

tiny
EPIC
GALAXIES

BLAST OFF!

RULEBOOK



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PROLOGUE

Across the Universe there are countless numbers of Galaxies. You are the Supreme Commander of one of them, but not just any one of them... you control a Type III Civilization. You have mastered your galaxy and it's time to expand your cosmic footprint! However, you are not the only civilization with this kind of power and ambition. Opportunistic rivals from other galaxies are growing at astounding rates and the Universe is simply not big enough to satisfy the ambitions of all. If you maneuver your fleet strategically, colonizing a clever selection of planets, and managing your resources wisely, you can control the cosmos and leave your rivals in the past!

OBJECTIVE

Become a Type IV Civilization by earning the most **star points** (★). Star points are earned by colonizing planets and increasing the level of your galaxy. Whoever has the most star points at the end of the game wins!



1 Rulebook



4 Galaxy Mats



1 Action Mat



30 Planet Cards



6 Custom Dice



16 Wooden Starships



8 Wooden Resource Tokens



4 Wooden Galaxy Sliders



1 Wooden First Player Token





GAME SETUP

1. Give each player a **Galaxy Mat** in the color of their choice.
2. Give each player **4 Starships**, **1 Culture Token**, **1 Energy Token**, and **1 Galaxy Slider** in their color.
3. Players start the game with **2 Starships** on the center of their Galaxy Mat, standing upright. These are the player's starting starships. The other 2 starships are placed on the ship track on the spaces numbered 3 and 4.
4. Players keep track of their culture and energy levels by placing the corresponding tokens on the resource track on their Galaxy Mat. Start the game with **1 culture** and **2 energy**.
5. Players keep track of the level of their Galaxy by using the **Galaxy Slider** on the Galaxy Track of their Galaxy Mat. The Galaxy level determines how many dice and ships you can use during your turn. The level of your Galaxy also earns you star points. Start the game with the Galaxy Slider on the **first space (x)** of the Galaxy Track.
6. Shuffle the deck of **Planet Cards**. Draw 2 more than the number of players and place each one face up in the center in a line. These are newly discovered planets, ready for colonization. *For example, in a 3 player game, you would place 5 planets in the center.*
7. Place the **Action Mat** and the **6 Action Dice** in the center of the table.



GAMEPLAY

The youngest player goes first or choose your own method to determine first player. Give the first player the First Player Token. Players take turns rolling and activating a number of dice determined by their Galaxy level. Play continues until one player reaches **21 or more victory points**. After that occurs, continue play until the beginning of the starting player's next turn, when the game ends instead.

ON YOUR TURN

Refer to the Galaxy Track on your Galaxy Mat and take the number of dice specified for the level of your Galaxy and roll them. *For example, on the first player's first turn, they'll get 4 dice and 2 starships.* The dice you roll determine the actions you may take that turn. **You may activate the dice in any order you wish.** You do not have to activate all the dice during your turn.



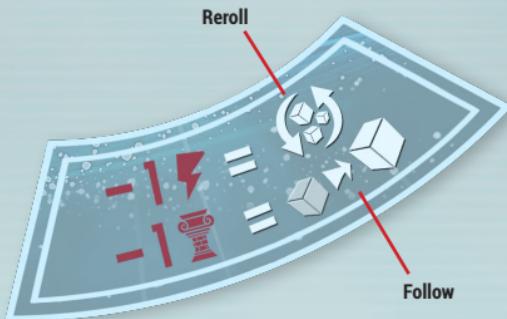
ACTIVATING DICE

To use the action shown on a die, move the die to the Activation Bay on the Action Mat and perform the action. A die cannot be used more than once in a turn; once used it must remain in the Activation Bay until the end of the turn.



REROLLING DICE

At any point during your turn, you may spend **1 Energy** () to reroll ALL your dice that have not yet been activated. You may continue to reroll your dice if you have the Energy to spend. **When rerolling, you MUST reroll ALL your dice that have not been activated.**



FOLLOW ANOTHER PLAYER

On a player's turn, after that player has activated a die and performed its action, and ONLY if the die was placed in a YELLOW activation slot, **all other players have a brief moment to decide whether they want to follow that action.** To follow, a player must spend **1 Culture** (). That player may then copy that die's action immediately. Each player may only perform 1 follow action per die. Any timing disputes during following should be resolved in clockwise order, starting from the player to the left of the active player. Dice placed in activation slots without a yellow border cannot be followed.



Dice placed in these activation slots may be followed by other players.



DICE ACTIONS:



MOVE A STARSHIP

Move one of your starships from its current planet or galaxy to another planet. When arriving at a planet, a starship may do one of two things:



1. Land on the Planet's Surface

If you land a starship on a planet's surface (*standing upright*), you may immediately perform the action listed on that planet's card.

2. Orbit the Planet

If you choose to orbit the planet, place your starship (*lying on its side*) on the starting position of the card's **colony track**. The symbol at the end of the track determines which action will allow you to advance the starship further along the track: **Life** or **Tech** (see p. 9). The first player to reach the end of the track will colonize the planet.



General Movement Rules:

- When you move, you must switch planets. You cannot move from the surface to the colony track on the same planet, and vice versa.
- You can have starships on both the colony track and planet surface of the same planet.
- You can only have one starship on each colony track.
- You can only have one starship on each planet surface.
- Starships from different players can occupy the same colony track spaces or planet surfaces. If at any point during the game your starship becomes displaced because the planet has been colonized, it is returned to your Galaxy Mat.
- You may move from a planet back to your Galaxy Mat. You may have multiple starships in your galaxy.
- You may not land on another player's Galaxy Mat or their colonized planets.



