political influence) and the colonising player retains control.

Summary

In initiative order, players take turns to place an influence disk on any system or empty system space adjacent to any card they influence.

To influence an empty system space (must have no other influence disk), place an influence disk in the centre for no cost.

When influencing a system, players either:

a) place an influence disk in the political influence area (white area with a dove shape) and pay one third of the cost of the system rounded up;

or b) (provided they have sufficient military strength) place an influence disk in the military influence area (red with a spaceship) for no cost.

Details

Players who chose this phase draw 2 cards at the start of the phase and may influence two (different) systems or spaces. Boosters may influence a third (different) system or space.

A player may not influence the same system multiple times in the same expand phase. An empty system space may hold only one influence disk.

To place influence into a system's military influence area, a player must have military strength greater than or equal to the cost of the system. This is called invading and has no cost.

The current controlling player may prevent another player from invading a system if they have greater military strength than the invading player. A player's total military strength can only be used once per phase but can be split as required.

If, after placing a disk, a player now has the most influence on that system: move the previous controlling player's influence disk off the control space and move a disk belonging to the new controlling player to the control space within the influence area where they have influence. Only one control space may be filled.

Example

In a 4 player game, RED boosted the Expand phase. None of the other players chose Expand so their initiative order is set by tech level.

RED acts first drawing 2 cards (chooser bonus) then influincing spaces A then B (no cost) before paying 1 card (1/3 of the cost - round up) to influence system C. YELLOW retains control while total influence is tied.

YELLOW is next to act drawing 1 card (from a card power) before influencing space D (no cost).

Next, BLUE influences space E (no cost) before finally GREEN influence space F (no cost).

Round End

Check if one of the two end game conditions has been met:

1. Any player has placed all 35 of their influence disks; or

2. Any player has no legal space to place any card.

If an end game condition has been met proceed to Game End, otherwise the game continues with a new round.

Action selection cards (and "No Boost" cards) are now picked back up. All actions are available to each player each round.

Players may never hold more than 12 cards in hand. If drawing cards would take a player over 12 then those cards are not drawn.

Check for game end conditions

Start a new round

Game End

Add up each player's total VPs. The winner is the player with the most VPs.

It is recommended to use a pen and paper. For each player add up:

- Points for special infrastructure
- Points for regular infrastructure
- Points for systems controlled and influenced
- Points for fulfilled demand spaces (and combos)

Tie Break

Each tied player tells the brief story of their empire and how the cards they played and influenced were involved. The player with the best narrative as voted by all players wins.

Alternative Tie Break

The player with the highest tech level marker wins.

Add up players' scores and determine the winner.

Glossary

Action Phase Selection
The phase at the start of each round where each player chooses an action selection card.

Action Selection Cards
Cards, representing the action phases, players choose from during action phase selection.

Advance
The action phase in which cards are gained from the research area.

Barren System
A system card (with a black symbol) which does not provide supply cubes.

Boost
When a player discards a game card when choosing their action selection card to gain a bonus in their chosen action phase.

Booster (Phase Booster)
A player who boosted the currently active action phase this round.

Build
The action phase in which infrastructure cards are placed; the act of placing an infrastructure card.

Cards (Game Cards)
The systems and infrastructure which are also used as the game currency.

Chooser (Phase Chooser)
A player who chose the current action phase this round.

Colonise
The action phase in which system cards are placed; the act of placing a system card.

Control
The player who has the most influence on a card has control giving them use of powers on that card.

Cube (Supply Cube)
Coloured cubes which are placed on supply systems. These can be delivered to fulfil demand spaces in the deliver phase.

Deliver
The action phase in which supply cubes are delivered and cultural influence is placed; the act of delivering a supply cube.

Demand Space
Circular spaces on system cards where players place cultural influence, fulfilled by delivering cubes in the deliver phase. € demand spaces let you sell a cube for cards equal to the € value. Only players who chose the deliver phase can sell one cube as one of their deliveries.

Disk (Influence Disk)
Coloured disks which players place to show influence and control of game cards on the board.

Expand
The action phase in which players influence existing systems; the act of influencing a system.

Influence
The action of placing an influence disk onto a system card in the Expand phase; or having at least one influence disk on a card.

Infrastructure
Type of game card, identified by its square centre shape and card type symbol, which can be placed in the Build phase on infrastructure spaces.

