



A Galactic MicroGame by Scott Almes • 2-4 Players • 30 Min.

In addition to the rules, you will need the following components:

- 16 Space Ships (4 in each player color)
- 4 Cubes (1 in each player color)
- 4 Discs (1 in each player color)
- 4 Columns (1 in each player color)
- 7 Six-Sided Dice (blank)

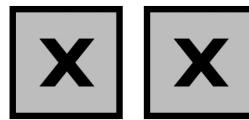
CONTROL CARD

ACTIVATION BAY



LOCK IN A DIE TO TAKE THE ACTION

CONVERTER



SPEND 2 UN-LOCKED DICE TO CHANGE 1 UN-LOCKED DIE TO THE FACE OF YOUR CHOICE. DICE PLACED HERE CANNOT BE FOLLOWED BY OTHER PLAYERS

LEGEND

- | | |
|----|-------------------|
| ↗ | MOVE SHIP |
| █ | HARVEST ENERGY |
| ○ | HARVEST CULTURE |
| ! | ADVANCE DIPLOMACY |
| \$ | ADVANCE ECONOMY |
| ▲ | ACTIVATE COLONY |

4 5 6 7

Dice Ships Cost VPs

3	 █ = Energy/Reroll ○ = Culture/Follow ▲ Colony Actions ↓ <div style="border: 1px solid black; padding: 2px; width: fit-content;"> Spend X Energy/X Culture to upgrade your Galaxy </div>	7	4	6	8
2		6	4	5	5
1		6	3	4	3
		5	3	3	2
		5	2	2	1
		4	2	x	0

4 5 6 7

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		5	2	2	1
		4	2	x	0

4 5 6 7

Dice Ships Cost VPs

7	4	6	8
6	4	5	5
6	3	4	3
5	3	3	2
5	2	2	1
4	2	x	0



■ = Energy/Reroll
○ = Culture/Follow
▲ Colony Actions ↓

Spend X Energy/X Culture to upgrade your Galaxy

4 5 6 7

Dice Ships Cost VPs

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■ = Energy/Reroll
○ = Culture/Follow
▲ Colony Actions ↓

Spend X Energy/X Culture to upgrade your Galaxy

\$	PLANET 001		!	PLANET 002		\$	PLANET 003	
1			1			1		
	GAIN +!	1VP		GAIN +\$	1VP		GAIN 1 ENERGY	1VP
\$	PLANET 004		!	PLANET 005		!	PLANET 006	
1			1			1		
	REGRESS 1 ENEMY SHIP BY 1 !	1VP		GAIN 1 CULTURE	1VP		REGRESS 1 ENEMY SHIP BY 1 \$	1VP
\$	PLANET 007		\$	PLANET 008		!	PLANET 009	
2			2			2		
1			1			1		
	SPEND 1 ENERGY TO HARVEST 2 CULTURE	2VP		STEAL A CULTURE FROM ANOTHER PLAYER ONLY ONCE/TURN	2VP		GAIN +2 ENERGY	2VP

!	PLANET 010		!	PLANET 011		!	PLANET 012	
2			3			3		
1			2			2		
			1			1		
REROLL YOUR REMAINING DICE SET ASIDE THE ONE USED FOR THIS ACTION		2 VP	SPEND 2 ENERGY TO GAIN 2 \$		3 VP	CONVERT ANY # OF ENERGY INTO CULTURE		3 VP
\$	PLANET 013		\$	PLANET 014		\$	PLANET 015	
3			3			4		
2			2			3		
1			1			2		
						1		
SPEND 2 CULTURE TO GAIN 2 !		3 VP	CONVERT ANY # OF CULTURE INTO ENERGY		3 VP	IGNORE 3 UNLOCKED DICE, ADVANCE A SHIP +2		5 VP
!	PLANET 016		!	PLANET 017		\$	PLANET 018	
4			4			4		
3			3			3		
2			2			2		
1			1			1		
IGNORE 2 UNLOCKED DICE, GAIN 2 ENERGY AND 2 CULTURE		5 VP	DISPLACE 1 ENEMY SHIP, SPEND CULTURE = SHIP'S COLONIZING LEVEL		5 VP	GAIN 2 CULTURE, ALL OTHER PLAYERS GAIN 1 CULTURE		5 VP



PLANET 019



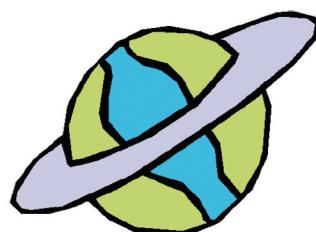
5

4

3

2

1



PLANET 020



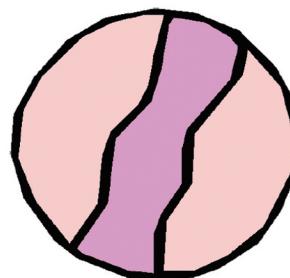
5

4

3

2

1



PLANET 021



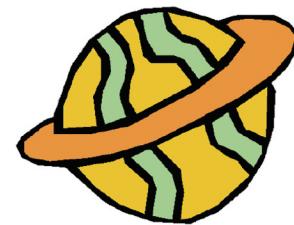
5

4

3

2

1

SET 1 UNLOCKED
DIE TO THE FACE
OF YOUR CHOICE

7 VP

ADVANCE A SHIP
+1 ON ANY COLONY
TRACK

7 VP

OTHER PLAYERS
CANNOT FOLLOW
YOUR LOCKED
DICE ON THIS TURN

7 VP



PLANET 022



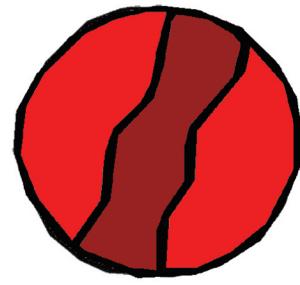
5

4

3

2

1



PLANET 023



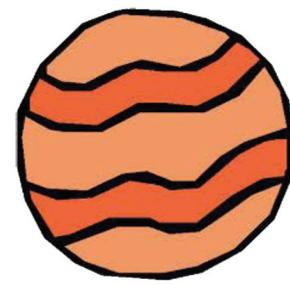
5

4

3

2

1



PLANET 024

REPEAT THE
ACTION ON AN
ALREADY
LOCKED DIE

7 VP

GAIN CULTURE
EQUAL TO THE # OF
SHIPS ON YOUR
HOME PLANET

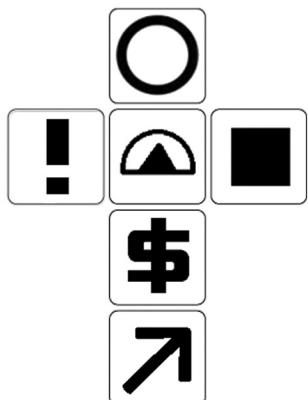
7 VP

MOVE 1 OF YOUR
SHIPS TO ANOTHER
COLONY TRACK
AT EQUAL LEVEL

7 VP

PRINT ON ADHESIVE PAPER AND CUTOUT

DICE MAP



#1	!	\$!	O	■	↗
#2	!	\$!	O	■	↗
#3	!	\$!	O	■	↗
#4	!	\$!	O	■	↗
#5	!	\$!	O	■	↗
#6	!	\$!	O	■	↗
#7	!	\$!	O	■	↗