



*tiny*  
**EPIC**  
GALAXIES

**BLAST OFF!**

# SOLO PRINT N' PLAY RULES

## SETUP

The game is set up like a normal 2-player game with the following exceptions:

1. Select an **Alien Galaxy Mat** for your opponent. Each mat has a unique Alien with a different difficulty level, noted in the upper left corner.
2. The Alien starts with **zero Energy** and **zero Culture**.
3. Place all **4 Starships** on its Galaxy.
4. Place the **Galaxy Slider** on the lowest space of the Galaxy Track.



## GAMEPLAY

You will take the first turn. You take your turns as normal, but the Alien plays by a different set of rules:

On the Alien's turn, take the number of dice listed on the Galaxy Track for its level. **Roll one die at a time**, placing each onto the Control Mat, and perform that action for the Alien.



This continues until all of the Alien's dice have been activated.



By spending **1 Energy and 1 Culture**, you can force the Alien to reroll a single die before it is activated. You can do this as many times as you have resources to spend.

You may follow any one of the Alien's **first 3 activated dice** by spending **1 Culture**. However, after rolling, if it is unusable by the Alien (such as a "Move a Ship" when no ships are in the Galaxy or "Acquire Resources" when the resource is maxed out) the die is discarded and it cannot be followed.



### MOVE A SHIP

Move one ship from the Alien's mat to the leftmost planet in the row that does not have an Alien ship, and place it in the starting space of the colony track. Alien Ships can never land on a planet's surface.



### ADVANCE COLONIZATION

When either a Tech or Life action is taken, advance ALL Alien ships on that type of colony track forward one space. Planets colonized by the Alien are slid under the Alien's mat, like normal.



### ACQUIRE RESOURCES

The Alien acquires resources just as if it were a player, except that its Galaxy produces both Energy and Culture. At the end of its turn, if a resource marker is at max level, the corresponding special actions below will occur. If both special actions occur, resolve Energy first, then Culture. When the action is done, move the marker back to "zero."



**AT MAX ENERGY:** The Alien's Galaxy upgrades, advance the Galaxy Slider 1 space.



**AT MAX CULTURE:** The Alien performs the actions listed on the orange dice pictured on its Alien mat (from top to bottom).



### UTILIZE GALAXY

Perform the action listed at the Alien's current level. Do not use the actions of its colonized planets. These actions include:



The Alien "gains," which can be resources or advancing all ships on Colony Tracks.



You "lose," which can be resources or regressing a ship on a colony track.



The Alien "steals" that resource from you, adding it to its resources.



All Alien ships in its Galaxy move to planets where there are no Alien ships.

### END OF SOLO GAME

The Alien instantly wins if it reaches **21 or more points** (from Planets and its level on its Galaxy Track) OR if its slider reaches the **skull space** at the top of its Galaxy Track. Likewise, you instantly win if you reach 21 or more points.





SOLO PRINT N' PLAY 1 OF 2

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EASY

6	6	6
4	5	5
2	4	4
1	4	4
0	4	4

FOLD IN HALF

MEDIUM

7	6	6
5	5	5
3	5	5
1	4	4
0	4	4

FOLD IN HALF



SOLO PRINT N' PLAY 2 OF 2

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**HARD**

21★ = ☠

9★	6
6★	6
4★	5
2★	4
	4

**FOLD IN HALF**

**EPIC**

21★ = ☠

10★	6
8★	6
6★	5
3★	5
	4

**FOLD IN HALF**