Initiative (Initiative Order)
The order in which players must act in a phase if they are contesting a card, space or cube.

Keyword
A coloured word in a card's name indicating which game faction it belongs to.

Military Strength
A card power which provides an alternative way for paying for placing and influencing systems.

Overlap (tabs/powers)
The powers shown on the edges of infrastructure cards which activate if an overlapping system is placed.

Phase (Action Phase)
The phases each game round is split into in which players may take certain specific actions and make use of applicable card powers.

Place
The action of placing an infrastructure or system card onto the board in the build or colonise phases respectively.

Power (Card Power)
Abilities shown on a cards providing bonuses such as discounts and income in action phases or; shown next to the icon for the phase in which it applies.

Research Area
The area beside the game board, split into tech levels, from which players draw cards in the Advance phase.

Round
A cycle of phases consisting of an action selection phase followed by each action phase chosen by one or more player.

Sell
Delivering a cube to a € demand space to receive cards in the deliver phase.

Space …the final frontier
The locations on the board where players may place systems and infrastructure.

Start Space
One of the spaces on the board where players place their start system as determined by the number of players.

Start System
The systems, identified by their lighter colour background, of which each player is dealt 2 at the start of the game, from which they choose one to place on their start space; the other is discarded.

Supply System
A system card which provides supply cubes.

System
A type of game card which can be placed onto system a space in the Colonise phase.

Tech Level
Where players places their tech level disks on the tech track, determined by card powers in the Advance phase on cards they control; and the adjacent section of the research area.

Tech Track
The numbered edge of the board next to the research area where players' tech levels are indicated.
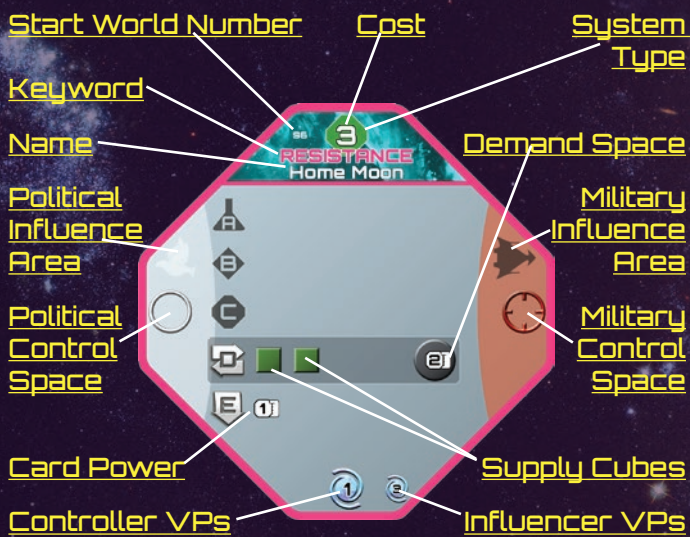
VPs (Points, Victory Points)
Shown on the cards players influence, the player with the most VPs at game end wins.

Appendix

Game Cards in Detail

Systems

The star systems, planets and other objects in space which house your population and provide the resources used by your civilisation. Be the first to colonise or join existing species and make use of their expertise and technology.

Start World Number   Cost   System Type

Keyword

Name

Political Influence Area

Political Control Space

Card Power

Controller VPs

Demand Space

Military Influence Area

Military Control Space

Supply Cubes

Influencer VPs

Types of System

The type of system is significant for scoring criteria for Special Infrastructure and various card powers.

Barren Systems are those which come with no cubes and have a black System Type.

Supply Systems are those which come with supply cubes and have a coloured System Type. The colour represents the dominant cube on the system; if no colour is dominant then the system is diverse and has a rainbow colour (they don't count as any other colour).

Keywords

CORPORATION   GOVERNMENT   HIDDEN   RESISTANCE

Keywords show what faction a card belongs to. Both systems and infrastructure can have any of the keywords. When a card has a keyword, it also has a related coloured border for easy recognition. Keywords relate to scoring criteria for Special Infrastructure and to various card powers.

Infrastructure

The infrastructure you build, discoveries you make and political structure you install. This includes space stations, military forces, interstellar networks, political organisations and scientific advances.