ACQUIRE RESOURCES



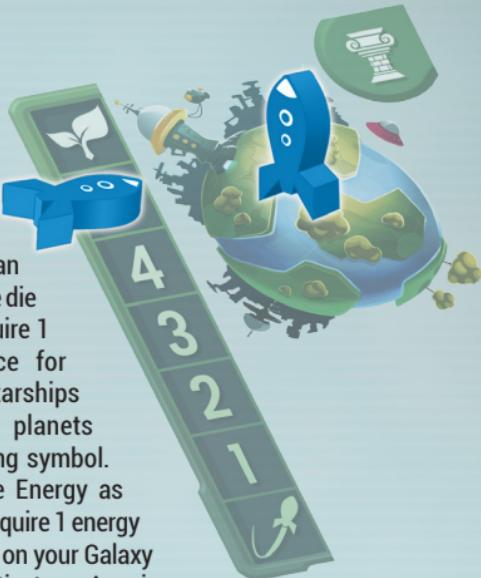
Energy



Culture

Planets can produce two different kinds of resources: **Energy** and

Culture. When an Acquire Resource die is activated, acquire 1 of that resource for each of your starships on, or orbiting, planets with the matching symbol. Galaxies provide Energy as their resource. Acquire 1 energy for each starship on your Galaxy Mat when you activate an Acquire Energy die. *In the example on the right, the player would acquire 2 culture from this planet if an Acquire Culture die is activated (1 for orbiting plus 1 for landed).*



Move the culture or energy token up the resource track to show how much you have acquired. You may only have a **maximum of 7** of either resource. If you spend all of a resource, remove the token from your Galaxy Mat until you acquire more.



ADVANCE COLONIZATION



Life

While orbiting a planet, starships work toward colonizing it by advancing along its colony track. Depending on the planet, you can use either **Life** or **Tech** to do so. The symbol on the last space of the colony track determines which action you must use. Activate the die to advance one starship forward one space on one colony track.



Tech



Colonizing Planets:

When you advance to the end of the track and reach the Life or Tech symbol, you have colonized the planet! All starships on the card are returned to their owners' Galaxy Mats.

Take the planet card and slide it under the action section on your Galaxy Mat so that the planet's ability and point value are visible. Announce your new star point total. **A new planet card is then drawn to replace it and is placed in the gap left by the colonized planet.**





UTILIZE GALAXY

Activate this die to perform either the action on your Galaxy Mat or the action on one of the planets you have colonized. For instance, in the example on the right, you can use one of the three actions listed. *For additional clarification on planet abilities, refer to the backside of the rulebook.*



Galaxy Mat Action:

Upgrade the level of your Galaxy; spend only Energy or Culture

Spend the number of resources equal to the next level of your Galaxy track. This cost must be paid either entirely in Energy or entirely in Culture; **they cannot be combined**. For example, to upgrade from the second to the third space, Galaxy level 3, you need to spend either 3 Energy or 3 Culture, not a combination.



Upgrading your Galaxy increases the number of star points it is worth, as indicated by the rightmost track. It also increases the number of dice and starships you can use. If you gain a starship, immediately place it on the center of your Galaxy Mat. This starship can be used on the same turn. If you gain another die, it will be available to you at the start of your next turn. After upgrading your Galaxy, announce your new star point total.



CONVERTING DICE

The Converter, found on the Action Mat, is used to turn a die to a face of the player's choice. To use the Converter, you must spend either 1 Energy or 1 Culture, then change the face of an inactive die to the face of your choice. This can only be done once per turn. A die placed in the converter can be followed by other players as indicated by the yellow border around the slot.



FINISHING YOUR TURN

Once you have activated as many of your dice as you wish to activate, and other players have had a moment to choose whether to follow the eligible dice, your turn is over. Remove all dice from the Action Mat, and then play passes to the next player in the clockwise direction.

END OF GAME

Once a player reaches **21 or more star points**, the end of the game is triggered. Play continues until all players have taken an equal number of turns.

21 ★

SCORING

After the last player finishes their turn, all players add the star points they've gained from colonized planets and their Galaxy level. The player with the most star points wins! If tied, resolve the tie using these tie breakers in order: the player with the most colonized planets, the player with the highest Galaxy level, the player with the highest combined total of resources. If still tied, enjoy your shared victory.

CREDITS

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PLANET ABILITIES REFERENCE CHART



Gain Resources.

Examples:

= Gain 1 Energy.

= Gain 1 Energy and 1 Culture.



Advance one of your starships on a planet's Colony Track.

Examples:

= Advance one of your starships one space on a Life Colony Track.

= Advance one of your starships two spaces on a Tech Colony Track.

= Advance one of your starships one space on EITHER a Life OR Tech Colony Track.



Each other player gains the corresponding benefit.

Examples:

= Each other player gains 1 Energy.

= Each other player may advance one of their starships one space on EITHER a Life OR Tech Colony Track.

Red icons represent a cost required to activate the ability of the planet.

Examples:

= Lose 1 Energy.

= Choose one of your starships to go down one space on EITHER a Life OR Tech Colony Track.

= Lose 1 inactive die.



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