**Settlers of the Galaxy**

Players: 2 - 8

Objective: Settle the galaxy, make the strongest/most powerful/etc empire  
  
Gameplay:

On each turn, a player can do one of the following actions:

Move units to an adjacent planet

Build new units on a planet they control

Build a new colony on a planet they control

Research a new technology

When moving units, the player must have enough fuel to reach the destination planet. Fuel can be replenished by building fuel stations on planets.

When building new units or colonies, the player must have enough resources. Resources can be obtained by controlling planets with resource deposits or by trading with other players.

Researching new technologies gives the player an advantage in the game, such as increased combat strength or the ability to travel further distances.

Combat occurs when two players have units on the same planet. The player with the highest combat strength wins the battle and the losing player's units are removed from the planet.

The game ends when all of the terrain tiles have been settled or when one player controls a certain percentage of the galaxy's planets.

The player with the strongest empire at the end of the game wins.