Keyword   Name

Cost

Overlap Powers

VPs

Card Powers

HIDDEN Nano Technology
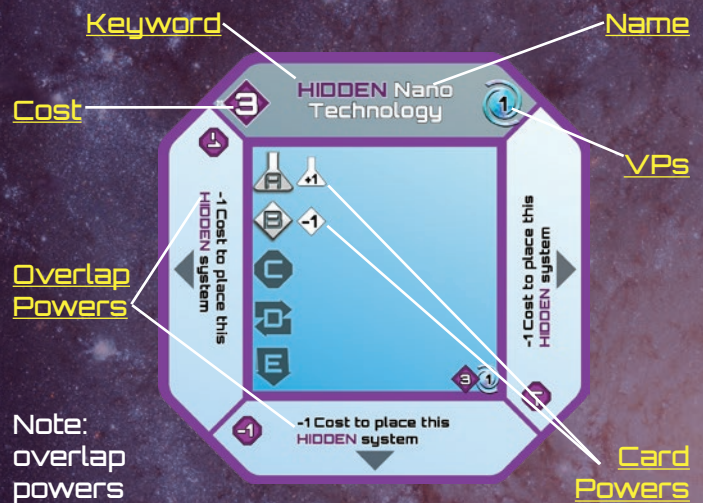
Note: overlap powers usually only activate in the colonise phase in which the player controlling the infrastructure places a system that overlaps the tab, not when the infrastructure is placed or when another player places the system; unless stated otherwise.

Types of Infrastructure

There are two types of infrastructure:

Regular Infrastructure provide powers in the game and a fixed amount of VPs.

Special Infrastructure are powerful organisations or significant discoveries in the galaxy that provide strong in-game powers and can potentially be worth many VPs. Points are variable depending on meeting other criteria.

Card Powers in Detail

Each card shows each of the 5 phase icons in order. For each phase in which the card has an ability, the phase icon is shown in white, otherwise it is black and transparent.

Cards show a range of immediate, one-off and ongoing abilities which take effect in the various action phases. Each ability is shown with one or more icons aligned with the symbol for the phase in which it takes effect. Complex powers are also explained in words on the cards themselves.

Any text on cards relates directly to the icons shown on that card to clarify what they mean. The position of the text is not indicative of the phase in which it takes effect, look instead to the position of the relevant icons.

Icon Details

Anyone can trigger this power. The reward is received by the controlling player, not the triggering player.

This power only applies to cards adjacent to this one (or the card specified).

Gain the benefit (to the right) for each time you meet the condition (on the left).

Immediately move up a tech level.

Take an extra card.

Draw 1 card. On its own this means draw a card at the start of the phase. If preceded by other icons then it means you draw a card after meeting the conditions shown.

Building infrastructure. White means any infrastructure. A coloured icon refers to infrastructure with the associated keyword.

This infrastructure.

-1 cost for building infrastructure.

Colonising a system. White means any system. A coloured icon refers to systems of a certain type or with the associated keyword.

Supply systems.

This system.

Any system you control.

Using military strength to colonise a system.

A system you do not influence.

+1 military strength.

Deliver a cube.

Deliver an additional cube.

Deliver a cube of this colour - can be to a white demand space.

Sell a cube.

+1 card when you sell a cube.

Place political influence.

-1 cost to place political influence.

Pay 0 instead of the normal cost for placing political influence.

Influence an additional system.

Invading (placing military influence).

+1 military strength for invading.

Invade an additional system.

Supply Cubes and Demand Spaces

After a supply system is placed, one cube (of the corresponding colour) is placed onto it for each square shown.

Supply cubes can be grey, brown, red or green.

Many systems have demand spaces which can be fulfilled in the Deliver phase to gain VPs, cards and (occasionally) unlock powers.

Deliver any colour cube. Gain 1VP (at game end).

Deliver a red cube. Draw 2 cards and gain 1VP.

Sell a green cube (phase chooser only, max 1 per phase). Draw 5 cards.

When one or more demand spaces followed by a ⟩ symbol are fulfilled by a (single) player, they receive any reward to the right of the ⟩. If this is aligned with a phase icon and has a white background, it unlocks a power which becomes active in the highlighted phase.

Deliver 2 cubes of any colour. Gain 1VP a piece. After both delivered gain a further 2VPs.

Deliver 2 brown cubes for 2VPs a piece. After both delivered draw 2 cards.

Deliver a red cube. Gain 1VP; unlock power in the Colonise phase: +1 military strength.

Special Infrastructure

The CORPORATION

②: ◇◇

2 VPs per CORPORATION card you control

①: ⬡

1 VP per other grey system you influence

The HIDDEN Network

②: ◆◆

2 VPs per HIDDEN card you control

①: ◆

1 VP per other HIDDEN system you influence

Self Sufficiency Agreement

②: ⬢
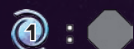
2 VPs per green system you influence

①: ▪

1 VP per undelivered green cube on all systems

Galactic Media Empire

①: ⬤

1 VP per grey cube you delivered

①: ⬡

1 VP per grey system you influence

Galactic Developers Guild

②: ⬢

2 VPs per card with a build power you control

①: ◇

1 VP per other infrastructure you control

Galactic Colonial Empire

①: 🕊

1 VP per political influence you have

Military Alliance

①: ✦

1 VP per military influence you have

Galactic Weapons Trade

①: ⬤

1 VP per red cube you delivered

①: ◆

1 VP per red system you control

The Galactic GOVERNMENT

②: ⬢⬢

2 VPs per GOVERNMENT card you control

①: ⬡

1 VP per other GOVERNMENT system you influence

Galactic Science Guild

②: ⚗

2 VPs per tech level.

①: ⬢

1 VP per brown system you influence

The RESISTANCE

②: ◆◆

2 VPs per RESISTANCE card you control

①: ⬢

1 VP per GOVERNMENT system you influence

Galactic Power Brokers

⑫

-①: ⬤

-1 VP per unused influence disk

Council of Barren Systems

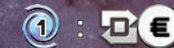①: ⬢

1 VP per barren system you influence

①: ⬢⬤

1 VP per cube you delivered to barren systems

HIDDEN Profiteers

①: €

1 VP per cube you sold

①: ▫€

1 VP per card with any € power you control

Credits

Game design by Peter Chinkin. © Copyright Peter Chinkin 2015, all rights reserved.

Game development: Rich Alison and Hal Duncan.

Card art: Craig A Rouse.

Thanks to NoBoG and all the playtesters, I will list names in a later revision of the rules.

Thanks to NASA and Hubble for providing the photograph of galaxy M101 and others.

Special thanks to Thomas Lehmann for his game Race for the Galaxy which inspired the design of this game.

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Email: peter@chinkin.com

Comments and feedback welcome.

Game at a Glance

Game Setup

Give each player: choice of 2 start systems, hand of 5 cards, all action cards and disks of one colour.

Place chosen start systems (with influence and any cubes) and tech markers then setup the research area.

Game Round

Action Selection

Secretly, simultaneously choose an action card, may boost by discarding or use 'no boost'. Reveal cards. Phases A-D only happen if chosen by one or more players; E happens every round.

Action Phases

Phase	Anyone Initiative 0	Chooser Initiative 1	Booster Initiative 2	Details
Advance	Take a card from the research area (or deck).	Take a second card; draw from 1 tech level higher.	Gain a tech level increase	Chose one card (plus any bonuses) from their tech level or lower of research area or draw a card from the deck. Finally, refresh the research area.
Build	Place an infrastructure card.	-1 discount.	Place a second infrastructure.	Place an infrastructure. Pay cost (minus any discounts) by discarding cards from hand. Place a disk on the card.
Colonise	Place a system card.	-1 discount; +1 temporary military power.	Place a second system.	Place a system. Pay cost (minus any discounts) by discarding cards from hand; or place a system for free with sufficient military. Place a disk on the appropriate control space.
Deliver	Deliver one cube.	Deliver a second cube, sell (€) max 1 cube.	Deliver a third Cube.	Deliver one cube. Place an influence disc on the fulfilled demand space, keep the cube. For each system controlled by another player the cube passes through/from/to: pay a card to that player. Repeat as necessary.
Expand *happens every round	Influence one system	Influence a second system; draw 2 cards	Influence a third system.	In turn, players may influence a system or empty system space adjacent to any card they influence. Either: a) Place political influence. Costs one third of the system cost (round up); b) Place military influence for no cost with sufficient (unused) military power; c) Place influence in an empty system space (no cost)

Round End

Check for game end, pick up action cards and start a new round.